## Obsidian Grid

A few details about our flagship grid



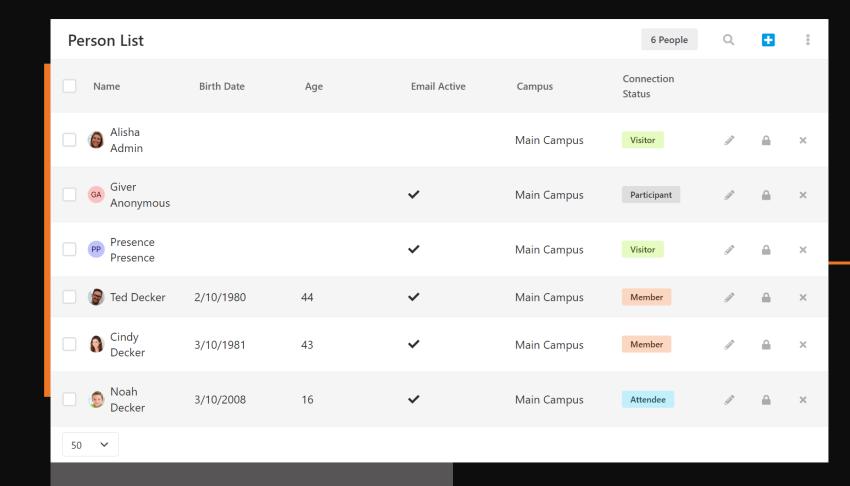




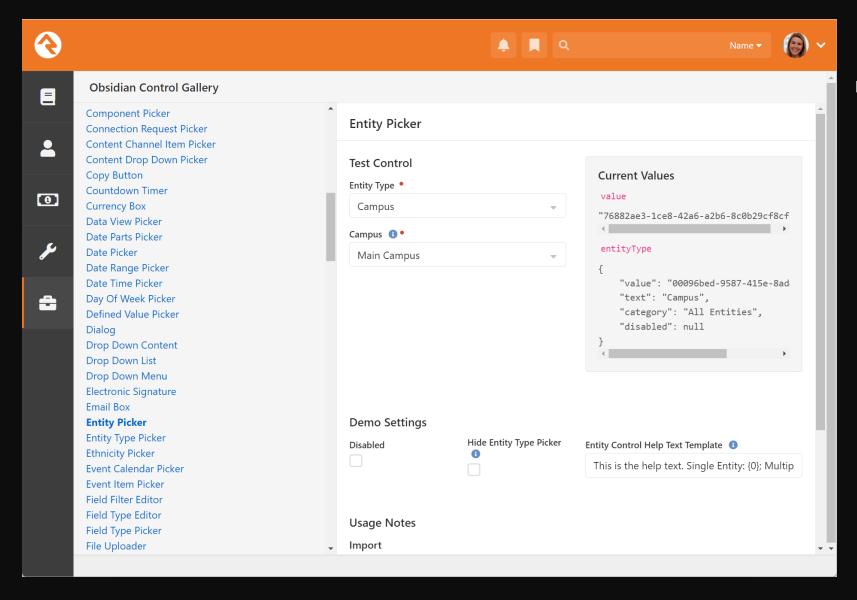
## What is the Grid?

#### **UI Control**

One of the most powerful controls in the Rock Obsidian UI Toolkit







## UI Toolkit

#### **Rock Control Gallery**

This Obsidian block shows most all of the UI controls in the Obsidian arsenal





#### Main Zone













Page Layout (Full Width) Site					
dd Page Block					
ame •					
Obsidian Gallery List					
ре		Common Block Type	S		
Obsidian Gallery List 🐇 🗸	~	Content Channel Item View Content Channel View			
		Content Component	HTML Co	ntent Page Menu	
Save Cancel					



### Features

- Paging
- Filtering
- Sorting
- Grid Actions
- Exporting
- and much more



### **Grid: Four Parts**

Grid State Grid (Shell)

Column Definitions Row Data

**Internally Managed** 

Definition & Properties

(exactly that)

(same)

This is an internal piece that you need not worry about.

Handles displaying the rows, pagination, filters, etc. and handling grid actions



Person List

Name

Giver Anonymous

Presence

Ted Decker

Cindy Decker

Noah Decker

#### Grid:definition=...

## **Grid** Definition

Birth Date

2/10/1986

3/10/1987

3/10/2014

Age

38

37

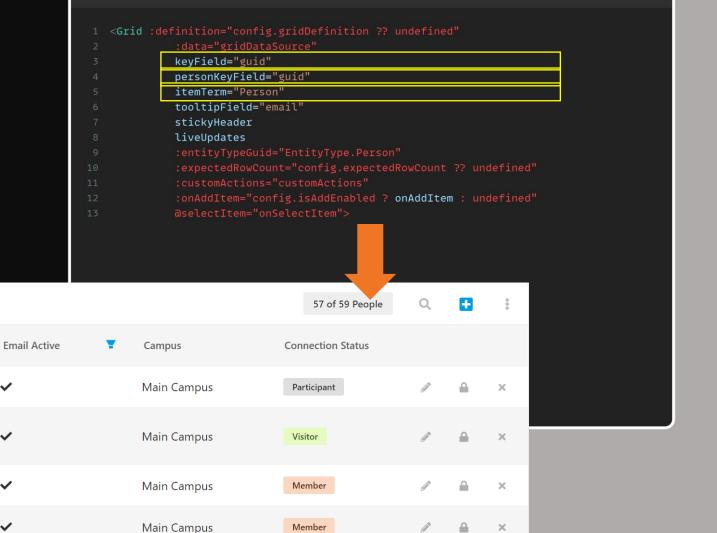
10

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Main Campus



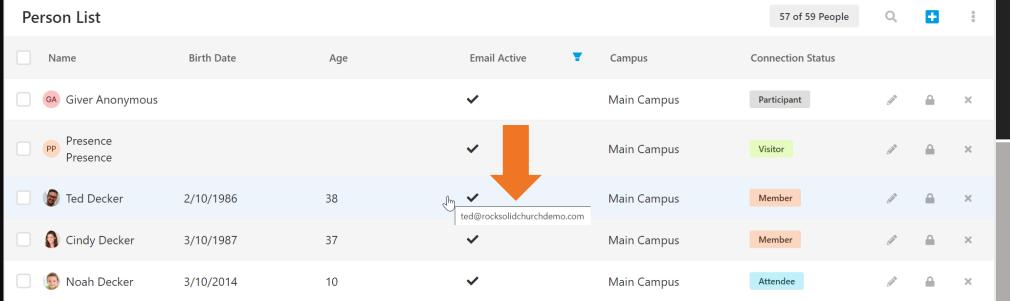
×

Attendee



## Grid Definition

#### Grid:definition=...

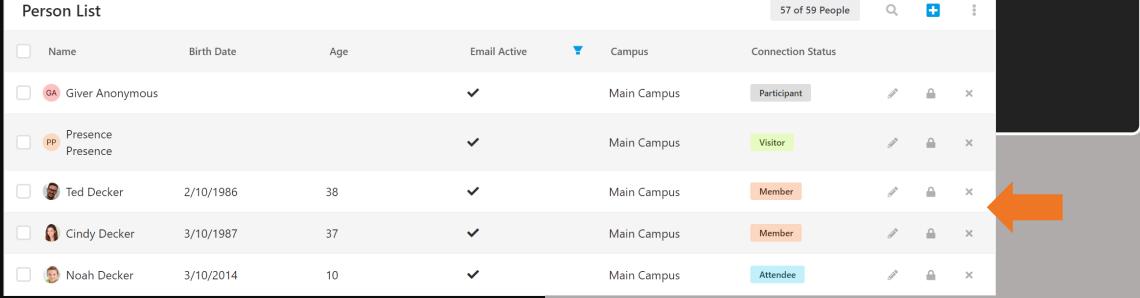




#### Grid:definition=...

## Grid Definition

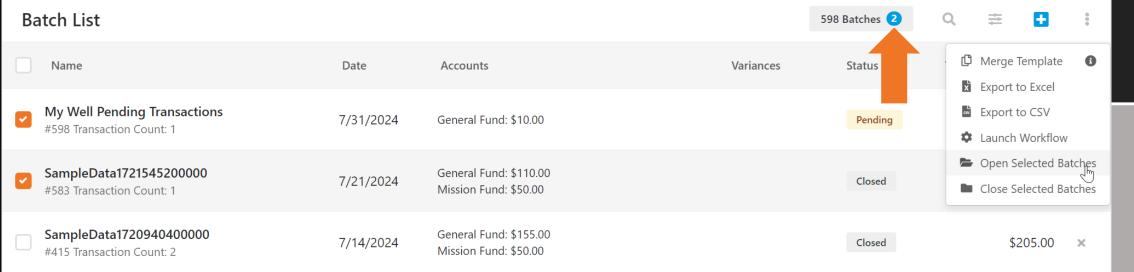
```
keyField="guid"
              personKeyField="guid"
              itemTerm="Person"
              tooltipField="email"
              stickyHeader
              liveUpdates
              :customActions="customActions"
              :onAddItem="config.isAddEnabled ? onAddItem : undefined
                                   57 of 59 People
```





#### Grid:definition=...

## **Custom Actions**





## Grid Definition

#### Grid:definition=...

```
. .
             keyField="guid"
             personKeyField="guid"
              itemTerm="Person"
              tooltipField="email"
             stickyHeader
             liveUpdates
              :onAddItem="config.isAddEnabled ? onAddItem : undefined"
```



## Columns

Lots of properties to control most columns

#### DateColumn Example

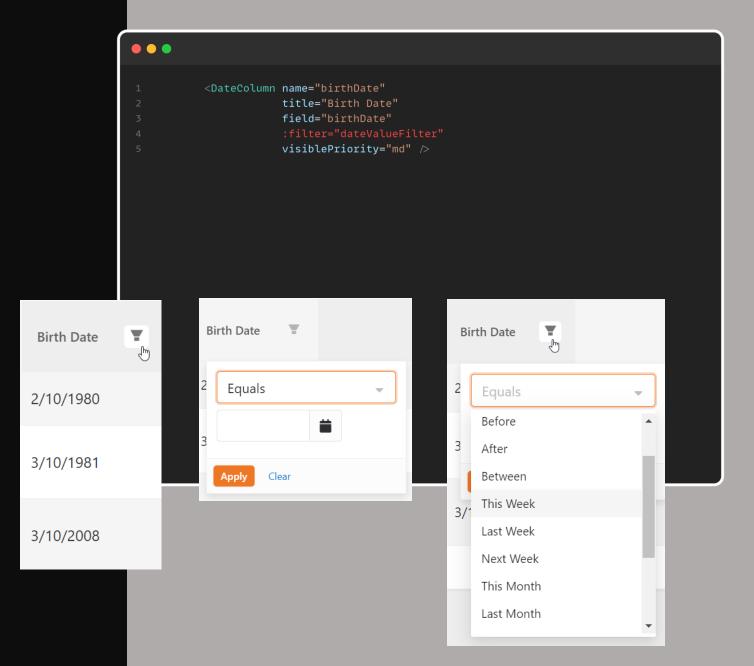
```
• • •
           <DateColumn name="birthDate"</pre>
                        title="Birth Date"
                        field="birthDate"
                        visiblePriority="md" />
```



#### DateColumn Example

## Columns

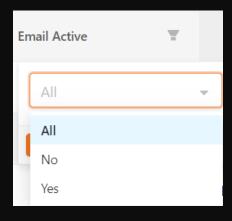
Great filtering capabilities





## Tons of column types to choose from!

#### **BooleanColumn**



#### LabelColumn

Connection Status	
Any	
Search	
Attendee  Member  Participant  Prospect  Visitor	
<b>Apply</b> Clear	

#### **NumberColumn**

Top N	
Greater Than	•
Greater Than Or Equal	
Less Than	
Less Than Or Equal	
Between	
Top N	
Above Average	
Below Average	¥



- BooleanColumn
- CurrencyColumn
- DateColumn
- DateTimeColumn
- LabelColumn
- NumberColumn
- PersonColumn

## Column Types



- TextColumn
- DeleteColumn
- ButtonColumn
- SelectColumn
- ReorderColumn
- AttributeColumns
- Column

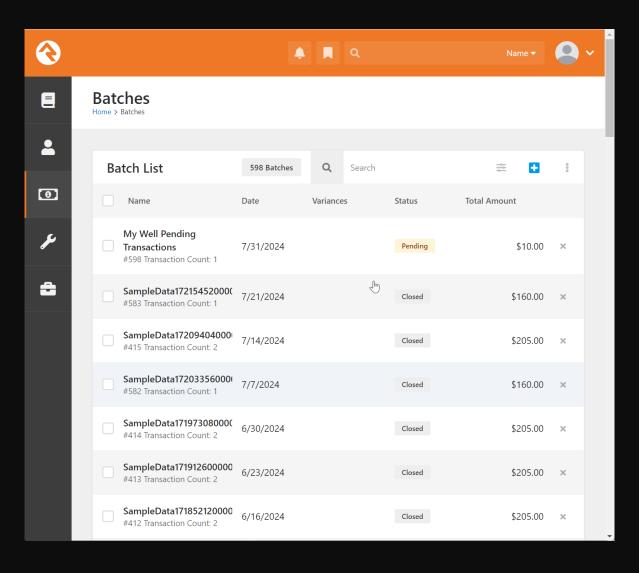
## Column Types (cont.)



### Rows

The row data is an array of objects. They are completely unknown in that the Grid itself does not care about the structure. The column definitions handle mapping the row data into something that can be displayed. Row data can be supplied to the grid one of two ways. Either as a direct array of objects, or as a function that returns a promise containing the array of objects.





### All the Rows

Designed to do client-side filtering and sorting

#### All data sent down at once

So, if you have a grid of 10,000 rows with paging set to 500, you aren't just dealing with 500 rows.

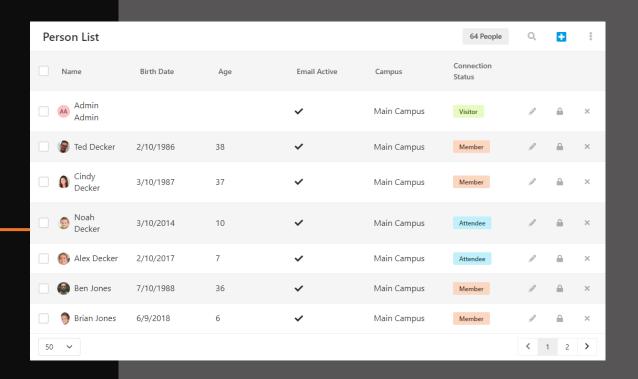
All 10,000 rows must be sent down to the browser before anything will render.



## Let there be "light"

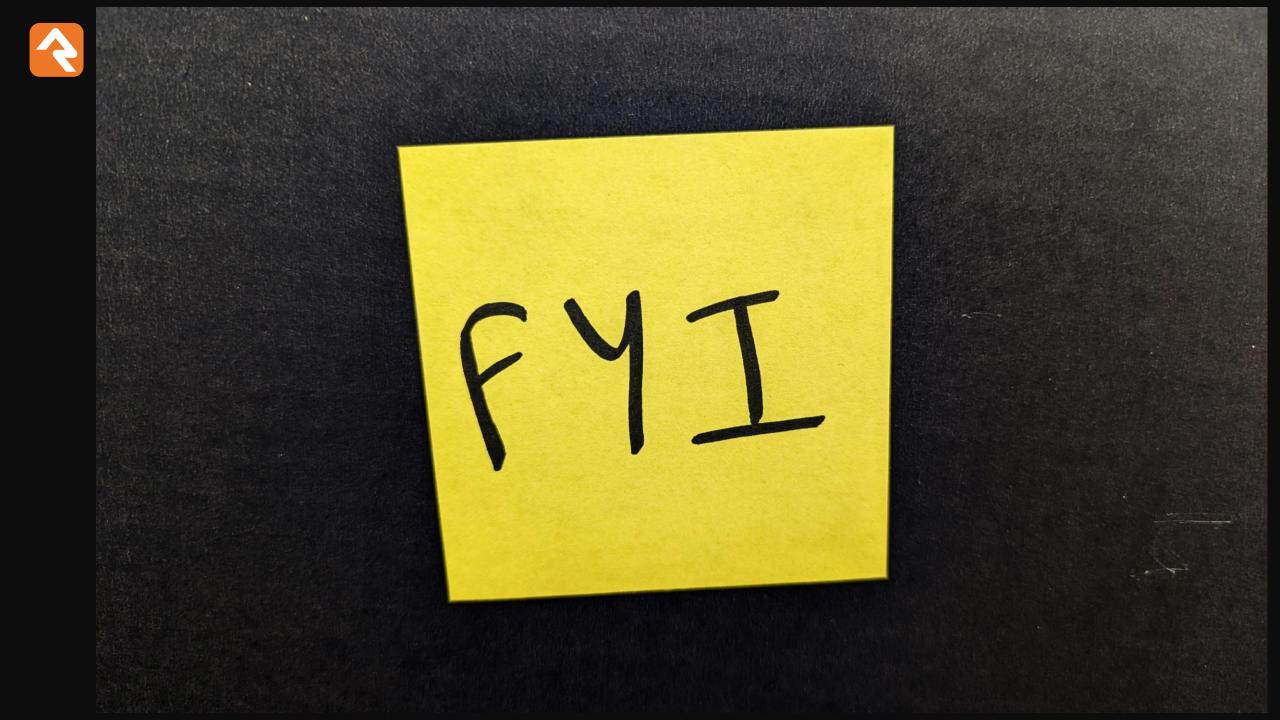
A lighter weight grid

To be used with small grids.





```
• • •
        <Grid :definition="config.gridDefinition ?? undefined"</pre>
              light
              keyField="guid"
```





#### **Side Note About Blocks**

#### **Client / Server**

All Obsidian blocks are comprised of essentially two parts.



#### Compiles into a .dll

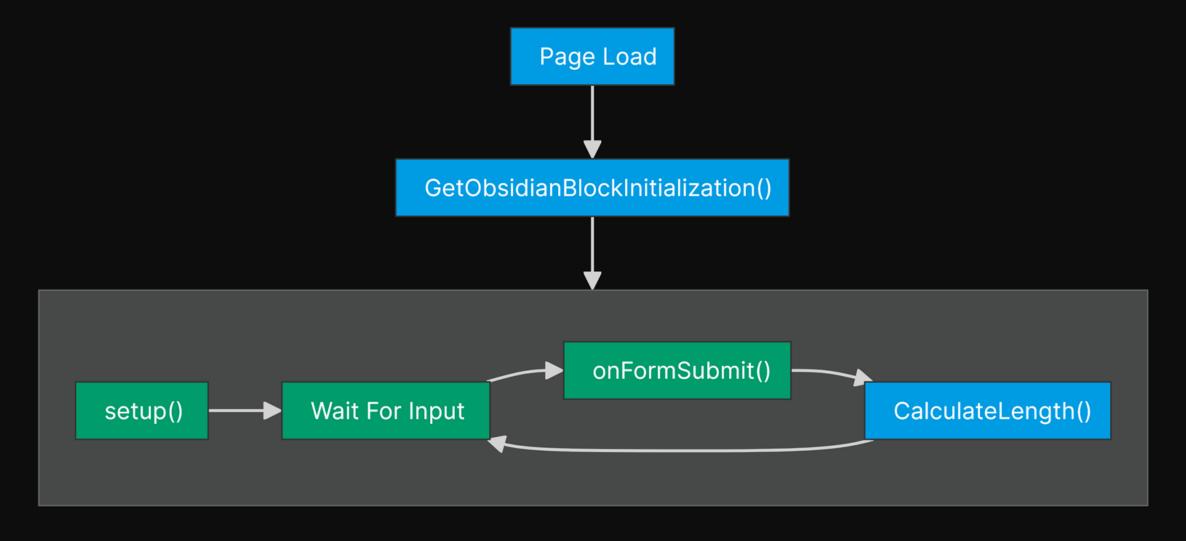
This part is always required. This contains any logic required to view, edit, and otherwise interact with the person viewing the page. This does not handle any UI, just the logic required to provide the information to the UI.



#### Transpiled into .obs.js

It can either be Obsidian, Rock
Mobile, or some future UI framework.
This is what handles the UI and the
direct interaction with the person
viewing the page.







#### **Block Actions**

A call to block action CalculateLength becomes a URL request.

POST https://www.rockrms.com/api/v2/<pageguid>/<blockguid>/CalculateLength

```
BlockAction]
public BlockActionResult CalculateLength( string str )

{
    if ( str = null )
    {
        return ActionBadRequest( "The string must be specified." );
    }

    return ActionOk( str.Length );
}
```



# We Now Resume Our Regularly Scheduled Program



#### How to: C#

ObsidianListGallery.cs

```
[DisplayName( "Obsidian Gallery List" )]
       [Category( "Example" )]
       [Description( "Demonstrates the various parts of the Obsidian List blocks." )]
       [IconCssClass( "fa fa-list" )]
       [SupportedSiteTypes( Model.SiteType.Web )]
       [Rock.SystemGuid.EntityTypeGuid( "4315fd92-f9f1-4038-abdc-a2d661b9dedf" )]
       [Rock.SystemGuid.BlockTypeGuid( "121eec5e-f8aa-4cd8-a61d-9c99c269280e" )]
       [CustomizedGrid]
       public class ObsidianGalleryList : RockEntityListBlockType<Person>
           #region Methods
           public override object GetObsidianBlockInitialization()
               var builder = GetGridBuilder();
               return new ListBlockBox<Dictionary<string, object>>
                   IsAddEnabled = true,
                   IsDeleteEnabled = true,
                   GridDefinition = builder.BuildDefinition()
               };
```

#### **GetObsidianBlockInitialization()**

Just returns a ListBlockBox



#### How to: C#

#### ObsidianListGallery.cs

```
/// and the final row data.
            protected override GridBuilder<Person> GetGridBuilder()
                return new GridBuilder<Person>()
                    .WithBlock( this )
                    .AddField( "guid", p ⇒ p.Guid.ToString() )
                    .AddTextField( "nickName", p ⇒ p.NickName )
                    .AddTextField( "lastName", p ⇒ p.LastName )
                    .AddTextField( "photoUrl", p ⇒ p.PhotoUrl )
                    .AddTextField( "email", p ⇒ p.Email )
                    .AddField( "isEmailActive", p ⇒ p.IsEmailActive )
                    .AddDateTimeField( "birthDate", p ⇒ p.BirthDate )
                    .AddField( "campus", p ⇒ p.PrimaryCampus?.Name )
                    .AddField( "connectionStatus", p ⇒ GetConnectionStatus( p ) )
                    .AddField( "age", p ⇒ p.Age )
                    .AddAttributeFields( GetGridAttributes() );
```

#### **GetGridBuilder()**

Just returns a GridBuilder that you configure.



#### How to: C#

ObsidianListGallery.cs

```
/// <param name="person">The person whose connection status we want.</param>
            private ListItemBag GetConnectionStatus( Person person )
                if ( !person.ConnectionStatusValueId.HasValue )
                var connectionStatus = DefinedValueCache.Get( person.ConnectionStatusValueI
                if ( connectionStatus = null )
                var color = connectionStatus.GetAttributeValue( "Color" );
                return new ListItemBag
                    Value = color.IsNullOrWhiteSpace() ? "#c3c3c3" : color,
                    Text = connectionStatus.Value
                };
```

#### **Special Function Methods ()**

Used when you need to build a custom value (ListItemBag) that holds your Value and Text.





obsidianListGallery.obs

#### <template>

Obsidian. This is where your UI is defined.

```
. .
 1 <template>
              keyField="guid"
              personKeyField="guid"
              itemTerm="Person"
              tooltipField="email"
              stickyHeader
              liveUpdates
              :onAddItem="config.isAddEnabled ? onAddItem : undefined"
```





obsidianListGallery.obs

#### **Columns**

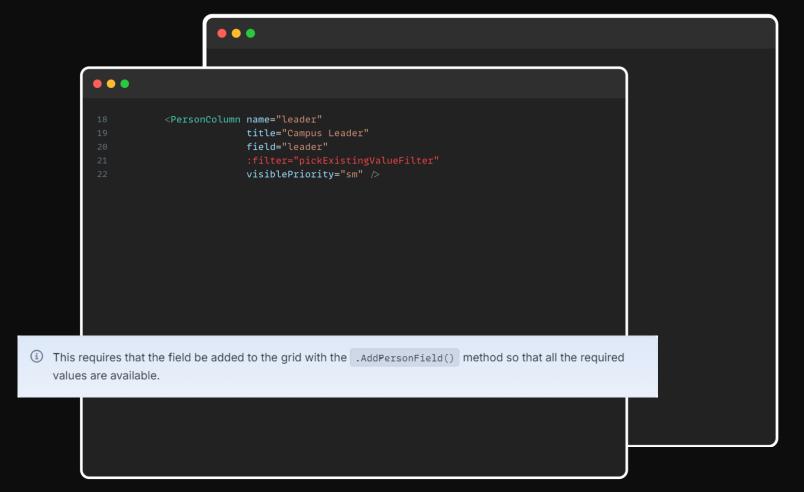
Then you define your columns.

```
<SelectColumn />
```





obsidianListGallery.obs



#### Columns

More...





obsidianListGallery.obs

```
</Grid>
   </template>
88 <script setup lang="ts">
       import { useConfigurationValues, useInvokeBlockAction } from "@Obsidian/Utility/bl
       import { EntityType } from "@Obsidian/SystemGuids/entityType";
       import { ListBlockBox } from "@Obsidian/ViewModels/Blocks/listBlockBox";
       import { GridDataBag } from "@Obsidian/ViewModels/Core/Grid/gridDataBag";
       import Grid, { AttributeColumns, BooleanColumn, Column, DateColumn, dateValueFilte
       import { alert } from "@Obsidian/Utility/dialogs";
       import { GridAction } from "@Obsidian/Types/Controls/grid";
       import { reactive, ref } from "vue";
       const config = useConfigurationValues<ListBlockBox<Record<string, string>>>();
       const invokeBlockAction = useInvokeBlockAction();
       const gridDataSource = ref<Promise<GridDataBag>>();
       let gridData: GridDataBag | undefined;
       const customActions: GridAction[] = [
               title: "Custom Action",
```

tooltip: "This is an example of a custom block action.",

iconCssClass: "fa fa-key"

#### After all the columns...

We start the code part.





## How to: Obsidian/TypeScript obsidianListGallery.obs

async function loadGridData(): Promise<GridDataBag> { const result = await invokeBlockAction<GridDataBag>("GetGridData"); if (result.isSuccess && result.data) { gridData = reactive(result.data); return gridData; else { throw new Error(result.errorMessage ?? "Unknown error while trying to load

#### **Functions**





obsidianListGallery.obs

```
* aparam key The key of the row that was selected.
         function onSelectItem(key: string): void {
             window.location.href = `/Person/${key}`;
          * aparam key The key of the row that should be edited.
         function onEditClick(key: string): void {
             window.location.href = `/Person/${key}`;
```

#### **Event Handlers**





obsidianListGallery.obs

#### \* Called when a row's delete button has been clicked by the person. This \* aparam key The key of the row that should be deleted. async function onDeleteClick(key: string): Promise<void> { await alert("Deleting is not supported for this sample grid, it will only be s if (gridData) { const index = (gridData.rows ?? []).findIndex( $r \Rightarrow r["guid"] \equiv key$ ); if (index $\equiv$ -1) { gridData.rows?.splice(index, 1); function onAddItem(): void { window.location.href = "/NewFamily";

#### **Event Handlers**

...continued.





obsidianListGallery.obs

```
gridDataSource.value = loadGridData();
 183 </script>
```

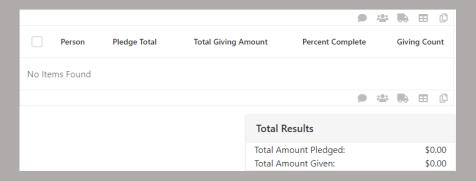
#### **Bind and Finished**

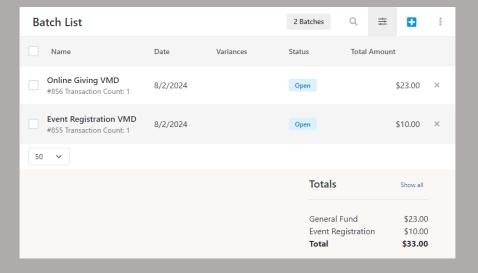


## Goals & Guidelines

**Clean Consistency** 

(when practical)







### Take Away

The Obsidian Development Guide

https://sparkdevnetwork.gitbook.io/obsidian/