

Step 14. Transition to the use of B4XViews.

If you are not yet using B4XViews for your screen views, you may want to take care of that now. The steps are fairly mechanical with a few issues. These changes will have to be made in all classes and B4XMainMenu.

1. Modify all 'as label', 'as edittext', 'as button', 'as imageview', 'as panel', 'as checkbox' to 'as b4xview'.
2. We have tested these they all work fine with the exceptions below.
3. We have also left 'as customlistview' as is and it works fine, but has not been tested in b4i.
4. Mod any '.inputtype and .hint as follows:

```
#if b4a
    dim b4atx1 As EditText=tx1
    b4atx1.InputType=1+8192' 1-single line txt, 8192-caps each word
    b4atx1.Hint="Department Title"
#else if b4i
#end if
```

I have not gotten to the #else if b4i yet for these exceptions. If someone can point out the syntax, please do, and I will update the doc.

5. Mod any '.loadimage as follows:

```
Dim btm As B4XBitmap
btm =xui.LoadBitmapresize(File.DirAssets,"microphone.png",80,80,True)
imvVoice.setImageBitmap (btm)
```

Note my image was sized at 40 x 40 in the designer, but when I set this statement to 40,40 it was too small. 80 x 80 worked well for our microphone and spyglass but needed 120,120 for other images. I later found out that these had to be adjusted for correct size on tablets. You will have to experiment.