

# Hello World e4 Application – Part 7

## Convert a Part into a Saveable Instance [Editor]

### Convert a Part into a Saveable Instance [Editor]

This section teaches how to make a Part convert into a Saveable Part [Editor]

1. Earlier in 3x this was done using a boolean flag
2. Now it is achieved using @Inject Mdirtytable
3. Select the view that is going to act as Saveable Part
4. In that view at class level declare @Inject Mdirtytable dirty as shown below

```
@Inject  
MDirtytable dirty;
```

5. Then in 3x save on the editor was performed by a doSave method. This method is made available in e4 using @Persist annotation. There should be only 1 @Persist annotation in each Part. The code is as shown below.

```
@Persist  
public void save() {  
    dirty.setDirty(false);  
}
```

Write you save logic in this method and then set the dirty flag back to False to remove the dirty marker on the editor.

6. Whenever an event happens on the editor, you need to mark the editor dirty. Therefore you need to set the dirty.setDirty(true) as shown below

```
text.addModifyListener(new ModifyListener() {  
    @Override  
    public void modifyText(ModifyEvent e) {  
        eventBroker.post("UPDATE", text.getText());  
        dirty.setDirty(true);  
    }  
});
```

7. Run your code and you will see the desired output