

Layout overlay window

🌐 Language: [Deutsch](#) · [English](#)

🔧 Layout overlay window

Overlay dialogs via the object generator – minimum size and combined insert/update rule.

HOW-TO

APPLICATION DEVELOPER

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APPLIES TO NUCLOS 4.2026.X

On this page

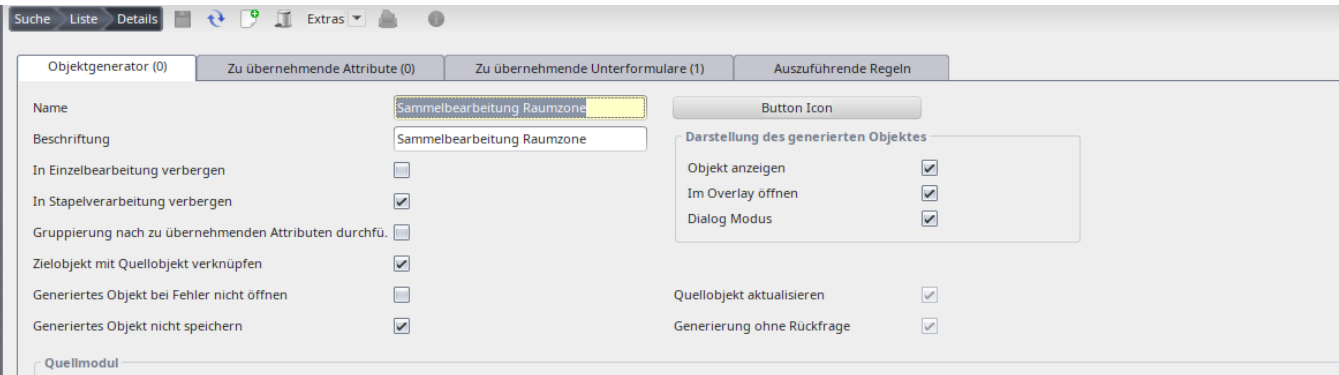
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What is an overlay?

An **overlay** is a window placed over the UI – e.g. for pop-ups or notifications, without disturbing the main content.

Configuration

In the [object generator](#) under *display of the generated object*, choose the matching constellation.



Overlay constellation in the object generator.

Layout design

For a dialog the **minimum size** is evaluated – best to use fixed values and let one row fill the remaining space.



Important

After adjusting the layout, **save the object generator again** – this analyses the layout and remembers the minimum size.

Sammelbearbeitung Raumzone

Zeitzone

Vorhanden

	☐	Raumzone ↑	Kennung	Bes
		Keine Daten zur Anzeige verfügbar.		
				

Zu Zutrittsprofil hinzufügen

	☐	Raumzone ↑	Übernehmen
		Keine Daten zur Anzeige verfügbar.	
			
			
			
			

Ok

Abbrechen

Erstellt von

nuclos

Erstellt am

06.09.2017

Geändert von

nuclos

Geändert am

12.

Finished overlay.

Server rule order

Before opening, the object generator rule runs. On OK in the overlay a **combined insert/update rule** must exist for the overlay object:

```
@Rule(name="VerfahrenErstellen", description="VerfahrenErstellen")
public class VerfahrenErstellen implements InsertRule, UpdateRule {
    public void update(UpdateContext context) throws BusinessException {

        insertVerfahren(context, context.getBusinessObject(ObjektgeneratorVerfahren.class));

    }

    public void insert(InsertContext context) throws BusinessException {

        insertVerfahren(context, context.getBusinessObject(ObjektgeneratorVerfahren.class));

    }
}
```

Related pages



Layout

Masks.

[Open](#)



Object generator

Generation.

[Open](#)