

Adding Form Elements to a Standard Form

Last Modified on 02/19/2025 10:16 am EST

Overview

Elements (e.g., fields, relationships, formulas.) can be added to forms in Resolver.

When creating forms for use in a repeatable form, only forms with supported elements will be displayed. See the [Add Repeatable Forms to a Report](#) article for a list of unsupported elements.

Fields, relationships, references, formulas, and/or roles can only be added to a form after they've been added to the object type as components.

User Account Requirements

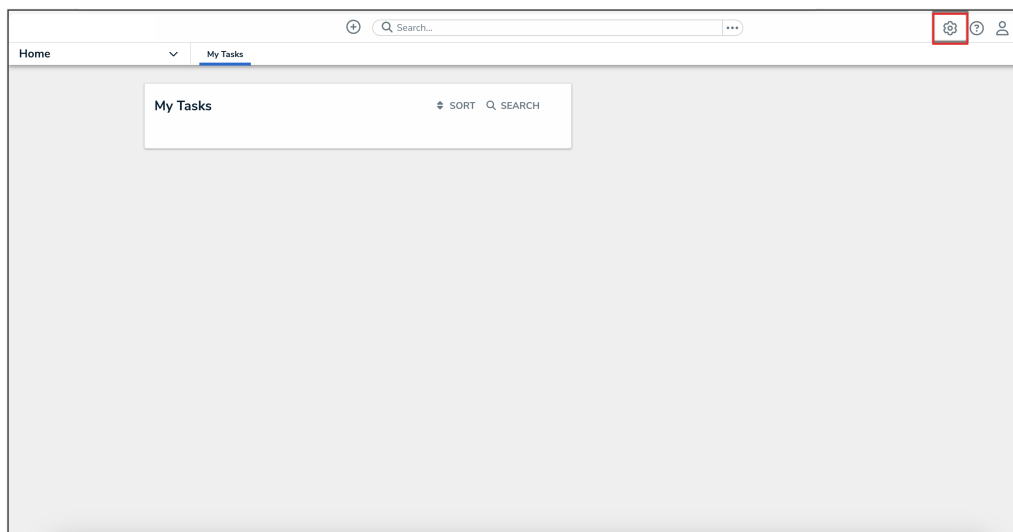
The user must have Administrator permissions to access the **Views** section on the **Admin Overview** screen.

Related Information/Setup

For more information about Standard Forms, read the [Standard Forms Overview](#) article.

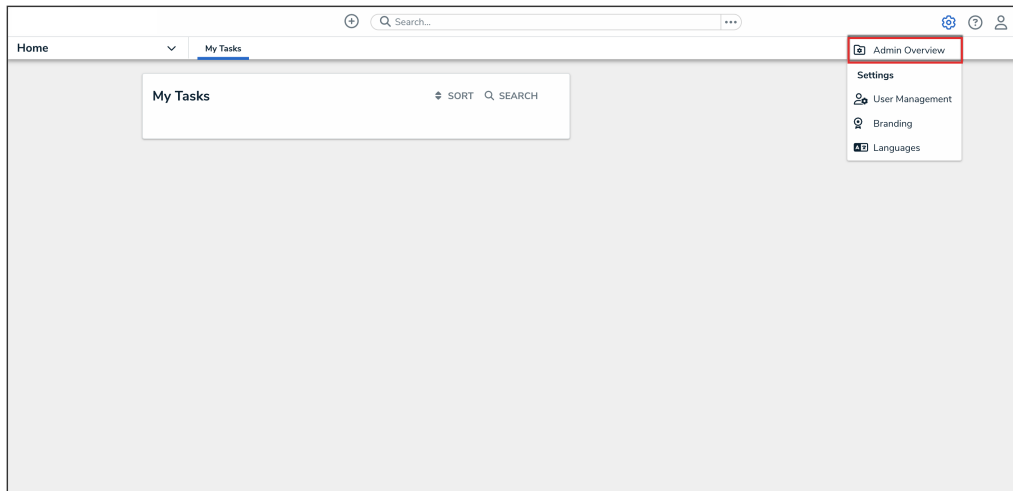
Navigation

1. From the **Home** screen, click the **Administration** icon.



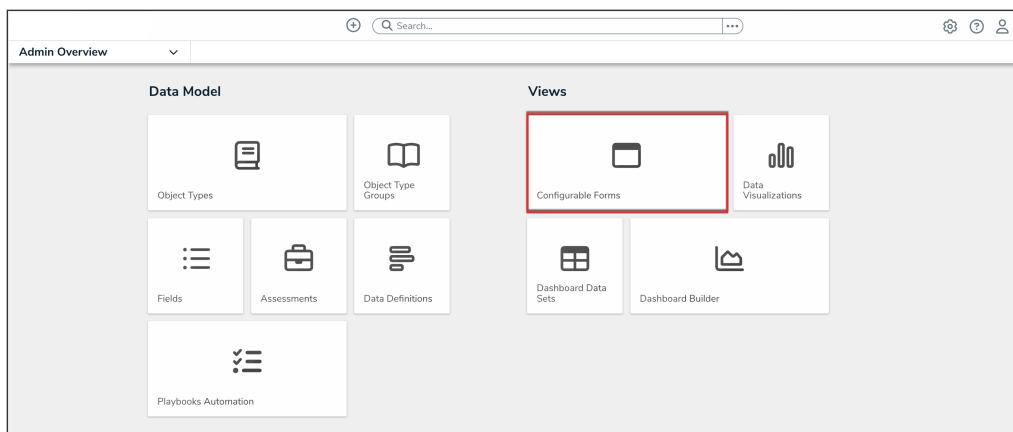
Administration Icon

2. From the **Administrator Settings** menu, click **Admin Overview**.



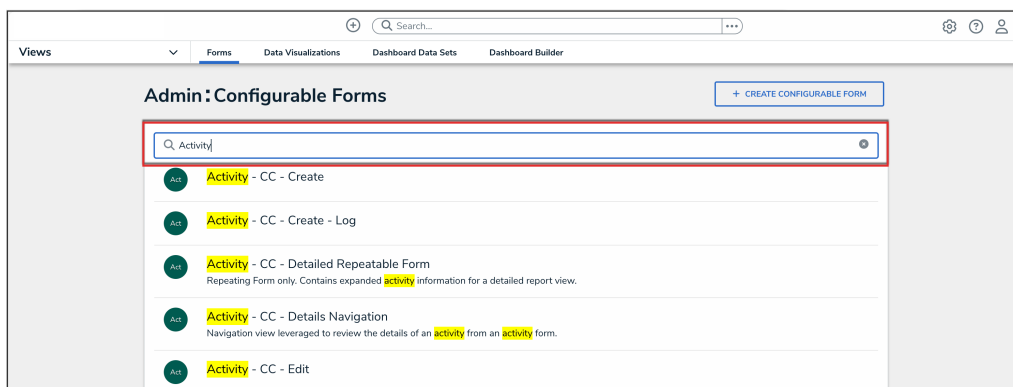
Administrator Settings Menu

- From the **Admin Overview** screen, click the **Configurable Forms** tile under the **Views** section.



Configurable Forms Tile

- From the **Configurable Forms** screen, enter a form name in the **Search** field to narrow down the forms list.

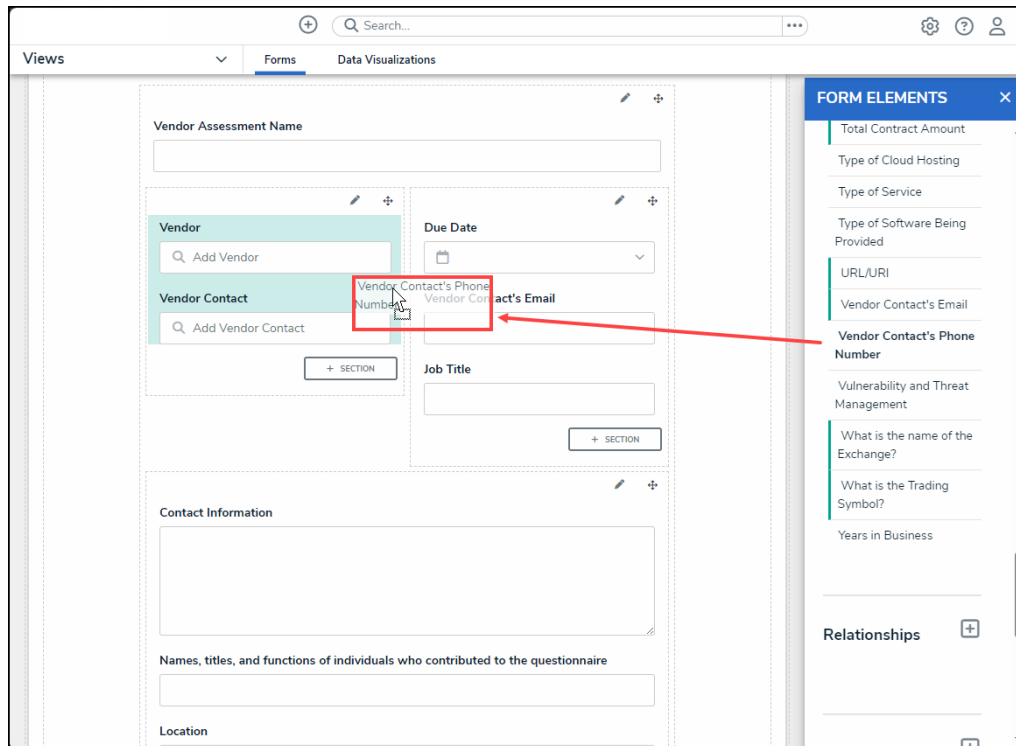


Search Field

5. Click the form that you want to edit.

Adding Form Elements to a Standard Form

1. From the **Form Elements** section, drag and drop an element from the list on to a form card and/or section.



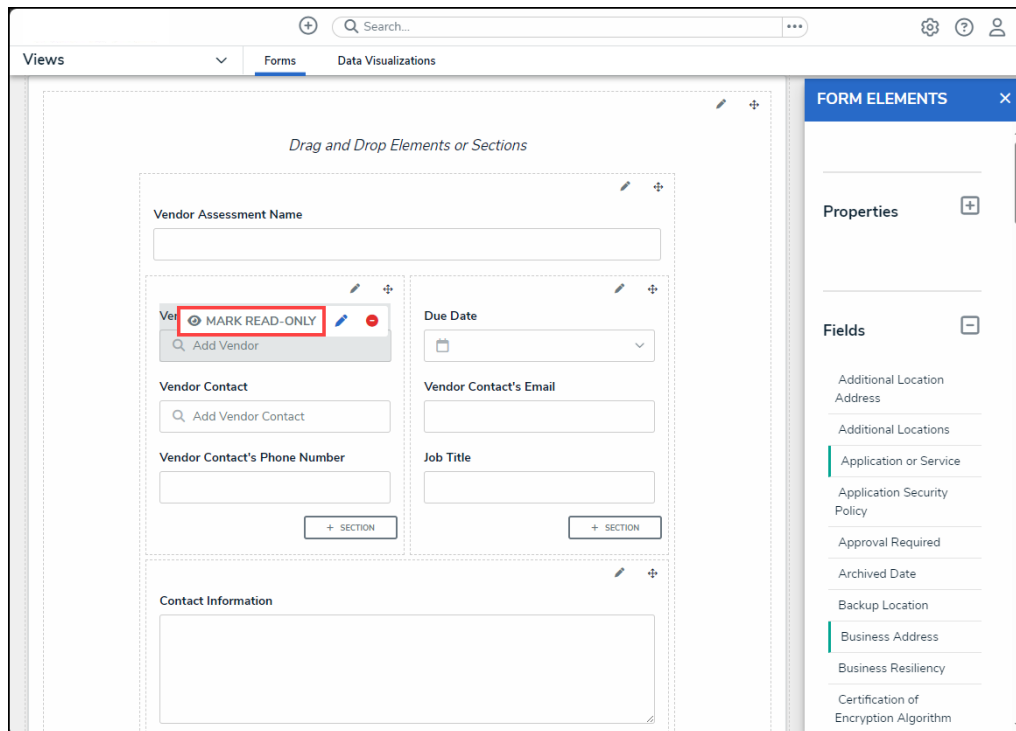
Dragging Element from the Form Elements Section

Dropping Element onto Form Card/Section

- Elements already added to the canvas will have a green line next to their names.

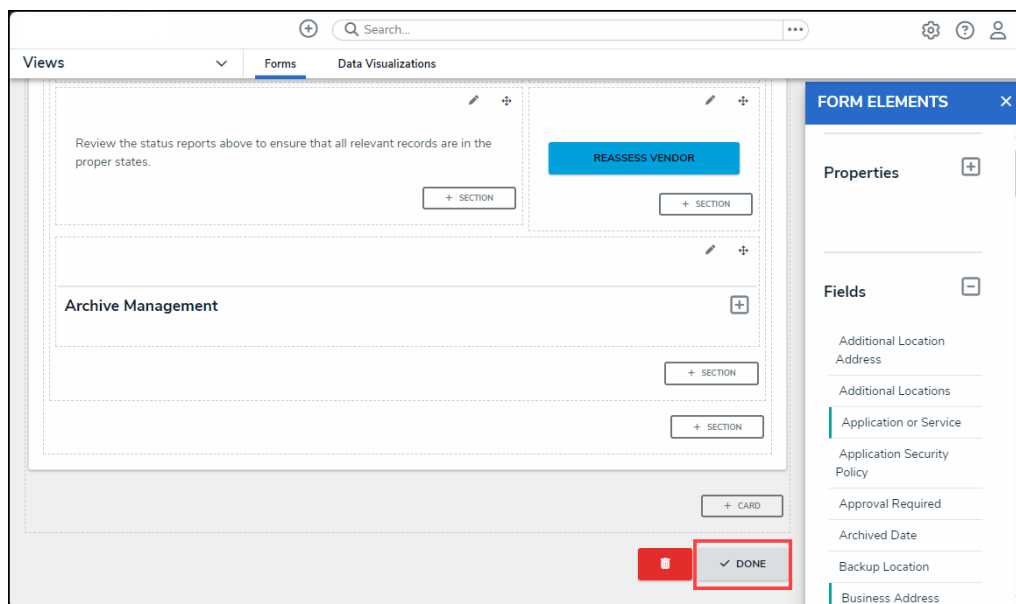
Element Added Indicator

- To mark an element as read-only, hover your cursor over the element in the canvas, then click the **Mark Read-Only** button.



Mark Read-Only Button

4. To make an element editable again, hover your cursor over the element and click the **Remove Read-Only** button.
5. Click the **Done** button to save your changes.



Done Button