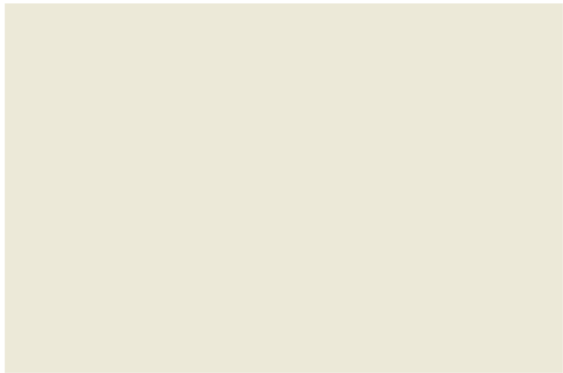
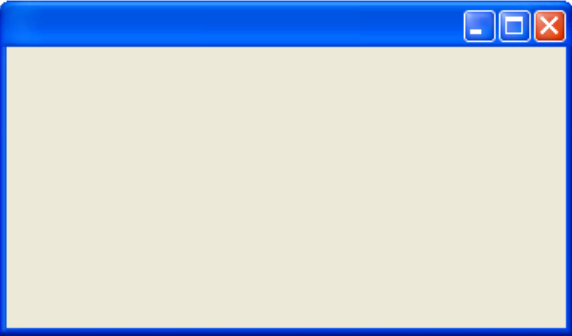


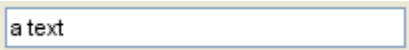
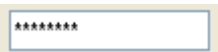
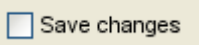
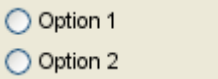
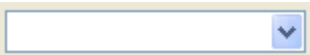
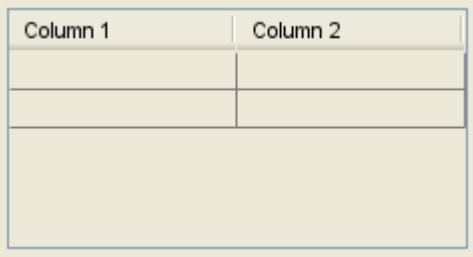
Supported UI Widgets

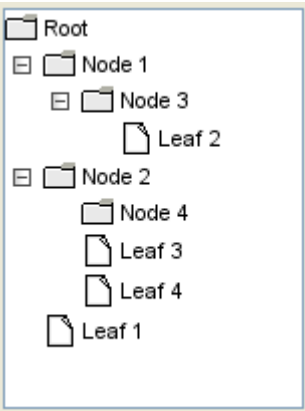
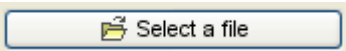
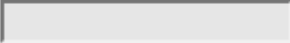
MagicDraw offers a selection of basic and also complex widgets and user interface objects which cover most of any screen design needs. As a matter of fact, not all MagicDraw UI elements can be used for designing screens that work with xUML service UIs.

As a reference the following catalog will describe and at the same time indicate that they can be used.

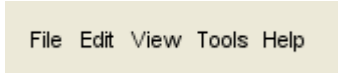
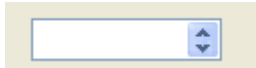
Supported UI Elements

Type	Name	Element	Related Pages: Description
Container	Panel		Usage of the UI Widgets: The Panel container () is the most basic container base for any screen modeling. • Autocomplete • Checkbox • Combo Box • Date Chooser • Multi-select Lists • Radio Button Group • Tables • Tabs
	Frame		The Frame container () is used for modal dialogs and windows that open within the same browser window (e.g. detail records). A Frame has by default a close button in the bar. It is important to know, that despite of the creating application, the Frame container does not represent the frames.
	Tabbed Pane		The Tabbed Pane container () is an ideal way to combine multiple screens on little space. Refer to Tabs for more information.

	Group Box		The Group Box container () is ideal for grouping UI elements into different groups belonging together.
UI Element	Label		The Label element () is for placing static text on a container.
	Text Field		The Text Field element () is used to give the user possibility to input text to the application. • If a text field is bound to a data attribute having a Date type, it a Date Chooser is available automatically • A text field can be extended by an autocomplete described on Autocomplete. • A text field can be made required by setting the <code>required</code> attribute ◦ required: multiplicity undefined or 1 ◦ not required: multiplicity 0..1
	Password Field		The Password Field element () is a Text Field with the difference, that the input is not shown in plain text but each character is replaced and hidden with the * symbol.
	Checkbox		The Checkbox element () is used to indicate a condition. Refer to Checkbox for more information.
	Radio Button		The Radio Button element () is used in a similar way as the Check Box element but with the difference, that only one option within a group of options can be selected. Refer to Radio Button Group for more information.
	Combo Box		The Combo Box element () allows to select one option from a list that opens up when clicking with the cursor onto the element. Refer to Combo Box for more information. With some additional changes to the tagged values the element can change to a Multiselect List. How to implement is described in the following chapters. Refer to Multi-select Lists for more information.
	Table		The Table element () is used to render data within a container.

Tree		The Tree element () can be used to display hierarc like folder structures or catalog indices.
List		The List element () enables to select one or more a list.
Separat or		The Separator element () can be used to visually : area of a screen with another one.
Button		The Button element () is used to submit an action application user e.g. send a form or open a dialog winc
File Selector		The File Selector , used for selecting files to bind them upload form consists of a normal button element () the open icon applied to it. The open icon is specified i specifications. The file selector will be displayed as foll File(s)  

Unsupported UI Elements

Name	Element	Remark
Slider ()		
Progress Bar ()		
Menu Bar ()		
Scroll Bar ()		Scrollbars are added automatically to the container elements if necessary.
Spinner ()		

Toolbar ()		
Close Toolbar button ()		