

Screen Sections

A Screen Section is a user interface element built on an [entity](#) definition. This means that a screen section can display whole rows of data from the entity on which it is based. Screen sections are later always linked within [Screens](#).

A Screen section is a definition of a part of the user interface. When used in a [screen](#), the screen section definition is linked to the screen. A screen section is not a part of the form. This means that the same screen section definition can be used in different screens.

Screen sections can contain [screen section widgets](#) like [Text Boxes](#), [Drop-down Boxes](#) etc. These controls can be grouped in [Group Boxes](#) in order to make the interface more readable to the user. Screen sections cannot contain other screen sections.

When you add a new screen section, you will use the [User Interface Designer](#).

Usage

Screen sections can be referenced by

- [Screens](#) (one or more sections will be collected by the screen)
- [Screen Reference Menu Items](#) (SelectionDialogPanel attribute)

Example

You have an `Invoice` and `InvoiceDetail` entities. You need to create a screen section for each: `InvoiceSection` and `InvoiceDetailSection`. Each section will contain fields/widgets visible to the user. These two sections will be combined into an `InvoiceScreen` later, making it a master-detail screen.

More In This Chapter

Implicit Filter

This property allows you to set a filter on the section data that will always be applied.

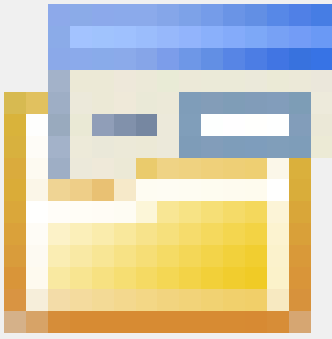
Physical Data Order

This feature allows a user to manually order the rows in a data set.

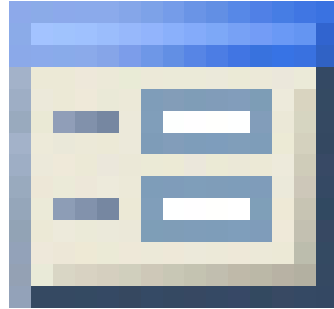
Views

A Screen Section that provides the user with different views of the underlying dataset.

MODEL STRUCTURE



Screen Sections



Screen Section



Alternative