Design UI

OutSystems UI defines the way to build the structure of the user interfaces of your OutSystems applications.

The following figure represents the OutSystems UI Architecture:

Let’s have a look at each component.

The OutSystems UI Framework

The OutSystems UI Framework is the base of all user interfaces and provides UI patterns for Web and Mobile applications and beautiful built-in responsive screen templates for you to use, and allows you to create your customized templates. With these, you can create your live Style Guide which defines all the patterns and styles for building your applications.

For example, you can use the OutSystems UI Web Base and Email stylesheets, and UI Patterns and layouts.
The Built-in Screen Templates

Created and maintained by OutSystems, the built-in screen templates are ready to use for developing your applications. You can choose from a different set of Web Screen Templates and Mobile Screen Templates.

The Custom Application Templates

The application templates you use to build your applications. Refer to the OutSystems documentation to learn how to create a Custom Application Template.
The Style Guide

The Style Guide is a document with your brand theme colors and patterns ready to use to create a consistent user experience on your applications. It is an essential piece to ensure adherence to your brand rules, user interface consistency, and foster usability. It is designed to guide you through all delivery assets to optimize the development process and user experience.

Your Applications

Your applications can have all the necessary modules and contain all the CSS. All are created based on an application template.
How It Works

You can see how OutSystems UI works and browse the Screen Templates and UI Pattern catalog on the OutSystems UI website, or learn more about the different components in the sections below.

• **Accessibility**
  Learn how to make your OutSystems Reactive Web applications accessible to everyone.
  
  Featured Article:
  - Testing and fixing accessibility issues
  - Accessible Rich Internet Applications roles and attributes
  - UI Patterns accessibility reference

• **Screen Templates**
  Build fully functional Screens, with built-in logic, styles, and sample data. Screen Templates speed up development for most often use cases and patterns.
  
  Featured Article:
  - Replace the sample data in Screens created from Screen Templates
  - Theme compatibility in Screen Templates
- **Creating Screen Templates**
  Create your Screen Templates for all developers in the factory.
  
  Featured Article:
  - How Screen Templates work
  - Guidelines for creating Screen Templates
  - Metadata reference

- **Creating and editing tables**
  Show the tabular data with Table.
  
  Featured Article:
  - Table pagination and sorting

- **Inputs**
  See what are the inputs available to use in your screens or blocks and how to use them.
  
  Featured Article:
  - Choose One Value from a List
  - Pick Only One Option in a Group of Choices
  - Switch or Toggle a Boolean Value

- **Forms**
  See how to implement forms and validate user inputs.
  
  Featured Article:
  - Use a Form to Group Input Widgets
  - Validate the fields of a form

- **Images**
  See how to use icons and images from different sources in your screens or blocks.
Featured Article:
- Use Icons
- Display an Image Stored in the Database

• Look and Feel
Featured Article:
- Change the look of widgets with Styles Editor
- Cascading Style Sheets (CSS)
- Design the Layout of Screens Using Placeholders

See More

• Reuse UI
Blocks are interface parts that can be reused in screens and other blocks.

Featured Article:
- Create and Reuse Screen Blocks
- Use Events to Propagate Changes From a Block to the Parent
- Maintain UI in dedicated modules

See More

• Patterns
Drag and drop patterns to use the most common UI components, like calendar, tool tip, carousel, and many more.

Featured Article:
- Using Mobile and Reactive Patterns
- Using Traditional Web Patterns

• Navigation
See how to navigate between screens and pass information between them.

Featured Article:
- Navigate to a Detail Screen
- Pass Data Between Screens With Input Parameters
• UI Flows

See More

• Translating the app UI

Learn how to create multilingual applications with OutSystems.

Featured Article:

• Multilingual Web Applications
• Translations Behavior Editor

Articles in this Section

• Screen

Screen is one of the basic building blocks of both Mobile and Reactive Web Apps. You can create empty Screens or with some predefined content.

See Also

How to Build a Front-End Architecture in OutSystems
Front-End Architecture Best Practices