

Creating an App in the Mendix Web Modeler**Step 1: Create App and Home Page**

1. Create a new App.
2. Go to development portal, click on Edit app.
3. Change title from “Home” to the title of your app.
4. On the lower right side, click on a row layout for desktop, tablet, and phone.
5. Now add a button to the page that opens the next page in the app. Open toolbox, search for “card action” building block, then drag this building block onto the columns. Repeat for all of the buttons.
6. Change the caption on the buttons from “Open Page” to the titles of the other pages.
7. Change the icons. Click “Icon Selector” and search for the icon you want.

Step 2: Create Additional Pages

1. Click the Pages button on the upper left (looks like a piece of paper) then to create a new page, click “New”.
2. Enter page title, choose Atlas_Default layout, and choose building block “Lists-List Default”. Click create.
3. Repeat for all of the pages in the app.

Step 3: Link Pages to Buttons on the Home Page

1. Go to Home Page. Click the Pages button on the upper left (piece of paper) and click Home.
2. Click on the first button. Under Properties (right side), click on Page under On Click Action. Then under Page, select the page you want to show when the button is clicked. Repeat for all buttons.

Step 4: Create and Connect Entities to Enable Dynamic Data

1. Open the first page after the Home page. Change the title and subtitle so they describe what the page is about.
2. Click on the List View to select it. In Properties, click on the Select Entity button, then click New Entity. Give the entity a name that corresponds with the title of the page.
3. In the list view, delete the image and container used to hold the image.
4. Click Title on the List View to select it. In Properties, under Content, remove the placeholder text that says “Title”.
5. Under Properties, in the Content box, click Add Attribute, then click New Attribute. Name the new attribute “Title” and set the data type to String.
6. Repeat for the other attributes you want displayed on the page (i.e. duration, price, etc.).
7. Now repeat these steps for the rest of the pages in your app.

Step 5: Link Add Buttons to Entities

1. Open the first page after the Home page. Click on the green Add button to select it. In Properties, click on the “Create Object” slider, then under Entity add the correct entity to the page.
2. Repeat these steps for the Add buttons on the other pages.

Step 6: Create Detail Pages for Adding New Items

1. Open the first page after the Home page. Click on the Add button on the page to select it. In Properties, under Page, click “Select Page” then click “New Page” to add a new page.
2. Give the new page the same name as the original page, plus the suffix _NewEdit. (For example, if the original page was Locations, then the detail page should be Location_NewEdit.) Under Layout, choose PopUpLayout. **Important: Check the button next to “pre-fill page contents on the entity”.** This adds the appropriate text boxes to the detail page. Then click Create.
3. Repeat these steps for all of the pages that need a detail page.

Step 7: Create the Navigation Menu

1. Click on the  button on the left side of the screen to open the Navigation document.
2. To add a new navigation item, Click the green plus symbol under the Home navigation item.
3. Under Properties (on the right side), enter the title of the page in Caption. Then under On Click Action, select Page. Under Page, specify the page that this navigation item should open. Scroll down in Properties until you see Icon. Choose an appropriate image for the icon.
4. Repeat this step to create navigation items for all of the main pages in the app (not the detail or NewEdit pages).
5. Note: If you publish your app and then use the navigation menu in Phone view, the menu looks like it stays extended. Try testing your app in tablet or desktop view instead.

Step 8: Publish Your App to View It

1. Click Publish on the top right corner. Click Update. The Web Modeler will spend a few seconds to a few minutes publishing your app, depending on size. Then click on View App. (By default, this brings up the app in phone view. Use the drop-down arrow next to View App to change the view to tablet or desktop.)
2. If you see red Errors, then click the Errors tab in the lower left of the screen. If you double-click on an error, the web modeler will take you to the place in the app where the error is occurring and give you a hint on how to fix it.

Step 9: Adding Microflows to the App

1. Deactivate Mendix Assist so you can add your own custom microflows from scratch. To deactivate Mendix Assist, click on the Information  button in the top-right, then toggle the slider to “Mendix Assist is OFF”.
2. Open the page where you want to add the microflow. In the Toolbox, find the “Call Microsoft” button and drag it on top of the button that should kick off the microflow from the page. Set the caption and the icon on the button.
3. With the button selected, under Properties, click “Select microflow”. Click “New microflow”.

Handy Tips and Tricks for Developing Mendix Apps in the Web Modeler

- Generate a QR Code (Barcode) for Your App
 1. Publish your app, then click “View on Mobile Device”. This will display a QR code you can use to distribute your app to your teacher and classmates. Use the Windows snipping Tool to take a screenshot.
- Delete a Page
 1. Open the page, then click on the Properties tab on the right side of the screen. Under Properties, click the red Delete button. Then click Confirm.
- Add a New Entity to the Domain Model
 1. Click on the  button on the left side of the screen to open the domain model.
 2. Under Toolbox (on the right side of the screen) click and drag a New Entity onto the domain model.
 3. Enter a new name for the entity, using CamelCase, i.e. CourseSession.
 4. Add the attributes to the entity. To add a new attribute, click on the + plus symbol next to the words “New Attribute” below the new entity. Give the new attribute an appropriate name and data type, then click Create.
 5. Add an association between the new entity and an existing entity. (For example, a course has many course sessions.) To add a new association, select the new entity, then click the arrow button next to the New Attribute button underneath the entity. Now select the other entity that you want to create an association with, and click select. The association is created as a one-to-many relationship by default. To change it, select the association and choose a different type under Properties.
- Add a Reference Selector (Search function) to a Page
 1. Do you need users to be able to look up instances of an entity in your app, i.e. training events? If so, you need to add a reference selector. This allows users to choose an instance of an entity from a drop-down menu.
 2. To add a Reference Selector, open the page, go to the Toolbox pane (on the right), and search for the Reference selector widget.
 3. Drag the Reference selector widget onto the page.
 4. Switch to the Properties pane (on the right side) and click select an Attribute. Choose the attribute that you want the user to search by (i.e. course title, last name, etc.)
- Desktop Modeler Updates
 1. Mendix drops a new version of the desktop modeler every week or two, so don't be surprised if you try to edit an app in the desktop modeler, and a dialog pops up saying you have the wrong version.
 2. Download and install the latest version of the desktop modeler from here:
<https://appstore.home.mendix.com/link/modelers/>