

LiveCycle Designer ES2 Specialist Workshop

Performance-Based Objectives

- Explain the function of Master Pages; use Master Pages in your form design; explain the function of Content Areas and use them in your form design
- Describe and create data connection options; explain the data binding options for form objects; bind data to form objects
- Associate Design pages with Master pages; add objects to Design and Master pages; set field level dynamic properties; associate subforms to content areas; group objects into subforms
- Describe the benefits of fragments and how they work; create and edit fragments
- Add script to enhance form functionality; write SOM expressions to navigate the form; debug your script
- Call functions from a script object; describe the render process and how that affects system events; use the XML source to determine properties; add script to interact with the Acrobat Object Model
- Describe Designer's subform object; explain the properties of a subform; use an object's presence property to create a dynamic form; use Designer's Instance manager to add and remove subforms; describe when to use a Static or Dynamic PDF form
- Describe when to use a Subform Set object; discover how to handle Overflow Data Groups; set Pagination Options; use a Table Object to Display Dynamic Data
- Add and configure a submit button to your form; describe the format options available for submission; configure the submit button
- Add a barcode and digital signatures to a form; create a signature field collection; lock a collection of fields with a digital signature
- Explain accessibility; identify some key design considerations for accessibility; discover where accessibility properties are set

Course Content

Lesson 1: Using Master Pages

Lesson 2: Working with Data Connections

Lesson 3: Working with Form Objects

Lesson 4: Designing with Fragments

Lesson 5: Scripting in Designer

Lesson 6: Advanced Scripting Techniques

Lesson 7: Designing User Driven Dynamic Forms

Lesson 8: Designing Data Driven Dynamic Forms

Lesson 9: Adding Submit Capabilities

Lesson 10: Extending Form Capabilities

Lesson 11: Designing for Accessibility

