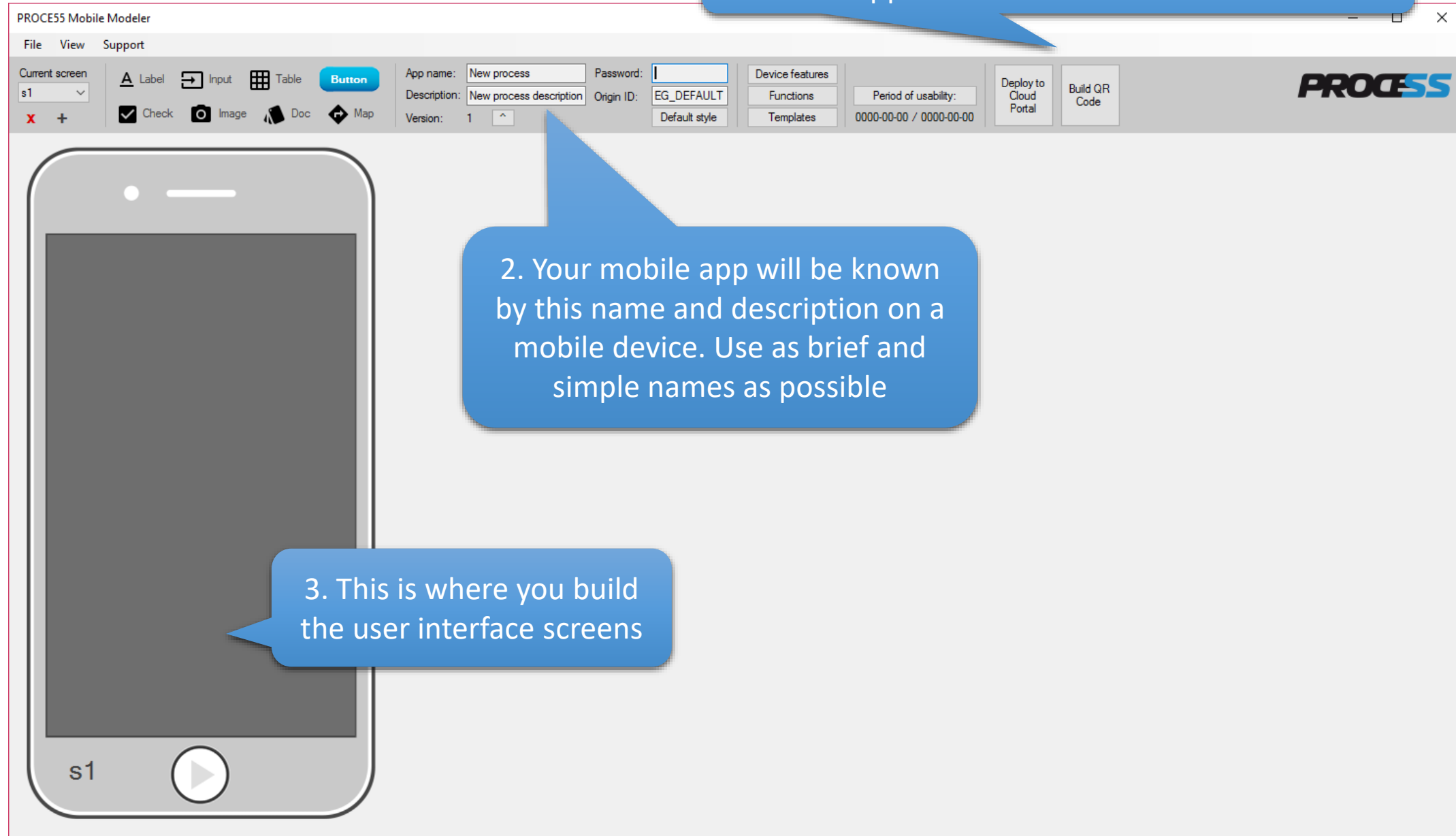


# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

1. Everything you need to build and test your mobile apps is available from the main screen



2. Your mobile app will be known by this name and description on a mobile device. Use as brief and simple names as possible

3. This is where you build the user interface screens

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

PROCE55 Mobile Modeler

File View Support

Current screen: s1, initial, s1

Label Input Table Button

Check Image Doc Map

App name: New process Password: Password

Description: New process description Origin ID: EG\_DEFAULT

Version: 1

Device features: Functions, Templates

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

1. By default, each mobile app has a minimum of two screens – the 'initial', which is invisible, and the 's1' – the first visible screen of your app.

s1

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler". The menu bar includes "File", "View", and "Support". The toolbar contains icons for "Label", "Input", "Table", "Button", "Check", "Image", "Doc", and "Map". The "Current screen" dropdown is set to "s1". The main workspace displays a mobile device mockup with a play button at the bottom and the screen ID "s1" in the bottom left corner. A blue callout box points to the "+" and "x" buttons in the toolbar, containing the text: "You can add or remove screens using '+' and 'x' buttons".

PROCE55 Mobile Modeler

File View Support

Current screen: s1

Label Input Table Button

App name: New process Password: Password

Description: New process description Origin ID: EG\_DEFAULT

Device features: Functions, Templates

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Version: 1

PROCE55

s1

You can add or remove screens using '+' and 'x' buttons

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map, and a central workspace. On the left, a "Current screen" dropdown menu is open, listing "s3", "initial", "s1", "s2", and "s3". The main workspace displays a mobile phone mockup with a play button at the bottom and the label "s3". A blue callout box with white text says: "Now add two more screens, so that we have initial, s1, s2 and s3". The PROCE55 logo is visible in the top right corner of the interface.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with various widget icons (Label, Input, Table, Button, Check, Image, Doc, Map), and a configuration panel on the right with fields for App name, Password, Description, Origin ID, Version, Device features, Functions, Templates, and Period of usability. A "Deploy to Cloud Portal" and "Build QR Code" button are also present. The main workspace displays a mobile device preview on the left and a process flow diagram on the right. A blue callout bubble points to the "initial" screen in the mobile preview, and a white callout bubble contains a flow diagram.

Switching to the 'initial' screen reveals the default initial button (initial\_b1), which, on a mobile device, is pressed automatically – executing initial actions and bringing us to the first visible screen

You can imagine the process/screen flow like this:

```
graph LR; start(( )) --> initial[initial]; initial --> s1[s1]; s1 --> s2[s2]; s2 --> exit[exit]; s2 --> s1;
```

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

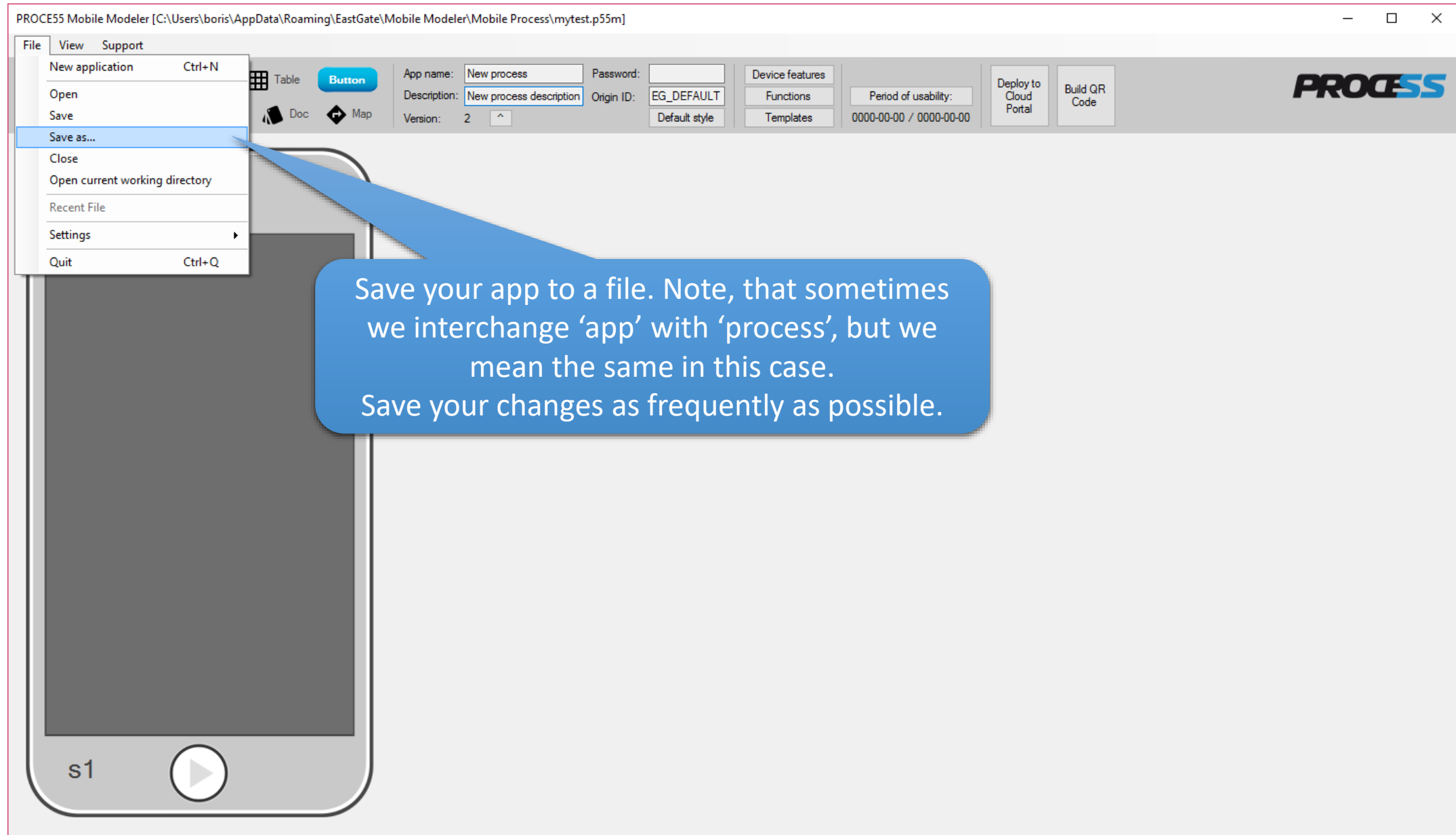
The screenshot shows the PROCE55 Mobile Modeler software interface. On the left, a mobile phone mockup displays a screen named 'initial' with a blue button labeled 'Initial actions'. The right side of the interface shows the configuration for this button, with the element variable name 'initial\_b1'. The configuration includes a 'Button text' dropdown set to 'Initial actions', an 'Auto-click' checkbox that is checked, and a 'Width' dropdown set to 'Full width'. Below these, there is an 'ACTION SEQUENCES' section with a 'Target screen' dropdown set to 's1' and a 'Transfer' action selected. A blue callout bubble points to the 'Initial actions' button on the phone, and another blue callout bubble points to the 'Auto-click' checkbox in the configuration panel. A thought bubble on the right contains a flow diagram with two boxes, 'initial' and 's1', connected by an arrow pointing from 'initial' to 's1'.

1. When we select a visual element, its properties show on the right side >

2. This means, that the button is pressed automatically, and it does nothing, except taking us to the screen 's1'

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app



PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

- New application Ctrl+N
- Open
- Save
- Save as...
- Close
- Open current working directory
- Recent File
- Settings
- Quit Ctrl+Q

Table Button

App name: New process Password: Password

Description: New process description Origin ID: EG\_DEFAULT

Version: 2

Device features

- Functions
- Templates

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal

Build QR Code

**PROCE55**

s1

Save your app to a file. Note, that sometimes we interchange 'app' with 'process', but we mean the same in this case. Save your changes as frequently as possible.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. The main configuration area contains the following fields and buttons:

- App name: Test App
- Password: (empty)
- Device features: (dropdown menu)
- Description: My first test app
- Origin ID: EG\_DEFAULT
- Functions: (dropdown menu)
- Period of usability: 0000-00-00 / 0000-00-00
- Default style: (dropdown menu)
- Templates: (dropdown menu)
- Buttons: Deploy to Cloud Portal, Build QR Code

On the left, a mobile device preview shows a screen labeled "s1" with a play button at the bottom. A blue callout bubble points to the Description field with the text: "Give your app some short name and a description. This will be visible to mobile device users".

On the right, a cloud-shaped graphic contains a screenshot of a mobile app interface titled "My Apps". A red arrow points to the "Test App" entry in the list, which has the description "My first test app (2)".



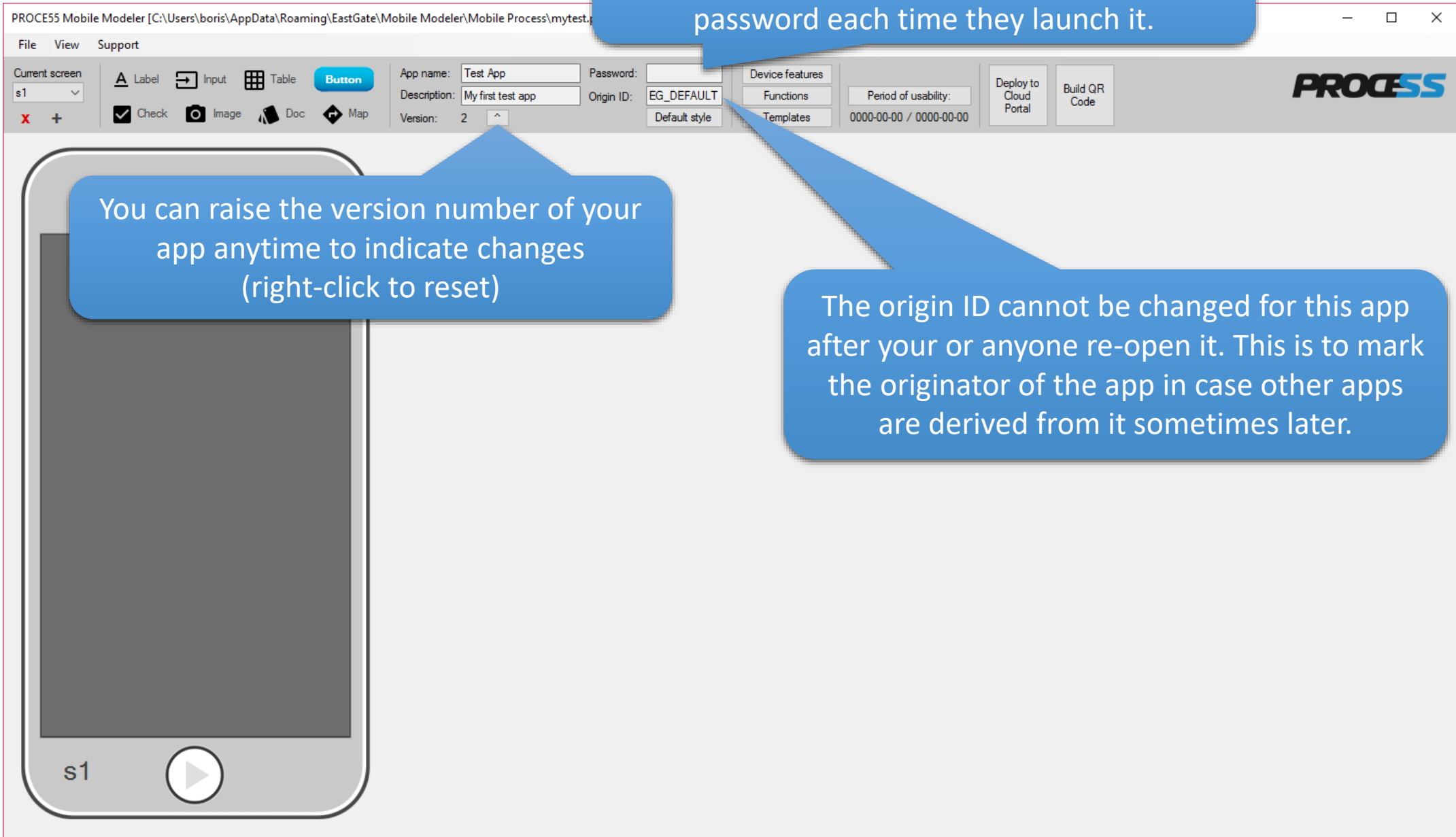
# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

You can password-protect your app, so that mobile device users are asked to enter the password each time they launch it.

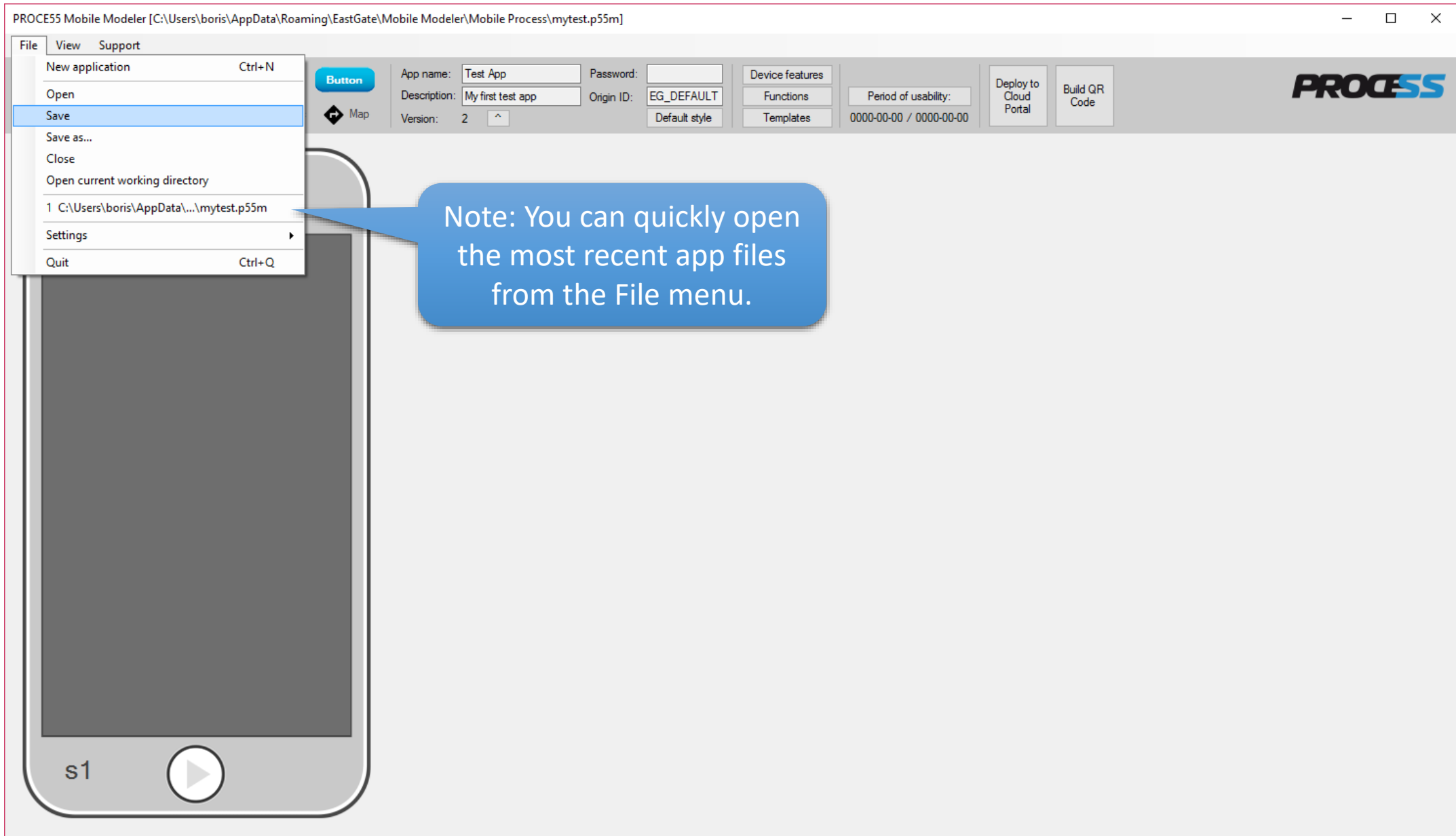
You can raise the version number of your app anytime to indicate changes (right-click to reset)

The origin ID cannot be changed for this app after your or anyone re-open it. This is to mark the originator of the app in case other apps are derived from it sometimes later.



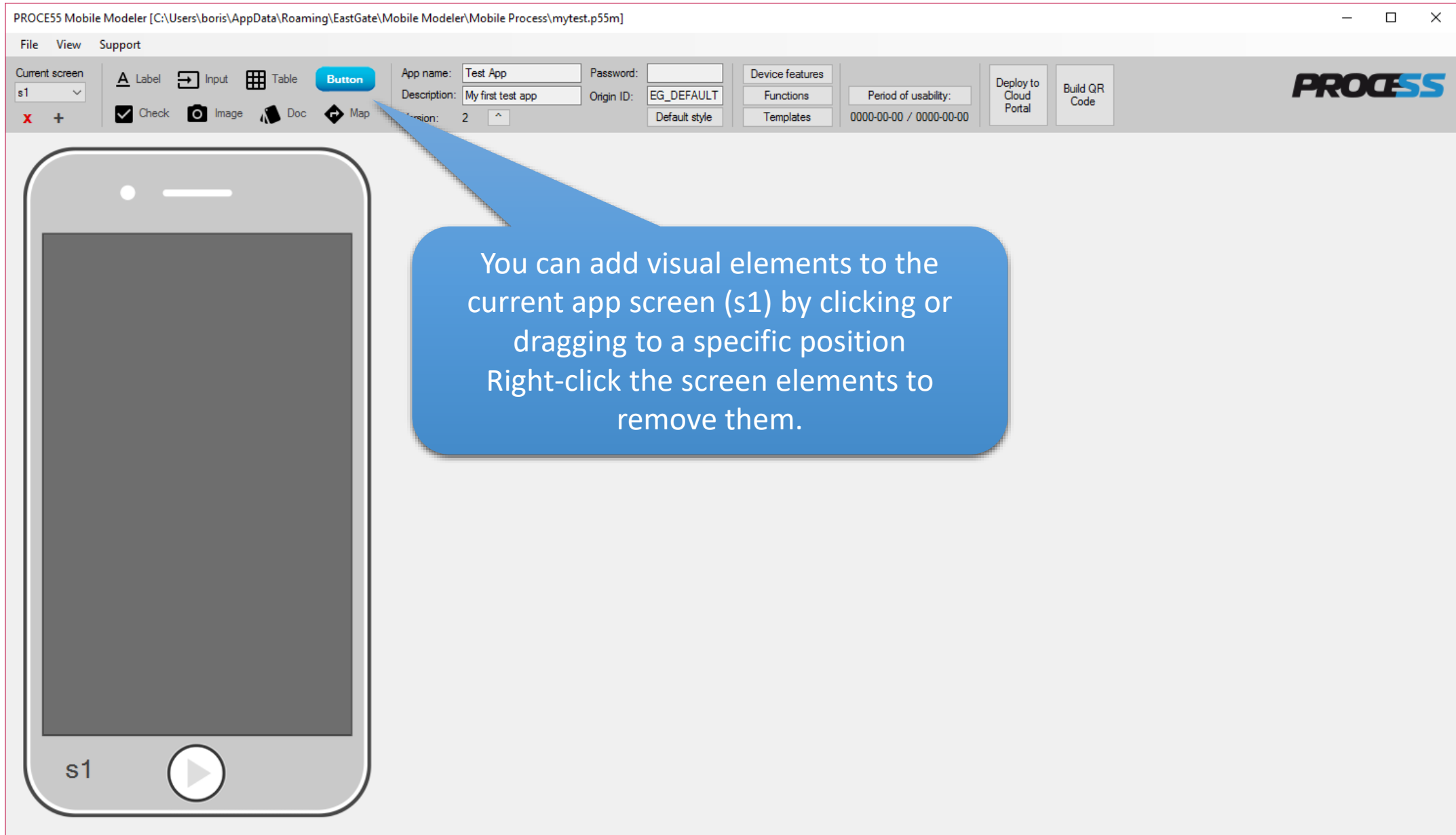
# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app



# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app



The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. A configuration panel on the right contains fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), and Period of usability (0000-00-00 / 0000-00-00). There are also buttons for Device features, Functions, Templates, Deploy to Cloud Portal, and Build QR Code. The main workspace displays a mobile phone mockup with a screen labeled "s1" and a play button at the bottom. A blue callout box points to the "Button" icon in the toolbar.

You can add visual elements to the current app screen (s1) by clicking or dragging to a specific position  
Right-click the screen elements to remove them.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

Label Input Table Button

App name: Test App Password: Password field Device features: Functions, Templates

Description: My first test app Origin ID: EG\_DEFAULT

Version: 2

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Label s1\_o1 Label text

Input s1\_i1

Button s1\_b1 Button text

Switch s1\_ch1 Switch text

Table s1\_t1

Doc s1\_d1 Document description

Map s1\_m1 Map description

Image s1\_p1 Image description

Now add one of each visual elements to the screen 's1', so that you will have a similarly looking screen

Note: each screen element is automatically assigned a system name consisting of the screen name (e.g. s1), element type (o = output, i = input, b = button, ch = checkbox/switch, t = table, d = document, m = map) and an incremental number. For example: the second table on a screen s3 would be named: s3\_t2

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The menu bar includes "File", "View", and "Support". The toolbar contains icons for "Label", "Input", "Table", "Button", "Check", "Image", "Doc", and "Map". The main workspace displays a mobile app design for screen "s1" with the following elements from top to bottom: a label "Label text" (s1\_o1), an input field (s1\_i1), a table (s1\_t1), a switch "Switch text" (s1\_ch1), a document icon "Document description" (s1\_d1), a map icon "Map description" (s1\_m1), an image icon "Image description" (s1\_p1), and a blue button "Button text" (s1\_b1). The bottom of the screen shows the screen ID "s1" and a play button icon. The right sidebar contains fields for "App name: Test App", "Description: My first test app", "Version: 2", "Origin ID: EG\_DEFAULT", "Device features" (Functions, Templates), "Period of usability: 0000-00-00 / 0000-00-00", "Default style", "Deploy to Cloud Portal", and "Build QR Code". The PROCE55 logo is in the top right corner.

1. Reorder the elements like this by dragging and dropping

2. You can try to export the QR code anytime to see how the app looks like on a mobile device...

3. You can test the app directly on your PC using this button

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map, and a right-hand panel with fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), Device features, Functions, Templates, and Period of usability (0000-00-00 / 0000-00-00). There are also buttons for "Deploy to Cloud Portal" and "Build QR Code".

The main workspace displays a mobile app design for screen "s1" with several elements: a Label (s1\_o1), an Input field (s1\_i1), a Table (s1\_t1), a Switch (s1\_ch1), a Document (s1\_d1), a Map (s1\_m1), an Image (s1\_p1), and a Button (s1\_b1). The "Label s1\_o1" is selected, and its properties are shown in the right-hand panel:

- Element variable name: **s1\_o1**
- Initial text:
- Hidden
- Width:
- 

Two blue callout boxes provide instructions:

- 1. Now select each visual element on the screen s1 and set its properties as shown on the next slides.
- 2. Don't forget to apply any changes by clicking the blinking 'Apply' buttons.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. A configuration panel on the right contains fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), Device features, Functions, Templates, and Period of usability (0000-00-00 / 0000-00-00). Buttons for "Deploy to Cloud Portal" and "Build QR Code" are also present. The main workspace displays a mobile app design for screen "s1" with various widgets: a label "Enter a number", an input field, a table, a switch "Something is enabled", a document icon "Online resource 1", a map icon "Location 1", an image icon "Image description", and a button "Continue". A blue callout box points to the label widget with the text "The applied change of the default label text".

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. The main workspace is divided into two panels: a mobile device preview on the left and a configuration panel on the right.

The mobile device preview shows a screen with the following elements:

- Label s1\_o1: Enter a number
- Input s1\_i1: [Empty text input field]
- Table s1\_t1: [Empty table with 5 columns]
- Switch s1\_ch1: Something is enabled (toggle is on)
- Doc s1\_d1: Online resource 1 (document icon)
- Map s1\_m1: Location 1 (map icon)
- Image s1\_p1: Image description (camera icon)
- Button s1\_b1: Continue

The configuration panel for the selected "Input s1\_i1" element shows the following settings:

- Element variable name: s1\_i1
- Initial text: [Empty text input field]
- Mandatory (not empty)
- Hidden
- Auto-size text area
- Format: TEXT (dropdown menu)
- Format warning: [Empty text input field]
- Width: Full width (dropdown menu)
- < Apply (button)

A blue callout box on the right contains the text: "Text input elements can have a default text, expected format and a format warning text to show in case the entry does not match the expected format."



# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map, and a right-hand configuration panel. The configuration panel shows fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), and Device features (Functions, Templates). It also includes a Period of usability field (0000-00-00 / 0000-00-00) and buttons for Deploy to Cloud Portal and Build QR Code. The PROCE55 logo is visible in the top right corner.

The main workspace is divided into two sections. On the left, a mobile phone mockup displays a screen with several UI elements: a label "Enter a number", an input field (s1\_i1), a table (s1\_t1), a switch "Something is enabled", a document icon "Online resource 1", a map icon "Location 1", an image icon "Image description", and a button "Continue". The screen is labeled "s1" at the bottom left.

On the right, the configuration panel for the selected element "s1\_i1" is shown. It includes fields for "Initial text", "Format" (set to TEXT), "Format warning" (set to "Enter a number, please!"), and "Width" (set to Full width). There are checkboxes for "Mandatory (not empty)", "Hidden", and "Auto-size text area". A blue "< Apply" button is located at the bottom of the configuration panel.

Two blue callout boxes provide additional information:

- The first callout points to the "Format" dropdown and the "Format warning" field, stating: "In this case we will ask users to enter an integer number."
- The second callout points to the "< Apply" button, stating: "Please, do not forget to apply the changes. You can check each element's properties by selecting it anytime later."

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. On the left, a mobile app design is shown with various UI elements: a label 'Enter a number', an input field, a table with 5 columns and 2 rows, a switch 'Something is enabled', a document icon 'Online resource 1', a map icon 'Location 1', an image icon 'Image description', and a button 'Continue'. The table element is highlighted with a blue border and a callout bubble. On the right, the configuration panel for the table element 's1\_t1' is visible. It includes options for 'On row selection' (with an 'Apply' button), checkboxes for 'Hidden' and 'Expanded (show full table on target screen transition)', and a 'Show as' dropdown set to 'Table'. There are also '+ Column' and '- Column' buttons. A 'Clear table definition' button is present, along with explanatory text: 'The table data can be referenced to either as e.g. \${s1\_t1[COLUMN1]}, which means a value of the COLUMN1 from the selected table row or \${s1\_t1} as the whole table.'

Table elements can have multiple rows and columns with a predefined set of values. It can be used as a fixed option list (combo box). You can also fill the table values from a service call (JSON or XML\_HTTP response).

Table columns can also be hidden. Each column has a visible header text and an internal system name to be referenced in action sequences.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

Label s1\_o1: Enter a number

Input s1\_i1: [input field]

Table s1\_t1: [table with 2 columns and 2 rows]

Switch s1\_ch1: Something is enabled [toggle]

Doc s1\_d1: Online resource 1 [document icon]

Map s1\_m1: Location 1 [map icon]

Image s1\_p1: Image description [camera icon]

Button s1\_b1: Continue

App name: Test App Password: [password field] Device features: Functions, Templates

Description: My first test app Origin ID: EG\_DEFAULT

Version: 2

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Element variable name: s1\_t1

On row selection: [dropdown] (auto-click this button) < Apply

Hidden  Expanded (show full table on target screen transition)

Show as: Table

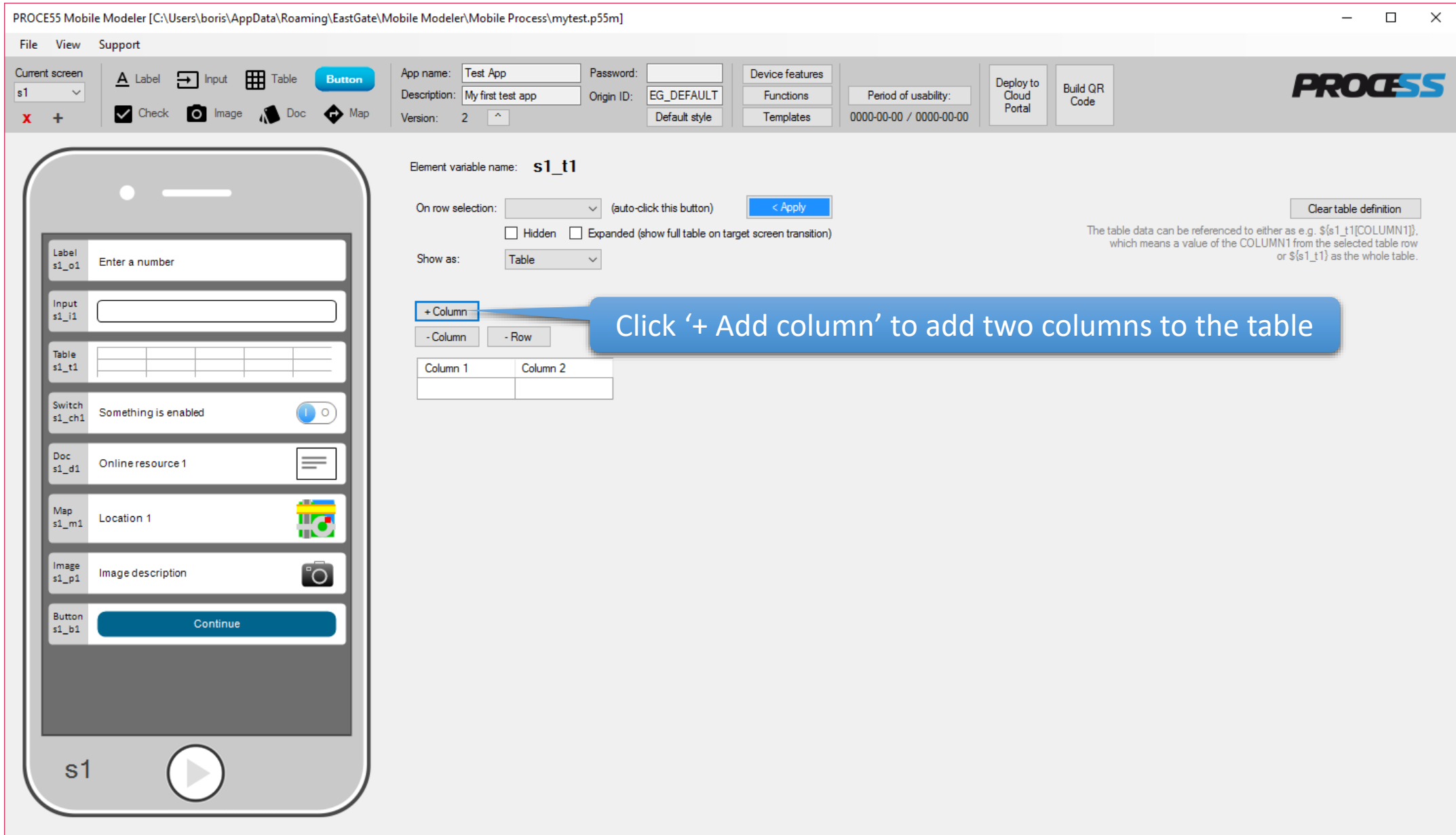
+ Column - Column - Row

Column 1 Column 2

Clear table definition

The table data can be referenced to either as e.g. \${s1\_t1[COLUMN1]}, which means a value of the COLUMN1 from the selected table row or \${s1\_t1} as the whole table.

Click '+ Add column' to add two columns to the table



# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler interface. On the left is a mobile app preview with various UI elements: a label 'Enter a number', an input field, a table with 5 columns and 1 row, a switch 'Something is enabled', a document icon 'Online resource 1', a map icon 'Location 1', an image icon 'Image description', and a button 'Continue'. The main area shows the configuration for the table element 's1\_t1'. The 'Element variable name' is 's1\_t1'. The 'On row selection' dropdown is set to '(auto-click this button)' with an '< Apply' button. There are checkboxes for 'Hidden' and 'Expanded (show full table on target screen transition)'. The 'Show as' dropdown is set to a default value. Below this is a table configuration section with '+ Column', '- Column', and '- Row' buttons. The 'Column header text' is 'ID', the 'Column system name' is 'ID', and there is a 'Column is hidden' checkbox. An '< Update header' button is present. A small table shows the configuration: 'ID' in the first column and 'Test column' in the second. A 'Clear table definition' button is on the right. A note explains that table data can be referenced as e.g. `$(s1_t1[COLUMN1])` or `$(s1_t1)`. Two blue callout boxes provide instructions: 1. Select any cell in the first column to reveal the column settings. 2. Set the visible 'Header text' and the internal 'System name' to 'ID', then click 'Update header' (you can use any strings here, but make sure the system name matches your parameter names in action sequences, as we will show later...).

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

Label s1\_o1: Enter a number

Input s1\_i1

Table s1\_t1

Switch s1\_ch1: Something is enabled

Doc s1\_d1: Online resource 1

Map s1\_m1: Location 1

Image s1\_p1: Image description

Button s1\_b1: Continue

App name: Test App Password: Password

Description: My first test app Origin ID: EG\_DEFAULT

Version: 2

Device features: Functions, Templates

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Element variable name: s1\_t1

On row selection: (auto-click this button) < Apply

Hidden Expanded (show full table on target screen transition)

Show as:

+ Column - Column - Row

Column header text: ID Column system name: ID Column is hidden < Update header

ID	Test column
----	-------------

Clear table definition

The table data can be referenced to either as e.g. `$(s1_t1[COLUMN1])`, which means a value of the COLUMN1 from the selected table row or `$(s1_t1)` as the whole table.

1. Select any cell in the first column to reveal the column settings

2. Set the visible 'Header text' and the internal 'System name' to 'ID', then click 'Update header' (you can use any strings here, but make sure the system name matches your parameter names in action sequences, as we will show later...)

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler interface. On the left is a mobile app preview with various UI elements. On the right is the configuration panel for a table element named 's1\_t1'. The configuration panel includes options for row selection, visibility, and column management. A table preview shows two columns: 'ID' and 'Test column'. Three blue callout boxes provide instructions: 1. Repeat the same for the other column – click any cell in the second column.. 2. Set the visible header text (anything) and the system name to: 'COL1'. 3. Click 'Update header'.

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

App name: Test App Password: Password: Device features: Functions: Templates: Period of usability: 0000-00-00 / 0000-00-00 Deploy to Cloud Portal Build QR Code

Description: My first test app Origin ID: EG\_DEFAULT

Version: 2

PROCE55

Element variable name: **s1\_t1**

On row selection: (auto-click this button) < Apply

Hidden  Expanded (show full table on target screen transition)

Show as:

+ Column - Column - Row

Column header text: Test column Column system name: COL1  Column is hidden < Update header

The table data can be referenced to either as e.g. `$(s1_t1[COLUMN1])`, which means a value of the COLUMN1 from the selected table row or `$(s1_t1)` as the whole table.

ID	Test column

1. Repeat the same for the other column – click any cell in the second column..

2. Set the visible header text (anything) and the system name to: 'COL1'

3. Click 'Update header'

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

Label s1\_o1: Enter a number

Input s1\_i1: [ ]

Table s1\_t1: [ ] [ ] [ ] [ ] [ ] [ ]

Switch s1\_ch1: Something is enabled [ ]

Doc s1\_d1: Online resource 1 [ ]

Map s1\_m1: Location 1 [ ]

Image s1\_p1: Image description [ ]

Button s1\_b1: Continue

App name: Test App Password: [ ] Device features: [ ]

Description: My first test app Origin ID: EG\_DEFAULT Functions: [ ]

Version: 2 Default style: [ ] Templates: [ ] Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Element variable name: **s1\_t1**

On row selection: [ ] (auto-click this button) < Apply

Hidden  Expanded (show full table on target screen transition)

Show as: [ ]

+ Column - Column - Row

Column header text: Test column Column system name: COL1  Column is hidden < Update header

ID	Test column
10	Value 10
20	Value 20
30	Value 30
40	Value 40

Clear table definition

The table data can be referenced to either as e.g. \${s1\_t1[COLUMN1]}, which means a value of the COLUMN1 from the selected table row or \${s1\_t1} as the whole table.

Now type in some test values into both columns, then click the '< Apply' button

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. A central panel shows a mobile app design with several elements: a label "Enter a number", an input field, a table, a switch labeled "Something is enabled" (highlighted in blue), a document icon "Online resource 1", a map icon "Location 1", an image icon "Image description", and a button "Continue". To the right, the configuration panel for the selected switch element "s1\_ch1" is visible, showing properties: Initial text: "Something is enabled", Initial state: "1", On change: (auto-click this button on state change), and Width: "Full width". A blue callout box contains the text: "Now set the properties of the switch element. It can only have a value of either true or false (1/0). A switch can also have some description text."

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

Label Input Table Button

Check Image Doc Map

App name: Test App Password: Password

Description: My first test app Origin ID: EG\_DEFAULT

Version: 2

Device features: Functions Templates

Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Element variable name: **s1\_ch1**

Initial text: Something is enabled

Initial state: 1

On change: (auto-click this button on state change)

Width: Full width

< Apply

Label s1\_o1 Enter a number

Input s1\_i1

Table s1\_t1

Switch s1\_ch1 Something is enabled

Doc s1\_d1 Online resource 1

Map s1\_m1 Location 1

Image s1\_p1 Image description

Button s1\_b1 Continue

s1

Now set the properties of the switch element. It can only have a value of either true or false (1/0). A switch can also have some description text.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with various design elements like Label, Input, Table, Button, Check, Image, Doc, and Map. A central panel shows a mobile app design for screen "s1" with several elements: a label "Enter a number", an input field, a table, a switch "Something is enabled", a document element "Online resource 1" (highlighted in blue), a map "Location 1", an image "Image description", and a button "Continue". To the right, the configuration panel for the selected "Doc s1\_d1" element is visible, showing fields for "Element variable name" (s1\_d1), "Default URL" (http://myserver.com/doc/document.pdf), and "Description" (Online resource 1). There is also a "Hidden" checkbox and an "< Apply" button. A note below the configuration panel states: "The document element opens in a separate web browser window." A blue callout box points to the document element in the design, containing the text: "The 'document' element is able to display some online resource in a web browser view. You can predefine the URL at the design time, or change it using system actions (shown in our examples)".

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

Label s1\_o1: Enter a number

Input s1\_i1

Table s1\_t1

Switch s1\_ch1: Something is enabled

Doc s1\_d1: Online resource 1

Map s1\_m1: Location 1

Image s1\_p1: Image description

Button s1\_b1: Continue

App name: Test App Password: Password: Device features: Functions: Templates: Period of usability: 0000-00-00 / 0000-00-00 Deploy to Cloud Portal Build QR Code

Description: My first test app Origin ID: EG\_DEFAULT Default style

Version: 2

PROCE55

Element variable name: **s1\_d1**

Default URL:

Description:

Hidden

The document element opens in a separate web browser window.

The 'document' element is able to display some online resource in a web browser view. You can predefine the URL at the design time, or change it using system actions (shown in our examples)



# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. The main workspace is divided into two sections: a mobile device preview on the left and a configuration panel on the right.

**Mobile Device Preview (s1):** Shows a vertical list of UI elements:

- Label s1\_o1: Enter a number
- Input s1\_i1: Text input field
- Table s1\_t1: Table with 5 columns and 1 row
- Switch s1\_ch1: Something is enabled (toggled on)
- Doc s1\_d1: Online resource 1 (document icon)
- Map s1\_m1: Location 1 (map icon) - This element is highlighted with a blue border.
- Image s1\_p1: Image description (camera icon)
- Button s1\_b1: Continue (blue button)

**Configuration Panel (Element variable name: s1\_m1):**

- Latitude: 37.4517
- Longitude: -122.1824
- Description: Location 1
- Hidden
- < Apply

**Top Right Panel:** Includes fields for App name (Test App), Password, Device features (Functions, Templates), Period of usability (0000-00-00 / 0000-00-00), and buttons for Deploy to Cloud Portal and Build QR Code. The PROCE55 logo is also present.

The 'map' element will show a location using a map view. You can set the location also using system actions during run time. The description text will be shown also as a pin on the map.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. On the left, a mobile phone mockup shows a screen labeled 's1' with various UI elements: a label 'Enter a number', an input field, a table, a switch, a document icon, a map icon, an image icon, and a blue button labeled 'Continue'. On the right, the configuration panel for the selected button (s1\_b1) is visible. It includes fields for 'Button text' (Continue), 'Width' (Full width), 'Font color', and 'Bgr. color'. Below these are checkboxes for 'Auto-click' and 'Hidden'. The 'ACTION SEQUENCES' section shows two sequences: 'Default sequence (SYS\_RESULT == "")' and 'Alternative sequence (SYS\_RESULT != "")'. The 'Default' sequence is currently empty, with 'Target screen' set to 's1' and 'Initialize' checked. The 'Alternative' sequence is also empty, with 'Target screen' set to 's1' and 'Transfer' selected. A toolbar at the top includes options for Label, Input, Table, Button, Check, Image, Doc, and Map. The top right corner features the PROCE55 logo.

4. The 'Auto-click [x]' option means that before this screen (s1) is shown, the button would automatically be pressed, making this screen hidden in fact. This is discussed in 'hidden screens' tutorials and demo apps

2. Currently, this action sequence is empty, and its target screen is 's1'. This means when we press the button (s1\_b1), we go to the screen s1

3. There can be two action sequences behind each button. Normally, the 'Default' is being executed. The 'Alternative' sequence is used in advanced processing (shown in demo apps)

1. Buttons are the only action triggers in our mobile engine. If you click one, you will see the action sequence being executed on the button press

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The top menu bar includes "File", "View", and "Support".

The main workspace is divided into two sections:

- Left Panel (Mobile Device Preview):** Shows a simulated mobile phone screen labeled "s1". It contains several UI elements: a label "s1\_o1" with the text "Enter a number", an input field "s1\_i1", a table "s1\_t1", a switch "s1\_ch1" with the text "Something is enabled", a document icon "s1\_d1" with the text "Online resource 1", a map icon "s1\_m1" with the text "Location 1", an image icon "s1\_p1" with the text "Image description", and a button "s1\_b1" with the text "Continue".
- Right Panel (Configuration):** Shows the configuration for the selected element "s1\_b1".
  - Element variable name: **s1\_b1**
  - Button text: "Continue" (with a dropdown arrow) and an "< Apply" button.
  - Options:  Auto-click,  Hidden.
  - Width: "Full width" (with a dropdown arrow), Font color: (with a color picker), Bgr. color: (with a color picker).
  - Default sequence (SYS\_RESULT == ""): Target screen dropdown is set to "s2", with "Initialize" checked and "Transfer" selected.
  - Alternative (SYS\_RESULT != ""): (Empty)

The "ACTION SEQUENCES" panel on the right shows a list of screens: "initial", "s1", "s2", and "s3". A blue callout box points to the "s2" option in the dropdown, containing the text: "Now switch the target screen for this button to 's2'. This means that on a mobile device we will jump to the screen 's2' after we tap this button".

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. A configuration panel on the right contains fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), Device features, Functions, Templates, and Period of usability (0000-00-00 / 0000-00-00). Buttons for "Deploy to Cloud Portal" and "Build QR Code" are also present. The PROCE55 logo is in the top right corner.

The main workspace shows a mobile app design for screen "s1". A dropdown menu for "Current screen" is open, listing "initial", "s1", "s2", and "s3", with "s2" selected. A blue callout bubble points to the "s2" option with the text: "Select the screen 's2', so that we can add some elements to it...". The mobile app design includes a label "s1\_o1" with the text "Enter a number", an input field "s1\_i1", a table "s1\_t1", a switch "s1\_ch1" labeled "Something is enabled", a document icon "s1\_d1" labeled "Online resource 1", a map icon "s1\_m1" labeled "Location 1", an image icon "s1\_p1" labeled "Image description", and a button "s1\_b1" labeled "Continue". A play button and the screen ID "s1" are visible at the bottom of the mobile app preview.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The menu bar includes "File", "View", and "Support". The toolbar contains icons for "Label", "Input", "Table", "Button", "Check", "Image", "Doc", and "Map". The "Button" icon is highlighted with a blue callout bubble that says "Add six labels and a button to this screen (s2)...".

On the right side of the toolbar, there are several configuration fields: "App name: Test App", "Password:" (empty), "Description: My first test app", "Origin ID: EG\_DEFAULT", "Version: 2", "Device features" (with sub-options "Functions" and "Templates"), "Period of usability: 0000-00-00 / 0000-00-00", "Default style", "Deploy to Cloud Portal", and "Build QR Code". The PROCE55 logo is visible in the top right corner.

The main workspace displays a mobile app design for screen "s2". The design consists of a vertical list of six labels, each with the text "Label text" and an ID (s2\_o1 through s2\_o6), followed by a blue button with the text "Button text" and ID s2\_b1. A play button icon is located at the bottom of the design area.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. The current screen is identified as "s2".

Configuration fields for the app are visible, including:

- App name: Test App
- Password: (empty)
- Description: My first test app
- Origin ID: EG\_DEFAULT
- Version: 2
- Device features: Functions, Templates
- Period of usability: 0000-00-00 / 0000-00-00
- Buttons: Deploy to Cloud Portal, Build QR Code

The main workspace shows a mobile app design on the left and a configuration panel on the right. The design includes several labels (s2\_o1 to s2\_o6) and a button (s2\_b1). The configuration panel for the selected element (s2\_o1) shows:

- Element variable name: s2\_o1
- Initial text: The number you have entered is:
- Hidden:
- Width: Full width
- < Apply button

A blue callout box points to the configuration panel with the text: "You already know how to set element properties, so you can change the label texts easily now..."

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map, and a configuration panel on the right. The configuration panel contains fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), Device features (Functions, Templates), and Period of usability (0000-00-00 / 0000-00-00). There are also buttons for "Deploy to Cloud Portal" and "Build QR Code". The PROCE55 logo is visible in the top right corner.

The main workspace displays a mobile app design for screen "s2". The design includes several labels and a button:

- Label s2\_o1: The number you have entered is:
- Label s2\_o2: Label text
- Label s2\_o3: Selected table value:
- Label s2\_o4: Label text
- Label s2\_o5: Switch enabled: (next to a switch control)
- Label s2\_o6: Label text
- Button s2\_b1: Exit

A blue speech bubble contains the following text:

Set the label texts like this for labels:  
s2\_o1  
s2\_o3  
s2\_o5

The other labels we will change using an action sequence later...

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. The main workspace is divided into two panels: a mobile device preview on the left and a configuration panel on the right.

The mobile device preview shows a screen labeled "s2" with several UI elements: a label "s2\_o1" with text "The number you have entered is:", a label "s2\_o2" with text "Label text", a label "s2\_o3" with text "Selected table value:", a label "s2\_o4" with text "Label text", a switch "s2\_o5" labeled "Switch enabled:" and a label "s2\_o6" with text "Label text", and a button "s2\_b1" with text "Exit". The button "s2\_b1" is highlighted with a blue border.

The configuration panel for the selected button "s2\_b1" shows the following settings:

- Element variable name: **s2\_b1**
- Button text: **Exit** (with an "< Apply" button)
- Auto-click:  Hidden:
- Width: **Full width** (dropdown), Font color:  (white), Bgr. color:  (dark blue)
- Default sequence (SYS\_RESULT == ""): Target screen **s1** (dropdown),  Initialize,  Transfer (dropdown),
- Alternative (SYS\_RESULT != ""): (empty)

A blue callout bubble points to the button in the mobile preview, containing the text: "While still on the screen 's2', select the button and set its text to 'Exit'".



# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler application window. The title bar shows the file path: `C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m`. The interface includes a menu bar (File, View, Support) and a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map. The main workspace is divided into two sections:

- Left Panel (Mobile View):** Shows a mobile app design with several UI elements: a label `s2_o1` with text "The number you have entered is:", a label `s2_o2` with text "Label text", a label `s2_o3` with text "Selected table value:", a label `s2_o4` with text "Label text", a switch `s2_o5` with text "Switch enabled:" and a label `s2_o6` with text "Label text", and a button `s2_b1` with text "Exit".
- Right Panel (Configuration):** Shows the configuration for the selected button `s2_b1`. It includes fields for "App name" (Test App), "Description" (My first test app), "Version" (2), "Origin ID" (EG\_DEFAULT), and "Device features" (Functions, Templates). A "Default sequence" section is open, showing a target screen of `s1` and an "Initialize" checkbox checked. A dropdown menu is open, listing actions: System, Transfer, Service, System, Condition, and Condition\_Block. The "System" action is selected.

A blue callout bubble on the right side of the screen contains the text: "For the same button, add one 'System' action to the action sequence".

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with various design tools (Label, Input, Table, Button, Check, Image, Doc, Map), and a top-right area with the PROCE55 logo and buttons for "Deploy to Cloud Portal" and "Build QR Code".

The main workspace is divided into two parts. On the left is a mobile phone mockup labeled "s2" showing a screen with several UI elements: a label "The number you have entered is:", a text input field, a label "Selected table value:", another text input field, a switch labeled "Switch enabled:", and a button labeled "Exit".

On the right is the configuration panel for the selected element, "Button s2\_b1". It shows the following settings:

- App name: Test App
- Description: My first test app
- Version: 2
- Element variable name: s2\_b1
- Button text: Exit
- Width: Full width
- System: Exit

The "ACTION SEQUENCES" section is visible, showing a table with the following content:

Default sequence (SYS_RESULT == "")	Alternative (SYS_RESULT != "")
Target screen: s1	Transfer
System: Exit	

Two blue callout boxes provide instructions:

1. Select the action bar
2. Set the action type to 'Exit' and click '< Save'

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map, and a right-hand panel for app settings. The settings include fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), and Device features (Functions, Templates). There are also buttons for "Deploy to Cloud Portal" and "Build QR Code".

The main workspace is divided into two parts. On the left is a mobile phone mockup showing a screen with several labels and a button. The labels are: "The number you have entered is:", "Label text", "Selected table value:", "Label text", "Switch enabled:", and "Label text". The button is labeled "Exit". The screen is identified as "s2".

On the right is the configuration panel for the selected element, "s2\_b1". It shows the "Button text" as "Exit" with an "< Apply" button. There are checkboxes for "Auto-click" and "Hidden". The "Width" is set to "Full width", and there are fields for "Font color" and "Bgr. color". Below this is the "ACTION SEQUENCES" section, which shows a sequence of actions: "System" and "Exit". The "Target screen" is set to "s1", and the "Initialize" checkbox is checked. There is a "Transfer" button with a red 'X' icon.

Two blue callout boxes provide instructions: "1. You should see this now" points to the "Exit" button in the action sequences, and "2. Click '< Apply' to apply the changes" points to the "< Apply" button in the configuration panel.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with various design elements (Label, Input, Table, Button, Check, Image, Doc, Map), and a configuration panel with fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), and Period of usability (0000-00-00 / 0000-00-00). There are also buttons for "Deploy to Cloud Portal" and "Build QR Code".

The main workspace displays a mobile app design for screen 's2'. The design includes several labels (s2\_o1 to s2\_o6) and a button (s2\_b1) labeled "Exit". A blue callout box points to the design with the text: "Now switch back to the screen 's1' We will try to complete it, so that it runs according to our simple diagram:". Below the design, a flow diagram is shown within a cloud shape, illustrating the sequence of screens: initial -> s1 -> s2 -> exit.

```
graph LR; initial --> s1; s1 --> s2; s2 --> exit;
```

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler application window. The title bar reads "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with various widget icons (Label, Input, Table, Button, Check, Image, Doc, Map), and a main workspace. On the left, a mobile phone mockup displays a screen with several widgets: a label "Enter a number", an input field, a table, a switch, a document icon, a map icon, an image icon, and a blue button labeled "Continue". The right side of the workspace shows the configuration for the selected button, "s1\_b1". The "Element variable name" is "s1\_b1". The "Button text" is "Continue". There are checkboxes for "Auto-click" and "Hidden". The "Width" is set to "Full width". Below these are settings for "Default sequence" and "Alternative" with a list of "ACTION SEQUENCES" containing three "Transfer" actions. A blue callout bubble points to the "Continue" button on the phone mockup with the text "1. Select the button s1\_b1". Another blue callout bubble points to the "Transfer" actions in the sequence list with the text "2. Add three 'Transfer' actions to the action sequence. A transfer action copies value from one element to other element (each element can be on a different screen). We will set the action properties on the next slide...".

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

App name: Test App Password: Password: Device features: Functions: Templates: Period of usability: 0000-00-00 / 0000-00-00 Deploy to Cloud Portal Build QR Code

Description: My first test app Origin ID: EG\_DEFAULT Default style

Version: 2

Element variable name: s1\_b1

Button text: Continue < Apply

Auto-click  Hidden

Width: Full width Font color: Bgr. color:

Default sequence (SYS\_RESULT == "") Alternative (SYS\_RESULT != "")

ACTION SEQUENCES

- Target screen: s2  Initialize  Transfer +
- Transfer ->
- Transfer ->
- Transfer ->

1. Select the button s1\_b1

2. Add three 'Transfer' actions to the action sequence. A transfer action copies value from one element to other element (each element can be on a different screen). We will set the action properties on the next slide...

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler interface. On the left is a mobile app preview for screen 's1' with various UI elements like a label, input, table, switch, doc, map, image, and button. The main area shows the configuration for the 'Continue' button (s1\_b1). The 'ACTION SEQUENCES' panel is open, showing a 'Transfer' action selected. A dropdown menu is open for the 'Transfer to' field, showing a list of elements on screen 's2', with 's2\_o2' selected. Three blue callout boxes provide instructions on how to configure the transfer action.

PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s1

App name: Test App Password: Password: Device features: Device features

Description: My first test app Origin ID: EG\_DEFAULT Functions: Functions

Version: 2 Default style: Default style Templates: Templates

Element variable name: s1\_b1

Button text: Continue < Apply

Auto-click  Hidden

Width: Full width Font color: Bgr. color: [Color Picker]

Default sequence (SYS\_RESULT == "") Alternative (SYS\_RESULT != "")

Target screen: s2  Initialize  Transfer

ACTION SEQUENCES

Transfer ->

Transfer ->

Transfer ->

Transfer from: \${s1\_i1}

Show system variables

Transfer to: s2

- s2\_b1
- s2\_o1
- s2\_o2
- s2\_o3
- s2\_o4
- s2\_o5
- s2\_o6

1. Select the first action (actions are executed exactly in the order as shown in the sequence, you can drag/drop reorder them anytime)

2. Type 's1\_i1' to this field (denoting that we take the source value from the text input s1\_i1). Important: the \${..} brackets mean that we are not transferring the string 's1\_i1', but the value of the s1\_i1 element

3. We will transfer the value to the 's2\_o2' element (it's a text label on the screen s2). Click the 'Save' button to apply the changes.

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support), a toolbar with icons for Label, Input, Table, Button, Check, Image, Doc, and Map, and a right-hand panel for app configuration. The configuration panel shows fields for App name (Test App), Password, Description (My first test app), Origin ID (EG\_DEFAULT), Version (2), Device features, Functions, Templates, and Period of usability (0000-00-00 / 0000-00-00). There are also buttons for "Deploy to Cloud Portal" and "Build QR Code".

The main workspace is divided into two parts. On the left is a mobile phone mockup labeled "s1" showing a form with various widgets: a label "Enter a number" (s1\_o1), an input field (s1\_i1), a table (s1\_t1), a switch "Something is enabled" (s1\_ch1), a document icon "Online resource 1" (s1\_d1), a map icon "Location 1" (s1\_m1), an image icon "Image description" (s1\_p1), and a blue button "Continue" (s1\_b1). On the right is the configuration panel for the selected button "s1\_b1".

The configuration panel for "s1\_b1" includes:

- Element variable name: **s1\_b1**
- Button text: "Continue" (with a "< Apply" button)
- Options:  Auto-click,  Hidden
- Width: "Full width" (dropdown), Font color: (white box), Bgr. color: (dark blue box)
- Default sequence (SYS\_RESULT == "") and Alternative (SYS\_RESULT != "") sections.
- Under "Default sequence", there is a table of "ACTION SEQUENCES":

Target screen	Initialize	Action
s2	<input checked="" type="checkbox"/>	Transfer $\#{s1_i1} \rightarrow s2_o2$
	<input type="checkbox"/>	Transfer $\rightarrow$
	<input type="checkbox"/>	Transfer $\rightarrow$

A blue callout bubble points to the first row of the "ACTION SEQUENCES" table, containing the text: "We can see that after we have applied the changes, the action bar text changed accordingly".

# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot shows the PROCE55 Mobile Modeler interface. On the left is a mobile app preview with a 'Continue' button. The main workspace shows the configuration for element `s1_b1`. The 'ACTION SEQUENCES' panel contains three 'Transfer' actions. The first action is selected, showing its configuration: 'Transfer from' is `#{s1_t1[COL1]}` and 'Transfer to' is `s2_o4`. A blue callout box points to the first two actions, and another points to the configuration of the selected action.

1. Now we will set the properties of the second and third action

2. We will transfer the currently selected table row value from the table `s1_t1` to the text label `s2_o4`. The system name of the table row is 'COL1' (as set on the slide number 23), so the source value is: `#{s1_t1[COL1]}`



# PROCE55 Mobile Modeler > Basics

## Part 1: Creating a simple mobile app

The screenshot displays the PROCE55 Mobile Modeler software interface. The window title is "PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]". The interface includes a menu bar (File, View, Support) and a toolbar with various design tools like Label, Input, Table, Button, Check, Image, Doc, and Map. The main workspace is divided into two sections: a mobile device preview on the left and a configuration panel on the right.

The mobile device preview shows a screen with several elements: a label "s1\_o1" with the text "Enter a number", an input field "s1\_i1", a table "s1\_t1", a switch "s1\_ch1" with the text "Something is enabled", a document icon "s1\_d1" with the text "Online resource 1", a map icon "s1\_m1" with the text "Location 1", an image icon "s1\_p1" with the text "Image description", and a button "s1\_b1" with the text "Continue".

The configuration panel for the selected button "s1\_b1" shows the following settings:

- Element variable name: **s1\_b1**
- Button text: **Continue** (with an "< Apply" button)
- Auto-click:  Hidden:
- Width: **Full width** Font color:  Bgr. color:
- Default sequence (SYS\_RESULT == ""): **Transfer** (with a "+")
- Alternative (SYS\_RESULT != ""): **Transfer** (with a "-")

The "ACTION SEQUENCES" section lists three transfer actions:

- Transfer: `#{s1_i1} -> s2_o2`
- Transfer: `#{s1_t1[COL1]} -> s2_o4`
- Transfer: `#{s1_ch1} -> s2_o6`

A blue callout box with white text is overlaid on the bottom right of the configuration panel, stating: "Now set the properties of the last action like this (transfer the switch s1\_ch1 on/off state to the text label s2\_o6) And click the 'Apply' button to save the changes."

# PROCE55 Mobile Modeler > Basics

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The main workspace displays a mobile app design on the left and configuration options on the right. The design shows a screen with a label "Enter a number", an input field, a table, a switch, a document icon, a map icon, an image icon, and a "Continue" button. The configuration area for the button "s1\_b1" shows "Button text: Continue", "Width: Full width", and "Default sequence (SYS\_RESULT == '')" with "Alternative (SYS\_RESULT != '')". The "ACTION SEQUENCES" section lists three "Transfer" actions: "Transfer \${s1\_i1} -> s2\_o2", "Transfer \${s1\_t1[COL1]} -> s2\_o4", and "Transfer \${s1\_ch1} -> s2\_o6".

A blue callout box on the right contains the text: "1. Note that you can check the 'Show system variables' box to include system variables in the 'From' value list". Below this, a list of system variables is shown, with "SYS\_LOC\_LATITUDE" highlighted. The list includes: s1\_p1, s1\_t1, s2\_b1, s2\_o1, s2\_o2, s2\_o3, s2\_o4, s2\_o5, s2\_o6, SYS\_COUNTER, SYS\_DATE\_EU, SYS\_DATE\_SQL, SYS\_DATE\_US, SYS\_DEVICE\_ID, SYS\_ENGINE\_VERSION, SYS\_LOC\_LATITUDE, SYS\_LOC\_LONGITUDE, SYS\_PROCESS\_NAME, SYS\_PROCESS\_VERSION, SYS\_TID, SYS\_TIME\_LOCAL, SYS\_TIME\_LOCAL\_HH:MM, SYS\_TIME\_UTC, SYS\_TIME\_UTC\_HH:MM, SYS\_USER\_EMAIL, SYS\_USER\_NAME\_FIRST, SYS\_USER\_NAME\_LAST, SYS\_USER\_ORGANIZATION, SYS\_USER\_PERSON\_ID, and SYS\_USER\_PHONE.

A second blue callout box on the left contains the text: "2. You can use multiple variables in your expressions, e.g.: 'Hello \${SYS\_USER\_NAME\_FIRST}, today it is \${SYS\_DATE\_US}'".

# PROCE55 Mobile Modeler > Basics

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PROCE55 Mobile Modeler [C:\Users\boris\AppData\Roaming\EastGate\Mobile Modeler\Mobile Process\mytest.p55m]

File View Support

Current screen: s3

Label Input Table Button

App name: Test App Password: Password: Device features

Description: My first test app Origin ID: EG\_DEFAULT Functions

Version: 2 ^ Period of usability: 0000-00-00 / 0000-00-00

Deploy to Cloud Portal Build QR Code

PROCE55

Finally, you can switch to the screen s3 and remove it from our app, as we do not need it now. You can always add more screens and elements later.

s3

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We can now try to deploy the mobile process to see it on a mobile device.

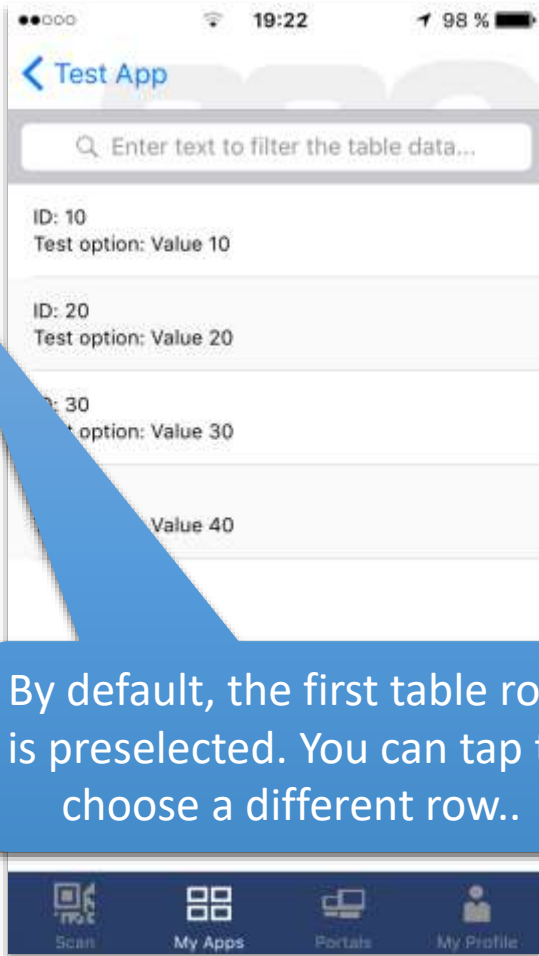
This is how the app will look like on a real device

The screenshot shows a mobile device displaying the deployed app. The status bar at the top shows "Telekom SK", "13:25", and "100%". The app interface includes a back arrow, "My Apps", and "Test App" labels. The main content area shows the same elements as the design canvas: "Enter a number", an input field, "ID: 10", "Test column: Value 10", a checked switch "Something is enabled", "Online resource 1", "Location 1", "Image description", and a "Continue" button. The bottom navigation bar has icons for "Scan", "My Apps", "Portals", and "Device Profile".

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Once open by the 'PROCE55 Mobile' on a mobile device, our test app looks like this:



By default, the first table row is preselected. You can tap to choose a different row..

Tapping the location element will reveal the map view



# PROCE55 Mobile Modeler > Basics

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You can try to enter some text value to the text input to pop up the format warning message.

Tapping the 'Continue' button will take us to the target screen 's2', showing the values we have transferred from 's1'

