

Add Message

New app specific messages can be added through this screen.

Add Message

Message Details

Key *

Locale *

Message

Save **Cancel**

Figure 1: Add Message

Add Message

Message Details

Key	Locale	Message
hello	en_US	Hello
welcome	en_US	Welcome

Figure 2: Sample Messages added

With the messages added, one can now access them using the App Message Hash Variable (Internationalization) Hash Variable.

The image displays the UserView Builder interface for an HR Expenses Claim App. The interface is divided into three main sections: a left sidebar, a central design canvas, and a right-hand preview pane.

Left Sidebar: Contains design tools categorized into 'Basic' and 'Enterprise'. The 'Basic' category includes Form, HTML Page, Inbox, Link, List, and Run Process. The 'Enterprise' category includes CRUD, Data List Inbox, and Import Menu.

Central Design Canvas: Shows the wireframe for the 'HR Expenses Claim App'. It features a title 'HR Expenses Claim App' and a date placeholder '#date.EEE, d MMM yyyy#'. Below the title is a 'Menu' section with two items: 'Welcome' and 'New Claim'. The 'Welcome' item is highlighted with a red box and contains the message hash variable '#i18n.welcome#'. The 'New Claim' item is also highlighted with a red box and contains the text 'New Expenses Claim'.

Right-hand Preview Pane: Shows the rendered application. It has a blue header with the title 'HR Expenses Claim App' and the date 'Fri, 2 Oct 2015'. Below the header is a 'Welcome' message, a 'New Claim' button, and a 'Personal Expenses' section. The 'Personal Expenses' section contains a list of items: 'Resubmission (0)', 'Draft (0)', 'Submitted (4)', and 'Approved (1)'. A flowchart on the far right shows the 'Edit Claim' process flow.

Figure 3: Making use of the messages through the use of App Message Hash Variable (Internationalization) Hash Variable.