

Hitachi Navigation Platform Content Editing Guide

3021-3-024-30(E)

Notices

■ Relevant program products

P-2943-4PA4 Hitachi Navigation Platform 10-50 (For Windows Server 2008 R2, Windows Server 2012, Windows Server 2012 R2, Windows Server 2016)

P-2943-4VA4 Hitachi Navigation Platform for Developers 10-50 (For Windows 7 x64, Windows 8 x64, Windows 8.1 x64, Windows 10 x64)

P-292C-4PBL JP1/Navigation Platform 11-50 (For Windows Server 2008 R2, Windows Server 2012, Windows Server 2012 R2, Windows Server 2016)

P-292C-4VBL JP1/Navigation Platform for Developers 11-50 (For Windows 7 x64, Windows 8 x64, Windows 8.1 x64, Windows 10 x64)

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■ Microsoft product name abbreviations

This manual uses the following abbreviations for Microsoft product names.

Abbreviation			Full name or meaning
Internet Explorer	Internet Explorer 8		Windows(R) Internet Explorer(R) 8
	Internet Explorer 9		Windows(R) Internet Explorer(R) 9
	Internet Explorer 10		Windows(R) Internet Explorer(R) 10
	Internet Explorer 11		Windows(R) Internet Explorer(R) 11
Windows	Windows 7	Windows 7 x64	Microsoft(R) Windows(R) 7 Enterprise (64-bit Edition)
			Microsoft(R) Windows(R) 7 Professional (64-bit Edition)
			Microsoft(R) Windows(R) 7 Ultimate (64-bit Edition)
	Windows 8	Windows 8 x64	Windows(R) 8 Enterprise (64-bit Edition)
			Windows(R) 8 Pro (64-bit Edition)
	Windows 8.1	Windows 8.1 x64	Windows(R) 8.1 Enterprise (64-bit Edition)
			Windows(R) 8.1 Pro (64-bit Edition)
	Windows 10	Windows 10 x64	Windows(R) 10 Enterprise (64-bit Edition)
			Windows(R) 10 Pro (64-bit Edition)
	Windows Server 2008 R2		Microsoft(R) Windows Server(R) 2008 R2 Datacenter

Abbreviation		Full name or meaning
Windows	Windows Server 2008 R2	Microsoft(R) Windows Server(R) 2008 R2 Enterprise
		Microsoft(R) Windows Server(R) 2008 R2 Standard
	Windows Server 2012	Microsoft(R) Windows Server(R) 2012 Datacenter
		Microsoft(R) Windows Server(R) 2012 Standard
	Windows Server 2012 R2	Microsoft(R) Windows Server(R) 2012 R2 Datacenter
		Microsoft(R) Windows Server(R) 2012 R2 Standard
	Windows Server 2016	Microsoft(R) Windows Server(R) 2016 Datacenter
		Microsoft(R) Windows Server(R) 2016 Standard

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Summary of amendments

The following table lists changes in this manual (3021-3-024-30(E)) and product changes related to this manual.

Changes	Location
The supported version of iOS was changed from 6.1 to 10.3.	1.4
Notes related to Mobile Safari settings were changed.	1.5.5
Notes on Mobile Safari operations were added.	1.5.6
The Display the Operation Log Dashboard menu item was added.	2.5.1(1)
An explanation of the Set URL button was added. As a result, the explanations of the following items were modified: <ul style="list-style-type: none">• The Image URL text box in the Attribute Settings window (process node)• The URL text box in the Attribute Settings window (image parts in the operational flow area)• The URL text box in the Attribute Settings window (image parts in the guide area)	2.8.8(8) , 3.6.6(2) , 3.10.4(1) , 4.5.4(1)
An explanation of the File Management/Registration button was added.	3.6.6(3) , 3.10.4(2) , 4.5.4(2)
A method of using dashboard functions for analyzing the operation logs of the Operational Content was added.	6.10

In addition to the above changes, minor editorial corrections were made.

Preface

This manual describes how to operate the windows of the following products:

- Hitachi Navigation Platform
- Hitachi Navigation Platform for Developers
- JP1/Navigation Platform
- JP1/Navigation Platform for Developers

■ Abbreviations for product names

This manual uses the following abbreviations for the above product names:

Abbreviation		Full name
Navigation Platform	Navigation Platform	Hitachi Navigation Platform
		JP1/Navigation Platform
	Navigation Platform for Developers	Hitachi Navigation Platform for Developers
		JP1/Navigation Platform for Developers

■ Intended readers

This manual is intended for users who create windows of Navigation Platform. Readers of this manual must have:

- A basic knowledge of how to operate Windows
- A basic knowledge of how to operate the web browser to be used

■ Conventions: Fonts and symbols

The following table explains the text formatting conventions used in this manual:

Text formatting	Convention
Bold	Bold characters indicate text in a window, other than the window title. Such text includes menus, menu options, buttons, radio box options, or explanatory labels. For example: <ul style="list-style-type: none">• From the File menu, choose Open.• Click the Cancel button.• In the Enter name entry box, type your name.
<i>Italic</i>	Italic characters indicate a placeholder for some actual text to be provided by the user or system. For example: <ul style="list-style-type: none">• Write the command as follows: <code>copy source-file target-file</code>• The following message appears: A file was not found. (file = <i>file-name</i>) Italic characters are also used for emphasis. For example: <ul style="list-style-type: none">• Do <i>not</i> delete the configuration file.

Text formatting	Convention
Monospace	<p>Monospace characters indicate text that the user enters without change, or text (such as messages) output by the system. For example:</p> <ul style="list-style-type: none"> • At the prompt, enter <code>dir</code>. • Use the <code>send</code> command to send mail. • The following message is displayed: <code>The password is incorrect.</code>

The following table explains the symbols used in this manual:

Symbol	Convention
	<p>In syntax explanations, a vertical bar separates multiple items, and has the meaning of OR. For example: <code>A B C</code> means A, or B, or C.</p>
{ }	<p>In syntax explanations, curly brackets indicate that only one of the enclosed items is to be selected. For example: <code>{ A B C }</code> means only one of A, or B, or C.</p>
[]	<p>In syntax explanations, square brackets indicate that the enclosed item or items are optional. For example: <code>[A]</code> means that you can specify A or nothing. <code>[B C]</code> means that you can specify B, or C, or nothing.</p>
...	<p>In coding, an ellipsis (...) indicates that one or more lines of coding have been omitted. In syntax explanations, an ellipsis indicates that the immediately preceding item can be repeated as many times as necessary. For example: <code>A, B, B, ...</code> means that, after you specify A, B, you can specify B as many times as necessary.</p>

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1

Overview of Navigation Platform

This chapter describes the Navigation Platform product, and gives an overview of the basic operations you can perform in Navigation Platform. Because Navigation Platform is used from a web browser, this chapter also lists supported web browsers and the URLs you need to enter to access Navigation Platform.

1.1 About Navigation Platform

Navigation Platform is a product that provides a visual representation of operation flows and procedures.

In Navigation Platform, you can create Operational Content that defines the steps required to execute a particular operation.

A person who needs to execute an operation can select the relevant Operational Content in Navigation Platform, and refer to the operation flow and detailed procedures as they work their way through the operation. Because the operator can approach the operation step by step with reference to the on-screen instructions, he or she can execute even unfamiliar operations accurately and efficiently.

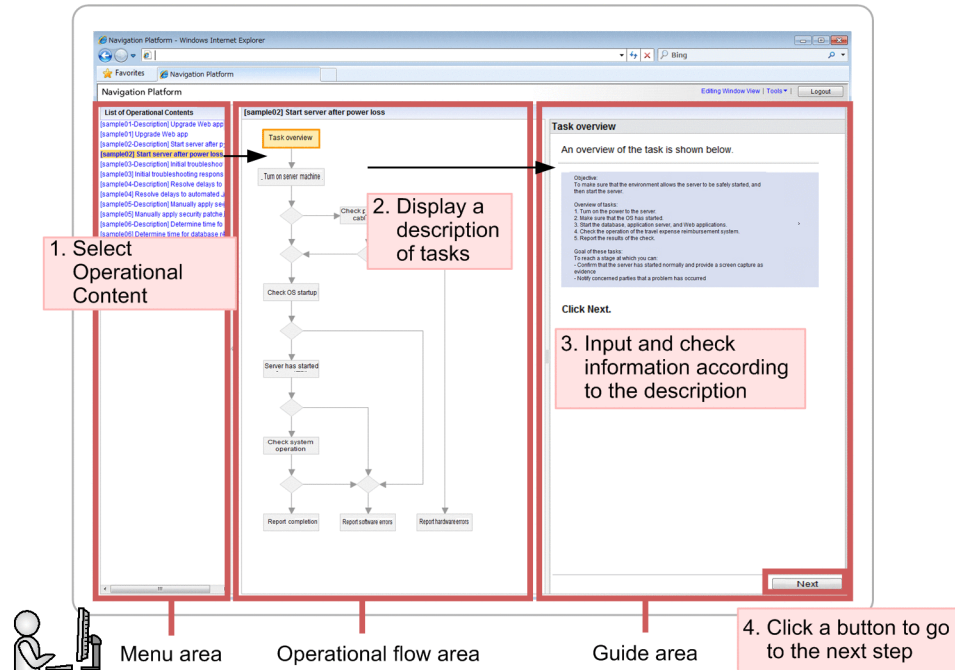
Navigation Platform presents the flow of an operation as a flow chart. It also displays, in the same window, explanatory text corresponding to the step selected in the flow chart.

1.2 Using Navigation Platform

A user executes an operation by referring to the procedures displayed in Navigation Platform. The window in which these procedures are displayed is called an *Operational Content Execution Window*.

The following figure shows the flow of operation execution using Navigation Platform.

Figure 1–1: Flow of operation execution using Navigation Platform



Note:
In some environments, the menu area and operational flow area might be hidden.

Flow of operation

1. Select the applicable Operational Content in the menu area.
2. Review the overall flow of the operation in the operational flow area, and the individual steps in the flow.
A description of the task you need to perform appears in the guide area.
3. Input or confirm information according to the instructions in the guide area.
4. After completing the task, click the button to go to the next step. When there are no more steps, the operation is finished.

1.3 What you can do in Navigation Platform

In Navigation Platform, you can:

- **Create and edit Operational Content**
In your web browser, you can create and edit the information (Operational Content) required to execute a particular operation.
- **Execute operations**
The information required to execute an operation appears in the web browser of a Navigation Platform user in the order in which the information is needed. The user can refer to this information as he or she performs each task in the operation.

1.4 Web browsers supported by Navigation Platform

The table below lists the combinations of web browsers and operating systems that can be used on a client machine to access Navigation Platform windows. Make sure that the latest security updates have been applied to your web browser before accessing Navigation Platform.

Table 1–1: Supported web browsers and operating systems

Web browser	OS
Internet Explorer 8	Windows 7
Internet Explorer 9	Windows 7
Internet Explorer 10	Windows 7
	Windows 8
Internet Explorer 11	Windows 7, Windows 8.1, Windows 10
Safari for mobile devices (hereafter <i>Mobile Safari</i>)	iOS 10.3

Note: Operation is not guaranteed for users who use the developer tools in Internet Explorer. Also, Navigation Platform is not compatible with the Modern interfaces in Internet Explorer 10 and Internet Explorer 11.

1.5 Notes on using web browsers

This section lists cautionary notes related to the configuration and use of operating systems and web browsers when using Navigation Platform.

1.5.1 Notes on Internet Explorer settings

- Make sure that the latest security updates have been applied.
- When using Navigation Platform, we recommend that you set the text size in your web browser to **Medium** or smaller. If you use a larger text size, some text might not fit in the window.
- In the settings for temporary internet files, we recommend that you select **Automatically** as the option for checking for newer versions of stored pages. If you select another option, images might not be displayed correctly.
- Make sure that the **Compatibility View** button is disabled in your web browser. If you enable this button, the window contents might not be displayed correctly.
- Some scripts associated with Navigation Platform might not work in certain environments. In this situation, review the settings on the **Security** tab of the **Internet Options** dialog box as needed, and add the URL for Navigation Platform to the list of trusted sites. Note that changing these settings results in a lower security level.
- Select **Enable** for the following security settings in the **Internet Options** dialog box of your web browser. If you do not enable these settings, some windows and functions of Navigation Platform will not work as intended.
 - **Binary and script behaviors**
 - **Active scripting**
 - **Allow paste operations via script**
- Web browsers will sometimes fail to display an external website specified in an inline frame part. Whether an external Web site is displayed depends on the configuration of the Web site.

1.5.2 Notes on Internet Explorer operation

- Do not log in to Navigation Platform from multiple accounts on the same PC.
- Do not use multiple Operational Content Editing Windows on the same PC. This includes different browser instances and different tabs in the same browser instance.
- Do not use the **Back** button in your browser when working in Navigation Platform. The information displayed after doing so might not be current.
- Do not use the **F5** key or the **Refresh** button to refresh your browser window while executing operational content. If you use the F5 key or the Refresh button to refresh your browser, any data you have input will be lost. Refreshing your browser window can also cause other issues such as an inability to log out or a **Page Has Expired** error.
- If you enter more than 1,024 characters in a text box, some of the character string might not be visible on screen. We recommend that you specify a number less than 1,025 as the maximum number of characters that can be entered in a text box.
- If the message below appears when you are using your web browser, click the **Cancel** button and allow it to continue running the script. If you click the **OK** button and abort the script, Navigation Platform might not work correctly.

A script on this page is causing Internet Explorer to run slowly. If it continues to run, your computer may become unresponsive. Do you want to abort the script?

- If the message below appears when you are using your web browser, wait until the action that is in progress finishes. Do not click the **Recover webpage** button. If you click the **Recover webpage** button to interrupt the current action, Navigation Platform might not work correctly.

host-name is not responding.

- In some cases, the message in a message dialog box might extend past the bottom of the screen, making the **OK** button inaccessible. In this situation, you can use one of the following methods to close the message dialog box:
 - Click the × button at the top right of the message dialog box.
 - Make sure that the message dialog box is the active window, and press the **Enter** or **Esc** key.
- To close your web browser, use the **Close** or **Cancel** button in the Navigation Platform window, not the × button at the top right of the browser window. However, if a print preview is displayed in your web browser when you click the **Close** button, the screen might become blank or the window might not close. In this case, use the × button to close the browser window.
- If you use the × button to close a print preview window in your web browser, you might become unable to close the window you were trying to print. In this case, use the × button to close the window you were trying to print.
- When closing an Operational Content Editing Window or Operational Content Execution Window, use the **Close** or **Logout** button in the Navigation Platform interface, not the × button at the top right of the browser window. However, if a print preview is displayed in your web browser when you click the **Close** button, the screen might become blank or the browser might not close. In this case, use the × button to close the browser window.
- If you use the same web browser instance used for the previous Navigation Platform session to continue working in Navigation Platform, Windows might output the following warning message: **Out of Virtual Memory. Your system is low on virtual memory. To ensure that Windows runs properly, increase the size of your virtual memory paging file. For more information, see Help.** If you encounter this message, close your web browser and then open it again.
- If your web browser displays an error message or buttons become unresponsive, close the window you are using, close the window you are using, log in again, and then repeat the operation you were performing. If the problem recurs, contact maintenance personnel.
- If you use the rectangle select function to select parts or connectors and then press the **Delete** key, the selected items might not be deleted. In this case, delete the items by clicking the **Delete** button on the toolbar.
- When a character string that includes successive symbols is displayed in the Navigation Platform window, the string might not wrap to the next line. In this case, make the text visible by resizing the browser window.

1.5.3 Notes on using Internet Explorer 8 and Internet Explorer 9

(1) Notes that apply to Internet Explorer 8 and Internet Explorer 9

- If you use the zoom function to enlarge the window contents, text might overlap with the scrollbar.
- The web browser will sometimes fail to display an external Web site specified in an inline frame part. Whether an external Web site is displayed depends on how the Web site is configured.
- Make sure that the **Compatibility View** button is disabled in your web browser. If you enable this button, the window contents might not be displayed correctly.

(2) Notes that apply to Internet Explorer 8 only

- In some cases, a blank subwindow might be displayed from an Operational Content Editing Window. If this occurs, use the × button to close the blank browser window. If closing the subwindow does not unlock the Operational Content Editing Window, click the **Yes** button in the **Close the subwindow to cancel the processing message box**.

message box. When the subwindow is closed and the Operational Content Editing Window has unlocked, log in again and repeat the operation you were performing.

1.5.4 Notes on OS settings

Navigation Platform does not support the supplementary Unicode characters included in the JIS X 0213 standard that extends the range of characters available in Windows Vista and Windows 7.

Navigation Platform does not support the following characters:

- Characters outside the Basic Multilingual Plane (BMP)
- Characters whose Unicode code point is within the range from U+10000 to U+10FFFF
- Characters represented by UTF-16-encoded surrogate pairs

1.5.5 Notes on Mobile Safari settings

- Set **JavaScript** to **ON**.
- Disable private browsing mode.
- Set **Block Cookies** to **Allow from Websites I visit** or **Always Allow**. Note that using the **Always Allow** setting lowers the security level.

1.5.6 Notes on Mobile Safari operation

- If the **Print** menu is displayed in Mobile Safari when viewing an Operational Content Execution Window, the operation of Navigation Platform when you click the **Print** menu is not guaranteed.
- If Navigation Platform has not responded to an action after 10 or more seconds, reload the page and repeat the action.
- If a message appears indicating that a communication error has occurred or your session is invalid, repeat the action according to the message. If repeating the action does not resolve the problem, check the network connection status. You might be able to recover your network connection by turning Wi-Fi off and then on again.
- Your session might be interrupted if you run Mobile Safari in the background or your iPad enters sleep mode while you are working with Operational Content. If your session is interrupted, the data you are working on will be lost. You will also lose the data you are working on if you view another piece of Operational Content, or navigate to a page that is not part of Navigation Platform.

Depending on the options you selected when setting up Navigation Platform, a **Suspend** button might appear in the Operational Content Execution Window. If you click the **Suspend** button before logging out, the progress you have made is retained even if your session is interrupted or you navigate to another page.

- You cannot cut, copy, or paste characters in text boxes and text areas.
- Do not perform the following actions while the software keyboard is displayed:
 - Tap and hold a text box or text area
 - Scroll an area outside the software keyboard
 - Tap an area outside the software keyboard

If you perform any of these actions with the software keyboard displayed, you will no longer be able to input text. To resume text input, you will need to dismiss the software keyboard and then display it again.

- When you enter single-byte alphanumeric characters in a text box or text area, the first character is automatically capitalized. If you want the first character to be a lower-case letter, tap the **Shift** key to release shift.
- Emoji entered in text boxes or text areas might become garbled.
- Do not select any suggestion displayed by the autocorrect function. If you tap an autocorrect suggestion, you will no longer be able to input text. To resume text input, you will need to dismiss the software keyboard and then display it again.
- Usually, tapping outside the software keyboard dismisses the keyboard. If this does not happen, tap the button at the bottom right of the keyboard.
- Scrolling down through the entire Operational Content Execution Window might hide the header area (**Tools** menu, **Logout** button, etc.). Scroll up to display the header area again.
- If you close one tab in the browser while two are open, a blank area is displayed below the Operational Content Execution Window. To eliminate this blank area, resize the window (by, for example, rotating the window or by displaying the **Bookmark** bar).
- If your web browser displays an error message or buttons become unresponsive, close the window you are using, log in again, and then repeat the operation you were performing. If the problem recurs, contact maintenance personnel.

1.6 URLs used to access Navigation Platform windows

This section explains the URLs used to access Navigation Platform windows from a web browser to work with Operational Content.

A URL used to access a Navigation Platform window consists of a basic URL and parameters. Specification of parameters is optional. By including parameters with the basic URL, you can access a specific piece of Operational Content directly, or select the types of button that can be used to exit Navigation Platform.

If your system configuration does not include a directory server, you can omit the parameter that specifies a single sign-on password from the basic URL.

1.6.1 Basic URLs

(1) Basic URLs for accessing Operational Content Execution Windows

When you use the URLs below to access Navigation Platform, the **Editing Window View** menu command does not appear in the window. This prevents the user from making changes to Operational Content. Provide these URLs to users who have no need to edit Operational Content.

When accessing Navigation Platform from the login window

The basic URL differs depending on whether you are specifying parameters as part of the URL. For details about parameter specification, see [1.6.2 Parameters specifiable in basic URLs](#).

- When not specifying parameters

```
http://host-name:port-number/ucnpBase/
```

- When specifying parameters

```
http://host-name:port-number/ucnpBase/portal/screen/TitlePortlet/portlet/  
ucnp/pane/-440b4408440g55S76Z2i/layout_id/default/  
tab_id/-440b4408440g55S76Z2i
```

When using the Cosminexus integrated user management framework to perform single sign-on

```
http://host-name:port-number/ucnpBase/portal/screen/Home/action/  
PLoginUser?com.cosminexus.admin.auth.name=user-  
ID&com.cosminexus.admin.auth.password=password
```

Note:

We recommend that you specify the `POST` method when using this URL to access an Operational Content Execution Window. If you specify the `GET` method, the user ID and password form part of the URL as a query, which can leave a trace in web server logs and other locations.

The values of the variables are explained below.

- *host-name*

The host name or IP address of a J2EE server machine in the editing environment or execution environment.

- *port-number*

The port number of the web server in the editing environment or execution environment.

If you do not know which port number to use, contact the system administrator.

- *user-ID*

The user ID used for single sign-on. It must be set in the `com.cosminexus.admin.auth.name` parameter of the HTTP request.

- *password*

The password corresponding to the user ID used for single sign-on. It must be set in the `com.cosminexus.admin.auth.password` parameter of the HTTP request.

(2) Basic URLs for accessing Operational Content Editing Windows

When you use the following URLs to access Navigation Platform, an Operational Content Editing Window appears when you log in:

When accessing Navigation Platform from the login window

```
http://host-name:port-number/ucnpBase/portal/screen/TitlePortlet/portlet/ucnp/pane/-440b4408440g55S76Z2i/layout_id/default/tab_id/-440b4408440g55S76Z2i?start_editor=true&open_editor=true
```

When using the Cosminexus integrated user management framework to perform single sign-on

```
http://host-name:port-number/ucnpBase/portal/screen/Home/action/PLoginUser?com.cosminexus.admin.auth.name=user-ID&com.cosminexus.admin.auth.password=password&start_editor=true&open_editor=true
```

Note:

We recommend that you specify the `POST` method when using this URL to access an Operational Content Editing Window. If you specify the `GET` method, the user ID and password form part of the URL as a query, which can leave a trace in web server logs and other locations.

The values of the variables are explained below.

- *host-name*

The host name or IP address of a J2EE server machine in the editing environment or development environment.

- *port-number*

The port number of the web server in the editing environment or development environment.

If you do not know which port number to use, contact the system administrator.

- *user-ID*

The user ID used for single sign-on. It must be set in the `com.cosminexus.admin.auth.name` parameter of the HTTP request.

- *password*

The password corresponding to the user ID used for single sign-on. It must be set in the `com.cosminexus.admin.auth.password` parameter of the HTTP request.

(3) Basic URLs for accessing custom windows (new windows)

When you use the following URLs to access Navigation Platform, a custom window (new window) appears when you log in:

When accessing Navigation Platform from the login window

```
http://host-name:port-number/ucnpBase/portal/action/Plain/portlet/ucnp/pane/-440b4408440g44Kw44Or4408440X/layout_id/default/url/L2FkcG9ydGxldHMvdWNucC9qc3Avdmlldy9Sb290SWZyYWllLmpzcA--?ucnpUserId=name-of-Custom-Window-Plugin
```

When using the Cosminexus integrated user management framework to perform single sign-on

```
http://host-name:port-number/ucnpBase/portal/screen/Home/action/PLoginUser?com.cosminexus.admin.auth.name=user-ID&com.cosminexus.admin.auth.password=password&ucnpUserId=name-of-Custom-Window-Plugin
```

Notes:

- We recommend that you specify the `POST` method when using this URL to access a custom window. If you specify the `GET` method, the user ID and password form part of the URL as a query, which can leave a trace in web server logs and other locations.
- You must use the `ucnpUserData` parameter when passing data in a URL that accesses a custom window. You cannot use a parameter other than `ucnpUserData` to pass data.

The values of the variables are explained below.

- *host-name*
The host name or IP address of a J2EE server machine in the editing environment or execution environment.
- *port-number*
The port number of the web server in the editing environment or execution environment.
If you do not know which port number to use, contact the system administrator.
- *name-of-Custom-Window-Plugin*
The value specified in the `userplugin.name` key in the plugin information property file when generating the template for the Custom Window Plugin.
In the editing environment and execution environments, check with the user who developed the custom window regarding the value they specified for the `userplugin.name` key.
- *user-ID*
The user ID used for single sign-on. It must be set in the `com.cosminexus.admin.auth.name` parameter of the HTTP request.
- *password*
The password corresponding to the user ID used for single sign-on. It must be set in the `com.cosminexus.admin.auth.password` parameter of the HTTP request.

1.6.2 Parameters specifiable in basic URLs

This subsection describes the types of parameters you can specify in basic URLs, and the format to use when specifying these parameters.

(1) Format of parameters specifiable in basic URLs

Use the following format when specifying parameters in basic URLs:

basic-URL?parameter-name-1=parameter-value [[¶meter-name-2=parameter-value] ...]

Separate the basic URL and the first parameter with a question mark (?), and separate each subsequent parameter with an ampersand (&). You can specify multiple parameters by connecting them with ampersands (&) in this way.

By adding parameters to the end of the basic URL, you can control which window appears when a user logs in to Navigation Platform. You can also use parameters to integrate plugins and custom windows.

In the following circumstances, because the basic URL already contains parameters, specify an ampersand (&) instead of a question mark (?) as the character that connects the basic URL to its parameters:

- When accessing the Operational Content Editing Window
- When accessing a custom window
- When performing single sign-on using the Cosminexus integrated user management framework

(2) List of parameters specifiable in basic URLs

The table below lists the parameters you can specify in a basic URL. The types of parameter you can specify depends on the window you are accessing.

Table 1–2: Parameters specifiable in basic URLs

Parameter name	Parameter value	Description	Whether parameter can be used		
			Operational Content Execution Window	Operational Content Editing Window	Custom window (new window)
contentId	Operational Content ID	Directly opens the Operational Content associated with the specified ID. Whether the Operational Content opens as editable or read-only depends on the status of the specified Operational Content. Operational Content IDs are case sensitive. You can acquire Operational Content IDs by using a menu command in the Operational Content Editing Window. If the Get URL menu appears in the Operational Content Execution Window, you can acquire a URL with the Operational Content ID already specified in the contentId parameter.	Y	Y	N
open_editor	true	Directly opens the Operational Content Editing Window after login. If you omit this parameter, the Operational Content Execution Window appears after login. The user can then switch to the Operational Content Editing Window by clicking the Editing Window View menu command.	N	Y	N

Parameter name	Parameter value	Description	Whether parameter can be used		
			Operational Content Execution Window	Operational Content Editing Window	Custom window (new window)
start_editor	true	Displays the Editing Window View and Execution Window View menu commands. When this parameter is specified, the user can switch between the Operational Content Execution Window and the Operational Content Editing Window. You cannot use this parameter in the execution environment.	Y	Y	N
ucnpCloseBtn	close_only	Specifies the behavior of the button used to exit Navigation Platform windows. If you specify <code>close_only</code> , a Close button is displayed that closes the window without logging you out.	Y	Y	N
	logout_close	Specifies the behavior of the button used to exit Navigation Platform windows. If you specify <code>logout_close</code> , a Close button is displayed that logs you out before closing the window.	Y	Y	N
	logout	Specifies the behavior of the button used to exit Navigation Platform windows. If you specify <code>logout</code> , a Logout button is displayed that logs you out and returns you to the login window.	Y	Y	N
ucnpOptions	Values used by a User Plugin (I/O Plugin or Suspend/Resume Plugin)	This parameter provides values to be used by plugins. If you need to use a character in a parameter value that cannot be used in a URI, specify the value as a URL-encoded string. You can find out the values a plugin uses by contacting the user who developed the plugin. For details about how the values of this parameter are used in a plugin, see the <i>Hitachi Navigation Platform Development Guide</i> . The following describes the characters you can specify in a value of this parameter, and the maximum length of the value: Specifiable characters ASCII characters (excluding characters with the ASCII codes 0x00 to 0x1F and 0x7F). Maximum length of parameter value Character strings (or the length of the URL-encoded character string) must not exceed 1,024 bytes. If a character string exceeds 1,024 bytes in length, the message KDCZ10306-W is output to the trace file and characters	Y	N	N

Parameter name	Parameter value	Description	Whether parameter can be used		
			Operation al Content Execution Window	Operation al Content Editing Window	Custom window (new window)
ucnpOptions	Values used by a User Plugin (I/O Plugin or Suspend/Resume Plugin)	beyond 1,024 bytes are deemed invalid.	Y	N	N
ucnpUserData	Values used by a custom window (new window)	This parameter provides values for use by custom windows (new windows). You can find out the values used by the new window by contacting the user who developed the window. For details about how the values of this parameter are used in the new window, see the <i>Hitachi Navigation Platform Development Guide</i> .	N	N	Y
ucnpUserPageId	Name of Custom Window Plugin	Displays a custom window (new window) after login.	N	N	Y

Legend:

Y: Can be used.

N: Cannot be used.

1.6.3 Examples of URL with parameters specified

The following is an example of a URL that combines a number of parameters:

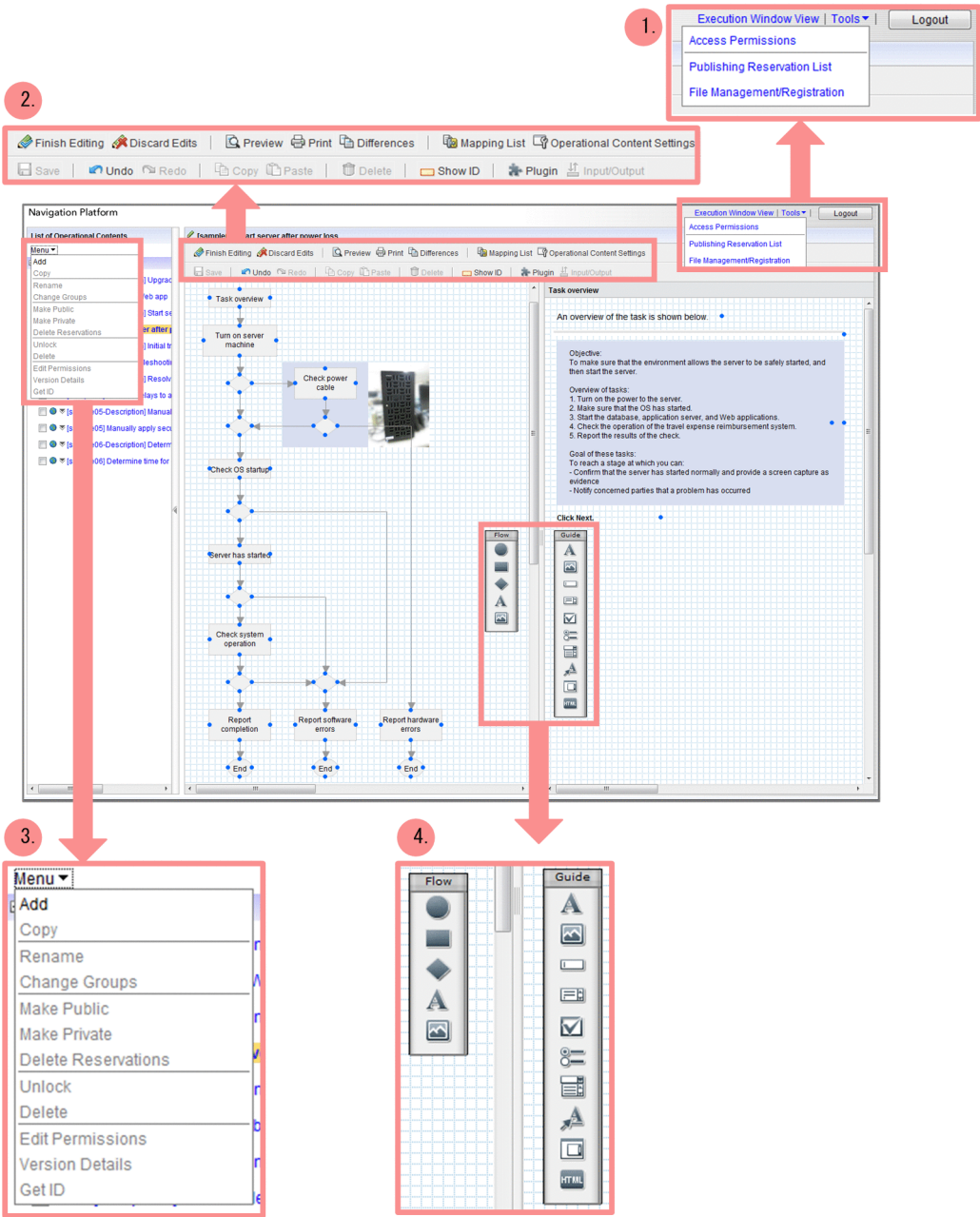
```
http://host-name:port-number/ucnpBase/portal/screen/TitlePortlet/portlet/ucnp/
pane/-440b4408440g55S76Z2i/layout_id/default?
open_editor=true&ucnpCloseBtn=logout_close&contentId=Operational Content ID
```

1.7 Basic operations performed when creating Operational Content

Before you can start creating Operational Content, you need to log in to Navigation Platform and display the Operational Content Editing Window. In this window, you create Operational Content by placing its constituent elements (nodes and parts) in the operational flow area and guide area and editing these elements.

The following figure and table show what you can do in each part of the Operational Content Editing Window.

Figure 1–2: Using the Operational Content Editing Window



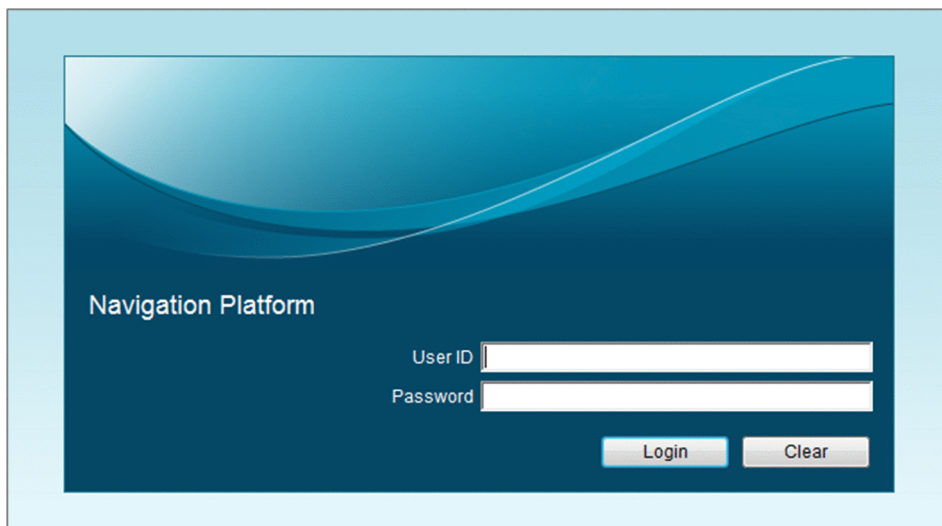
Number in figure	What you can do	Detailed description of procedure(s)
1.	Switch to the Operational Content Execution Window	2.9.2 Displaying the Operational Content Execution Window

Number in figure	What you can do	Detailed description of procedure(s)
1.	Upload and delete image files and other resources	<i>2.8.6 Storing a static file by using the File Management/Registration window</i> <i>2.8.7 Deleting a static file by using the File Management/Registration window</i>
	Check publishing reservations	<i>6.4 How to check the Operational Content publishing reservation</i>
	Log out	<i>1.7.9 Logging out of Navigation Platform</i>
2.	Start or finish the editing process, or discard the changes you have made	<i>1.7.2 Starting the Operational Content editing process</i> <i>1.7.8 Finishing the Operational Content editing process</i>
	Perform editing tasks (such as saving, copying and pasting resources, and canceling operations)	<i>2.3.3 Saving Operational Content</i> <i>7.7 Pasting copied nodes and parts</i> <i>7.8 Canceling operations</i> <i>7.9 Redoing canceled operations</i>
	Specify the text size for Operational Content	<i>2.7.1 Setting the character font, character size, and button size for individual pieces of Operational Content</i>
	Set a link to be available throughout all stages of a piece of Operational Content	<i>2.6.3 Setting a related link</i>
	Preview the Operational Content you are creating	<i>2.9.1 Previewing Operational Content</i>
	Print Operational Content	<i>6.6.2 Printing Operational Content</i>
	Compare Operational Content with previous versions and show the differences	<i>6.13.1 Displaying the changes made as a result of editing</i>
	Check nodes that use plugins	<i>5.11 Acquiring configuration information for Operational Content that uses plugins</i>
	Switch the operation mode	<i>1.7.7 Switching the operation mode of the guide area</i>
	Show or hide node IDs and part IDs	<i>7.3.3 Checking node IDs and part IDs</i>
3.	Add, copy, or delete Operational Content	<i>2.3.1 Creating (adding) new Operational Content</i> <i>2.3.2 Copying Operational Content</i> <i>6.2.4 Deleting Operational Content</i>
	Change group names	<i>6.5.1 Changing the group of Operational Content</i>
	Publish, unpublish, or reserve publication of Operational Content	<i>6.1.1 Publishing Operational Content</i> <i>6.2.1 Making Operational Content private</i> <i>6.3.1 Scheduling the time to publish Operational Content</i>
	Check publishing reservations	<i>6.4 How to check the Operational Content publishing reservation</i>
	Delete publishing reservations	<i>6.4.2 Removing Operational Content from the publishing reservation</i>
	Set and check access permissions	<i>2.4.1 Setting an access permission group or JPI resource group for Operational Content</i> <i>6.5.3 Checking the access permission groups or JPI resource groups that are set in Operational Content</i>
	Check comments for Operational Content and the publication dates of each version	<i>6.12 Checking the comment and publication time of Operational Content</i>

Number in figure	What you can do	Detailed description of procedure(s)
3.	Check Operational Content IDs	<i>7.3.2 Checking Operational Content IDs</i>
4.	Use the Flow palette	<i>3.5.3 Placing Terminal Nodes</i> <i>3.6.3 Placing character string Process Nodes</i> <i>3.7.3 Placing Branch Nodes</i> <i>3.9.3 Placing static-text parts (operational flow area)</i> <i>3.10.3 Placing image parts (operational flow area)</i>
	Use the Guide palette	<i>4.4.3 Placing static-text parts (guide area)</i> <i>4.5.3 Placing image parts (guide area)</i> <i>4.6.3 Placing text box parts</i> <i>4.7.3 Placing text areas (guide area)</i> <i>4.8.3 Placing check boxes (guide area)</i> <i>4.9.3 Placing radio button parts (guide area)</i> <i>4.10.4 Placing a drop-down part (guide area) (a drop-down part without parent-child relationship or a parent drop-down part)</i> <i>4.11.3 Placing hyperlink parts (guide area)</i> <i>4.12.3 Placing inline frame parts (guide area)</i> <i>4.13.4 Placing HTML parts (guide area)</i>

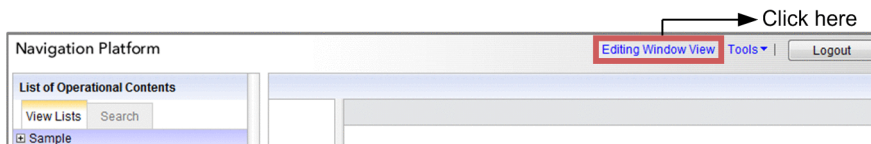
1.7.1 Logging in to Navigation Platform

1. Display the login window by entering the URL for Navigation Platform in your web browser.
For information about the URL you need to enter, see *1.6 URLs used to access Navigation Platform windows*.
2. Enter your user ID and password, and then click the **Login** button.

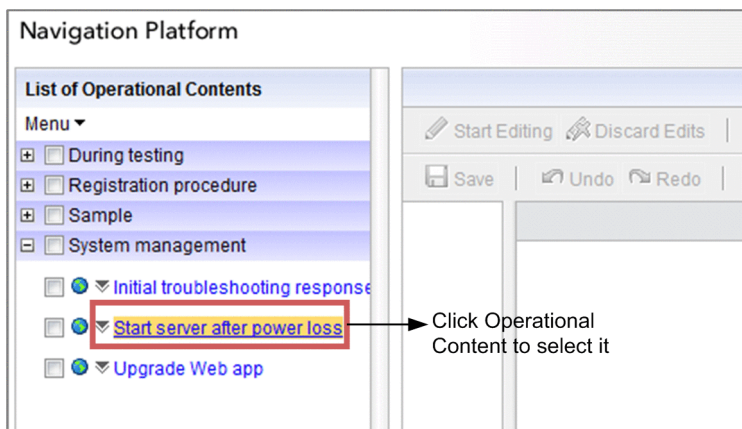


1.7.2 Starting the Operational Content editing process

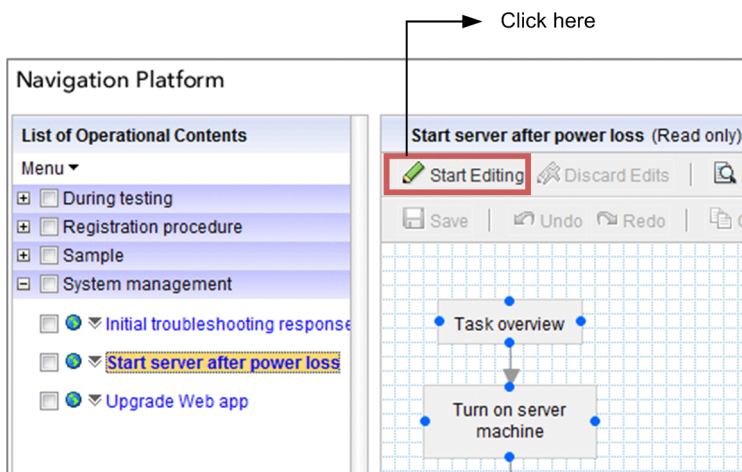
1. If the Operational Content Execution Window is displayed, click the **Editing Window View** menu command in the header area.



2. In the menu area of the Operational Content Editing Window, click the Operational Content you want to edit.



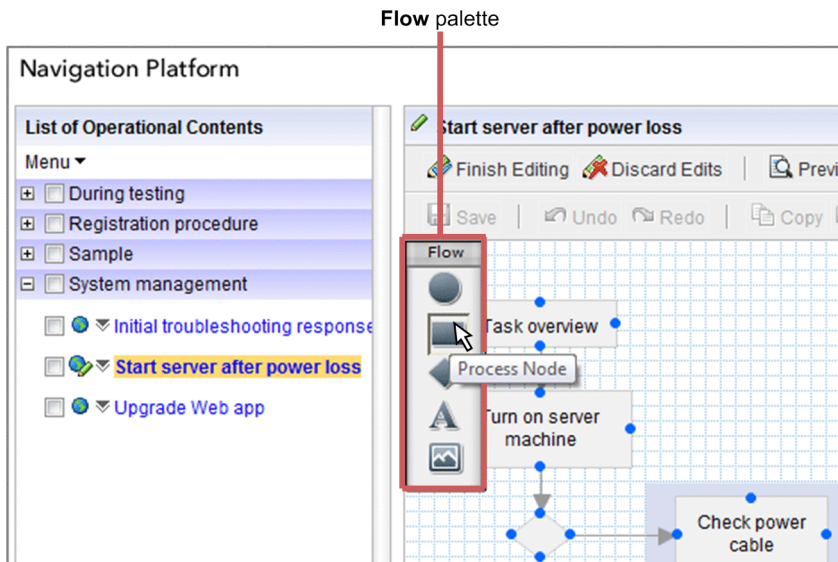
3. Click the **Start Editing** button in the toolbar.



The **Flow** palette appears, and you can start editing the Operational Content.

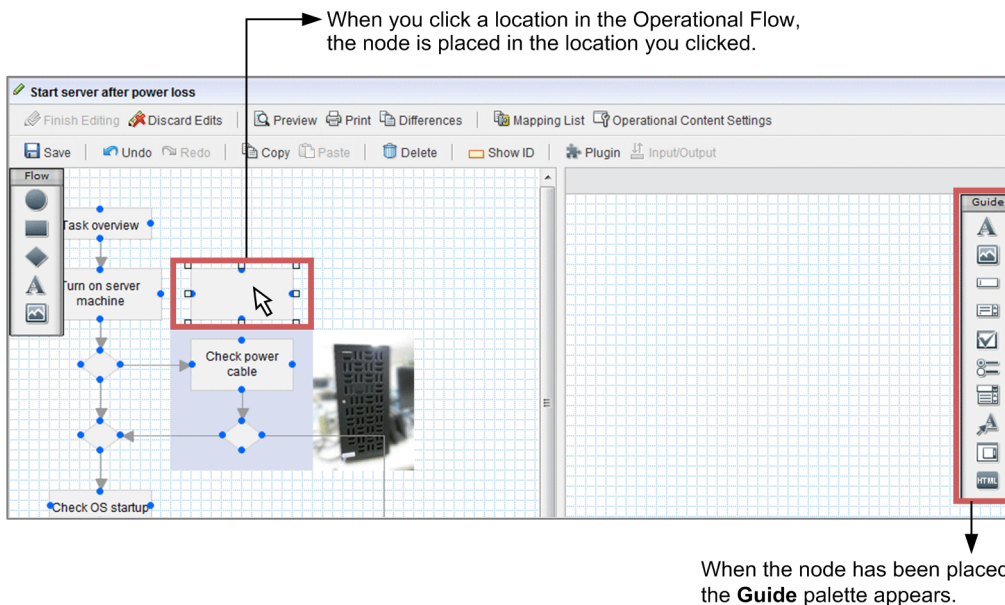
1.7.3 Placing nodes and parts

1. In the operational flow area, click a button in the **Flow** palette.




2. Click a location in the operational flow area.

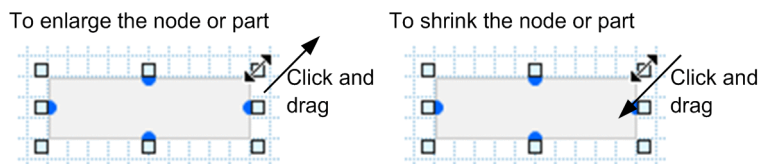
The node or part is placed in the location you clicked.



When you place a Process Node in the operational flow area, the **Guide** palette appears in the guide area. You can use the buttons in this palette to place Guide Parts. The method of placing Guide Parts in the guide area is the same as placing nodes and parts in the operational flow area.

1.7.4 Resizing nodes and parts

1. Select the node or flow part that you want to resize by clicking it in the operational flow area. Alternatively, select the Guide Part that you want to resize by clicking it in the guide area.
2. Drag the handles () at the corners and sides of the node or part.
The node or part increase or decreases in size.



1.7.5 Repositioning nodes and parts

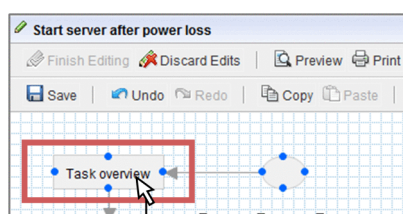
You can reposition a node or part by dragging it to a new location.

There is no way to reposition a node or part using the keyboard.

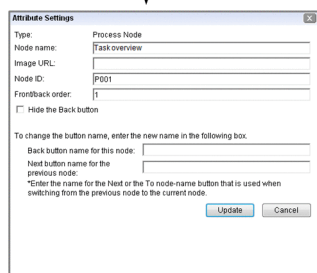
1.7.6 Changing node or part settings by displaying the Attribute Settings window

1. Double-click the node or part whose attributes you want to change.

The **Attribute Settings** window appears.



When you double-click a node, the **Attribute Settings** window appears.



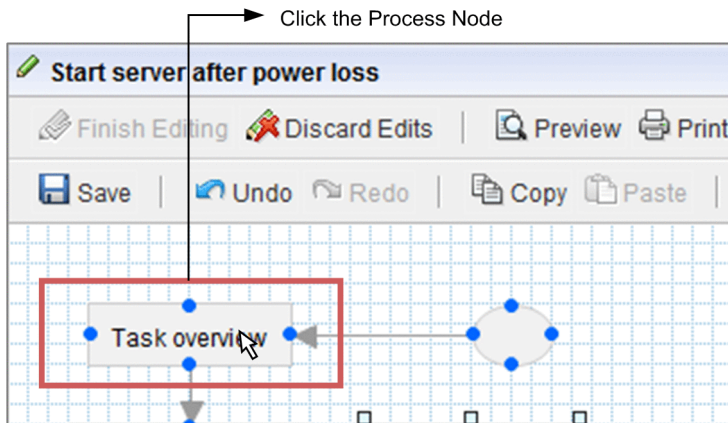
2. Enter the attributes of the node or flow part, and click the **Update** button.

The attributes you set take effect.

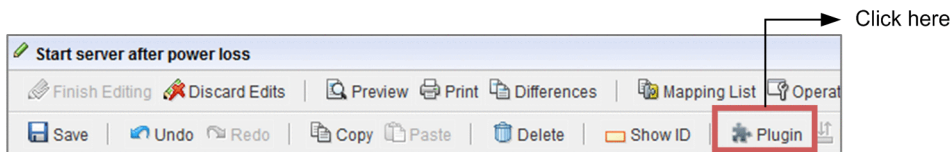
1.7.7 Switching the operation mode of the guide area

The guide area has two modes of operation: a *guide editing mode* in which you can create Guides for Operational Flows, and a *mapping mode* in which you can set the input sources and output destinations for plugins. The following describes how to switch between these modes:

1. In the operation flow area, click a Process Node.



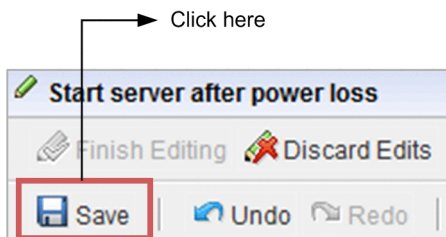
2. Click the **Plugin** button in the toolbar.



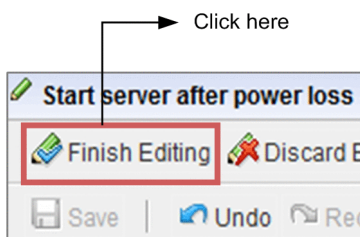
The individual Plugin Parts appear and the guide area switches to mapping mode.
Click the **Plugin** button again to return to guide editing mode.

1.7.8 Finishing the Operational Content editing process

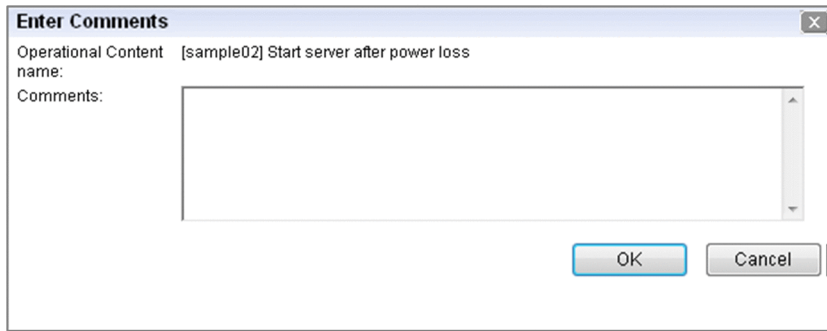
1. If you have not saved the Operational Content you are working on, click the **Save** button in the toolbar.



2. Click the **Finish Editing** button in the toolbar.



The **Enter Comments** window appears.



3. In the **Comments** text box, enter information such as an overview of the edits made to the Operational Content, and comments intended for people in charge.

4. In the **Enter Comments** window, click the **OK** button.

The edited content is applied to the Operational Content.

If you do not want to apply the edited content to the Operational Content

By clicking the **Discard Edits** button, you can discard the edits you made and return the Operational Content to the state it was in before you started the editing process.

1.7.9 Logging out of Navigation Platform

1. Click the **Logout** or **Close** button in the header area of the Operational Content Editing Window.

The Operational Content Editing Window closes. If you clicked the **Logout** button, you are returned to the login window.

Note:

When you click the **Logout** button, Navigation Platform might display a dialog box asking you if the task you are performing can be interrupted. Whether this occurs depends on the options selected when setting up the system. To interrupt the task and log out, click the **OK** button in the dialog box.

2

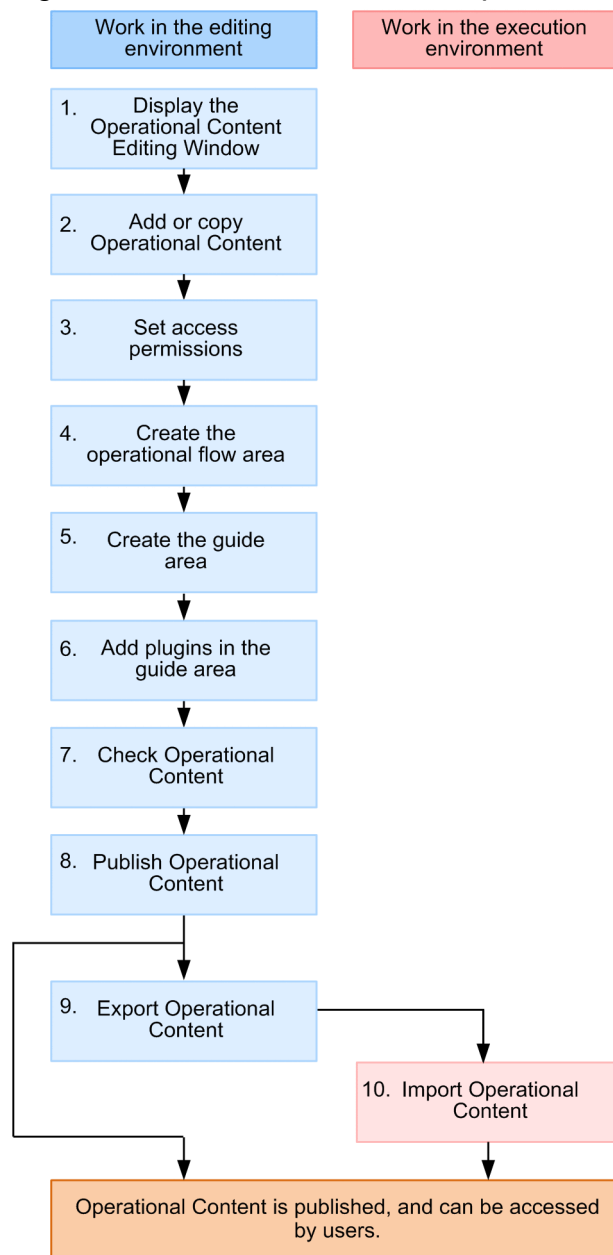
Creating Operational Content

This chapter describes the items you need to check before creating Operational Content and how to create the Operational Content by operating the Operational Content Editing Window.

2.1 Flow of tasks from Operational Content creating to its publishing

You must create Operational Content in the editing environment, and publish it in the execution environment. The following figure shows the flow of tasks from creating the Operational Content to publishing the Operational Content.

Figure 2–1: Flow of tasks from Operational Content creating to its publishing



For details about tasks 1 to 8 shown in the figure, see the following chapters and sections:

1. *1.7.2 Starting the Operational Content editing process*
2. *2.3.1 Creating (adding) new Operational Content*
2.3.2 Copying Operational Content
3. *2.4 Setting an access permission group or JPI resource group*
4. *Chapter 3. Creating the Operational Flow*
5. *Chapter 4. Creating the Guide*

6. Chapter 5. Linking Guide Parts and Linking Navigation Platform with External Programs

7. 2.9 How to check the appearance and actions of Operational Content

8. 6.1 How to publish Operational Content

Tasks of system administrator:

- Exporting Operational Content (task 9 in the figure)
- Importing Operational Content (task 10 in the figure)

The system administrator also has the execution permission for the following operations:

- Creating new access permission groups and modifying definitions of access permission groups

Tasks of the Content Manager:

- Adding and copying Operational Content (task 2 in the figure)
- Changing Operational Content access permissions (task 3 in the figure)

The Content Manager also performs the following operation:

- Deleting Operational Content

Tip

If you use a single environment for both editing and execution, you do not need to export or import the Operational Content. You need only to publish the Operational Content to enable users to access the Operational Content.

We recommend that you check the provided *samples of Operational Content* before creating Operational Content, so you know how finished Operational Content appears. The samples of Operational Content are pre-installed created pieces of Operational Content. If one of the samples resembles the Operational Content to be created, you can copy and use it for creating.

Some of the Operational Content samples include comments. Operational Content samples with a comment have a name that begins with `sampleXXcomment`. Operational Content samples with a comment provide tips on creating, such as descriptions of parts you must change when copying and using Operational Content for creating new Operational Content. Reference the comment when creating new Operational Content. An Operational Content sample without a comment does not require you to delete tips and descriptions regarding parts to be changed when you use that sample for creating new Operational Content.

2.1.1 Samples of Operational Content

This subsection describes the following items concerning samples of Operational Content:

- Overview of samples of Operational Content
- Procedure for importing samples of Operational Content
- Samples of static files
- Notes on samples of Operational Content

Note that the visual quality of samples of Operational Content is optimized on the assumption that the environment is as follows:

- Web browser: Internet Explorer
- Display size: At least 17 inches
- Resolution: 1,280 × 1,024 pixels

(1) Overview of the samples of Operational Content

The following table describes an overview of the samples of Operational Content.

Table 2–1: Overview of the samples of Operational Content

No.	Name	Description
1	Upgrading of Web application	Procedure to upgrade a Web application system.
2	Server startup after power failure	Procedure to start the server that has stopped because of a power failure.
3	Initial response to system error	Procedure to know current status and hand over information to the person in charge when JP1/IM has detected a system stop. Perform this procedure when JP1/IM has detected a system stop.
4	Elimination of the delay in automatic action by JP1/IM	Procedure to handle a delay in command processing executed by automatic action of JP1/IM and report the result of handling to the administrator. Perform this procedure when JP1/IM has detected an error indicating a delay in command execution.
5	Manual application of security patch	Procedure to manually apply a security patch to the server for which automatic updating of security patches is disabled.
6	Determination of the timing of database reorganization	Procedure to obtain the information to be used to determine whether database reorganization is required and to take action based on the determination. Perform this procedure when a message has been output to a log file to indicate a decline in page usage efficiency of a database.

(2) Procedure for importing the samples of Operational Content

The samples of Operational Content are also provided in the form of zip files. If you have accidentally deleted a sample of Operational Content or want to restore an edited sample of Operational Content, import the zip file with the path name shown below. Request the system administrator to perform the import operation.

Path name of the samples of Operational Content

Navigation-Platform-installation-directory/sample/contents/sample_contents.zip

(3) Samples of static files

You can use the decorative images (static files) used for the samples of Operational Content also for other Operational Content without modification. To use a sample of a static file, specify the URL of the corresponding image as shown below in the **Attribute Settings** window.

/ucnp/sample/contents_item/00_common/file-name

The following describes the samples of static files. The parenthesized character string is the file name of each static file.

(a) Separator line (line.png)

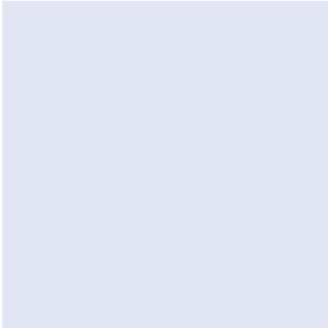
Example of using the image in the samples of Operational Content:

This image is used to separate general descriptions from detailed descriptions, so as to make the explanatory text easy to read.

Example of application:

You can use this image also as an underline to emphasize headings and important sections of the text.

(b) Background (background.png)



Example of using the image in the samples of Operational Content:

This image is used to make explanatory text easy to read (by giving the text a colored background).

(c) Triangular icon (icon_branch.png)



Example of using the image in the samples of Operational Content:

This image is used to indicate a branch condition.

Example of application:

You can use this image also as icons for the items in a list.

(d) Balloon icon (icon_talk.gif)



Example of using the image in the samples of Operational Content:

This image is used to indicate contact information.

(e) Emphasis icon (icon_point.gif)



Example of using the image in the samples of Operational Content:

This image is used to indicate a point to be checked.

(f) File icon (icon_doc.gif)



Example of using the image in the samples of Operational Content:

This image is used to indicate a system or document.

(g) Heading icon (icon_button.png)



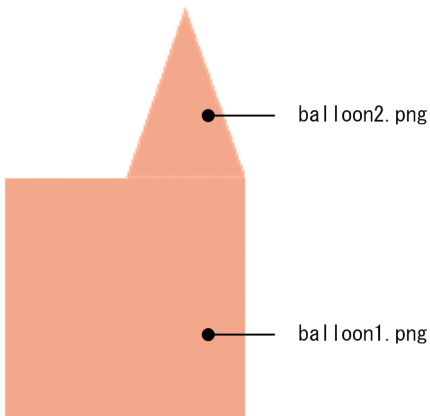
Example of using the image in the samples of Operational Content:

This image is used to indicate items other than contact information and the point to be checked.

Example of application:

You can use this image also as icons for the items in a list.

(h) Balloon (balloon1.png and balloon2.png)



Example of using the images in the samples of Operational Content:

The two images are combined to form a balloon that is used to make the tips on Operational Content creating stand out.

Example of application:

You can also use the `balloon1.png` image alone as a background image.

(4) Notes on the samples of Operational Content

The following describes notes on samples of Operational Content:

- We recommend that you delete samples of Operational Content or make them private before starting Navigation Platform operations, so as to prevent Operational Content users from operating inappropriate Operational Content.
- The samples of Operational Content do not guarantee the use as general-purpose operational procedures, but are designed to provide operational procedures on the assumption that the system is under specific conditions. When you use a sample of Operational Content for actual operation, edit the sample with due consideration for the actual operation.
- In an environment configured with the default settings, the Operational Content Execution Window does not display any terminal nodes. If no terminal node is displayed, understanding where the Operational Flow ends might be difficult. When you want to display terminal nodes in the Operational Content Execution Window, request the system administrator to enable the display of terminal nodes.

2.2 Checking before creating Operational Content

Items you must check

- System operating status
- Types of given access permissions (role or JP1 permission level)

Items you must check with the system administrator

- Web browser to be used to browse Operational Content and the settings of execution environment
- Whether text input rules can be set

Items to be checked in advance

- Configuration of the flow
- Characters that can be displayed in the window
- Whether the Operational Content to be created is intended for iPad

2.2.1 Items to be checked before creating Operational Content

Before creating Operational Content, you must make sure of the following:

- The editing environment is active.
- You are given the Content Manager or Content Editor privilege.

If the editing environment system is stopped, you cannot access any window of the Navigation Platform even when you enter a correct URL. If you are not given appropriate access permissions, you might be unable to create or edit Operational Content after login.

For details about the system operating status and the setting of access permissions, ask the system administrator.

2.2.2 Web browser to browse Operational Content and execution environment settings

If the web browser to create Operational Content differs from the web browser to browse published Operational Content, we recommend that you check the appearance and operation of the Operational Content with the web browser to browse. When the web browser to browse is Mobile Safari, see also [2.2.6 Notes on creating the Operational Content for iPad](#).

Also, if specific settings of the execution environment are inappropriate, some actions and display (listed below) of Operational Content executed in the execution environment might differ from those specified in the editing environment. We recommend that you confirm the corresponding settings of the execution environment with the system administrator before creating the Operational Content.

- Colors of nodes
- Whether direct transition between nodes is enabled
- Whether a message is output when Operational Content is complete and the content of the message
- Whether the menu area is displayed, the appearance of the menu area, and the sequence of Operational Content display
- Whether group names can be used

- Widths of buttons

2.2.3 Whether text input rules can be set

Depending on the settings and operations of the execution environment system, you can use an editing window to set text input rules by using regular expressions in the text boxes and areas to be used for Operational Content. Ask the system administrator for details.

If the execution environment settings informed of by the system administrator meet the following condition, do not set any input rules by using an editing window:

- Direct transition is enabled between any nodes in the Operational Flow.
The input rules set in an editing window are effective only in an environment that allows only direct transition to the nodes to which a transition has been made before or that does not allow direct transitions.

2.2.4 Configuration of the flow

Navigation Platform allows you to create a flow that has a maximum of three branch destinations for a branch. When you use Branch Nodes in a flow, pay attention to the following points:

The results of input and selection performed when the flow is displayed for the first time are held

The Guide Parts associated with a Process Node hold the values that are input or selected first for the Guide Parts. In a flow including a Merge node, when a previously displayed Process Node is displayed again (by way of a different route), the Guide Parts associated with the Process Node display the values they displayed previously.

To vary the value displayed by a Guide Part according to a condition, you need an I/O Plugin. Request the developer to create an I/O Plugin that varies the value to be displayed according to the condition.

Precaution for the flow configuration that can form a loop

If you create an Operational Flow that can form a loop by using Branch Nodes, the problems described below might result. We recommend that you create a flow that does not form a loop.

- When a user tries to transition to a Process Node that the user has previously transitioned to by clicking in the Operational Content Execution Window, the user cannot find the previous route of transition (executed processes).
- If a flow that can form an infinite loop is operated, Navigation Platform operation slows down.

Setting to print a flow in order of processes

A flow is printed in ascending order of Process Node IDs. To print a flow in the appropriate order, Process Nodes must be placed in the flow in ascending order of their IDs.

For this reason, create a flow with prior consideration to Process Node IDs, or review Process Node IDs after determining the configuration of the flow.

2.2.5 Notes on the characters that can be displayed on the screen

The character font Navigation Platform can display varies depending on whether Internet Explorer or an iPad is used. When Internet Explorer is used, the MS PGothic font can be displayed. When an iPad is used, the Hiragino Kaku Gothic font can be displayed. Because both MS PGothic and Hiragino Kaku Gothic are proportional fonts, the character width varies by character.

If you desire to display other than MS PGothic or Hiragino Kaku Gothic characters, you must substitute images for the characters. Static-text parts, however, enable you to specify the font size, color of characters, and character decoration (use of boldface), by specifying the attributes of static text.

For characters (such as the character strings indicating hyperlinks and selections in drop-down lists) displayed in other than static-text parts, you cannot change font size, color, and decoration from their defaults. Also, you cannot change the font size, color, and decoration of characters that are entered by users in text boxes and areas from their defaults.

2.2.6 Notes on creating the Operational Content for iPad

Because the Operational Content Editing Window cannot be used on the iPad, create also the Operational Content for iPad in an environment in which Internet Explorer can be used. In this case, the web browser to be used for creating the Operational Content differs from the web browser to be used after publishing. Therefore, you must consider the possible differences in appearance and actions of Operational Content while creating it. Also, note that you cannot use some parts and functions of Operational Content for iPad.

The following describes the detailed points to be noted when creating Operational Content for iPad.

(1) Parts that cannot be used for the Operational Content for iPad

Do not use the parts described below for the Operational Content for iPad. If any of the parts are used, operation of the Operational Content is unpredictable.

- HTML parts
- Automatic Operation Window URL Creation Plugin part
This part, however, can be used to access the window to confirm task status for the Operational Content for iPad.
- JP1 Event Status Change Plugin part
- JP1 Event Information Output Plugin part
- Service Support Window URL Creation Plugin part

(2) Parts not to be used for the Operational Content for iPad (recommendation)

The parts described below are subject to restrictions on setting and operation. Therefore, you must pay special attention to and check whether these parts are displayed normally on an iPad. We recommend that you avoid using these parts if you can substitute other parts instead.

- Text box part
- Text area part
In a text box or text area, you cannot move the cursor to a position that is not currently shown. Therefore, the text box or text area must be big enough for the assumed number of characters to be input. You might have to set a maximum string size for the text box or text area.
- Inline frame part
The buttons and links displayed in an inline frame are ineffective even when they are tapped. Also, because the file content displayed in an inline frame cannot be scrolled, the inline frame must be big enough to display the entire file content without scrolling. Note that an inline frame cannot display a Web site specified for it if the settings of the Web site do not suit the Operational Content.

(3) Parts that appear differently on the iPad

The appearance (size and design) of the parts described below varies depending on whether the browser is Internet Explorer or Mobile Safari.

- Image part (including the image displayed for a Process Node)
 - When an image is displayed by Mobile Safari, the image quality might deteriorate. If this occurs, disable the change of image size, or specify an image that is twice as large as the original image.
 - When the image file at a specified URL cannot be accessed, Internet Explorer displays an icon (×mark). In the same case, Mobile Safari displays only borders of the image part.
- Text box part
- Text area part
- Radio button part
- Check box part
- Drop-down part

Drop-down parts displayed by Mobile Safari are larger than those displayed by Internet Explorer. Make sure there is enough space between drop-down parts and other parts.
- Inline frame part
 - Even if you specify the setting to display frame borders for an inline frame, the right and bottom borders of the inline frame are not displayed by Mobile Safari. Also, inside the inline frame, a 3-pixel wide area is hidden at the right and bottom edges.
 - If the file at a specified URL cannot be accessed, Internet Explorer displays a page indicating that the specified Web page is not found. In the same case, Mobile Safari displays nothing.

Be particularly aware that if you specify the setting to hide frame borders (in the **Attribute Setting** window by clearing the **Insert frame border** check box), nothing will be displayed at the inline frame part.

(4) Part setting that is ineffective for browsing on iPad

You can set tooltips for image and hyperlink parts. Note, however, that tooltips are not displayed when the Operational Content is browsed on an iPad.

Use only images that do not require tooltips. For hyperlinks, you need to take measures to enable the link destination to be known from the anchor string alone.

(5) Characters that are displayed on the iPad

MS PGothic characters displayed in Internet Explorer are displayed as Hiragino Kaku Gothic characters on Mobile Safari. Hiragino Kaku Gothic font character widths and line spacing are generally larger than MS PGothic font. Therefore, design character display areas that are large enough to display these fonts. As an approximate guide, such areas must be double the width and height of the same part created for browsing by Internet Explorer.

(6) Setting required when creating the Operational Content for iPad in an environment that allows direct transitions between nodes

When you create the Operational Content for iPad in an environment that allows direct transitions between nodes, you must specify a value less than 70 as the setting of **Front/back order** for each Process Node. If 70 or more is specified, clicking Process Nodes might be ineffective when the Operational Content is browsed on an iPad.

2.3 Creating Operational Content

To create Operational Content, you must have Content Manager privilege. You can create and store Operational Content in the following two ways:

- Adding new Operational Content
- Copying and using already created Operational Content



Reference note

You can also import and use Operational Content created in another environment. In such a case, request the system administrator to perform the import operation.

2.3.1 Creating (adding) new Operational Content

1. In the menu area of the Operational Content Editing Window, select the **Add** menu item.

The **Add Operational Content** window appears.

2. Enter the name of the new Operational Content to be added.

You must not enter any of the following names (character strings):

- A name that is the same as the name of another piece of Operational Content
- A character string exceeding 128 bytes (When using double-byte characters, enter a maximum of 42 characters.)
- A character string that includes a control character (0x00 to 0x1F or 0x7F of ASCII)

When you want to change the name entered in this step, see [6.8.2 Renaming a piece of Operational Content](#).

3. Enter the group name of the new Operational Content to be added.

When you want to change the group name entered in this step, see [6.5.1 Changing the group of Operational Content](#).

4. Change the access permission group or JPI resource group to be set for the new Operational Content to be added.

Clicking an access permission group name opens the **Check Access Permission Groups** window. In this window, you can check the definition of the corresponding access permission group.

5. Click the **OK** button.

The name of the newly added Operational Content appears in the menu area.

The newly added Operational Content does not have any content. Therefore, you must create its content while referring to [Chapter 3. Creating the Operational Flow](#) and [Chapter 4. Creating the Guide](#).

2.3.2 Copying Operational Content

1. Check that the copy-source Operational Content has been saved.

2. In the menu area of the Operational Content Editing Window, select the check box for the Operational Content to be copied.

When you want to copy multiple pieces of Operational Content at the same time, select the check box for every Operational Content to be copied.

3. Select the **Copy** menu item.

The **Copy Operational Content** window appears.

4. Enter the name of the copy of the Operational Content.

You must not enter any of the following names (character strings):

- A name that is the same as the name of another piece of Operational Content
- A character string exceeding 128 bytes (When using double-byte characters, enter a maximum of 42 characters.)
- A character string that includes a control character (0x00 to 0x1F or 0x7F of ASCII)

5. If necessary, change the group name of the copy of the Operational Content.

6. If necessary, change the access permission group or JP1 resource group to be set for the copy of the Operational Content.

Clicking an access permission group name opens the **Check Access Permission Groups** window. In this window, you can check the definition of the corresponding access permission group.

7. Click the **OK** button.

The name of the copy of the Operational Content appears in the menu area.

If you have selected multiple pieces of Operational Content, the name of the copy of each piece of Operational Content is *name-of-copy-source-Operational-Content - Copy_n* (*n* is an integer greater than or equal to 1). If, however, the name of the copy of Operational Content exceeds the upper limit (128 bytes), the name is automatically shortened to 128 or fewer bytes.

The copy of the Operational Content has the same content as the copy-source Operational Content. Therefore, you must edit its content while referring to [Chapter 3. Creating the Operational Flow](#) and [Chapter 4. Creating the Guide](#).

2.3.3 Saving Operational Content

You must save Operational Content at the following times:

- Before finishing the editing of Operational Content
- Before copying Operational Content
- Before previewing Operational Content
- Before printing Operational Content
- Before checking the differences of Operational Content
- Before outputting the information about mapping of Plugin Parts
- Before changing the settings of Operational Content
- Before browsing other Operational Content

The following describes the procedure to save Operational Content:

1. On the toolbar in the Operational Content Editing Window, click  (Save button).

A message appears to indicate that the Operational Content has been saved.

2. Click the **OK** button.

The changes made in the Operational Content are saved.

Tip

When you edit Operational Content, the changes are not applied if you only save them. After saving, you must perform the operation to finish editing. For details, see [1.7.8 Finishing the Operational Content editing process](#).

2.3.4 Items in the Add Operational Content window

The following figure shows the **Add Operational Content** window.

Figure 2–2: **Add Operational Content** window

The screenshot shows a dialog box titled "Add Operational Content". It features two text input fields at the top: "Operational Content name :" and "Member group name :". Below these is a section titled "Access permission groups to be set for the Operational Content" which contains a list box with one item: "Standard access permissions" (checked). At the bottom right are "OK" and "Cancel" buttons.

The following describes the items in the **Add Operational Content** window.

(1) Operational Content name text box

Enter a string of 128 or fewer characters as the name of the Operational Content to be added.

(2) Member group name text box

Enter a string of 128 or fewer characters as the group name of the Operational Content to be added.

Based on the settings when the system was configured, this text box might display another group name or the group name of the copy-source Operational Content as the default.

(3) Access permission groups to be set for Operational Content

Select one or more check boxes for the access permission groups to be set for the Operational Content to be added. When you log in as the system administrator, all the access permission groups are displayed. When you log in as the Content Manager, the access permission groups to which the role of *Content Manager* is assigned are displayed.

Clicking an access permission group name opens the **Check Access Permission Groups** window, which enables you to check the definition of the access permission group.

When users are authenticated by JP1/Base, **JP1 Resource Group to be set for the Operational Content** is displayed in place of this item.

(4) JP1 resource group to be set for Operational Content

Select one or more check boxes for the JP1 resource groups to be set for the Operational Content to be added. When you log in as the Content Manager, the JP1 resource groups to which the JP1 permission level of *HNP_Admin* is assigned are displayed.

When you log in as the system administrator, enter the name of the JP1 resource group to be set for the Operational Content to be added in the text box, and then click the **Add** button.

Note that this item is displayed only in an environment that uses user authentication by JP1/Base.

(5) OK button

Clicking this button adds the Operational Content for which content was set, and then closes the **Add Operational Content** window.

(6) Cancel button

Clicking this button closes the **Add Operational Content** window. The Operational Content is not added.

2.3.5 Items in the Copy Operational Content window

The following figure shows the **Copy Operational Content** window.

Figure 2–3: **Copy Operational Content** window (when one piece of Operational Content is the copy source)

The screenshot shows a dialog box titled "Copy Operational Content". It has two text input fields at the top. The first is labeled "Operational Content name :" and contains the text "Start server after power loss - Copy". The second is labeled "Member group name :" and contains the text "System management". Below these fields is a section with a title bar "Access permission groups to be set for the Operational Content". Inside this section, there is a list box containing one item: a checked checkbox followed by the text "Standard access permissions". At the bottom right of the dialog box are two buttons: "OK" and "Cancel".

The following describes the items in the **Copy Operational Content** window.

(1) Operational Content name text box

Enter a string of 128 or fewer characters as the name of the copy of Operational Content. This text box displays *name-of-copy-source-Operational-Content - Copy* as the default name. If, however, the name *name-of-copy-source-Operational-Content - Copy* exceeds the upper limit (128 bytes), the name is automatically shortened to 128 or fewer bytes.

If multiple pieces of Operational Content are copied at the same time, the names of their copies are determined automatically, and cannot be specified manually. In such a case, to keep the name of each copy unique, a number is automatically added at the end of the name of each copy based on the system configuration settings.

(2) Member group name text box

Enter a string of 128 or fewer characters as the group name of the copy of Operational Content. If multiple pieces of Operational Content are copied at the same time, the copy-source name or default group name is automatically set for each copy of Operational Content, and cannot be specified manually.

Based on the settings when the system was configured, this text box might display another group name (or the group name of the copy-source Operational Content) as the default.

(3) Access permission groups to be set for the Operational Content

Select one or more check boxes for the access permission groups to be set for the copy of Operational Content. When you log in as the system administrator, all the access permission groups are displayed. When you log in as the Content Manager, the access permission groups to which the role of *Content Manager* is assigned are displayed.

Clicking an access permission group name opens the **Check Access Permission Groups** window, which enables you to check the definition of the access permission group.

When user authentication by JP1/Base is used, **JP1 Resource Group to be set for the Operational Content** is displayed in place of this item.

(4) JP1 resource group to be set for Operational Content

Select one or more check boxes for the JP1 resource groups to be set for the copy of Operational Content. When you log in as the Content Manager, the JP1 resource groups to which the JP1 permission level of *HNP_Admin* is assigned are displayed.

When you log in as the system administrator, in the text box, enter the name of the JP1 resource group to be set for the copy of Operational Content, and then click the **Add** button.

Note that this item is displayed only in an environment that uses user authentication by JP1/Base.

(5) OK button

Clicking this button applies the settings you specified to the Operational Content, and then closes the **Copy Operational Content** window.

(6) Cancel button

Clicking this button closes the **Copy Operational Content** window without applying the settings you specified to the Operational Content.

2.4 Setting an access permission group or JP1 resource group

This section describes how to set an access permission group or JP1 resource group for Operational Content, and the windows that are used for setting.

2.4.1 Setting an access permission group or JP1 resource group for Operational Content

For Operational Content, you can set the access permission groups or JP1 resource groups in which you are registered as the Content Manager. The access permission group or JP1 resource group definition you set for Operational Content determines which users can edit or reference specific Operational Content. Set access permission groups or JP1 resource groups for Operational Content in one of the following timings:

1. When creating (adding or copying) Operational Content
2. Whenever you change settings of specific created Operational Content that has already been displayed in the menu area

For the procedure for setting in timing 1, see [2.3.1 Creating \(adding\) new Operational Content](#) and [2.3.2 Copying Operational Content](#). The following describes the procedure for setting in timing 2:

1. In the menu area of the Operational Content Editing Window, select the check box for the Operational Content for which you want to set an access permission group or JP1 resource group.

The Operational Content is selected.

Cautionary note:

Select only one piece of Operational Content. Even if you select multiple check boxes for Operational Content, only the Operational Content located at the top (among the multiple pieces of Operational Content whose check boxes are selected) is selected as the target of setting.

2. In the menu area, select the **Edit Permissions** or **Resource Settings** menu item.

The **Edit Permissions** or **Resource Settings** window appears.

3. Select one or more check boxes displayed in the window.

If the user authentication by JP1/Base is used and you log in as the system administrator, enter the name of the JP1 resource group to be set, and then click the **Add** button.

In the **Edit Permissions** window, you can check details of the definitions of access permission groups. If you need to check the definition of an access permission group, click the name of the access permission group.

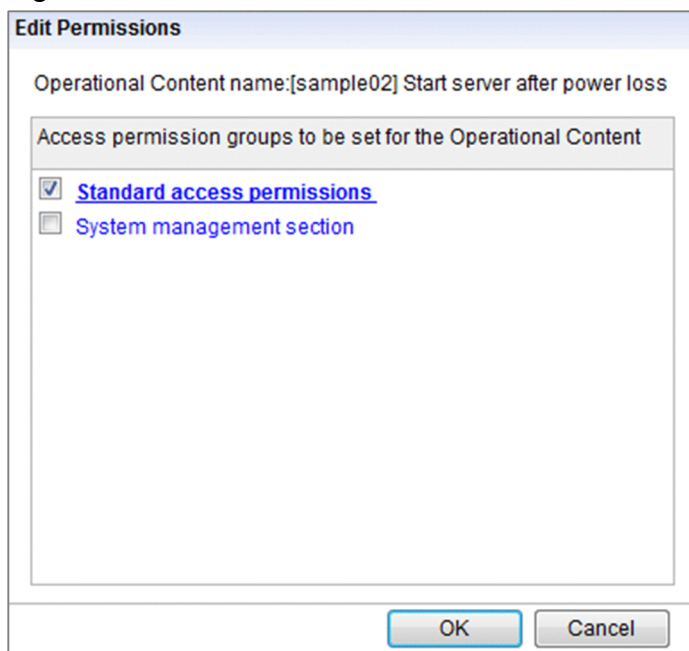
4. Click the **OK** button.

The access permission group or JP1 resource group you selected is set for Operational Content, and then the **Edit Permissions** or **Resource Settings** window closes.

2.4.2 Items in the Edit Permissions window

The following figure shows the **Edit Permissions** window.

Figure 2–4: **Edit Permissions** window



The following describes the items in the **Edit Permissions** window.

(1) Access permission group name

The **Edit Permissions** window displays the names of the access permission groups that can be set for Operational Content. Clicking a name opens the **Check access permission groups** window, which enables you to reference the definition of the access permission group. When the check box for an access permission group displayed in the **Edit Permissions** window is selected, the access permission group is set for Operational Content.

The **Edit Permissions** window displays all the access permission groups that can be set for Operational Content, but the access permission groups that can be selected vary by the role assigned to the user. If only one access permission group is selectable, the access permission group is in the selected state but is inactive in the window.

When you are the system administrator:

You can select any access permission groups that are displayed.

When you are the Content Manager:

You can select only the access permission groups in which you have been registered as the Content Manager.

When you are the Content Editor:

All the access permission groups set for Operational Content are in the selected state and inactive.

(2) OK button

Clicking this button sets the access permission groups specified by selecting check boxes for Operational Content, and then closes the **Edit Permissions** window.

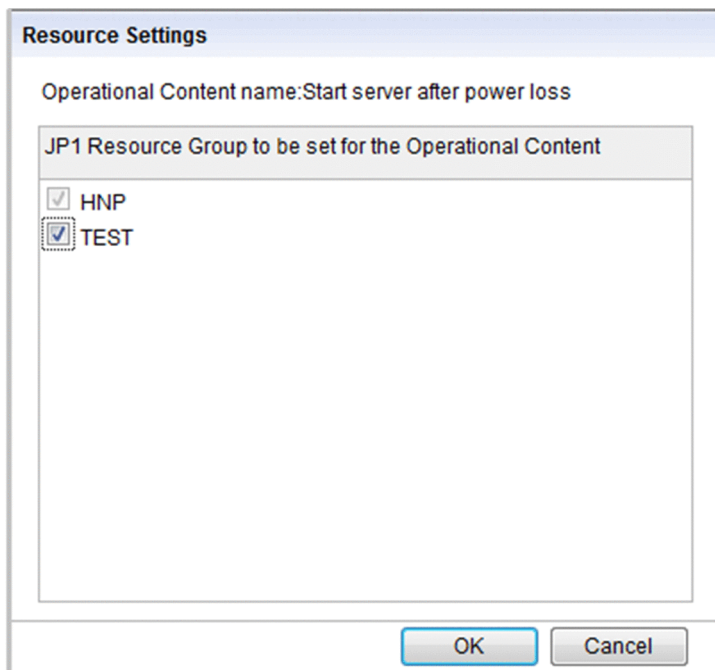
(3) Cancel button

Clicking this button closes the **Edit Permissions** window without setting any access permission groups for Operational Content.

2.4.3 Items in the Resource Settings window

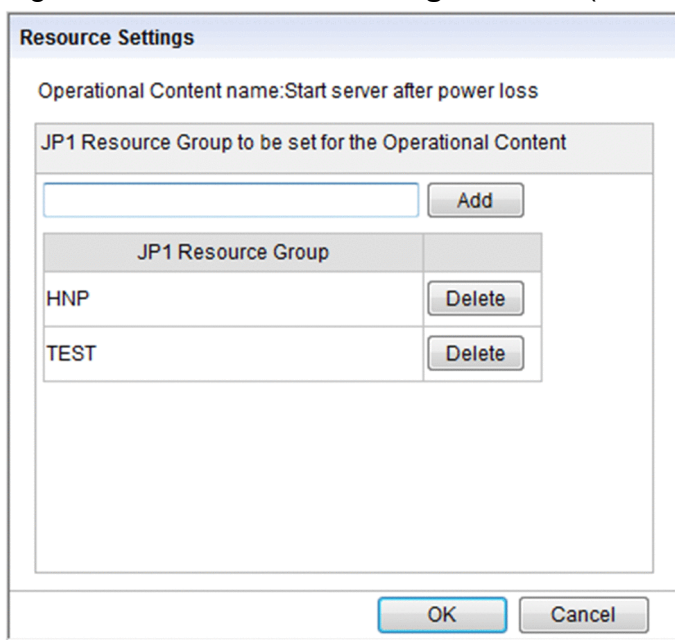
The following figure shows the **Resource Settings** window.

Figure 2–5: **Resource Settings** window (when opened by a user other than the system administrator)



The screenshot shows the 'Resource Settings' window. At the top, it says 'Operational Content name: Start server after power loss'. Below this is a section titled 'JP1 Resource Group to be set for the Operational Content'. Inside this section, there is a list of resource groups: 'HNP' and 'TEST'. Both have checkboxes next to them, and both are checked. At the bottom of the window are 'OK' and 'Cancel' buttons.

Figure 2–6: **Resource Settings** window (when opened by the system administrator)



The screenshot shows the 'Resource Settings' window with administrative controls. It has the same top section as Figure 2-5. Below the 'JP1 Resource Group to be set for the Operational Content' section, there is an input field and an 'Add' button. Below that is a table with two columns: 'JP1 Resource Group' and an action column. The table contains two rows: 'HNP' and 'TEST', each with a 'Delete' button next to it. At the bottom are 'OK' and 'Cancel' buttons.

JP1 Resource Group	
HNP	Delete
TEST	Delete

The following describes the items in the **Resource Settings** window.

(1) Check boxes

Select the check box for the JP1 resource group to be set for Operational Content. The **Resource Settings** window displays all the JP1 resource groups that can be set for Operational Content, but the JP1 resource groups that can be selected vary by the JP1 permission level of the current user.

When you are the Content Manager:

You can select only the JP1 resource groups in which you have been registered as the Content Manager.

When you are the Content Editor:

All the JP1 resource groups set for Operational Content are in the selected state and inactive.

(2) Text box and JP1 Resource Group list

In the text box, enter the name of the JP1 resource group to be set for Operational Content, and then click the **Add** button. You can delete any unnecessary JP1 resource groups displayed in the list by clicking their respective **Delete** buttons. The setting of the JP1 resource group for Operational Content is canceled.

(3) OK button

Clicking this button sets only the JP1 resource groups specified by selecting their check boxes (or displayed in the list for Operational Content), and then closes the **Resource Settings** window.

(4) Cancel button

Clicking this button closes the **Resource Settings** window without setting any JP1 resource groups for Operational Content.

2.5 Windows used to create Operational Content

This section describes the Operational Content Execution Window used to check finished Operational Content, the Operational Content Editing Window used to create Operational Content, and the **Enter Comments** window, which appears after finishing editing of Operational Content.

The Operational Content Execution Window and Operational Content Editing Window consist of a header, menu, operational flow, and guide areas.

2.5.1 Items in the Operational Content Execution Window

This subsection describes the items in the Operational Content Execution Window by area.

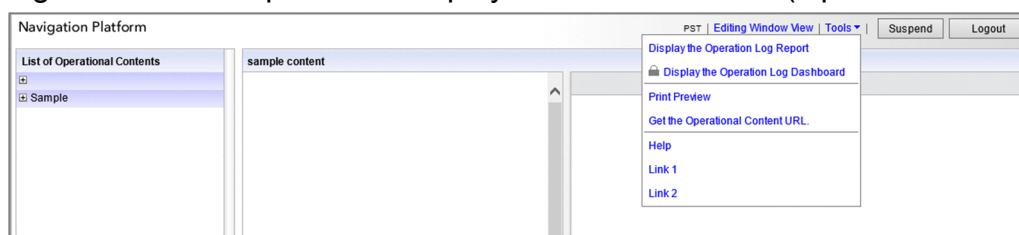
Reference note

Based on the system configuration settings, the Operational Content Execution Window displays neither the menu area nor the operational flow area.

(1) Header area in the Operational Content Execution Window

The following figure shows an example of the display of the header area in the Operational Content Execution Window.

Figure 2–7: Example of the display of the header area (Operational Content Execution Window)



The following is a detailed description of the items:

Time zone

This item indicates the time zone applied to Navigation Platform.

Note that this item is hidden according to certain system configuration settings.

Tools menu

This menu contains several menu items, including **Display the Operation Log Report**.

You can customize this menu by system configuration settings. For example, for convenience purposes, you can add a menu item to open the Help window of a linked system.

The **Tools** menu is hidden according to certain system configuration settings or the permission level of the user who logs in.

Display the Operation Log Report menu item

Selecting this menu item opens a separate window to display a report summarizing the status of Operational Content execution.

This menu item is hidden according to certain system configuration settings.

Display the Operation Log Dashboard menu item

Selecting this menu item opens a separate window that is the Dashboard window for displaying the operation log's analysis results.

Note that this menu item might not be displayed depending on settings made when the system was built.

Print Preview menu item

Selecting this menu item opens a separate window to print the operational flow and guide areas for the Operational Content selected in the currently displayed menu area.

Note that this menu item is hidden according to certain system configuration settings.

Get the Operational Content URL menu item

This menu item enables you to obtain the URL to display specific Operational Content. If, for example, you bookmark the URL obtained with this menu item, you can conveniently reference the specific Operational Content directly from the bookmark.

Note that this menu item is hidden according to certain system settings.

Help menu item

Selecting this menu item displays Help. Note that this menu item is hidden according to certain system configuration settings.

Link 1 to Link 9 menu items

Selecting one of these menu items displays a link that was set at system configuration. You can change the number of links to be displayed and the character strings to be displayed for links, by changing system configuration settings. A maximum of nine links can be displayed.

Editing Window View menu item

Clicking this item switches the current window to the Operational Content Editing Window. If a user logs in without permission for editing (or is not accessing Operational Content by using the URL for editing), this menu item is hidden.

Note that this menu item is hidden according to certain system settings.

Suspend button

Clicking this button saves the current status of the Operational Content being executed. When the Operational Content being executed is saved with this button, subsequent execution of the Operational Content can be started from the saved status. Note that this button is hidden according to certain system settings.

Logout button

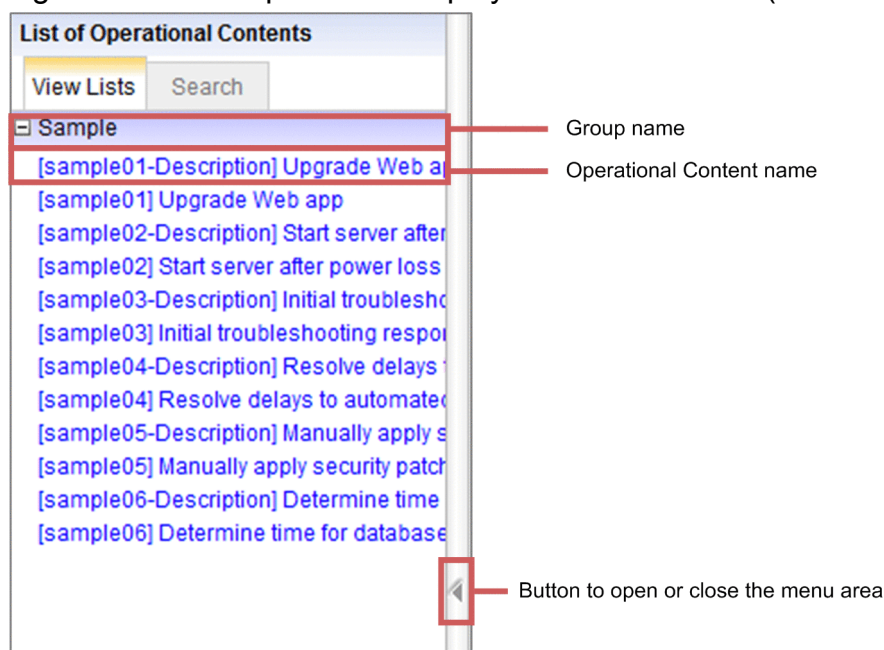
Clicking this button lets you log out of Navigation Platform, and then opens the login window.

This button might be hidden or substituted by the **Close** button according to certain system settings.

(2) Menu area (View Lists tab) in the Operational Content Execution Window

The following figure shows an example of the display of the menu area (**View Lists** tab) in the Operational Content Execution Window.

Figure 2–8: Example of the display of the menu area (**View Lists** tab)



The following is a detailed description of the items:

Group name

The group name is the name of the group to which the Operational Content to be executed belongs. If no group is set for Operational Content when it is created, no group name will be displayed for the Operational Content.

Operational Content name

The Operational Content name is the name of the Operational Content to be executed. Clicking this item displays the Operational Flow of the Operational Content in the operational flow area.

Button to open or close the menu area

Clicking this item switches the menu area between the opened and closed states.

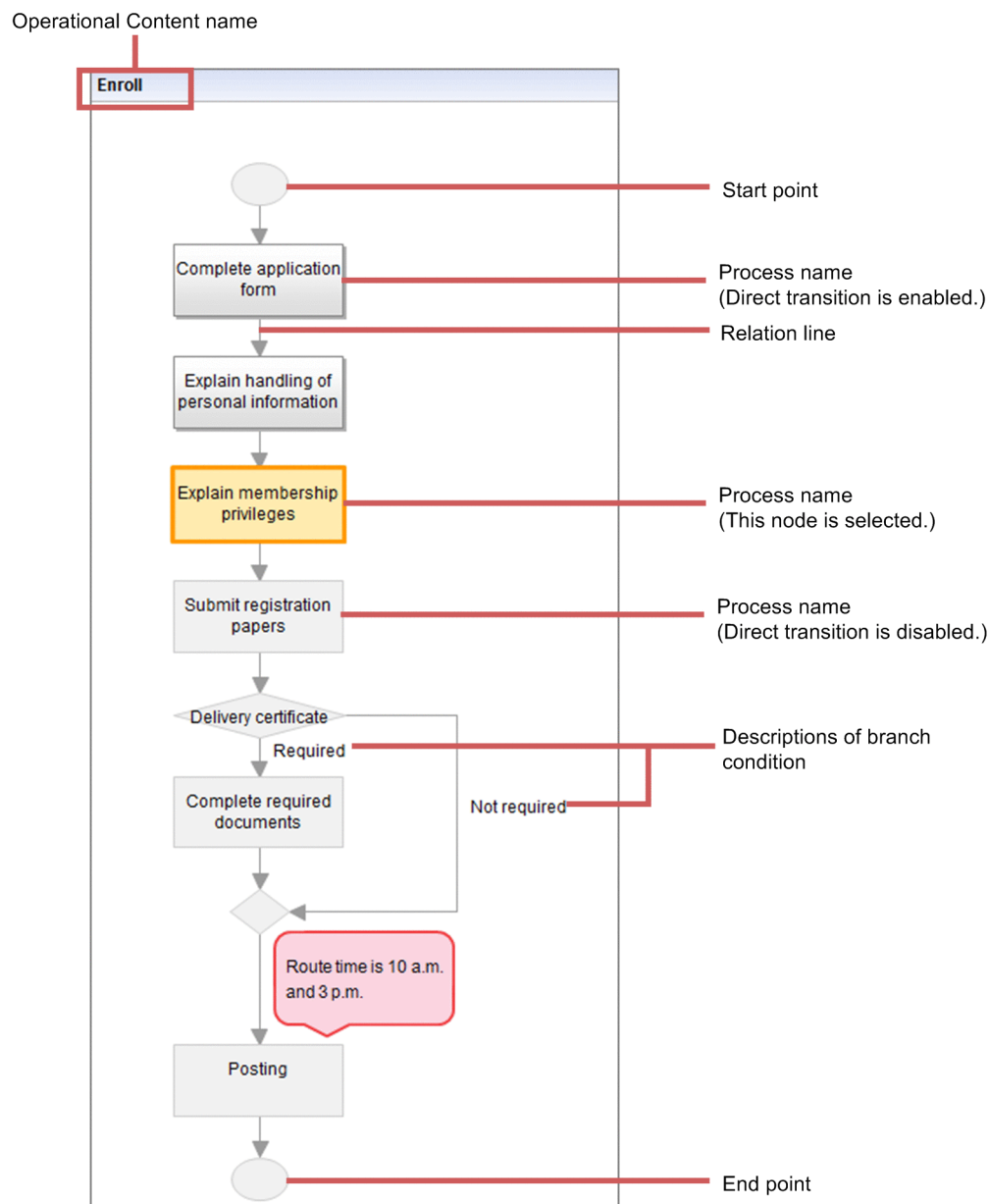
(3) Menu area (Search tab) in the Operational Content Execution Window

For details about the **Search** tab, see [2.10.3 Items in the menu area \(Search tab\) in the Operational Content Execution Window](#).

(4) Operational flow area in the Operational Content Execution Window

The following figure shows an example of the display of the operational flow area in the Operational Content Execution Window.

Figure 2–9: Example of the display of the operational flow area (Operational Content Execution Window)



Operational Content name

The Operational Content name is the name of the Operational Content selected in the menu area.

Start point

The start point is a symbol (Terminal Node) that indicates the point to start work. The start point can be omitted.

If the Operational Flow has many processes and is complex, specifying the start point enables the user to smoothly start the work.

Process name

The process name is the name of the work process (Process Node) being executed. Operational Content is easier to understand if the process name simply briefs the user about the work and the details of the work are described in the guide area.

The color and design of a Process Node vary depending on whether the Process Node is selected and whether direct transition is allowed. Request any color and Process Node design changes to the system administrator.

Relation line

The relation line is an arrow that indicates the sequence of processes. In principle, the user performs work while referencing the processes in the sequence indicated by the arrows.

With appropriate system settings, the user can reference any process (including those previously referenced), regardless of the sequence of processes.

Description of branch condition

The description of a branch condition is the name of a branch condition (Branch Node) that is set when the workflow is divided into branches according to a condition. Branch conditions are not provided with guide areas. Also, because a branch condition is not a work process step, no choice is required of the user with regard to the branch condition. Therefore, if a branch condition is complex, you need to display not only the name of the Branch Node but also a description along each arrow (relation line) to make the branch condition understandable.

End point

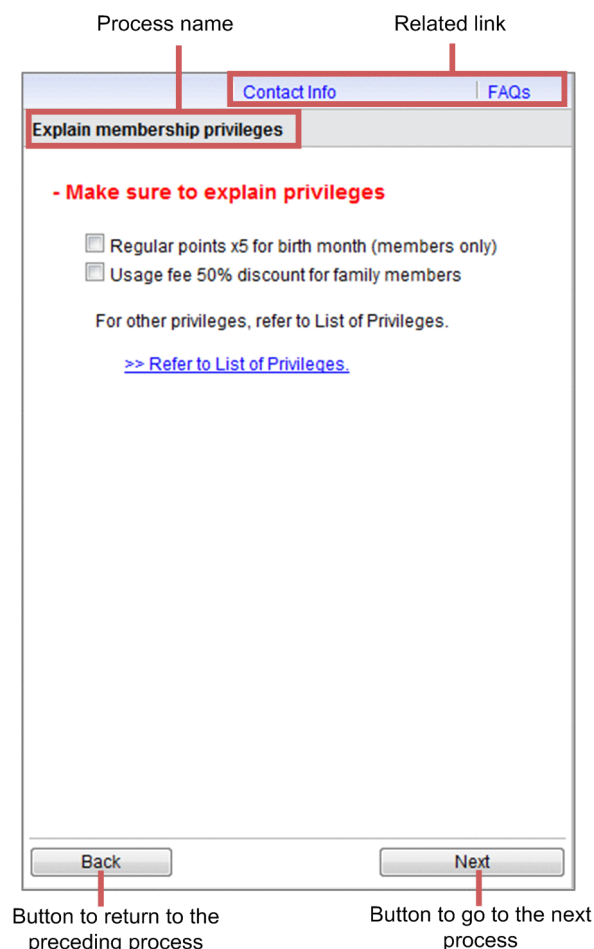
The end point is a symbol (Terminal Node) that indicates the end of workflow. The end point can be omitted.

For details about how to create the operational flow area (how to place nodes and enter names), see [Chapter 3. Creating the Operational Flow](#).

(5) Guide area in the Operational Content Execution Window

The following figure shows an example of the display of the guide area in the Operational Content Execution Window.

Figure 2–10: Example of the display of the guide area (Operational Content Execution Window)



Related link

The related link is the link to an external Web site that is referenced during execution of Operational Content.

Process name

The process name is the name of a work process (Process Node) that is selected in the operational flow area.

Next button

This button is used to go to the next process. Clicking this button selects the next work process (Process Node) in the operational flow area. When a branch condition is found, two buttons are displayed to allow the user to select which process to go to next, according to the branch condition.

Back button

This button is used to return to the preceding process. Clicking this button selects the preceding work process (Process Node) in the operational flow area.

Tip

If the Operational Content being executed has many processes, the next or preceding process might not be displayed in the operational flow area. In such a case, by making the appropriate system configuration settings, the Operational Flow is automatically scrolled in the operational flow area so that the next or preceding process (Process Node) is displayed.

For details about how to create the guide area and the parts that can be placed in the guide area, see [Chapter 4. Creating the Guide](#).

2.5.2 Items in the Operational Content Editing Window

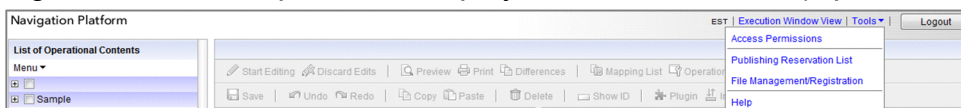
This subsection describes the items in the Operational Content Editing Window in units of area. This subsection also describes the toolbar that is displayed on the top of the operational flow and guide areas in the Operational Content Editing Window.

For details about the items that are displayed in the operational flow area and guide area, see [3.2 Example of creating an Operational Flow](#) and [4.2 Examples of creating Guides](#).

(1) Header area in the Operational Content Editing Window

The following figure shows an example of the display of the header area in the Operational Content Editing Window.

Figure 2–11: Example of the display of the header area (Operational Content Editing Window)



The following is a detailed description of the items:

Time zone

This item indicates the time zone applied to Navigation Platform.

Note that this item is hidden according to certain system configuration settings.

Execution Window View menu item

Clicking this item switches the current window to the Operational Content Execution Window.

Tools menu

This menu contains several menu items, including the menu item to open the **File Management/Registration** window.

Note that the **Tools** menu is hidden according to certain system configuration settings or the permission level of the user who logs in.

Publishing Reservation List menu item

Selecting this menu item opens the **Review Publishing Reservation List** window. In the **Review Publishing Reservation List** window, you can check the list of the Operational Content of which publishing is reserved, and delete reservations.

File Management/Registration menu item

Selecting this menu item opens the **File Management/Registration** window. In the **File Management/Registration** window, you can register the static files to be used for Operational Content and check the URLs of registered static files.

Note that this menu item is hidden according to certain system configuration settings.

Help menu item

Selecting this menu item displays Help. Note that this menu item is hidden according to certain system configuration settings.

Logout button

Clicking this button lets you log out of Navigation Platform, and then opens the login window.

This button might be hidden or substituted by the **Close** button according to certain system configuration settings.



Reference note

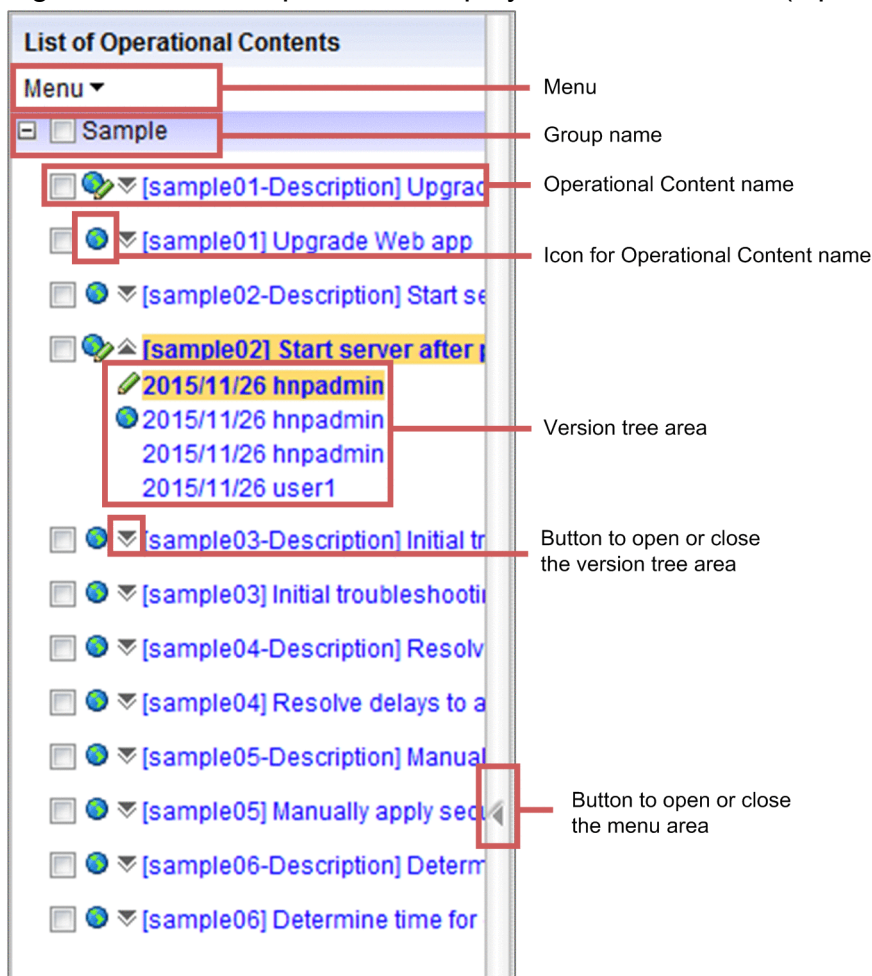
If you log in with the system administrator's ID, also the **Access Permissions** menu item is shown in the **Tools** menu. For details about how to use the **Access Permissions** menu item, see the *Hitachi Navigation Platform Setup and Operations Guide*.

Note that the **Access Permissions** menu item is hidden according to certain system configuration settings.

(2) Menu area in the Operational Content Editing Window

The following figure shows an example of the display of the menu area in the Operational Content Editing Window.

Figure 2–12: Example of the display of the menu area (Operational Content Editing Window)



The following describes individual items. The menu is displayed in the form of a drop-down menu.

(a) Menu

Add menu item

Selecting this menu item opens the window to add new Operational Content.

Copy menu item

Selecting this menu item opens the window to copy any Operational Content whose check box is selected.

Rename menu item

Selecting this menu item opens the dialog box to enter a name. You can rename any piece of Operational Content whose check box is selected.

Change Groups menu item

Selecting this menu item opens the dialog box to change groups. You can change the group setting for any piece of Operational Content whose check box is selected.

Make Public menu item

This menu item is used to publish Operational Content. Selecting this menu item opens the **Review the Operational Contents to be Published** window. You can publish any piece of Operational Content whose check box is selected.

Make Private menu item

This menu item is used to make Operational Content private. Selecting this menu item opens the **Review the Operational Contents to be made private** window. You can make private any piece of Operational Content whose check box is selected.

Delete Reservations menu item

This menu item is used to delete the reservations for publishing of Operational Content. Selecting this menu item opens the **Review the Operational Contents reserved for publishing** window.

Unlock menu item

Selecting this menu item unlocks any piece of Operational Content whose check box is selected.

Delete menu item

Selecting this menu item deletes any piece of Operational Content whose check box is selected.

Edit Permissions menu item

This menu item is used to set an access permission group for Operational Content. Selecting this menu item opens the **Edit Permissions** window. In this window, you can set an access permission group for any Operational Content whose check box is selected.

When user authentication by JP1/Base is used, this menu item is hidden.

Resource Settings menu item

This menu item is used to set a JP1 resource group for Operational Content. Selecting this menu item opens the **Resource Settings** window. You can set a JP1 resource group for any piece of Operational Content whose check box is selected.

This menu item is hidden when user authentication by a directory server is used.

Version Details menu item

Selecting this menu item opens the **Version Details** window. You can check details of the version of any Operational Content whose check box is selected.

Get ID menu item

Selecting this menu item copies (onto the clipboard) the ID of any piece of Operational Content whose check box is selected.

(b) Group name

The name of an Operational Content group is displayed.

Clicking the displayed group name alternately opens and closes the tree view of the Operational Content belonging to the group.

Selecting the check box on the left of the group name selects the check boxes for all the Operational Content belonging to the group.

(c) Operational Content name

The name of each piece of Operational Content is displayed.

Clicking an Operational Content name displays the corresponding Operational Content in the operational flow area.

Selecting the check box on the left of an Operational Content name enables you to perform the operations displayed in the menu area for the corresponding Operational Content. When you intend to perform renaming or permission setting (or resource setting) for specific Operational Content, select only the check box for the specific Operational Content. If you select multiple check boxes for Operational Content, your operation will apply to only the Operational Content located at the top (among the multiple pieces of Operational Content whose check boxes are selected).

(d) Icon for Operational Content name

On the left of each Operational Content name, an icon is displayed to indicate the status of the corresponding Operational Content. The following describes the meanings of the icons for Operational Content:

(Now being published/Reserved icon)

This icon indicates that the Operational Content is now being published, and is reserved for publishing.

(Private/Reserved icon)

This icon indicates that the Operational Content is not published, but is reserved for publishing.

(Now being published/Locked by the user logged in icon)

This icon indicates that the Operational Content is now being published, and is being edited by the currently operating user.

(Now being published/Locked by another user icon)

This icon indicates that the Operational Content is now being published, and is being edited by another user.

(Now being published/Not locked icon)

This icon indicates that the Operational Content is now being published, and is not being edited.

(Private/Locked by the user logged in icon)

This icon indicates that the Operational Content is not published, and is being edited by the currently operating user.

(Private/Locked by another user icon)

This icon indicates that the Operational Content is not published, and is being edited by another user.

No icon

The Operational Content is not published, and is not being edited.

(e) Version tree area

The version tree area displays versions of Operational Content. A version is the content of specific Operational Content which is created each time the Operational Content is published or updated.

Icons in the version tree area

An icon in the version tree area indicates the status of a version of Operational Content. The following describes the meanings of the icons in the version tree area:

(Locked by the user logged in icon)

This icon indicates that the version is being edited by the currently operating user.

(Locked by another user icon)

This icon indicates that the version is being edited by another user.

(Now being published icon)

This icon indicates that the version is now being published.

No icon

The version is not published.

According to the status of the version, the  or  icon appears also on a toolbar and on the left of an Operational Content name in the Operational Content Editing Window.

Date

The version information indicates the date and time of updating.

Editor name

The version information indicates also a user ID or user name. A single-byte hyphen (-) might be displayed in place of the user ID or user name in a specific environment. The type of information to be displayed depends on the environment.

While a version is being edited by a user, the user ID or name of the user is displayed. While a version is not being edited, the user ID or name of the user who updated the Operational Content to that version is displayed.

(f) Button to open or close the version tree area

Clicking this button switches the version tree area between the opened and closed states.

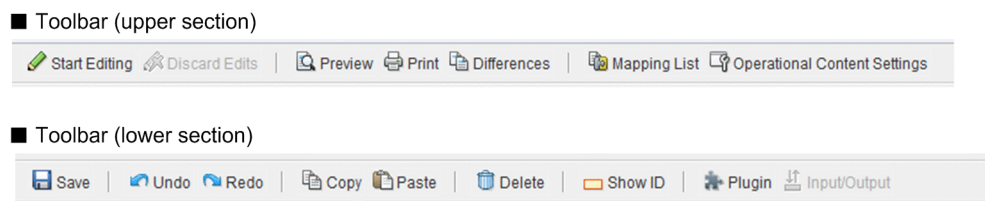
(g) Button to open or close the menu area

Clicking this button switches the menu area between the opened and closed states.

(3) Toolbar in the Operational Content Editing Window

The following figure shows the toolbar in the Operational Content Editing Window.

Figure 2–13: Toolbar (Operational Content Editing Window)



The following describes the items in the toolbar:

Start Editing button

Clicking this button allows you to start editing the Operational Content selected in the currently displayed menu area. When you start editing, the Operational Content is locked to disable any other users from editing it.

Finish Editing button

Clicking this button opens the **Enter Comments** window. In the **Enter Comments** window, enter comments, and then click the **OK** button. Edited content is applied to the Operational Content, and then the Operational Content is unlocked to enable other users to edit it.

Discard Edits button

Clicking this button closes the window in which you have performed editing without applying the content of editing to the Operational Content. The Operational Content is then unlocked to enable other users are to edit it.

Preview button

Clicking this button opens a separate window that is the Operational Content Execution Window for the Operational Content selected in the currently displayed menu area.

Print button

Clicking this button opens a separate window to print the operational flow and guide areas for the Operational Content selected in the currently displayed menu area.

Note that this button is hidden according to certain system configuration settings.

Differences button

Clicking this button opens a separate window that displays the differences between the Operational Content selected in the currently displayed menu area and the preceding version of the Operational Content.

Mapping List button

Clicking this button enables you to reference or save a text file (mapping list file) that contains the setup information on the plugins associated with the Operational Content selected in the currently displayed menu area.

If no plugins are associated with the selected Operational Content, the mapping list file cannot be output. For details about the contents of the mapping list file, see [5.11.2 Items in mapping list file](#).

Operational Content Settings button

Clicking this button opens the **Operational Content Settings** window. In this window, you can specify settings of related links, font size to be used for the Operational Content, and the size of the Node Transition Button.

Save button

Clicking this button saves the Operational Content being edited.

Undo button

Clicking this button undoes the last operation you performed.

Redo button

Clicking this button redoes the last operation you performed.

Copy button

Clicking this button copies selected nodes, relation lines, and guide parts. You cannot select, copy, and paste relation lines alone.

Paste button

Clicking this button pastes the selected nodes, relation lines, and guide parts copied by the **Copy** button. You cannot select, copy, and paste relation lines alone.

Delete button

Clicking this button deletes selected nodes, relation lines, and guide parts.

Show ID button

Clicking this button displays the node ID of each placed node at an upper-left position outside the node. When a guide part that has an ID is placed, this button displays the guide part ID at an upper-left position outside the guide part.

Hide ID button

Clicking this button hides node IDs and guide part IDs.

Plugin button

Clicking this button switches the guide area to the mapping mode and displays the **Plugins** palette. Clicking this button again switches the guide area to the guide editing mode, and displays the **Guide** palette.

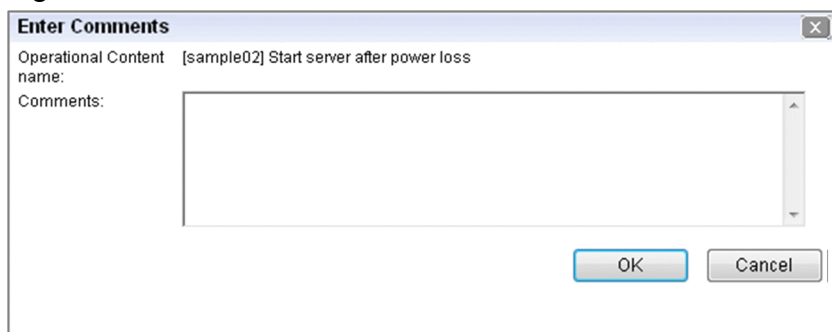
Input/Output button

Each time this button is clicked, the display of mapping lines is switched between the display of only the mapping lines for input connections and the display of the mapping lines for output connections. If you want to display both the mapping lines for input connections and output connections, repeat clicking this button until both of the strings **Input** and **Output** displayed on this button become active together.

2.5.3 Items in the Enter Comments window

The following figure shows an example of the display of the **Enter Comments** window.

Figure 2–14: **Enter Comments** window



The following describes the items in the **Enter Comments** window.

(1) **Comment text box**

This text box is used to enter comments for Operational Content.

(2) **OK button**

Clicking this button applies edited content to the Operational Content, and closes the **Enter Comments** window. Also, the Operational Content is unlocked, and other users are enabled to edit it.

(3) **Cancel button**

Clicking this button closes the **Enter Comments** window without applying the edited content and entered comments to the Operational Content.

2.6 Setting related links to external Web sites for Operational Content

This section describes how to use related links and how to set related links for Operational Content.

2.6.1 About the related link

Related links are a set of links to Web sites that are referenced often during execution of Operational Content and links to static files registered in Navigation Platform. Details about the link destinations are displayed in a separate window.

2.6.2 How to use the related links

To use a related link, in the **Operational Content Settings** window, specify the URL of the link destination in the **Related Links Settings** tab. For example, you can effectively use related links in the following case:

- When you need to use documented procedures located on external Web sites and servers to check work-related information

In such a case, related links help you to shorten the time to search for necessary information and avoid referencing different information accidentally.

Separate use of related links and hyperlink parts

You can set links also by using hyperlink parts. Hyperlink parts, however, require settings in individual guide areas. For this reason, if a link is to be displayed as a shared link in multiple guide areas, the link can be effectively set as a related link, which can be always displayed at the top of all guide areas.

Use hyperlink parts and related links separately by use. For example, use a hyperlink for the information that is required for specific procedures, while using related links for the information that is required for the whole work.


Reference note

When you want to display a file stored in a web server (server machine), you need to obtain the URL of the file by using the **File Management/Registration** window, or obtain the file path name from the system administrator. For details about the **File Management/Registration** window, see [2.8.6 Storing a static file by using the File Management/Registration window](#).

2.6.3 Setting a related link

1. In the menu area in the Operational Content Editing Window, click the Operational Content for which you desire to set a related link.

The Operational Content is displayed in the window.

2. On the toolbar, click  **Operational Content Settings** (**Operational Content Settings** button).

The **Operational Content Settings** window appears.

3. In the **Related Links Settings** tab, enter the anchor string for the new related link to be added and the URL of the link destination.

You can set a maximum of five related links. For details about the items in the **Operational Content Settings** window, see [2.6.4 Items in the Operational Content Settings window \(Related Links Settings tab\)](#).

4. Click the **Update** button.

The related link is displayed on the right of the Operational Content name.

2.6.4 Items in the Operational Content Settings window (Related Links Settings tab)

The following figure shows the **Operational Content Settings** window (**Related Links Settings** tab).

Figure 2–15: **Operational Content Settings** window (**Related Links Settings** tab)

No.	Anchor String	URL	
1	<input type="text"/>	<input type="text"/>	<input type="button" value="Clear"/>
2	<input type="text"/>	<input type="text"/>	<input type="button" value="Clear"/>
3	<input type="text"/>	<input type="text"/>	<input type="button" value="Clear"/>
4	<input type="text"/>	<input type="text"/>	<input type="button" value="Clear"/>
5	<input type="text"/>	<input type="text"/>	<input type="button" value="Clear"/>

The following describes the items in the **Operational Content Settings** window (**Related Links Settings** tab).

(1) Anchor String text box

In this text box, enter a character string to be displayed as anchor text. You must always enter an anchor string. The entered character string is also displayed as a tooltip. An error occurs if you enter one of the following character strings in the **Anchor String** text box:

- Character string exceeding 1,024 characters
- An empty character string

If the length of an anchor string exceeds the display width for a related link, the excess characters are omitted and replaced with periods (. . .). The symbol used to replace omitted characters varies depending on the web browser.

(2) URL text box

In this text box, enter the URL of the link destination. When you set a related link to a static file displayed in the **File Management/Registration** window, you can obtain the path name of the static file by using the **Get URL** button in the **File Management/Registration** window. For details about the format of URL that can be entered, see [4.11.4 Items in the Attribute Settings window \(hyperlink part in the guide area\)](#).

An error occurs if you enter a character string described below in the **URL** text box:

- Character string exceeding 1,024 characters

If you enter nothing or an empty character string in the **URL** text box, a blank page will be displayed.

(3) Clear button

Clicking this button clears the **Anchor String** text box and **URL** text box positioned on the same line as the **Clear** button.

(4) Update button

Clicking this button applies the related link settings you entered to the Operational Content, and closes the **Operational Content Settings** window.

(5) Cancel button

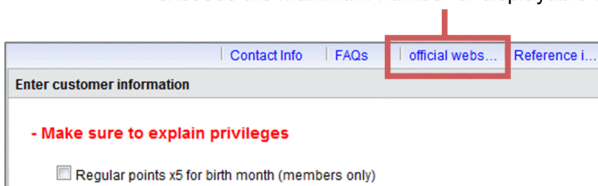
Clicking this button closes the **Operational Content Settings** window without applying your entered related link settings to the Operational Content.

2.6.5 Notes on setting a related link

This subsection describes some points to be noted when setting a related link.

- When a related link is set, the width of the area to display an Operational Content name is halved. If the anchor string set for the related link exceeds the display area for the Operational Content name, the excess characters are omitted and replaced with periods (. . .). Note that the symbol used to replace omitted characters varies depending on the web browser.
- The number of characters that can be displayed for a related link varies depending on the width of web browser window and the total number of related links. If the anchor string exceeds the number of characters that can be displayed, the excess characters are omitted and replaced with periods (. . .).

Character string *official website* set for a related link exceeds the maximum number of displayable characters.



Note that the symbol used to replace omitted characters varies depending on the web browser.

- If you enter a string of 50 or more single-byte characters in the **Anchor String** text box, characters at the end of the tooltip might be omitted and replaced with periods (. . .). Also, if a single-byte space is inserted in the middle of a character string, the characters after the single-byte space will be displayed on the next line when the character string is displayed.


If you want to display the tooltip without omission of characters, adjust the length of the string displayed on one line by inserting a single-byte space as a delimiter at an appropriate position in the string.

2.7 Setting the sizes of characters and buttons together for Operational Content

You can set the characters and buttons used for Operational Content together by using the **Size Settings** tab in the **Operational Content Settings** window. Use of the **Size Settings** tab is effective in the following cases:

- When changing the fonts used for Operational Content
In the **Size Settings** tab, you can specify the fonts of all the characters that are used for radio buttons, check boxes, and other parts in Operational Content.
- When increasing the sizes of all the characters used for Operational Content
In the **Size Settings** tab, you can specify the fonts of all the characters that are used for radio buttons, check boxes, and other parts in Operational Content.
Using the **Size Settings** tab and the **Attribute Setting** window for separate purposes
You can set character sizes also in the **Attribute Setting** window. This window, however, can be used to set character sizes only for static-text parts. When you change the character sizes for radio buttons and check boxes, use this window.
- When adjusting button widths to the name of a Branching node
If the name of a Branching node is long, the name of a button displayed in the guide area might not be shown in full length. By increasing the width of the button (by using the **Size Settings** tab), the name of the button can be entirely displayed.

2.7.1 Setting the character font, character size, and button size for individual pieces of Operational Content

1. In the menu area in the Operational Content Editing Window, click the Operational Content for which you desire to specify settings.
The Operational Content is displayed in the window.
2. On the toolbar, click  **Operational Content Settings** (**Operational Content Settings** button).
The **Operational Content Settings** window appears.
3. Click the **Size Settings** tab.
The display switches to the **Size Settings** tab.
4. In the **Size Settings** tab, change the character font, character size, and the settings of Node Transition Button.
If tab items are dimmed and input is disabled, clear the **Follow the system settings.** check box.
5. Click the **Update** button.
The changed settings are applied to the Operational Content.

2.7.2 Items in the Operational Content Settings window (Size Settings tab)

The following figure shows the **Operational Content Settings** window (**Size Settings** tab).

Figure 2–16: **Operational Content Settings** window (**Size Settings** tab)

Operational Content Settings

Operational Content name: Start server after power loss

Related Links Settings | **Size Settings**

☒ Follow the system settings.

Text Setting:

Setting Details	Value [px]
Character font	Follow the system font setting.
Text size	12

Node Transition Button Settings:

Setting Details	Value [px]
Button height	22
Width of Back button	100
Width of Next button	130
Width of Finish button	130
Width of Conditional Branch button	130

Update Cancel

The following describes the items in the **Operational Content Settings** window (**Size Settings** tab).

(1) Follow the system settings. check box

When this check box is selected, the sizes of characters and buttons follow the settings in Navigation Platform.

(2) Character font drop-down list

Select the font of the characters to be used for the Operational Content.

(3) Text size text box

Enter the size of the characters to be used for the Operational Content.

(4) Button height text box

Enter the height of the **Back**, **Next**, **Finish**, and **Conditional Branch** buttons that are displayed in the guide area and used to move between nodes.

(5) Width of Back button text box

Enter the width of the **Back** button. The **Back** button is displayed in the guide area and is used to return to the previous node.

(6) Width of Next button

Enter the width of the **Next** button. The **Next** button is displayed in the guide area and is used to go forward to the next node.

(7) Width of Finish button text box

Enter the width of the **Finish** button. The **Finish** button is displayed in the guide area and is used to finish Operational Content.

(8) Width of Conditional Branch button text box

Enter the width of the **Conditional Branch** button. The **Conditional Branch** button is displayed in the guide area when a branch condition is found in the operational flow area. The branch condition (or Branching node name) is displayed as the name of the **Conditional Branch** button.

(9) Update button

Clicking this button applies the changes of size to the Operational Content and closes the **Operational Content Settings** window.

(10) Cancel button

Clicking this button closes the **Operational Content Settings** window without applying the changes of size to the Operational Content.

2.8 Static files used for Operational Content

This section describes the method and procedure to store the static files that are used for Operational Content.

2.8.1 About the static files used for Operational Content

Static files are the files of images and documents that are used for Operational Content. Static files are stored in Navigation Platform or other web servers.

2.8.2 How to store static files

Store static files in a web server by the methods described below. Note that a maximum of 200 folders and files can be stored in a folder.

- Use the **File Management/Registration** window to store static files.
When the **File Management/Registration** menu item is displayed in the Operational Content Editing Window, the **File Management/Registration** window can be opened by the menu item. Using the **File Management/Registration** window, you can store static files in the web server of Navigation Platform.
The **File Management/Registration** window allows you to create folders to store static files. You can use the folders to categorize and manage static files by use.
- Request the system administrator to store static files.
If the **File Management/Registration** menu item is not displayed in the Operational Content Editing Window, request the system administrator to store static files in the web server of Navigation Platform (or other web server). Request the system administrator also to inform you of the path name of the stored static files. When you are informed of the path name, specify the path name in the **URL** text box in the **Attribute Settings** window.
Use this method for storing multiple files at the same time (rather than the **File Management/Registration** window, which allows you to store only one file at the same time).

2.8.3 Creating a folder to store static files

This subsection describes how to create a folder to store static files.

1. In the header area in the Operational Content Editing Window, select the **File Management/Registration** menu item.
The **File Management/Registration** window appears.
2. In the **File Management/Registration** window, select the **New Folder** menu item.
A dialog box appears, prompting you to enter a name for the folder to be created.
3. Enter a name for the folder, and then click the **OK** button.
The folder is created.

2.8.4 Deleting a folder in which to store static files

This subsection describes how to delete a folder in which to store static files.

1. In the header area in the Operational Content Editing Window, select the **File Management/Registration** menu item.

The **File Management/Registration** window appears.

2. Select the check box for the folder to be deleted.
3. In the **File Management/Registration** window, select the **Delete** menu item.

A dialog box appears to confirm whether you are sure to delete the folder.

4. In the dialog box, click the **OK** button.

The folder is deleted.

2.8.5 Moving a folder in which to store static files

This subsection describes how to move a folder in which to store static files. You can move the folder by selecting its icon, or by selecting the **To Upper Folder** menu item.

The following describes the procedure to move a folder by selecting its icon:

1. In the header area in the Operational Content Editing Window, select the **File Management/Registration** menu item.

The **File Management/Registration** window appears.

2. Click the icon or name of the folder to be moved.

The folder whose icon or name is clicked becomes a folder to store static files.

The following describes the procedure to move a folder in the window after moving said folder by selecting the icon for the folder;

1. Select the **To Upper Folder** menu item.

The folder one level higher in hierarchy becomes a folder to store static files.

2.8.6 Storing a static file by using the File Management/Registration window

This subsection describes how to store a new static file by using the **File Management/Registration** window.

1. In the header area in the Operational Content Editing Window, select the **File Management/Registration** menu item.
The **File Management/Registration** window appears.

2. Click the **Browse** button.

A dialog box appears to let you select a file.

3. Select the static file to be stored in the web server, and then click the **Open** button.

The path name of the selected static file is input to the **Upload File** text box.

4. Click the **Upload** button.

The selected static file is stored in the web server, and then added to the file list in the **File Management/Registration** window.

5. Click the **Get URL** button.

The path name of the static file is copied onto the clipboard in a format that fits the **URL** text box in the **Attribute Settings** window. Paste the copied path name into the **URL** text box.



Important note

When you click the **Get URL** button, your web browser might display a dialog box to ask your permission for access. If this occurs, permit the access. If you do not permit the access, you cannot obtain the path name. If you refuse the access accidentally, you must close the **File Management/Registration** window once.

2.8.7 Deleting a static file by using the File Management/Registration window

This subsection describes how to delete a stored static file by using the **File Management/Registration** window. Note that the files that can be deleted by the procedure described below are only the static files that have been stored by using the **File Management/Registration** window.

1. In the header area in the Operational Content Editing Window, select the **File Management/Registration** menu item.

The **File Management/Registration** window appears.

2. Select the check box for the static file to be deleted.

3. In the **File Management/Registration** window, select the **Delete** menu item.

A dialog box appears to confirm whether you are sure to delete the static file.

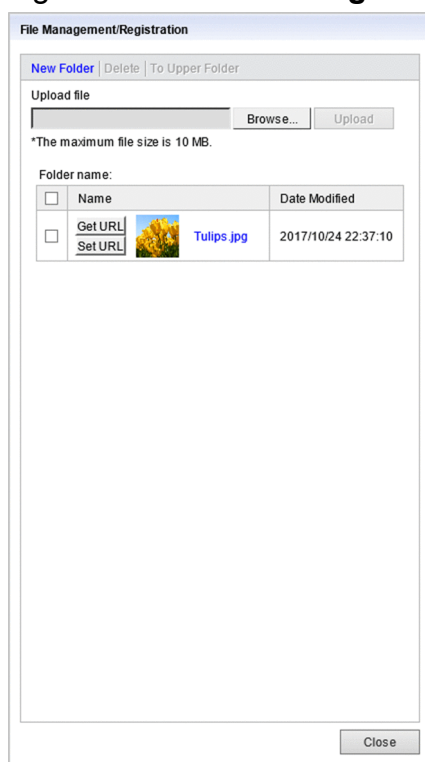
4. In the dialog box, click the **OK** button.

The static file is deleted.

2.8.8 Items in the File Management/Registration window

The following figure shows the **File Management/Registration** window.

Figure 2–17: **File Management/Registration** window



The following describes the items in the **File Management/Registration** window.

(1) **New Folder menu item**

Selecting this item enables you to create a folder to store static files.

(2) **Delete menu item**

Selecting this item deletes the static files selected (using check boxes) in the **File Management/Registration** window.

(3) **To Upper Folder menu item**

When this item is selected, the folder one level higher in hierarchy becomes a folder to store static files.

(4) **Upload File text box**

This text box displays the path name of the static file you selected by using the **Browse** button.

(5) **Browse button**

Clicking this button opens a dialog box to select the static files to be stored.

(6) **Upload button**

Clicking this button stores the static files you selected by using the **Browse** button.

(7) Get URL button

Clicking this button copies to the Clipboard the path to the static files in a format that can be used in the **Image URL** or **URL** text box in the **Attribute Settings** window.

(8) Set URL button

Clicking this button sets the static-file path into the **Image URL** or **URL** text box in the **Attribute Settings** window and closes the **File Management/Registration** window. Note that the **Set URL** button is displayed only when one of the following windows is open:

- **Attribute Settings** window (process node)
- **Attribute Settings** window (image parts in the operational flow area)
- **Attribute Settings** window (image parts in the guide area)

If you close the **Attribute Settings** window before clicking the **Set URL** button, no URL is set and the **File Management/Registration** window closes.

(9) Thumbnail of static file

When a static file is an image file, the thumbnail area displays a reduced or enlarged version of the image. When the static file is other than an image file, the thumbnail area displays a file icon. Clicking the thumbnail displayed for a static file displays the static file in a separate window.

(10) File name

Clicking a file name displays the corresponding static file in a separate window.

(11) Date Modified

This field indicates the date and time of updating of the corresponding static file.

(12) Folder icon

Clicking this icon moves to the corresponding folder for storing static files.

(13) Close button

Clicking this button closes the **File Management/Registration** window.

2.9 How to check the appearance and actions of Operational Content

When you have finished creating Operational Content, check the appearance and operation of the Operational Content. You can check the appearance and operation of the Operational Content by previewing the Operational Content or by testing the Operational Content in the Operational Content Execution Window.

Testing in the Operational Content Execution Window is suitable when the editing environment and execution environment are separate. If you are using the editing environment also as the execution environment, use Preview to prevent Operational Content from being published while it is tested.


Important note

When Operational Content uses a JP1 Link Plugin, use the Operational Content Execution Window (rather than Preview) to check the operation of Operational Content. JP1 Link Plugins do not operate when Operational Content is previewed. JP1 Link Plugins do not operate also when the **Back** button in the Operational Content Execution Window is clicked.

When Operational Content uses a User Plugin, confirm with the system administrator or the developer of the User Plugin to determine whether the User Plugin operates during preview or when the **Back** button is clicked.

2.9.1 Previewing Operational Content

This subsection describes how to preview Operational Content to check its appearance and operation.

1. On the toolbar, click  (Save button) to save the Operational Content.

2. On the toolbar, click  (Preview button).

The Operational Content Execution Window (Preview) for the Operational Content being edited appears.

The display items in the Operational Content Execution Window (Preview) are the same as those of the normal Operational Content Execution Window, except for the following:

- In the header area, the **Editing Window View** menu item and **Suspend** button are always hidden.
 - The **Close** button is always displayed.
 - The menu area is always closed.
3. In the Operational Content Execution Window (Preview), conduct a test to check whether the Operational Content has been created correctly and whether the intended operations can be performed.

Based on the results of the test, modify the operational flow and guide areas as needed.

Cautionary notes:

Do not reference any other Operational Content from the menu area displayed in the Operational Content Execution Window (Preview). Doing so will cause unpredictable system behavior.

Also, do not perform any operations (for example, displaying the print window of Operational Content and obtaining the URL of Operational Content) other than checking the appearance and actions of the Operational Content.

2.9.2 Displaying the Operational Content Execution Window

This subsection describes how to display the Operational Content Execution Window and check the appearance and operation of Operational Content.

1. Finish editing the Operational Content.

For details about the procedure, see [1.7.8 Finishing the Operational Content editing process](#).

2. Publish the Operational Content.

For details about the procedure, see [6.1.1 Publishing Operational Content](#).

3. In the header area in the Operational Content Editing Window, select the **Execution Window View** menu item.

The Operational Content Execution Window for the Operational Content appears.

4. In the Operational Content Execution Window, conduct the test to check whether the Operational Content has been created correctly and whether the intended operations can be performed.

Based on the results of the test, modify the operational flow and guide areas as needed.

2.10 Searching in Operational Content

The **Search** tab in the Operational Content Execution Window enables you to search Operational Content information by using keywords.

The following are examples of how you can use the search function for convenience:

- Quickly searching for Operational Content you desire to execute
When you search Operational Content with a keyword related to an operation, multiple pieces of Operational Content that involve the keyword are displayed in a list. This can save time searching in the menu area.
- Searching multiple pieces of Operational Content to check that character strings have been corrected without fail after a correction of a character string was made
Search Operational Content for the original incorrect character string and for the correct character string. Then, check that the original (incorrect) character strings are not hit, and that the same number of character strings are hit by both searches (before and after correction). By this method, you can confirm whether a character string was corrected successfully.

The following describes how to search Operational Content:

1. In the menu area in the Operational Content Execution Window, select the **Search** tab.
2. Enter the keyword in the search keyword text box.
If you enter multiple search keywords, delimit them by a single-byte space or double-byte space. You can enter a maximum of 10 search keywords.
3. If necessary, specify the type of search, and the order in which the search results are sorted.
You can specify the search type and sort order by using the following radio buttons:
 - **AND/OR search** radio button
 - **Sort order** radio button
4. Click the **Search** button.
The search results are displayed in the lower area of the **Search** tab.

Cautionary note:

If a search keyword causes many hits (resulting in a lot of information being displayed in the search result area), your web browser might slow down.

2.10.1 Operational Content that can be searched

Operational Content that can be searched must meet both of the following conditions:

- Published Version of the Operational Content now being published
- Operational Content granted an access permission level not lower than reference

Search data is managed by the system administrator. If you find that search results are old or the search data is not the latest, report to the system administrator.

2.10.2 Character strings that can be searched for

The following describes the character strings that can be searched for by using the **Search** tab in the Operational Content Execution Window:

- The following variances in search keywords are ignored:
 - Upper and lower cases of alphabetic characters
 - Character width (double byte or single byte) of alphanumeric characters and katakana characters (JIS X 0201 0xA1 to JIS X 0201 0xDF)
- Search data is searched for a partial match with the specified search keyword. For example, if the search keyword is 京都 , strings such as 東京都 and 京都市 are also hit. You can specify neither forward match nor backward match as a search condition.
- A maximum of 500 characters can be entered in the search keyword text box. Entering more than 500 characters causes an error.
- Specifying a control character (ASCII 0x00 to 0x1F and 0x7F) as a search keyword causes an error. Do not specify such characters.
- When you specify a search keyword that includes a space, enclose the search keyword by single-byte quotation marks (" "). Note, however, that specifying the single-byte quotation mark (") itself as a search keyword causes an error. The following shows examples of input using a single-byte quotation mark ("):
 - Examples of input that does not cause an error: " ", "Navigation" "Platform"
 - Examples of input that causes an error: ", "", "Navigation, Navigation", Navi"gation, "Navi""gation", Na"vigati"on
- A character string that includes a repeated pattern of characters whose parts include the same repeated pattern of characters will be hit multiple times.

For example, if the search keyword is 市川市 , and there is a static-text part 市川市川市町 , the number of hits for this part will be 2. (The string of first to third characters 市川市 and the string of third to fifth characters 市川市 are hit individually.)
- If you specify the same word as two search keywords (one consisting of only upper-case characters, the other consisting of only lower-case characters), the two keywords are searched for separately, and separate search results are displayed.

2.10.3 Items in the menu area (Search tab) in the Operational Content Execution Window

The following figure shows an example of the display of the menu area (**Search** tab) in the Operational Content Execution Window.

Figure 2–18: Example of display of the menu area (**Search** tab) in the Operational Content Execution Window

■ Before search

List of Operational Contents

View Lists Search

Search

■ AND/OR search

● AND search

○ OR search

■ Sort order

● Sort by name

○ Sort by latest published

■ After search

List of Operational Contents

View Lists Search

power outage Search

■ AND/OR search

● AND search

○ OR search

■ Sort order

● Sort by name

○ Sort by latest published

Search results for "power outage"
3 Operational Contents were found.

[02_Start server after power loss](#)
Date published: 2015/11/27 06:29:03
_start server after power loss...occurrence of power outage...ks: 1. turn on the power to the server. 2. ...

[\[sample02-Description\] Start server after power loss](#)
Date published: 2015/11/27 06:25:54
start server after power loss...occurrence of power outage...power was not lost in the...

[\[sample021\] Start server after power loss](#)
Date published: 2015/11/27 06:28:28
start server after power loss...occurrence of power outage...ks: 1. turn on the power to the server. 2. ...

The following describes individual items.

(1) Search keyword text box

In this text box, enter the keyword to be searched for in Operational Content.

(2) Search button

Clicking this button searches Operational Content with the entered search keyword.

(3) AND/OR search radio button

When multiple keywords are entered in the search keyword text box, this radio button selects between AND search and OR search. Specify the desired setting before searching.

(4) Sort order radio button

This radio button selects the order in which the search results will be sorted. Specify the desired setting before searching.

3

Creating the Operational Flow

This chapter describes the parts and operations necessary for creating the operational flow area.

In the operational flow area, you create an Operational Flow by connecting placed parts by relation lines.

3.1 General procedure for creating an Operational Flow

The following shows the general procedure for creating an Operational Flow.

1. Place nodes in the operational flow area.

Nodes are components that make up an Operational Flow. A node represents a step or a branch.

In the **Flow** palette, select a node you want to place in the operational flow area.

2. Draw relation lines between nodes.

A *relation line* is an arrow line representing transition from one node to another.

3. If necessary, place static text and images (flow parts).

In the **Flow** palette, select flow parts you want to place in the operational area.

4. Specify the attributes of nodes and flow parts.

In the **Attribute Settings** window, specify the names and appearance of nodes and flow parts. The **Attribute Settings** window is displayed by double-clicking a node or flow part.

After you finish the settings, click the **Update** button to apply the specified settings. If you do not want to apply the settings, click the **Cancel** button.

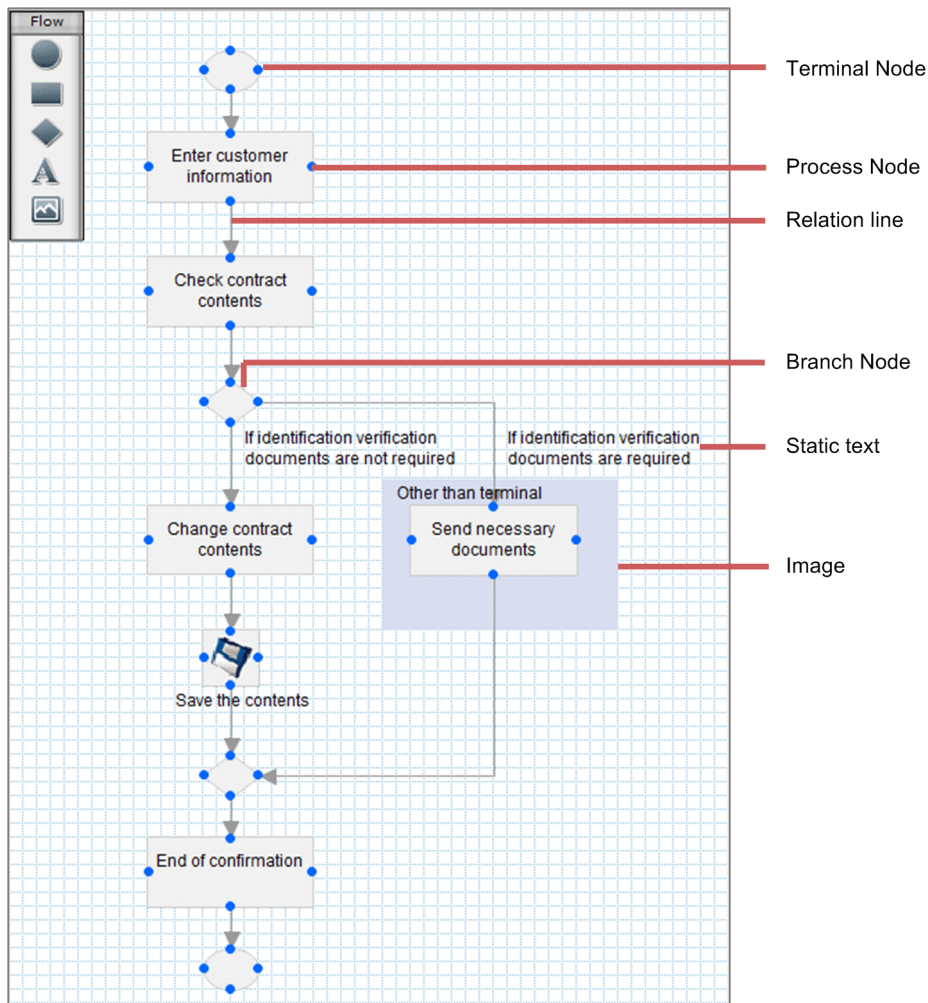
5. On the toolbar, click  Save (Save button).

The Operational Content is saved.

3.2 Example of creating an Operational Flow

The following shows an example Operational Flow created in the operational flow area.

Figure 3–1: Example Operational Flow








An Operational Flow consists of *Process Nodes* that represent steps in an operation, and relation lines that represent the sequence of steps. If a step has multiple transition destinations depending on a condition, place a *Branch Node*. You can also use static text and images to effectively emphasize Process Nodes and relation lines, and add descriptions.

3.3 Buttons used for creating Operational Flows (Flow palette)

To create Operational Flows, use the **Flow** palette. The following table lists the buttons in the **Flow** palette.

Table 3—1: Functions of the buttons in the **Flow** palette

No.	Button	Name in this manual	Description
1		Terminal button	Places a Terminal Node.
2		Process button	Places a Process Node.
3		Branch Node button	Places a Branch Node.
4		Static Text button	Places static text.
5		Image button	Places an image.

3.4 Notes on creating the operational flow area

In the operational flow area, if you place Terminal Nodes and a Process Node for which the **Back** button is hidden, be aware of the functional differences shown in the following table.

Table 3–2: Functional differences between Terminal Nodes and a Process Node for which the **Back** button is hidden

No.	Function	Terminal Node	Process Node with the Back button hidden
1	Whether the Suspend/Resume function is enabled	Enabled ^{#1}	Disabled
2	Whether a dialog box confirming that you want to discard input information is displayed	Not displayed	Displayed ^{#2}
3	Whether the web browser is closed upon completion	The web browser is closed.	The web browser is not closed.

#1

Disabled depending on the settings specified during system construction

#2

Not displayed depending on the settings specified during system construction

3.5 Terminal Nodes

This section describes how to use Terminal Nodes and the procedure for placing them.

3.5.1 About Terminal Nodes

A node that represents the start or end of a procedure is called a *Terminal Node*. Whether Terminal Nodes are displayed in the Operational Content Execution Window depends on the environment. To confirm whether Terminal Nodes are displayed in the execution environment, contact the system administrator.

Note that a Terminal Node at the start of a procedure is optional. In an environment where plugins are not used, the end terminal might also be optional depending on the settings specified during system construction.

3.5.2 How to use Terminal Nodes

A Terminal Node must be placed at the starting or end point in an Operational Flow, or at both points.

Placing a Terminal Node at the starting point

You can place a Branch Node immediately after the start Terminal Node to create an Operational Flow that returns to the first Process Node in midstream.

Placing a Terminal Node at the end point

When a Terminal Node is placed at the end point of the Operational Flow, the **Done** button appears in the guide area. If you click the **Done** button, a message appears in the guide area and the system assumes that the Operational Flow has ended. Depending on the settings specified during system construction, a dialog box confirming that you want to discard input information is not displayed.

If you use a Branch Node, multiple end points might be generated in the flow. In this case, you can place a Terminal Node at each end point.


Reference note


- If you want to hide the **Done** button, use a Process Node (rather than a Terminal Node) at the end point of the Operational Flow. However, if you want to obtain the audit log to monitor the completion of the Operational Content, you need to place a Terminal Node at the end point of the Operational Flow. For details about how to use the audit log, contact the system administrator.
- If direct transition to Process Nodes is enabled and you want to explicitly specify the initial node (a Process Node selected when Operational Content is displayed), you must connect the initial node to the start Terminal Node. If you want to change the direct transition settings, contact the system administrator.

Tip

To use the reporting window to check analysis information regarding usage, you need to place the end Terminal Node at the end of the Operational Flow. For details about the reporting window, see [6.9 How to analyze the usage of Operational Content](#).

3.5.3 Placing Terminal Nodes

1. In the **Flow** palette, click  (**Terminal** button).

 (**Terminal** button) is selected.

2. In the operational flow area, click a location.
The Terminal Node is placed.



To specify attributes of the Terminal Node, perform the following procedure:

3. Double-click anywhere on the Terminal Node.

The **Attribute Settings** window appears.

4. Specify the attributes about the Terminal Node.

If necessary, specify the following attributes:

- Node name
- Node ID
- Front or back order
- Name of the button (displayed in the guide area) used for transition from the previous node to this node

5. Click the **Update** button.

The specified information is applied.

3.5.4 Items in the Attribute Settings window (Terminal Node)

Figure 3–2: **Attribute Settings** window (displayed from a Terminal Node)

Attribute Settings

Type: Terminal Node

Node name:

Node ID: T001

Front/back order: 1

To change the button name, enter the new name in the following box.

Done button name for the previous node:

*Enter the name for the Done or the To node-name button that is used when switching from the previous node to the current node.

The following describes the items in the **Attribute Settings** window.

(1) Node name text box

Enter the node name. An error occurs in the following cases:

- A character string consisting of more than 128 bytes is entered. (For double-byte characters, enter 42 or fewer characters.)
- A character string containing ASCII codes from 0x00 to 0x1F and 0x7F is entered.

(2) Node ID text box

Enter a node ID that uniquely identifies the node, by using 20 or fewer single-byte characters. Use the **Node ID** text box to change the node ID that is set automatically.

An error occurs in the following cases:

- Characters other than single-byte alphanumeric characters, hyphens (-), and underscores (_) are used.
- A node ID that is already used by another node is entered.

Cautionary note:

If you specify an empty character string for the node ID, the node ID is disabled.

(3) Front/back order text box

To display this node behind or in front of other components, specify the order from the front, as a single-byte number in the range from 1 to 100. Enter 1 to bring the node to the front. Enter 100 to send the node to the back. If you enter 71 or a greater value, this node is displayed behind the relation lines that overlap the node.

The default is 1. A node that is newly added is displayed at the front.

Cautionary note:

Image parts are always displayed behind other nodes and parts. Even if you specify a value in the **Front/back order** text box, you cannot move this node behind image parts.

(4) Done button name for the previous node text box

Enter the name of the button used for transition from the previous node to this node, by using 40 or fewer double-byte characters. You cannot enter a character string containing control characters (ASCII codes from 0x00 to 0x1F and 0x7F).

If you specify an empty character string, either of the character strings shown below is displayed for the button name.

- If this node is the only transition destination of the previous node:
Done is displayed.
- If this node is one of the transition destinations of the previous node:
The character string consisting of **Go to** and the character string entered in the **Node name** text box for this node is displayed.

Cautionary notes:

- If there are multiple source nodes from which transition to this node occurs, you cannot change the *Done* button name for each source node.
- If the name specified in the **Done button name for the previous node** text box or the node name is too long, the button name might not be displayed completely. In such a case, revise the name specified in the text box or the node name.
If you want to specify a character string exceeding the button width, ask the system administrator to change the button width.

3.6 Process Nodes

This section describes how to use Process Nodes and the procedure for placing them.

3.6.1 About Process Nodes

A Process Node is a part that represents a step of an operation in the operational flow area. A Process Node might have the guide area for describing work details.

3.6.2 How to use Process Nodes

You can create an Operational Flow by arranging Process Nodes in the working sequence and connecting them by relation lines. In most cases, character strings are displayed on Process Nodes. However, images can also be displayed.

- Displaying character strings

To make an easy-to-understand flow, you can use character strings that simply describe operations, such as *Check Registration Contents*, or *Get Trace Files*.

- Displaying images


The default Process Node is a simple white rectangle. Therefore, if you want to use colored rectangles or display illustrations, you need to use images. You can efficiently discriminate important or irregular tasks from other tasks by displaying images on Process Nodes.

Tip

- If you want to display a character string in addition to an image on a Process Node, place an image containing a character string or use the static-text part when placing the Process Node.
- To use the reporting window to check analysis information regarding usage, make sure that the Process Nodes are placed frontmost. In the reporting window, analysis results are displayed as characters on the same layer as the Process Nodes. If any part is displayed in front of Process Nodes, some characters might be displayed behind the part, and therefore hard to read. For details about the reporting window, see [6.9 How to analyze the usage of Operational Content](#).

3.6.3 Placing character string Process Nodes

1. In the **Flow** palette, click  (**Process** button).

 (**Process** button) is selected.

2. In the operational flow area, click a location.

The Process Node is placed. The **Guide** palette appears in the guide area.



For details about how to create a Guide, see [Chapter 4. Creating the Guide](#).

3. Double-click anywhere on the Process Node.

The **Attribute Settings** window appears.

4. Specify the attributes about the Process Node.

You can specify the attributes listed below. You must specify the node name. Specify other items if necessary.

- Node name
- Image URL
- Node ID
- Front or back order
- Name of the button (displayed in the guide area) used to return to the previous node
- Name of the button (displayed in the guide area) used for transition from the previous node to this node

For details about the items in the **Attribute Settings** window, see [3.6.6 Items in the Attribute Settings window \(Process Node\)](#).

5. Click the **Update** button.


The specified information is applied.



Reference note

If direct transition for Process Nodes is enabled, you can explicitly specify the initial node (a Process Node selected when Operational Content is displayed). For details, see [3.5.2 How to use Terminal Nodes](#).

3.6.4 Placing Process Nodes for images

1. In the **Flow** palette, click  (**Process** button).



(**Process** button) is selected.

2. In the operational flow area, click a location.

The Process Node is placed. The **Guide** palette appears in the guide area.



For details about how to create a Guide, see [Chapter 4. Creating the Guide](#).

3. Double-click anywhere on the Process Node.

The **Attribute Settings** window appears.

4. Specify the attributes about the Process Node.

You can specify the attributes listed below. You must specify the image URL. Specify other items if necessary.

- Node name
- Image URL
- Node ID

- Front or back order
- Name of the button (displayed in the guide area) used to return to the previous node
- Name of the button (displayed in the guide area) used for transition from the previous node to this node

Note that if you display an image on the Process Node, the node name does not appear in the Operational Flow. However, we recommend that you enter the node name because it is displayed as the title of the guide area.


For details about the items in the **Attribute Settings** window, see [3.6.6 Items in the Attribute Settings window \(Process Node\)](#).

5. Click the **Update** button.

The specified information is applied.

3.6.5 Displaying a character string on a Process Node showing an image

1. In the **Flow** palette, click  (**Process** button).

 (**Process** button) is selected.

2. In the operational flow area, click a location.

The Process Node is placed. The **Guide** palette appears in the guide area.



For details about how to create a Guide, see [Chapter 4. Creating the Guide](#).

3. Double-click anywhere on the Process Node.

The **Attribute Settings** window appears.

4. Specify the attributes about the Process Node.


You can specify the attributes listed below. You must specify the image URL. Specify other items if necessary.

- Node name
- Image URL
- Node ID
- Front or back order
- Name of the button (displayed in the guide area) used to return to the previous node
- Name of the button (displayed in the guide area) used for transition from the previous node to this node

Note that if you display an image on the Process Node, the node name does not appear in the Operational Flow. However, we recommend that you enter the node name because it is displayed as the title of the guide area.

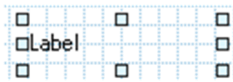
For details about the items in the **Attribute Settings** window, see [3.6.6 Items in the Attribute Settings window \(Process Node\)](#).

5. In the **Flow** palette, click  (**Static Text** button).

 (**Static Text** button) is selected.

6. In the operational flow area, click a location.

The static-text part is placed.



7. Double-click anywhere on the static-text part.

The **Attribute Settings** window appears.

8. Enter the character string you want to display as the static text.

If necessary, specify the attributes of the character string and the front or back order.

For details about the items in the **Attribute Settings** window, see [3.9.4 Items in the Attribute Settings window \(static-text part in the operational flow area\)](#).

9. Click the **Update** button.

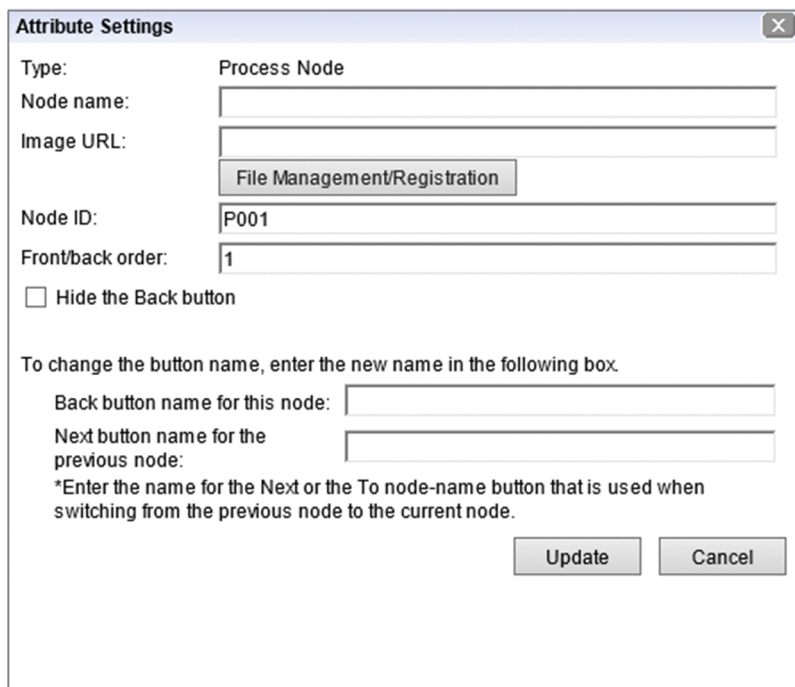
The character string you entered appears in the operational flow area.

10. Move the static-text part to above the Process Node.

If the static-text part comes behind the Process Node, change the value in the **Front/back order** text box for the Process Node to be equal to or greater than the value specified for the static-text part.

3.6.6 Items in the Attribute Settings window (Process Node)

Figure 3–3: **Attribute Settings** window (displayed from a Process Node)



The following describes the items in the **Attribute Settings** window.

(1) Node name text box

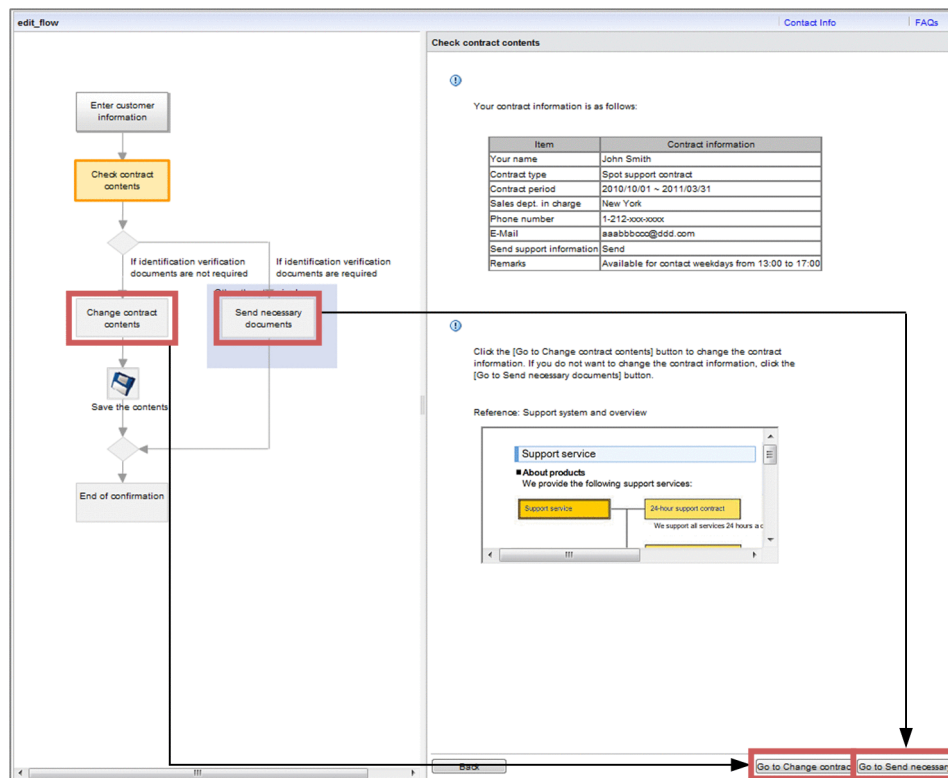
Enter the node name. An error occurs in the following cases:

- A character string consisting of more than 128 bytes is entered. (For double-byte characters, enter 42 or fewer characters).
- A character string containing ASCII codes from 0x00 to 0x1F and 0x7F is entered.

Cautionary note:

- The Process Node names placed after a Branching node are used as the transition button labels (names) displayed in the lower right of the guide area in the Operational Content Execution Window. Therefore, note that if a node name is too long, the button name is not displayed completely.

The following shows an example of Process Node names displayed as button names.



Process node names are used for button names.

(2) Image URL text box

Enter the path to the image file you want to display on the Process Node. Specify a file in the format that can be displayed on the web browser.

Reference note

If you want to use an image file displayed in the **File Management/Registration** window, clicking the **Set URL** button automatically sets into the **Image URL** text box the path to the image file you want to display on the process node.

The displayed image is enlarged or reduced according to the size of the Process Node, however, the aspect ratio is not retained. Therefore, we recommend that you first adjust the image size to fit in the Process Node. At this time, make sure that the image size is smaller than the Process Node size by 6 pixels in each dimension. To change the size of the Process Node after placing the image, consider deterioration of image quality due to enlargement or reduction.

The following describes the URL format you can enter. The path format you can specify varies depending on whether the file to be used is stored on the web server for Navigation Platform, or any other web server.

To specify a file stored on the web server for Navigation Platform:

Specify a relative path from the content storage directory on the web server (*Navigation-Platform-installation-directory\PP\uCPSB\httpsd\htdocs*).

The following example shows how to specify an image file named `ucnp.gif` that is stored in the `images` directory created under the content storage directory on the web server:

`/images/ucnp.gif`

To specify a file stored on a web server other than for Navigation Platform:

Specify the file in *protocol://host-name:port-number/file-path* format.

- *protocol*: `http` or `https`
- *host-name*: Host name or IP address of the web server
- *port-number*: Port number of the Web server
- *file-path*: Path to the file stored on the Web server

The following example shows how to specify an image file named `image1.gif` stored in the `images` directory on the Web server using the HTTP protocol, host name `host1`, and port number `55555`:

`http://host1:55555/images/image1.gif`

An error occurs if you specify the following characters in the image file path name:

- A character string consisting of more than 1,024 bytes
- A character string containing ASCII codes from 0x00 to 0x1F and 0x7F



Reference note

You can change the background color of Process Nodes for each status by changing system settings. If the color of a placed image and the color of the Process Node frame are too similar to be distinguished, ask the system administrator to change the background color of the Process Node.

Process Nodes for which you can change the background color

Color of a selected Process Node

Color of a Process Node that is not selected or for which direct transition is enabled

Design of a Process Node for which direct transition is enabled

(3) File Management/Registration button

Clicking this button opens a separate window that is the **File Management/Registration** window.

(4) Node ID text box

Enter a node ID that uniquely identifies the node, by using 20 or fewer single-byte characters. Use the **Node ID** text box to change the node ID that is set automatically.

An error occurs in the following cases:

- Characters other than single-byte alphanumeric characters, hyphens (-), and underscores (_) are used.
- A node ID that is already used by another node is entered.

Cautionary note:

If you specify an empty character string for the node ID, the node ID is disabled.

(5) Front/back order text box

To display this node behind or in front of other components, specify the order from the front, as a single-byte number in the range from 1 to 100. Enter 1 to bring the node to the front. Enter 100 to send the node to the back. If you enter 71 or a greater value, this node is displayed behind the relation lines that overlap the node.

The default is 1. A node that is newly added is displayed at the front.

Cautionary note:

Image parts are always displayed behind other nodes and parts. Even if you specify a value in the **Front/back order** text box, you cannot move this node behind image parts.

(6) Hide the Back button check box

If you select this check box, the **Back** button is no longer displayed on the Guide. This check box is not selected by default.

Tip

- If this check box is selected for the Process Node that is placed at the end point of the Operational Flow, you cannot return to a previous node after an operation is completed. Therefore, the correct date and time when the operation terminated is output to the operation log. This is useful if you want to use the operation log to analyze the time that an operation terminated. For details about whether the operation log can be obtained, contact the system administrator.
- Hiding the **Back** button prevents plugins placed in the guide area of the node from being re-executed. For example, if you want the plugins placed on Node A be executed only once, such as plugins for sending emails and updating data, hide the **Back** button for Node B.

Cautionary notes:

- Depending on the settings specified during system construction, the **Back** button is always hidden, and therefore, the setting of this text box is invalid.
- If you place a Process Node for which the **Back** button is hidden, be aware of functional differences from Terminal Nodes. For details about the functional differences, see [3.4 Notes on creating the operational flow area](#).

(7) Back button name for this node text box

Enter the name of the button used for transition from the previous node to this node, by using 40 or fewer double-byte characters. You cannot enter a character string containing control characters (ASCII codes from 0x00 to 0x1F and 0x7F).

If you specify an empty character string, **Back** is displayed as the button name.

Note that the value entered in this text box is disabled if you select the **Hide the Back button** check box.

Cautionary notes:

- If there are multiple source nodes from which transition to this node occurs, you cannot change the *Back* button name for each source node.

- If the name specified in the **Back button name for this node** text box or the node name is too long, the button name might not be displayed completely. In such a case, revise the name specified in the text box or the node name.
If you want to specify a character string exceeding the button width, ask the system administrator to change the button width.
- Depending on the settings specified during system construction, the **Back** button is always hidden, and therefore, the setting of this text box is invalid.

(8) Next button name for the previous node text box

Enter the name of the button used for transition from the previous node to this node, by using 40 or fewer double-byte characters. You cannot enter a character string containing control characters (ASCII codes from 0x00 to 0x1F and 0x7F).

If you specify an empty character string, either of the character strings shown below is displayed for the button name.

- If this node is the only transition destination of the previous node:
Next is displayed.
- If this node is one of transition destinations of the previous node:
The character string consisting of **Go to** and the character string entered in the **Node name** text box for this node is displayed.

Cautionary notes:

- If there are multiple source nodes from which transition to this node occurs, you cannot change the **Next** button name for each source node.
- If the name specified in the **Next button name for the previous node** text box or the node name is too long, the button name might not be displayed completely. In such a case, revise the name specified in the text box or the node name.
If you want to specify a character string exceeding the button width, ask the system administrator to change the button width.

3.7 Branch Nodes

This section describes how to use Branch Nodes and the procedure for placing them.

3.7.1 About Branch Nodes

Branch Nodes are required for creating an Operational Flow with branching steps. You can create an Operational Flow in which one step has a maximum of three branching steps. A Branch Node is also required to merge branches to the same procedure again.

Note that Branch Nodes used at branch points might be specially called *Branching nodes*, and Branch Nodes used at merge points might be called *Merge nodes*.

3.7.2 How to use Branch Nodes

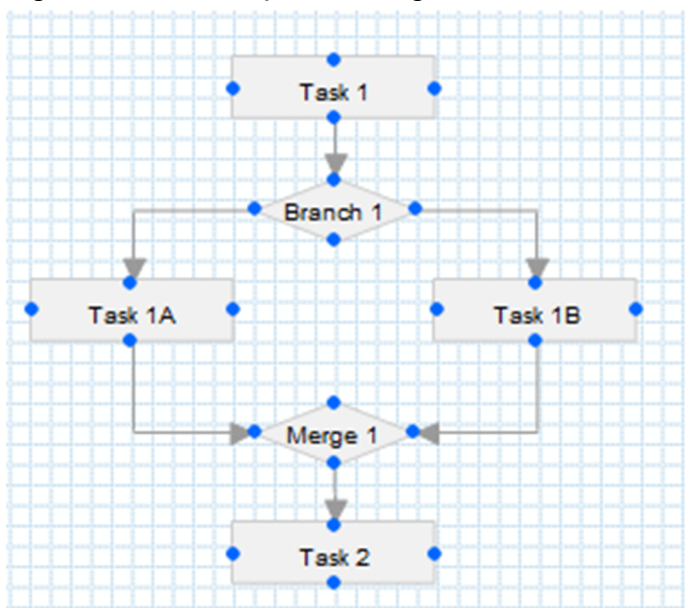
Branch Nodes must be placed between Process Nodes or between a Process Node and a Terminal Node.

How to use Branch nodes between Process Nodes

If the next task to be performed varies depending on a condition, place a Branch Node as a branch point immediately after the Process Node of the task in which the condition occurs. If a common task exists after different tasks, place a Branch Node as a merge point immediately before the Process Node of the common task.

The following figure shows an example.

Figure 3–4: Example of using Branch Nodes



In this example, a condition occurs in Task 1, and then the next task is divided into Task 1A and Task 1B by the condition. Therefore, a Branch Node is placed immediately after Task 1. The next task of Task 1A and Task 1B is Task 2 (common task). Therefore, another Branch Node is placed immediately before Task 2.

How to use a Branch node between a Process Node and a Terminal Node

To create an Operational Flow that returns to the first step in the middle of the flow, place a Branch Node as a merge point between the start Terminal Node and the first Process Node.

However, if processing returns to the first step in the middle of the flow, an infinite loop might occur during the operation defined in Operational Content, and the operation might never be completed. Note that if a loop occurs in the configuration of any Operational Flow, Navigation Platform might run slower.

How to show legible branch conditions

- Clearly indicate branch conditions in the operational flow area


Devise the way to provide branches in the Operational Flow so that users can easily understand branch conditions and quickly decide what operation to perform. Make sure that branch conditions are simple and legible. For example, specify *End Report* as the name of the Process Node indicating that the operation is completed successfully, and *Error Report* for the Process Node indicating that the operation was not completed due to an error. For complicated branch conditions, you can simplify the node names by using fixed text to provide supplementary information that supports branch decisions.

- Use the guide area to describe branch condition details

If a branch condition is too complicated to be fit in the operational flow area, use the guide area to explain details about the branch condition so that the Operational Flow is more legible.

3.7.3 Placing Branch Nodes

- In the **Flow** palette, click  (**Branch Node** button).

 (**Branch Node** button) is selected.

- In the operational flow area, click a location.
The Branch Node is placed.



To specify attributes of the Branch Node, use the following procedure:

- Double-click anywhere on the Branch Node.

The **Attribute Settings** window appears.

- Specify the attributes of the Branch Node.

If necessary, specify the node name, node ID, and front or back order.

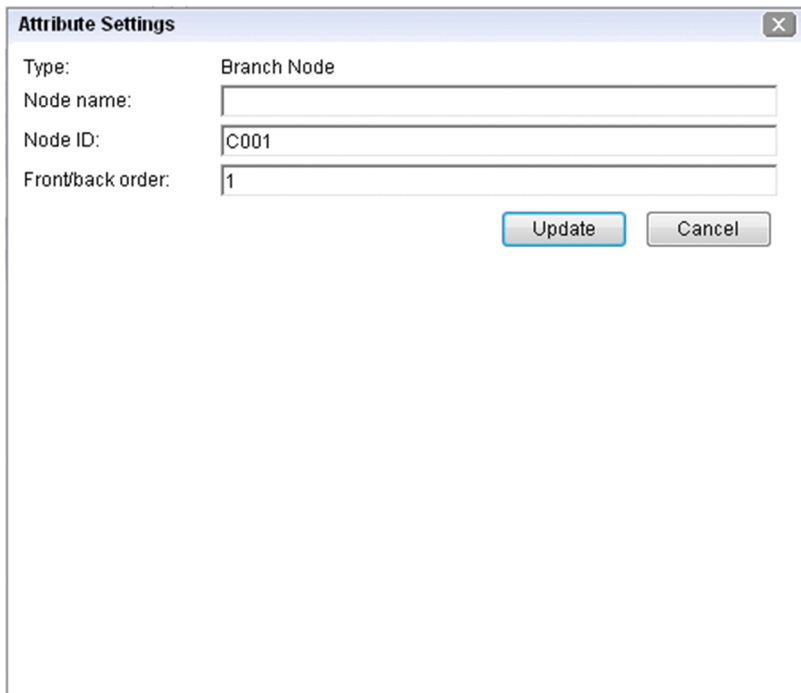
For details about the items in the **Attribute Settings** window, see [3.7.4 Items in the Attribute Settings window \(Branch Node\)](#).

- Click the **Update** button

The specified information is applied.

3.7.4 Items in the Attribute Settings window (Branch Node)

Figure 3–5: **Attribute Settings** window (displayed from a Branch Node)



The screenshot shows a dialog box titled "Attribute Settings". It has a close button (X) in the top right corner. The dialog contains the following fields and controls:

- Type:** A text field containing "Branch Node".
- Node name:** An empty text field.
- Node ID:** A text field containing "C001".
- Front/back order:** A text field containing "1".
- Buttons:** "Update" and "Cancel" buttons are located at the bottom right.

The following describes the items in the **Attribute Settings** window.

(1) Node name text box

Enter the node name. An error occurs in the following cases:

- A character string consisting of more than 128 bytes is entered. (For double-byte characters, enter 42 or fewer characters.)
- A character string containing ASCII codes from 0x00 to 0x1F and 0x7F is entered.

(2) Node ID text box

Enter a node ID that uniquely identifies the node, by using 20 or fewer single-byte characters. Use the **Node ID** text box to change the node ID that is set automatically.

An error occurs in the following cases:

- Characters other than single-byte alphanumeric characters, hyphens (-), and underscores (_) are used.
- A node ID that is already used by another node is entered.

Cautionary note:

If you specify an empty character string for the node ID, the node ID is disabled.

(3) Front/back order text box

To display this node behind or in front of other components, specify the order from the front, as a single-byte number in the range from 1 to 100. Enter 1 to bring the node to the front. Enter 100 to send the node to the back. If you enter 71 or a greater value, this node is displayed behind the relation lines that overlap the node.

The default is 1. A node that is newly added is displayed at the front.

Cautionary note:

Image parts are always displayed behind other nodes and parts. Even if you specify a value in the **Front/back order** text box, you cannot move this node behind image parts.

3.8 Relation lines

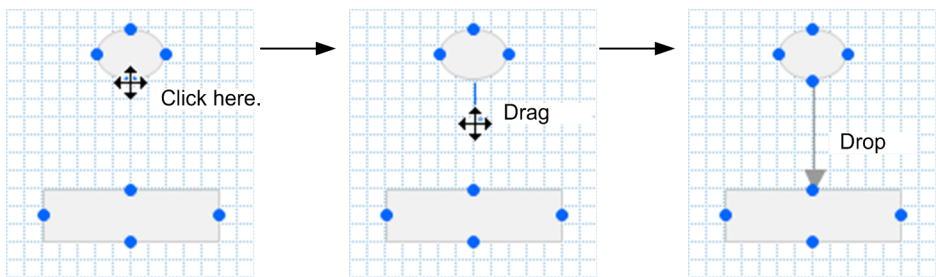
This section describes how to draw relation lines and the conditions for drawing relation lines.

3.8.1 About relation lines

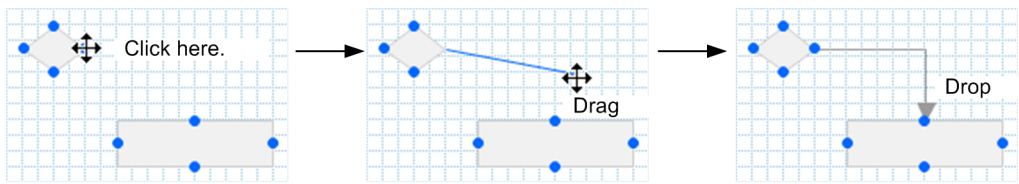
A relation line is an arrow that indicates transition from a node to another node. The process flows in the direction of the arrow.

3.8.2 Drawing relation lines (connecting nodes)

1. Drag a port (●) of the transition source node to a port (●) of the transition destination node.
A relation line is drawn between the nodes.



Cautionary note that you cannot draw a relation line in diagonal directions. For example, if you draw a relation line toward the lower right node, the relation line flexed at a right angle is displayed as shown in the following figure.



3.8.3 Conditions for drawing relation lines

This subsection describes the conditions for drawing relation lines between nodes. The following table lists the types of connection source nodes and destination nodes, and indicates whether nodes can be connected by a relation line.

Table 3–3: Available connections using relation lines

Node	Source node	Destination node	Connectable?	Supplementary description
1	Terminal Node	Terminal Node	N	--
2		Process Node	Y	--
3		Branching node	N	--
4		Merge node	C	The nodes cannot be connected if a relation line from another Terminal Node to the Merge node has already been drawn.

Node	Source node	Destination node	Connectable?	Supplementary description
5	Terminal Node	Undetermined ^{#1} Branch Node	C	The nodes cannot be connected if a relation line with another Terminal Node has already been drawn.
6	Process Node	Terminal Node	Y	--
7		Process Node	Y	--
8		Branching node	Y	--
9		Merge node	Y	--
10		Undetermined ^{#1} Branch Node	Y	--
11	Branching node ^{#2}	Terminal Node	Y	--
12		Process Node	Y	--
13		Branching node	N	--
14		Merge node	C	The nodes cannot be connected if the same transition already exists.
15		Undetermined ^{#1} Branch Node	Y	--
16	Merge node ^{#2}	Terminal Node	C	The nodes cannot be connected if a relation line has already been drawn from another Terminal Node to the Merge node.
17		Process Node	Y	--
18		Branching node	N	--
19		Merge node	N	--
20		Undetermined ^{#1} Branch Node	N	--
21	Undetermined ^{#1} Branch Node ^{#2}	Terminal Node	Y	--
22		Branching node	N	--
23		Merge node	Y	--
24		Undetermined ^{#1} Branch Node	Y	--

Legend:

- Y: Can be connected.
- N: Cannot be connected.
- C: Can be connected conditionally.
- : None

#1: Indicates that the node is neither branched nor merged.

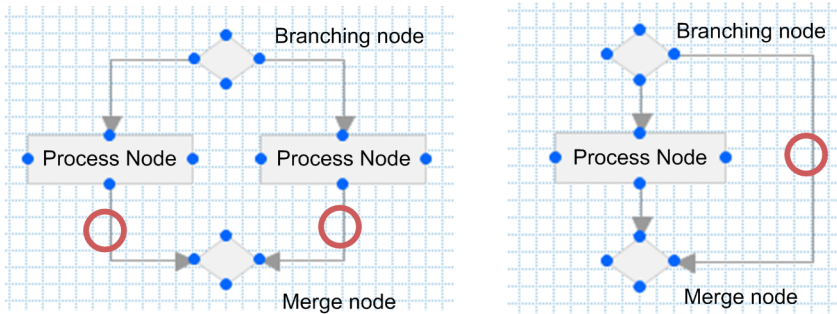
#2: You can draw a maximum of three relation lines from a Branch Node used for branching or merging.

3.8.4 Example relation lines

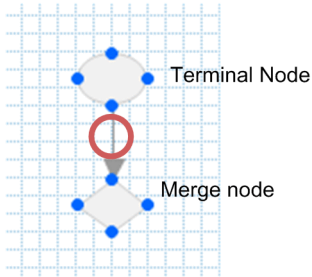
The following figure shows examples when nodes can be connected by drawing relation lines.

Figure 3–6: Examples of available connections

- Connection with multiple Process Nodes
- Connection from a Branching node to a Merge node



- Connection from a Terminal Node to a Merge node



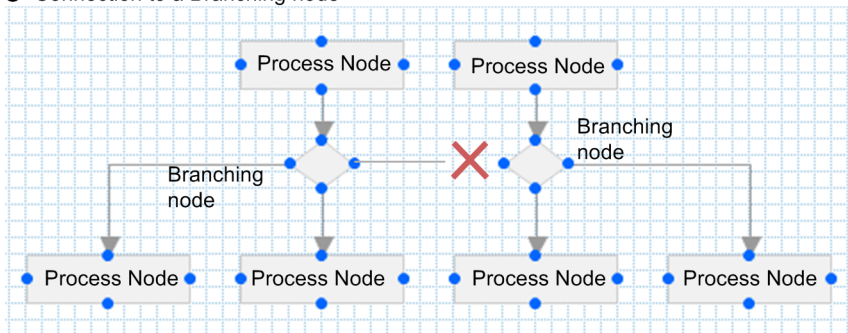
Legend:

○ : Can be connected.

The following figure shows examples when nodes cannot be connected.

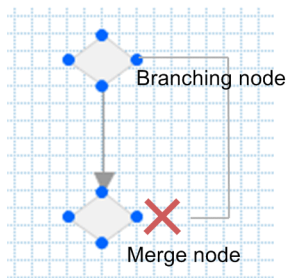
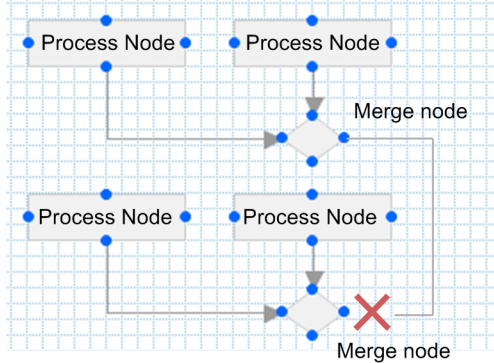
Figure 3–7: Examples of unavailable connections

● Connection to a Branching node

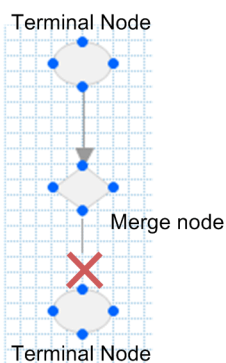
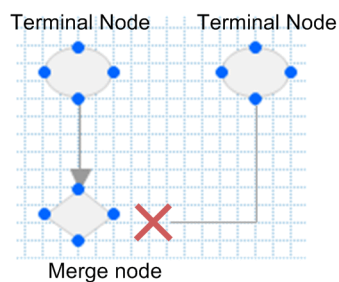
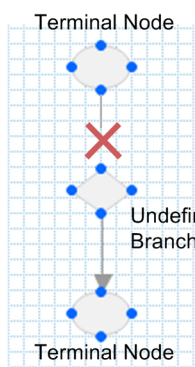


● Connection from a Merge node to another Merge node

● The same transition already exists



● A relation line has already been drawn with another Terminal Node



Legend:

✗ : Cannot be connected.

3.9 Static-text parts (operational flow area)

This section describes how to use static-text parts in the operational flow area, and the procedure for placing them.

3.9.1 About static-text parts (operational flow area)

Static-text parts are used to display a fixed character string that the user does not need to edit to perform the operation defined in Operational Content.

3.9.2 How to use static-text parts (operational flow area)


You can use static-text parts in the operational flow area to help understanding of the flow of operations and overview by simply viewing the operational flow area. For example, you can effectively use static-text parts for the following purposes:

- Supplementary description of the task of a node
- Supplementary description of the relationship between nodes (with relation lines)
- Supplementary description of images

Especially, flows using Branch Nodes tend to be complicated. Branch conditions can be explained in the guide area. However, if you indicate the branch conditions also in the operational flow area by using static-text part, you can reduce the risk of users going to a wrong step at a branch point.

3.9.3 Placing static-text parts (operational flow area)

1. In the **Flow** palette, click  (**Static Text** button).

 (**Static Text** button) is selected.

2. In the operational flow area, click a location.

The static-text part is placed.



3. Double-click anywhere on the static-text part.

The **Attribute Settings** window appears.

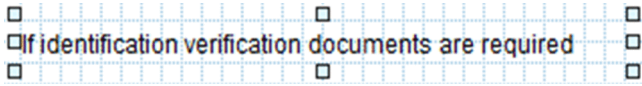
4. Enter the character string you want to display as the static text.

If necessary, specify the attributes and front/back order of the character string.

For details about the items in the **Attribute Settings** window, see [3.9.4 Items in the Attribute Settings window \(static-text part in the operational flow area\)](#).

5. Click the **Update** button.

The character string you entered appears in the operational flow area.



3.9.4 Items in the Attribute Settings window (static-text part in the operational flow area)

Figure 3–8: **Attribute Settings** window (displayed from a static-text part in the operational flow area)

The following describes the items in the **Attribute Settings** window.

(1) Displayed string text box

Enter the description of a process step or item you want to display in Navigation Platform windows. By default, `Label` is displayed.

An error occurs in the following cases:

- A character string consisting of more than 65,535 characters is entered.
- A character string containing ASCII codes from 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, and 0x7F is entered.

(2) String color text box

Specify the color of the character string entered in the **Displayed string** text box. You can use a hexadecimal color code or a color name . Enter the color code or color name according to the HTML specifications.

The color is set to black in the following cases:

- An empty character string is specified.
- A value that is invalid in the style sheet is specified.

An error occurs in the following cases:

- A character string consisting of more than 128 characters is entered.
- Characters other than single-byte alphanumeric characters, or symbols other than a backslash (#) are entered.
- A character string containing control characters (ASCII codes from 0x00 to 0x1F and 0x7F) is entered.

(3) Display in bold check box

If you select this check box, the characters entered in the **Displayed string** text box are displayed in bold. This check box is not selected by default.

(4) Front/back order text box

To display this part behind or in front of other components, specify the order from the front, as a single-byte number in the range from 1 to 100. Enter 1 to bring the part to the front. Enter 100 to send the part to the back. If you enter 71 or a greater value, this node is displayed behind the relation lines that overlap the part.

The default is 1. A part that is newly added is displayed at the front.

Cautionary note:

Image parts are always displayed behind other nodes and parts. Even if you specify a value in the **Front/back order** text box, you cannot move a text part behind image parts.

(5) Follow the Operational Content settings. check box

If you select this check box, the text size becomes equal to the text size specified in the **Operational Content Settings** window.

(6) Text size (px) text box

Specify the size of the character string entered in the **Displayed string** text box, as a decimal number (unit: pixel). The default is 12. In the **Text size (px)** text box, you can enter a single-byte integer in the range from 1 to 128.

An error occurs in the following cases:

- An empty character string is specified.
- A value not in the range from 1 to 128 is entered.

3.10 Image parts (operational flow area)

This section describes how to use image parts in the operational flow area, and the procedure for placing them.

3.10.1 About image parts (operational flow area)

Image parts are used to display images such as photos, illustrations, and icons in Operational Content. Large images such as backgrounds can also be displayed.

3.10.2 How to use image parts (operational flow area)

In the operational flow area, image parts are always displayed behind nodes, relation lines, and static-text parts. Therefore, you can efficiently use image parts in the following:

- Backgrounds and frames for differentiating part of a flow from other parts
- Backgrounds and frames for emphasizing static text
- Photos and illustrations for decoration purpose



Reference note

You can specify the display order (front or back) among image parts.

3.10.3 Placing image parts (operational flow area)

From the files stored in the web server (server machine), you can specify the URL of an image you want to place. For details about how to store images on the web server, see [2.8.2 How to store static files](#).

To place an image:

1. In the **Flow** palette, click  (**Image** button).



(**Image** button) is selected.

2. In the operational flow area, click a location.

The image part is placed.



3. Double-click anywhere on the image part.

The **Attribute Settings** window appears.

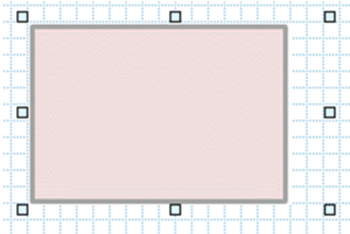
4. Specify the image URL.

If necessary, specify a description of the image (using a tooltip), image resizing, and the front or back order.

For details about the items in the **Attribute Settings** window, see [3.10.4 Items in the Attribute Settings window \(image part in the operational flow area\)](#).

5. Click the **Update** button.

The image you specified appears in the operational flow area.



3.10.4 Items in the Attribute Settings window (image part in the operational flow area)

Figure 3–9: **Attribute Settings** window (displayed from an image part in the operational flow area)

Attribute Settings

Type: Image

URL: File Management/Registration

Tool tip:

Image resizing

☒ Keep the current image size.

☐ Adjust the image size to fit the display area.

Front/back order:

Update Cancel

The following describes the items in the **Attribute Settings** window.

(1) URL text box

Enter the path to the image file you want to display in the guide area. Specify a file in the format that can be displayed on the web browser.

Reference note

If you want to use an image file displayed in the **File Management/Registration** window, clicking the **Set URL** button automatically sets into the **URL** text box the path to the image file you want to display in the guide area.

The following describes the URL format you can enter. The path format you can specify varies depending on whether the file to be used is stored on the web server for Navigation Platform, or any other web server.

To specify a file stored on the web server for Navigation Platform:

Specify a relative path from the content storage directory on the web server (*Navigation-Platform-installation-directory\PP\uCPSB\httpsd\htdocs*).

The following example shows how to specify an image file named `ucnp.gif` that is stored in the `images` directory created under the content storage directory on the web server.

`/images/ucnp.gif`

To specify a file stored on the web server other than for Navigation Platform:

Specify the file in *protocol://host-name:port-number/file-path* format.

- *protocol*: `http` or `https`
- *host-name*: Host name or IP address of the web server
- *port-number*: Port number of the web server
- *file-path*: Path to the file stored on the web server

The following example shows how to specify an image file named `image1.gif` stored in the `images` directory on the web server using the HTTP protocol, host name `host1`, and port number `55555`.

`http://host1:55555/images/image1.gif`

An error occurs if you specify the following in the image file path name:

- A character string consisting of more than 1,024 bytes
- A character string containing ASCII codes from 0x00 to 0x1F and 0x7F

(2) File Management/Registration button

Clicking this button opens a separate window that is the **File Management/Registration** window.

(3) Tool tip text box

Enter the description of the image. An error occurs in the following cases:

- A character string consisting of more than 128 bytes is entered. (For double-byte characters, enter 42 or fewer characters.)
- A character string containing ASCII codes from 0x00 to 0x1F and 0x7F is entered.

If you specify an empty character string, a tooltip is not displayed.

(4) Image resizing radio button

Specify whether to resize the image according to the dimensions of the image part. Select either of the following options:

- **Keep the current image size.**

If you select this option, the image is displayed in the original size. If the image is larger than the image part, the portion exceeding the image part is not displayed.

- **Adjust the image size to fit the display area.**

If you select this option, the image is displayed, resized according to the dimensions of the image part.

(5) Front/back order text box

To display this part behind or in front of other image parts, specify the order from the front, as a single-byte number in the range from 1 to 100. Enter 1 to bring the part to the front. Enter 100 to send the part to the back.

The default is 1. A part that is newly added is displayed at the front.

Cautionary note:

You can only specify the order of image parts. Even if you specify a value in the **Front/back order** text box, you cannot move this image part in front of other types of parts or nodes.

4

Creating the Guide

This chapter describes the parts required for creating the guide area and how to handle the parts.

In the guide area, you will create a Guide to explain the details of a Process Node by placing various parts, including text and radio buttons.

4.1 General procedure for creating a Guide

You can create a Guide for a Process Node displayed in the operational flow area. You cannot create a Guide for Terminal Nodes and Branch Nodes.

The following describes the general procedure for creating a Guide:

1. Select a Process Node in the operational flow area.

The **Guide** palette appears in the guide area to enable you to place Guide Parts.

2. Place Guide Parts.

3. Specify attributes of the placed Guide Parts.

Double-click a Guide Part to open the **Attribute Settings** window. In the **Attribute Settings** window, specify the appearance and other attributes of each Guide Part.

After specifying settings, click the **Update** button to apply the specified settings. If you do not want to apply the settings, click the **Cancel** button.

4. On the toolbar, click  **Save** (**Save** button).

The Operational Content is saved.

4.2 Examples of creating Guides

The following figures show examples of placing Guide Parts in the guide area.

Figure 4–1: Example of Guide (entering customer information)

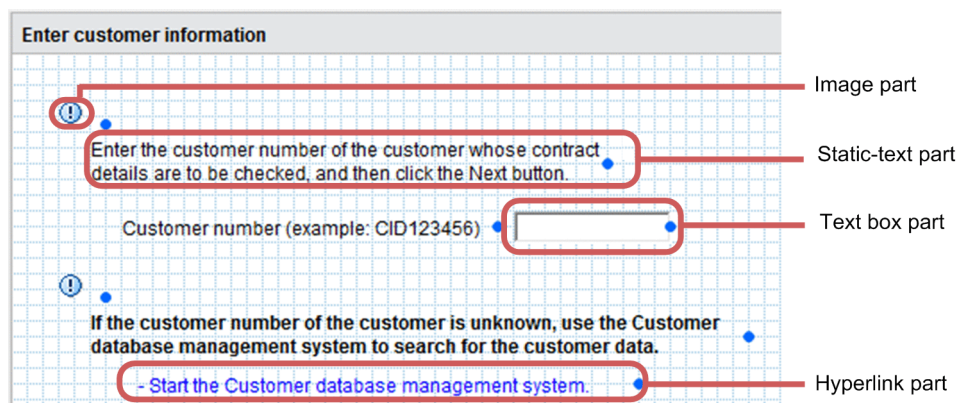


Figure 4–2: Example of Guide (checking contract details)

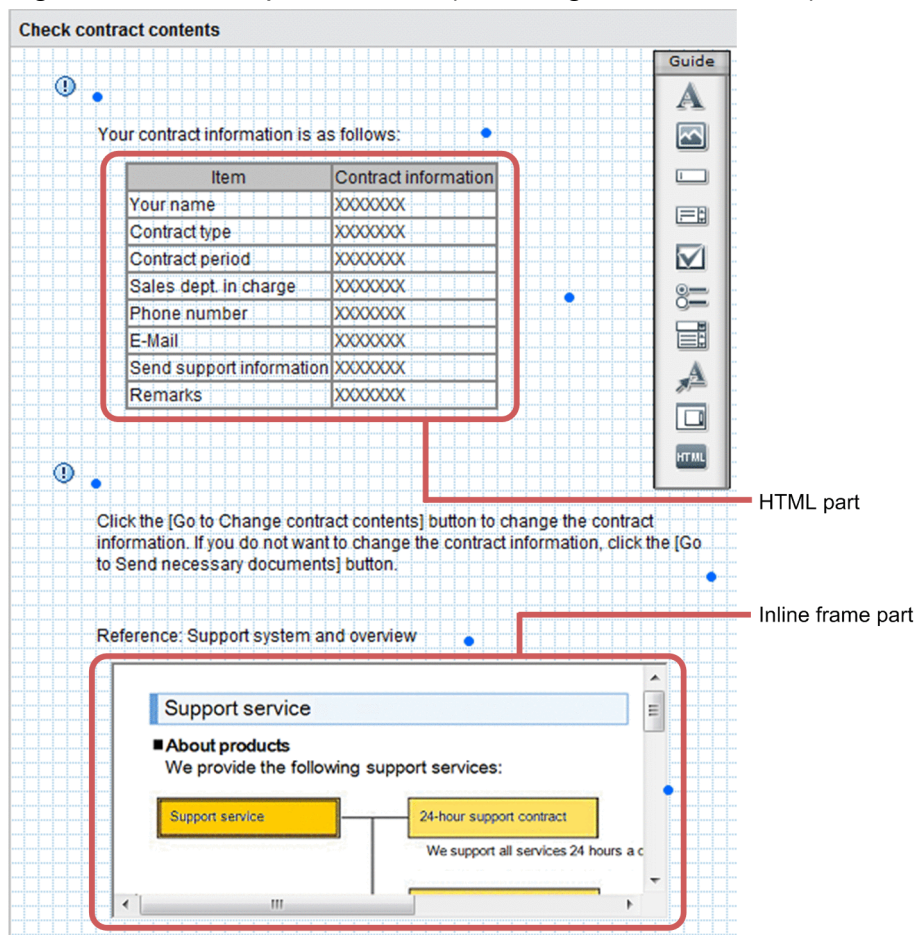


Figure 4–3: Example of Guide (modifying contract details)

Change contract contents

Update the customer's contract data.
To save changes, click the Next button.

Contract type

☐ 24-hour support contract

☐ Spot support contract

☐ Failure support contract

☐ No contract

Contract period

Prefecture

City, ward, town, village

Sales dept in charge

Phone number

E-Mail

☒ Send the support information to the above address

Remarks

Enter each date for the contract period in YYYY-MM-DD format.

Radio button part

Drop-down part











Check box part

Text area part

4.3 Buttons used for creating Guides (Guide palette)

To create a Guide, use the **Guide** palette. The following table describes the buttons in the **Guide** palette.

Table 4–1: Functions of the buttons in the **Guide** palette

No.	Button	Name in this manual	Description
1		Static Text button	Places static text.
2		Image button	Places an image.
3		Text Box button	Places an area (text box) to input one line of text.
4		Text Area button	Places an area (text area) to input multiple lines of text.
5		Check Box button	Places a check box.
6		Radio Button button	Places a radio button.
7		Drop Down button	Places a drop-down part.
8		Hyperlink button	Places a hyperlink.
9		Inline Frame button	Places an inline frame to display the content of an external Web page.
10		HTML button	Places the source code input by the user as HTML content.

4.4 Static-text parts (guide area)

This section describes how to use static-text parts in the guide area, and the procedure for placing them.

4.4.1 About static-text parts (guide area)

Static-text parts are used to display a fixed character string that the user does not need to edit to perform the operation defined in Operational Content.

4.4.2 How to use static-text parts (guide area)


You can use static-text parts in the guide area effectively, for example, for the following purposes:


- Text or heading describing work and operation
- Supplementary description of images
- Description of drop-down parts
- Text substitution of character strings displayed for check box and radio button parts, for which font size, font color, and the use of boldface cannot be specified

Reference note

The parts for which font size, font color, and the use of boldface cannot be specified also include hyperlink parts. However, because hyperlinks cannot be set for static-text parts, you cannot use static-text parts to substitute for character strings displayed for hyperlink parts.

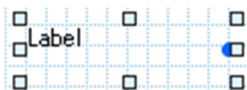
4.4.3 Placing static-text parts (guide area)

1. In the **Guide** palette, click  (**Static Text** button).

 (**Static Text** button) is selected.

2. In the guide area, click a location.

A static-text part is placed.



3. Double-click anywhere on the static-text part.

The **Attribute Settings** window appears.

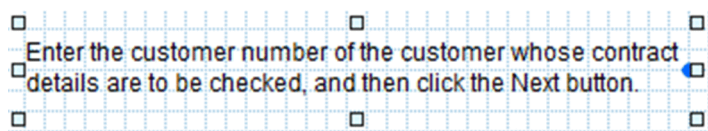
4. Enter the character string you want to display as the static text.

If necessary, specify the attributes of the character string.

For details about the items in the **Attribute Settings** window, see [4.4.4 Items in the Attribute Settings window \(static-text part in the guide area\)](#).

5. Click the **Update** button.

The character string you entered appears in the guide area.



4.4.4 Items in the Attribute Settings window (static-text part in the guide area)

Figure 4–4: **Attribute Settings** window (displayed from a static-text part in the guide area)

The following describes the items in the **Attribute Settings** window.

(1) Displayed string text box

Enter the description of a process step or item you want to display in Navigation Platform windows. By default, `Label` is displayed.

An error occurs in the following cases:

- A character string of more than 65,535 characters is entered.
- A character string containing an ASCII code from 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F is entered.

(2) String color text box

Specify the color of the character string entered in the **Displayed string** text box. You can use a hexadecimal color code or a color name. Enter the color code or color name according to the HTML specifications.

The color is set to black in the following cases:

- An empty character string is specified.
- A value that is invalid in the style sheet is specified.

An error occurs in the following cases:

- A character string of more than 128 characters is entered.
- Characters other than single-byte alphanumeric characters, or symbols other than a hash mark (#) are entered.
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(3) Guide Part ID text box

For the Guide Part ID, enter a character string (of no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string. Any character strings that you enter other than an empty character string must be unique to one another in the same guide area.

(4) Display in bold check box

If you select this check box, the characters entered in the **Displayed string** text box are displayed in bold. This check box is not selected by default.

(5) Follow the Operational Content settings. check box

If you select this check box, the text size becomes equal to the text size specified in the **Operational Content Settings** window.

(6) Text size (px) text box

Specify the size of the character string entered in the **Displayed string** text box, as a decimal number (unit: pixel). The default is 12. In the **Text size (px)** text box, you can enter a single-byte integer in the range from 1 to 128. Note that, if the **Follow the Operational Content settings.** check box is selected, you cannot specify the size of the character string. In this case, the size of the character string becomes equal to the text size specified in the **Operational Content Settings** window.

An error occurs in the following cases:

- An empty character string is specified.
- A value not in the range from 1 to 128 is entered.

4.5 Image parts (guide area)

This section describes how to use image parts in the guide area, and the procedure for placing them.

4.5.1 About image parts (guide area)

Image parts are used to display images such as photos, illustrations, and icons in Operational Content. Large images such as backgrounds can also be displayed.

4.5.2 How to use image parts (guide area)

In the guide area, image parts are always displayed behind other Guide Parts. Therefore, you cannot use image parts in such a way that they hide other Guide Parts. You can effectively use image parts to display the following images:

- Backgrounds and frames to emphasize the Guide Parts that display character strings
- Photos and illustrations to explain work details
For example, to explain how to operate an application or Web system, you can place screenshots to make the users easily understand how to operate.
Also, to explain how to turn off a machine or check whether cables are connected, you can place photos of the actual machine, so the users can easily understand where to check and how to operate.
- Photos and illustrations for the purpose of decoration

Reference note

You can specify the display order (front or back) of image parts.

4.5.3 Placing image parts (guide area)

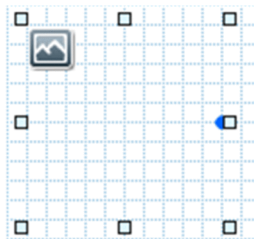
To place an image:

1. In the **Guide** palette, click  (**Image** button).

 (**Image** button) is selected.

2. In the guide area, click a location.

An image part is placed.



3. Double-click anywhere on the image part.

The **Attribute Settings** window appears.

4. Specify the image URL.

If necessary, specify a description (using a tooltip) of the image and image resizing.

From the files stored on the web server (server machine), specify the URL of the image to be placed. For details about storage of images on the Web server, see [2.8.2 How to store static files](#).

For details about the items in the **Attribute Settings** window, see [4.5.4 Items in the Attribute Settings window \(image part in the guide area\)](#).

5. Click the **Update** button.

The image you specified appears in the guide area.



4.5.4 Items in the Attribute Settings window (image part in the guide area)

Figure 4–5: **Attribute Settings** window (displayed from an image part in the guide area)

Attribute Settings

Type: Image

URL:

File Management/Registration

Tool tip:

Guide Part ID: I001

Image resizing

☒ Keep the current image size.

☐ Adjust the image size to fit the display area.

Update Cancel

The following describes the items in the **Attribute Settings** window.

(1) URL text box

Enter the path name of the image file you want to display in the guide area. Specify a file in a format that can be displayed on the web browser.



Reference note

If you want to use an image file displayed in the **File Management/Registration** window, clicking the **Set URL** button automatically sets into the **URL** text box the path to the image file you want to display in the guide area.

The following describes the URL format you can enter. The path format you can specify varies depending on whether the file to be used is stored on the web server for Navigation Platform, or another web server.

To specify a file stored on the web server for Navigation Platform:

Specify a relative path from the content storage directory on the web server (*Navigation-Platform-installation-directory\PP\uCPSB\httpsd\htdocs*).

The following example shows how to specify an image file named `ucnp.gif` that is stored in the `images` directory created under the content storage directory on the web server.

`/images/ucnp.gif`

To specify a file stored on a web server other than for Navigation Platform:

Specify the file in *protocol://host-name:port-number/file-path* format.

- *protocol*: `http` or `https`
- *host-name*: Host name or IP address of the web server
- *port-number*: Port number of the web server
- *file-path*: Path name of the file stored on the web server

The following example shows how to specify an image file named `image1.gif` stored in the `images` directory on a web server using the HTTP protocol, host name `host1`, and port number `55555`.

`http://host1:55555/images/image1.gif`

An error occurs if you specify one of the following character strings in the image file path name:

- A character string of more than 1,024 bytes
- A character string containing an ASCII code from `0x00` to `0x1F` or `0x7F`

(2) File Management/Registration button

Clicking this button opens a separate window that is the **File Management/Registration** window.

(3) Tool tip text box

Enter the description of an image. An error occurs in the following cases:

- A character string of more than 128 bytes is entered. (When using double-byte characters, enter a label of no more than 42 characters.)
- A character string containing an ASCII code from `0x00` to `0x1F` or `0x7F` is entered.

If an empty character string is entered, the tooltip is not displayed.

(4) Guide Part ID text box

For the Guide Part ID, enter a character string (no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string. Any character strings that you enter other than an empty character string must be unique to one another in the same guide area.

(5) Image resizing radio button

Specify whether to resize the image according to the width and height of the image part. Select either of the following options:

- **Keep the current image size.**

If you select this option, the image is displayed in the original size. If the image is larger than the image part, the portion exceeding the image part is not displayed.

- **Adjust the image size to fit the display area.**

If you select this option, the image is resized according to the width and height of the image part and displayed.

4.6 Text box parts (guide area)

This section describes how to use text box parts in the guide area, and the procedure for placing them.

4.6.1 About text box parts (guide area)

Text box parts are used to display the text boxes that are read-only or allow the input of text in Operational Content.

Text box parts differ from text area parts in whether line feed is enabled. Text box parts disable line feed, while text area parts enable line feed.


4.6.2 How to use text box parts (guide area)

You can use text box parts effectively, for example, in the following cases:

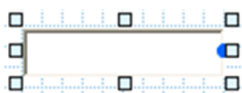
- The user needs to enter a number or characters.
Text box parts can be used for the input of not only free comments but also addresses and names.
- The user needs to enter a number or characters according to specific rules.
Text box parts are suitable for inputting a string (telephone number or card number) that has a fixed number of digits. Text box parts are effective when you want to limit the type of characters that can be entered (for example, double-byte characters or single-byte alphanumeric characters only). If you specify settings to display an error message when an entered character violates the set rule, input errors by the user can be prevented.
- The data entered by a user is used for other Guide Parts or external programs.
Using the input data for other Guide Parts or external programs such as JP1/AO requires Plugin Parts. For details about Plugin Parts, see [5.3 Plugin Parts](#).

4.6.3 Placing text box parts

1. In the **Guide** palette, click  (**Text Box** button).

 (**Text Box** button) is selected.

2. In the guide area, click a location.
A text box part is placed.



When you set attributes of the text box, perform the following steps:

3. Double-click anywhere on the text box part.
The **Attribute Settings** window appears.
4. Specify the attributes of the text box.
If necessary, specify the attributes of the text box.

For details about the items in the **Attribute Settings** window, see [4.6.5 Items in the Attribute Settings window \(text box part in the guide area\)](#).

5. Click the **Update** button.

The specified information is applied.

4.6.4 Notes on setting input rules for text boxes

- To check the input value specified in the **Input rule** text box for a node, direct transition from that checked node must be allowed to only the nodes to which direct transition has occurred once. Direct transition to other nodes must be disabled. If direct transition from the checked node to all other nodes in the Operational Flow is enabled, the **Input rule** text box setting is ignored.

For details about the direct transition setting of a node, ask the system administrator.

- When the operation log is used, use the I/O Plugin (instead of the **Input rule** text box) to check input values. For details about whether the input log is used, ask the system administrator.
- When you specify the maximum number of input characters in the **Input rule** text box, we recommend that you specify a value no more than the value specified in the **Maximum string size** text box. If a value more than the value specified in the **Maximum string size** text box is specified in the **Input rule** text box, the specified value is invalid.
- The input value check using the plugin is performed after the input value check, according to the input rule set in the **Attribute Settings** window.
- If input value errors concurrently occur on multiple Guide Parts, a maximum of 10 Guide Parts (including the Guide Part placed first) are highlighted, and corresponding error messages are displayed. The error messages are displayed in the order of Guide Part placement, beginning with the Guide Node placed earliest. Guide Part placement is irrelevant to the order that error messages are displayed.
- If multiple Guide Parts for which input rules can be specified are copied at the same time, input values are checked in the order selected at copying. Error messages are also displayed in the order selected at copying.
- If a Guide Part (for which input rules can be specified) is deleted once, and then deletion is canceled with the **Undo** button, the order of checking input values might be changed.

4.6.5 Items in the Attribute Settings window (text box part in the guide area)

Figure 4–6: **Attribute Settings** window (displayed from a text box part)

The screenshot shows the 'Attribute Settings' dialog box. It has a title bar with a close button. Inside, there are several fields and checkboxes. The 'Type' field is set to 'Text box'. The 'Maximum string size' field contains '1024'. The 'Default value' field is empty. The 'Guide Part ID' field contains 'B001'. There are two checkboxes: 'Read only' and 'Password box', both of which are unchecked. Below these is a section for 'Input value check' with a descriptive text and two input fields for 'Input rule' and 'Error message'. At the bottom right are 'Update' and 'Cancel' buttons.

Type:	Text box
Maximum string size:	1024
Default value:	
Guide Part ID:	B001
<input type="checkbox"/> Read only	
<input type="checkbox"/> Password box	
Input value check: To check the input values, specify the input rule for permitted input values (must be regular expressions) and the error messages displayed when an error occurs during an input value check.	
Input rule:	
Error message:	
<input type="button" value="Update"/> <input type="button" value="Cancel"/>	

The following describes the items in the **Attribute Settings** window.

(1) Maximum string size text box

Specify the maximum number of input characters for the placed text box. The default is 1024. In the **Maximum string size** text box, you can enter a single-byte number (integer) in the range from 1 to 65535.

An error occurs in the following cases:

- An empty character string is specified.
- A value other than 1 to 65535 is entered.

(2) Default value text box

Specify the character string to be displayed as the default in the placed text box. An error occurs in the following cases:

- The number of characters entered is larger than the value entered in the **Maximum string size** text box.
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(3) Guide Part ID text box

For Guide Part ID, enter a character string (no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string. Any character strings that you enter other than an empty character string must be unique to one another in the same guide area.

(4) Read only check box

If you select this check box, character input to the placed text box is disabled. This check box is not selected by default.

(5) Password box check box

Select this check box to use the placed text box as a password box. If you select this check box, the placed text box will display an asterisk (*) for each character that is entered in the text box. This check box is not selected by default.

(6) Input rule text box

You can specify an input rule for the character string that is entered in the placed text box with a regular expression of no more than 1,024 characters. If an input rule is specified, the character string entered in the placed text box is checked according to the input rule when the operation transitions to the next process in the Operational Content Execution Window. If the entered character string violates the input rule, a message specified in the **Error message** text box is output. In a specific environment, the node on which the error occurred is highlighted.

For details about regular expressions, see the window that appears when you click **Example of settings for a regular expression**. If you specify an input rule not shown in the window, specify the input rule in the format of the character string that is to be specified in the first argument of the JavaScript RegExp constructor. If an empty character string is entered in the **Input rule** text box, the system assumes that no input rule is specified.

You cannot perform the following operations:

- Specifying an invalid character string as the first argument of the JavaScript RegExp constructor
- Entering a character string containing an ASCII code from 0x00 to 0x1F or 0x7F

Case examples in which the **Input rule** text box cannot be used:

In the cases described below, you need to use a plugin. For details about the plugin, see the *Hitachi Navigation Platform Development Guide*.

- You want to set an input rule that cannot be defined by regular expressions.
- When you set an input rule that requires referencing the value input to another Guide Part or the user ID of the user.
- You want to dynamically change an error message, for example, by displaying the value input by the user.
- You want to highlight 11 or more Guide Parts together when an input value error occurs.

(7) Error message text box

Specify the error message to be displayed when a character string violates the input rule specified in the **Input rule** text box. The length of the character string must be no more than 200 double-byte characters. In the **Error message** text box, you cannot enter a character string that contains an ASCII code from 0x00 to 0x1F, or 0x7F.

Note that, when you specify an input rule in the **Input rule** text box, you must also specify an error message in the **Error message** text box.

4.7 Text area parts (guide area)

This section describes how to use text area parts in the guide area, and the procedure for placing them.

4.7.1 About text area parts (guide area)

Text area parts are used to display the text areas that are read-only or allow the input of text in Operational Content.

Text area parts differ from text box parts in whether line feed is enabled. Text area parts enable line feed, while text box parts disable line feed.

4.7.2 How to use text area parts (guide area)

You can use text area parts effectively, for example, in the following cases:

- The user needs to enter a number or characters.

Text area parts can be used for the input of not only free comments but also addresses and names.


- The user needs to enter a number or characters according to specific rules.

Text area parts are suitable for the input of a string (telephone number or card number) that has a fixed number of digits. Text area parts are effective when you want to limit the type of characters that can be entered to, for example, double-byte characters or single-byte alphanumeric characters. If you specify settings to display an error message when an entered character violates the set rule, errors in the input by the user can be prevented.

Using the input data for other Guide Parts or external programs such as JP1/AO requires Plugin Parts. For details about Plugin Parts, see [5.3 Plugin Parts](#).

4.7.3 Placing text areas (guide area)

1. In the **Guide** palette, click  (**Text Area** button).

 (**Text Area** button) is selected.

2. In the guide area, click a location.

A text area part is placed.



When you set attributes of the text area, perform the following steps:

3. Double-click anywhere on the text area part.

The **Attribute Settings** window appears.

4. Specify the attributes of the text area.

If necessary, specify the attributes of the text area.

For details about the items in the **Attribute Settings** window, see [4.7.5 Items in the Attribute Settings window \(text area part in the guide area\)](#).

5. Click the **Update** button.

The specified information is applied.

4.7.4 Notes on setting input rules for text areas

- To check the input value specified in the **Input rule** text box for a node, direct transition from the node must be allowed for only the nodes to which direct transition has occurred once or must be disabled. If direct transition from the node to all other nodes in the Operational Flow is enabled, the setting in the **Input rule** text box is ignored. For details about the direct transition setting of a node, ask the system administrator.
- When the operation log is used, the I/O Plugin must be used to check input values instead of the **Input rule** text box. For details about whether the input log is used, ask the system administrator.
- The input value check using the plugin is performed after the input value check, according to the input rule set in the **Attribute Settings** window.
- If input value errors concurrently occur on multiple Guide Parts, a maximum of 10 Guide Parts, including the Guide Part placed first, are highlighted, and corresponding error messages are displayed. The error messages are displayed in the order of Guide Part placement, beginning with the Guide Part placed earliest. Guide Part placement is irrelevant to the order that error messages are displayed.
- If multiple Guide Parts for which input rules can be specified are copied at the same time, input values are checked in the order selected at copying. Error messages are also displayed in the order selected at copying.
- If a Guide Part for which input rules can be specified is deleted once, and then that deletion is canceled with the **Undo** button, the order of checking input values might be changed.
- When you enable input by line feed, we recommend that you specify the highest maximum number of input characters as required. One line feed is counted as two characters.

4.7.5 Items in the Attribute Settings window (text area part in the guide area)

Figure 4–7: **Attribute Settings** window (displayed from a text area part)

The screenshot shows the 'Attribute Settings' dialog box. It has a title bar with a close button. Inside, the 'Type' is set to 'Text area'. The 'Default value' is a large text area. The 'Guide Part ID' is 'A001'. There is a 'Read only' checkbox which is unchecked. Below that is an 'Input value check' section with a note: 'To check the input values, specify the input rule for permitted input values (must be regular expressions) and the error messages displayed when an error occurs during an input value check.' There are two text boxes for 'Input rule' and 'Error message'. At the bottom right are 'Update' and 'Cancel' buttons.

The following describes the items in the **Attribute Settings** window.

(1) Default value text box

Specify the character string to be displayed as the default in the text area. An error occurs in the following cases:

- A character string of more than 65,535 characters is entered.
- A character string containing an ASCII code from 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F is entered.

(2) Guide Part ID text box

For the Guide Part ID, enter a character string (no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string. Any character strings that you enter other than an empty character string must be unique to one another in the same guide area.

(3) Read only check box

If you select this check box, character input to the text area is disabled. This check box is not selected by default.

(4) Input rule text box

You can specify an input rule of no more than 1,024 characters for a character string entered in the text area with a regular expression. If an input rule is specified, a character string entered in the text box is checked according to the input rule when the operation transitions to the next process in the Operational Content Execution Window. If an entered

character string violates the input rule, a message specified in the **Error message** text box is output. In a specific environment, the node on which the error occurs is highlighted.

For details about regular expressions, see the window that appears when you click **Example of settings for a regular expression**. If you specify an input rule not shown in the window, specify the input rule in the format of the character string that is to be specified in the first argument of the JavaScript RegExp constructor. If an empty character string is entered in the **Input rule** text box, the system assumes that no input rule is specified.

You cannot perform the following operations:

- Specifying an invalid character string as the first argument of the JavaScript RegExp constructor
- Entering a character string containing an ASCII code from 0x00 to 0x1F or 0x7F

Case examples in which the **Input rule** text box cannot be used:

In the cases described below, you need to use a plugin. For details about the plugin, see the *Hitachi Navigation Platform Development Guide*.

- You want to set an input rule that cannot be defined by regular expressions.
- You set an input rule that requires referencing the value input to another Guide Part or the user ID of the user.
- You want to dynamically change the error message, for example, by displaying the value input by the user.
- You want to highlight 11 or more Guide Parts together when an input value error occurs.

(5) Error message text box

Specify the error message to be displayed when a character string violates the input rule specified in the **Input rule** text box. The length of the character string must be no more than 200 double-byte characters. In the **Error message** text box, you cannot enter a character string that contains an ASCII code from 0x00 to 0x1F, or 0x7F.

Note that, when you specify an input rule in the **Input rule** text box, you must also specify an error message in the **Error message** text box.

4.8 Check box parts (guide area)

This section describes how to use check box parts in the guide area, and the procedure for placing them.

4.8.1 About check box parts (guide area)

Check box parts are used to display check boxes (selected or not selected by default) in Operational Content.


4.8.2 How to use check box parts (guide area)


You can use check box parts effectively, for example, in the following cases:

- Options are fixed (when multiple options can be selected together).
- The content of input is fixed, or you want to save the user the trouble of input.
- An operation or checking is required.

If you specify the setting to display an error message when a check box is not selected, a user's error in operation or checking can be prevented.

4.8.3 Placing check boxes (guide area)

1. In the **Guide** palette, click  (**Check Box** button).

 (**Check Box** button) is selected.

2. In the guide area, click a location.

A check box part is placed.



3. Double-click anywhere on the check box part.

The **Attribute Settings** window appears.

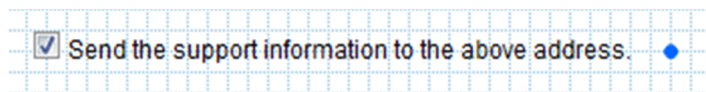
4. Enter the label (character string to be displayed) for the check box.

If necessary, specify the default setting of the check box and whether selection of the check box is required.

For details about the items in the **Attribute Settings** window, see [4.8.4 Items in the Attribute Settings window \(check box part in the guide area\)](#).

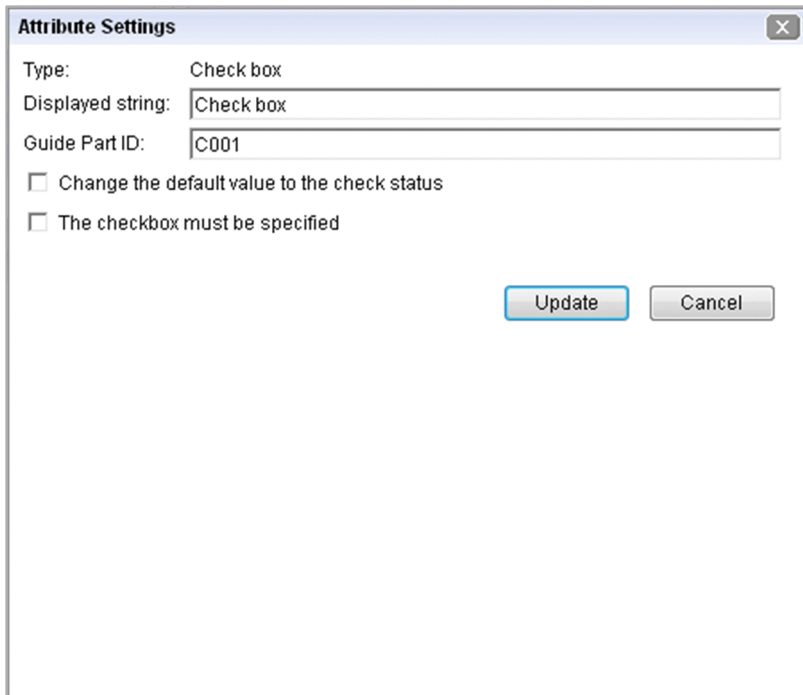
5. Click the **Update** button.

The label for the check box is replaced with the character string you entered.



4.8.4 Items in the Attribute Settings window (check box part in the guide area)

Figure 4–8: **Attribute Settings** window (displayed from a check box part)



The screenshot shows the 'Attribute Settings' dialog box. It has a title bar with a close button. Inside, there are three text input fields: 'Type' with 'Check box' entered, 'Displayed string' with 'Check box' entered, and 'Guide Part ID' with 'C001' entered. Below these fields are two unchecked checkboxes: 'Change the default value to the check status' and 'The checkbox must be specified'. At the bottom right are 'Update' and 'Cancel' buttons.

The following describes the items in the **Attribute Settings** window.

(1) Displayed string text box

Enter the label for the check box. By default, `Check box` is displayed as the label.

An error occurs in the following cases:

- A character string of more than 1,024 bytes is entered. (When using double-byte characters, enter a label of no more than 340 characters.)
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(2) Guide Part ID text box

For the Guide Part ID, enter a character string (no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string. When entering a character string other than an empty character string, enter a character string that is unique in the same guide area.

(3) Change the default value to the check status check box

If you select this check box, the placed check box is displayed in the selected state. This check box is not selected by default.

(4) The Checkbox must be specified check box

If you select this check box, a message appears when the user attempts to proceed in the Operational Flow without selecting the placed check box. This check box is not selected by default.

If direct transition from the relevant node to any other nodes in the Operational Flow is enabled, the setting using the **The Checkbox must be specified** check box is ignored (because the operation can unconditionally transition to any selected node).

4.9 Radio button parts (guide area)

This section describes how to use radio button parts in the guide area, and the procedure for placing them.

4.9.1 About radio button parts (guide area)

Radio button parts are used to display radio buttons that make the user select one of multiple options.

4.9.2 How to use radio button parts (guide area)

When you use radio button parts, always place two or more radio button parts together at a location. Grouping the radio button parts placed together enables the user to select a radio button from the radio buttons (options) in the same group. For example, to create the radio buttons for gender selection, create the **Male** radio button and **Female** radio button, and then define these two radio buttons as the *select* group.

You can use radio button parts effectively, for example, in the following cases:

- Options are fixed (when only one option can be selected).
- The content of input is fixed, or you want to save the user the trouble of input.
- Selection result data is used for other Guide Parts or external programs.

Using the selection result data for other Guide Parts or external programs such as JP1/AO requires Plugin Parts. For details about Plugin Parts, see [5.3 Plugin Parts](#).

4.9.3 Placing radio button parts (guide area)

1. In the **Guide** palette, click  (**Radio Button** button).

 (**Radio Button** button) is selected.

2. In the guide area, click a location.

A radio button part is placed.



3. Double-click anywhere on the radio button part.

The **Attribute Settings** window appears.

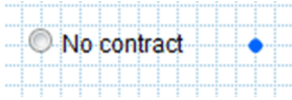
4. Enter the label (character string to be displayed) and group name for the radio button.

If necessary, specify the value of the radio button.

For details about the items in the **Attribute Settings** window, see [4.9.5 Items in the Attribute Settings window \(radio button part in the guide area\)](#).

5. Click the **Update** button.

The label for the radio button is replaced with the character string you entered.



4.9.4 Notes on grouping radio buttons

- Radio buttons must always be grouped. If radio buttons are not grouped, Plugin Parts cannot correctly process values input from the radio buttons.
- When you draw a mapping line from the radio buttons in the same group to the input parameter of a Plugin Part, operation is the same regardless of the radio button from which the mapping line is drawn. Draw the mapping line from any one of the radio buttons in the same group to the input parameter of the Plugin Part.

4.9.5 Items in the Attribute Settings window (radio button part in the guide area)

Figure 4–9: **Attribute Settings** window (displayed from a radio button part)

Attribute Settings [X]

Type: Radio button

Displayed string: Radio

Value: R001

Group name:

Guide Part ID: R001

[Update] [Cancel]

The following describes the items in the **Attribute Settings** window.

(1) Displayed string text box

Enter the label for the radio button. By default, `Radio` is displayed as the label. An error occurs in the following cases:

- A character string of more than 1,024 bytes is entered. (When using double-byte characters, enter a label of no more than 340 characters.)
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(2) Value text box

Enter the value of the radio button. The *value* of a radio button is the information a Plugin Part uses to determine the radio button that is selected. The value must always be entered. The value to be entered for a radio button must be unique in the radio button group to which the radio button belongs.

An error occurs in the following cases:

- A character string of more than 128 bytes is entered. (When using double-byte characters, enter a label of no more than 42 characters.)
- An empty character string is entered.
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.
- Duplicate values are found in a radio group.

(3) Group name text box

Enter a group name for the radio buttons to be grouped. An error occurs in the following cases:

- A character string of more than 128 bytes is entered. (When using double-byte characters, enter a label of no more than 42 characters.)
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

If you do not define any radio button group, all the placed radio buttons that do not belong to any groups are assumed to be in a radio group. Therefore, an error occurs if a duplicate value is specified for multiple radio buttons that do not belong to any groups.

The radio buttons for which an empty character string is entered in the **Group name** text box are handled as a group of radio buttons.

(4) Guide Part ID text box

For the Guide Part ID, enter a character string (no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string. When entering a character string other than an empty character string, enter a character string that is unique in the same guide area.

4.10 Drop-down parts (guide area)

This section describes how to use drop-down parts in the guide area, and the procedure for placing them.

4.10.1 About drop-down parts (guide area)

Drop-down parts are used to display drop-down lists that make the user select one of multiple items.

4.10.2 How to use drop-down parts (guide area)

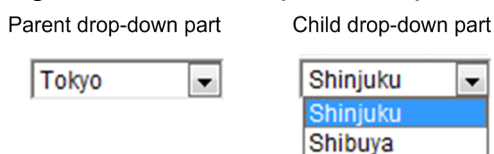
You can use drop-down parts effectively, for example, in the following cases:

- Options are fixed (when only one option can be selected).
- The content of input is fixed, or you want to save the user the trouble of input.
- You want to vary options according to the result of the preceding selection (in the case of drop-down parts in a parent-child relationship).
- Selection result data is used for other Guide Parts or external programs.
Using the selection result data for other Guide Parts or external programs requires Plugin Parts. For details about Plugin Parts, see [5.3 Plugin Parts](#).

4.10.3 Parent-child relationship between drop-down parts

When you place multiple drop-down parts, the options displayed by a drop-down part can be varied dynamically according to the selection the user previously made in another drop-down part. In other words, you can set a parent-child relationship between drop-down parts. The drop-down part that serves as the source is called the *parent drop-down part*, and the drop-down part that varies options (items for selection) is called a *child drop-down part*. The following figure shows an example of drop-down parts in a parent-child relationship.

Figure 4–10: Example of drop-down parts in a parent-child relationship



4.10.4 Placing a drop-down part (guide area) (a drop-down part without parent-child relationship or a parent drop-down part)

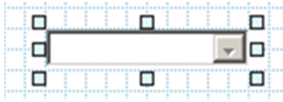
1. In the **Guide** palette, click  (**Drop Down** button).



(**Drop Down** button) is selected.

2. In the guide area, click a location.

A drop-down part is placed.



3. Double-click anywhere on the drop-down part.

The **Attribute Settings** window appears.

4. Enter the selections for the drop-down part while separating them by a comma.

In the upper row in the **Selections list** column in the setting area of the selections list, enter a label (character string to be displayed). In the lower row, enter the value to uniquely identify the label.

Do not enter anything in the **Parent Guide Part ID** text box and the **Parent value** column in the setting area of the selections list.

5. Click the **Update** button.

The specified information is applied.

For details about the items in the **Attribute Settings** window, see [4.10.6 Items in the Attribute Settings window \(drop-down part in the guide area\)](#).

Cautionary notes:

- If you want to change the Guide Part ID of the parent drop-down part, cancel the reference relationship between the parent and child drop-down parts beforehand.
To cancel the reference relationship, in the **Attribute Settings** window for the child drop-down part, clear the **Parent Guide Part ID** text box, or delete the child drop-down part.
- When the child drop-down part is copied, the **Parent Guide Part ID** text box in the **Attribute Settings** window for the copy of the child drop-down part is blank. Enter a necessary value in the **Parent Guide Part ID** text box.
- When you delete the drop-down parts in a parent-child relationship, always delete the child drop-down part first. You can neither delete only the parent drop-down part nor delete the parent drop-down part first.

4.10.5 Placing a drop-down part (guide area) (a child drop-down part)

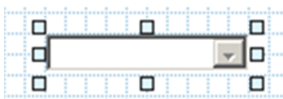
1. In the **Guide** palette, click  (**Drop Down** button).



(**Drop Down** button) is selected.

2. In the guide area, click a location.

A drop-down part is placed.



3. Double-click anywhere on the drop-down part.

The **Attribute Settings** window appears.

4. Enter the information about the parent drop-down part.

In the **Parent Guide Part ID** text box, enter the Guide Part ID of the parent drop-down part.

Also, in the **Parent value** column in the setting area of the selections list, enter the value of a selection for the parent drop-down part. You can add a row in the setting area of the selections list by clicking the **Add** button.

5. Enter the selections for the child drop-down part while separating them by a comma.

Enter those selections for the child drop-down part which correspond to the selections you entered for the parent drop-down part in step 4.

In the upper row in the **Selections list** column in the setting area of the selections list, enter a label (character string to be displayed). In the lower row, enter the value to uniquely identify the label.

6. Click the **Update** button.

The specified information is applied.

For details about the items in the **Attribute Settings** window, see [4.10.6 Items in the Attribute Settings window \(drop-down part in the guide area\)](#).

Cautionary notes:

- If you want to change the Guide Part ID of the parent drop-down part, cancel the reference relationship between the parent and child drop-down parts beforehand.
To cancel the reference relationship, in the **Attribute Settings** window for the child drop-down part, clear the **Parent Guide Part ID** text box, or delete the child drop-down part.
- When the child drop-down part is copied, the **Parent Guide Part ID** text box in the **Attribute Settings** window for the copy of the child drop-down part is blank. Enter a necessary value in the **Parent Guide Part ID** text box.
- When you delete the drop-down parts in a parent-child relationship, always delete the child drop-down part first. You can neither delete only the parent drop-down part nor delete the parent drop-down part first.

4.10.6 Items in the Attribute Settings window (drop-down part in the guide area)

Figure 4–11: **Attribute Settings** window (displayed from a drop-down part)

Attribute Settings

Type: Drop down

Guide Part ID: D001

Parent Guide Part ID:

Set selections associated with values in the selections list for the parent.
If no parent exists, specify only the items in the selections list (leave the parent value blank).

Parent value	Selections list (comma-separated) Upper: Label Lower: Value	Add
		Delete

Update

Cancel

The following describes the items in the **Attribute Settings** window.

(1) Guide Part ID text box

For the Guide Part ID, enter a character string (no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (–), and single-byte underscore (_). When the Guide Part ID of the parent Guide Part is an empty character string, you can also enter an empty character string in this text box. When entering a character string other than an empty character string, enter a character string that is unique in the same guide area.

If this text box contains a value that has been set as the Guide Part ID of the parent of another drop-down part, you cannot change the value.

(2) Parent Guide Part ID text box

Enter a character string (of no more than 20 single-byte characters) as the Guide Part ID of the parent drop-down part. Enter a value in the **Parent Guide Part ID** text box when the drop-down part subject to the setting in this window has a parent-child relationship with another drop-down part and is the child drop-down part.

You cannot perform the following operations:

- Using characters other than single-byte alphanumeric characters, single-byte hyphen (–), and single-byte underscore (_)
- Entering an undefined Guide Part ID
- Entering the same value as the value entered in the **Guide Part ID** text box

(3) Setting area of the selections list

- **Parent value** text box

Enter the values of the selections that are the parent of the selections specified in the **Selections list** text box. A maximum of 300 characters can be entered. The *value* of a selection is the information a Plugin Part uses to determine the item that is selected. Enter values in this text box when the drop-down part subject to the setting in this window has a parent-child relationship with another drop-down part and is the child drop-down part.

You cannot perform the following operations:

- Entering a value that has already been specified in the setting area of the settings list
 - Entering a character string containing an ASCII code from 0x00 to 0x1F or 0x7F
- Upper row of the **Selections list** text box: Label

Enter the labels of the selections while separating each label by a comma[#]. A label is the information that is displayed in the window. A maximum of 100 characters can be used for a label, and a maximum of 100 labels can be specified. Escape characters are not counted in the number of characters.

If you enter an empty character string, the selections will be blank in the drop-down part displayed in the Operational Content Execution Window.

You cannot perform the following operations:

- Entering a character string containing an ASCII code from 0x00 to 0x1F or 0x7F
 - Entering more than 20,299 characters
- Lower row of the **Selections list** text box: Value

Enter the values of the selections while separating each value by a comma[#]. The *value* of a selection is the information a Plugin Part uses to determine the item that is selected. A maximum of 300 characters can be used for a value. Enter the same number of values as the number of the labels of the selections. Escape characters are not counted in the number of characters.

You cannot perform the following operations:

- Entering a character string containing an ASCII code from 0x00 to 0x1F or 0x7F
 - Entering a total number of more than 60,299 characters
 - Entering a value that has already been specified in the setting area of the selections list
- **Add** button
- Clicking this button adds a new row at the bottom of the existing rows in the setting area of the selections list. The maximum number of rows is 500.
- **Delete** button
- Clicking this button deletes the corresponding row.

#

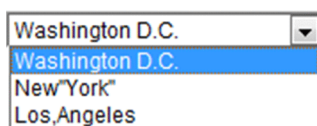
When you enter multiple elements in a text box, separate the elements from each other according to the following rules:

- Separate each element by a single-byte comma (,).
- If the value of an element includes a single-byte comma (,), enclose the whole element by single-byte double-quotation marks (" ").
- If the value of an element includes a single-byte double-quotation mark ("), escape the quotation mark (by entering two quotation marks successively), and then enclose the whole element by single-byte double-quotation marks (" ").

The following shows an example of specifying labels of selections:

Washington D.C., "New""York""", "Los, Angeles"

These labels are displayed in the drop-down as shown below.



4.11 Hyperlink parts (guide area)

This section describes how to use hyperlink parts in the guide area, and the procedure for placing them.

4.11.1 About hyperlink parts (guide area)

Hyperlink parts are used to display the links to display external Web pages and the static files registered in Navigation Platform in separate windows.

4.11.2 How to use hyperlink parts (guide area)


To use a hyperlink part, specify the URL of the link destination. When you want to display a file stored in the web server (server machine), you need to obtain the URL of the file by using the **File Management/Registration** window or request the system administrator for the URL. For details about the **File Management/Registration** window, see [2.8.6 Storing a static file by using the File Management/Registration window](#).

You can use hyperlink parts effectively, for example, in the following cases:

- You need to reference an external system during work.
Setting links not only enables you to save time to search for necessary external systems, but also prevents you from referencing unnecessary external systems by mistake.
- You want to use the documented procedures and information lists that summarize the information required for work.
If you let the user reference link destinations for details of operation, you can shorten the time required to create and maintain the guide area, and make the descriptions in the guide area simple and easy to read.

4.11.3 Placing hyperlink parts (guide area)

1. In the **Guide** palette, click  (**Hyperlink** button).

 (**Hyperlink** button) is selected.

2. In the guide area, click a location.
A hyperlink part is placed.

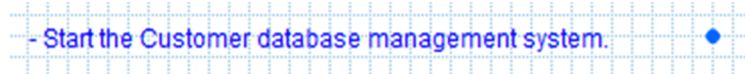


3. Double-click anywhere on the hyperlink part.
The **Attribute Settings** window appears.

4. Enter an anchor string and the URL of the link destination.
If necessary, enter the description (tooltip) of the link destination.
For details about the items in the **Attribute Settings** window, see [4.11.4 Items in the Attribute Settings window \(hyperlink part in the guide area\)](#).

5. Click the **Update** button.

The character string you specified as the hyperlink appears.



4.11.4 Items in the Attribute Settings window (hyperlink part in the guide area)

Figure 4–12: **Attribute Settings** window (displayed from a hyperlink part)

The 'Attribute Settings' window is a dialog box with a title bar and a close button. It contains the following fields and controls:

- Type:** A dropdown menu showing 'Hyperlink'.
- Anchor String:** A text box containing 'Hyperlink'.
- URL:** An empty text box.
- Tool tip:** An empty text box.
- Guide Part ID:** A text box containing 'L001'.
- Buttons:** 'Update' and 'Cancel' buttons at the bottom right.

The following describes the items in the **Attribute Settings** window.

(1) Anchor String text box

Enter the character string to be displayed as the anchor string. By default, **Hyperlink** is displayed. The anchor string must always be entered. An error occurs in the following cases:

- A character string of more than 1,024 bytes is entered. (When using double-byte characters, enter a character string of no more than 340 characters.)
- An empty character string is entered.
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(2) URL text box

Enter the URL of the link destination. When you place a hyperlink to a static file listed in the **File Management/Registration** window, you can obtain the path name of the static file by using the **Get URL** button in the **File Management/Registration** window.

The following describes the URL format you can enter. The path format you can specify varies depending on whether the link destination is the web server for Navigation Platform, or any other web server.

To specify a file stored on the web server for Navigation Platform:

Specify a relative path from the content storage directory on the web server (*Navigation-Platform-installation-directory\PP\uCPSB\httpsd\htdocs*).

The following example shows how to specify an HTML file named `index.html` under the content storage directory on the web server.

```
/index.html
```

To specify a file stored on the web server other than for Navigation Platform:

Specify the file in *protocol://host-name:port-number/file-path* format.

- *protocol*: `http` or `https`
- *host-name*: Host name or IP address of the web server
- *port-number*: Port number of the web server
- *file-path*: Path name of the file stored on the web server

The following example shows how to specify an image file named `index.html` stored in the `html` directory on the web server using the HTTP protocol, host name `host1`, and port number `55555`.

```
http://host1:55555/html/index.html
```

An error occurs if you enter one of the following character strings in the text box:

- A character string of more than 1,024 bytes.
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(3) Tool tip text box

Enter a description of the link destination. An error occurs in the following cases:

- A character string of more than 128 bytes is entered. (When using double-byte characters, enter a label of no more than 42 characters.)
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

If an empty character string is entered, the tooltip is not displayed.

(4) Guide Part ID text box

For the Guide Part ID, enter a character string (of no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string in this text box. When entering a character string other than an empty character string, enter a character string that is unique in the same guide area.

4.12 Inline frame parts (guide area)

This section describes how to use inline frame parts in the guide area, and the procedure for placing them.

4.12.1 About inline frame parts (guide area)

Inline frame parts are used to display external Web pages and the static files registered in Navigation Platform in the guide area on Navigation Platform.

4.12.2 How to use inline frame parts (guide area)


To use an inline frame part, specify the URL of the link destination. To display a file stored in the web server (server machine), you need to obtain the URL of the file by using the **File Management/Registration** window, or request the system administrator for the URL. For details about the **File Management/Registration** window, see [2.8.6 Storing a static file by using the File Management/Registration window](#).

You can use inline frame parts effectively, for example, in the following cases:

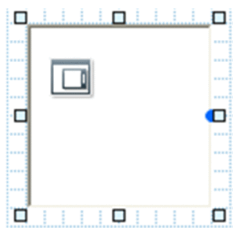
- You need to reference an external system during work.
Displaying external systems in the guide area not only enables you to save time to search for necessary external systems, but also prevents you from referencing unnecessary external systems by mistake.
- You want to use the documented procedures and information lists that summarize the information required for work.
Displaying the contents of necessary documents in the guide area enables you to shorten the time to create and maintain the guide area.

4.12.3 Placing inline frame parts (guide area)

1. In the **Guide** palette, click  (**Inline Frame** button).

 (**Inline Frame** button) is selected.

2. In the guide area, click a location.
An inline frame part is placed.



3. Double-click anywhere on the inline frame part.
The **Attribute Settings** window appears.
4. Enter the URL of the link destination.
If necessary, specify whether to display frame borders.

For details about the items in the **Attribute Settings** window, see [4.12.5 Items in the Attribute Settings window \(inline frame part in the guide area\)](#).

Cautionary note:

If you specify content that requires authentication, authentication might be required to display the inline frame for the content.

5. Click the **Update** button.

The inline frame displaying the content you specified appears.

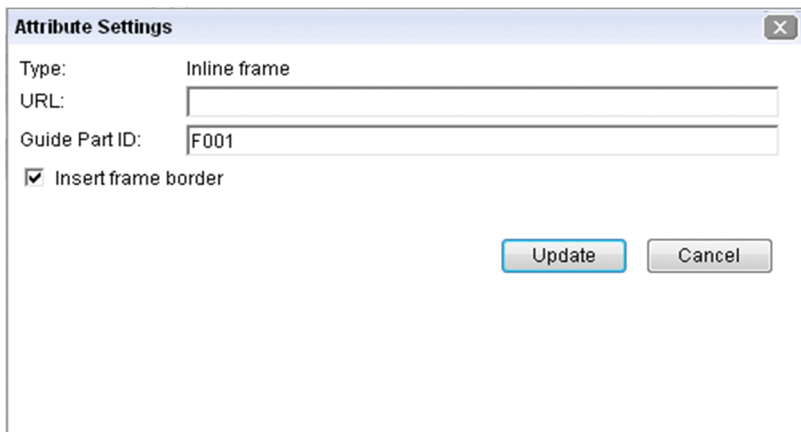


4.12.4 Notes on the operation and display of placed inline frame

- If you specify (as the link destination) an external Web page that uses a CSS specifying a font size more than 128 pixels, the web browser might slow down considerably.
- In some cases, the characters to be displayed within the inline frame might run over the borders of the inline frame. Whether characters are displayed over frame borders depends on the content displayed in the inline frame.
- If you place an inline frame part that is larger than the guide area, the operation to change the sizes of the operational flow and guide areas in the Operational Content Execution Window might take time.
- If, in the **URL** text box, you specify a character string (for example, `http://`) that the web browser cannot recognize as a URL, the Navigation Platform window might change to an error screen.
- The inline frame might be unable to normally display a Web page because of the operation of JavaScript functions of the Web page.

4.12.5 Items in the Attribute Settings window (inline frame part in the guide area)

Figure 4–13: **Attribute Settings** window (displayed from an inline frame part)



The screenshot shows a dialog box titled "Attribute Settings" with a close button (X) in the top right corner. Inside the dialog, there are three labeled text input fields: "Type:" with the value "Inline frame", "URL:" which is empty, and "Guide Part ID:" with the value "F001". Below these fields is a checkbox labeled "Insert frame border" which is checked. At the bottom right of the dialog are two buttons: "Update" and "Cancel".

The following describes the items in the **Attribute Settings** window.

(1) URL text box

Enter the URL of the link-destination content to be displayed in the inline frame.

The following describes the URL format you can enter. The path format you can specify varies depending on whether the link destination is the web server for Navigation Platform or any other web server.

To specify a file stored on the web server for Navigation Platform:

Specify a relative path from the content storage directory on the web server (*Navigation-Platform-installation-directory*\PP\uCPSB\httpsd\htdocs).

The following example shows how to specify an HTML file named `index.html` under the content storage directory on the web server.

`/index.html`

To specify a file stored on a web server other than for Navigation Platform:

Specify the file in *protocol://host-name:port-number/file-path* format.

- *protocol*: `http` or `https`
- *host-name*: Host name or IP address of the web server
- *port-number*: Port number of the web server
- *file-path*: Path name of the file stored on the web server

The following example shows how to specify an image file named `index.html` stored in the `html` directory on a web server using the HTTP protocol, host name `host1`, and port number `55555`.

`http://host1:55555/html/index.html`

An error occurs if you enter one of the following character strings in the text box:

- A character string of more than 1,024 bytes is entered.
- A character string containing an ASCII code from 0x00 to 0x1F or 0x7F is entered.

(2) Guide Part ID text box

For the Guide Part ID, enter a character string (of no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (-), and single-byte underscore (_). You can also enter an empty character string in this text box. When entering a character string other than an empty character string, enter a character string that is unique in the same guide area.

(3) Insert frame border check box

If you select this check box, the frame borders of the inline frame are displayed. By default, this check box is selected.

4.13 HTML parts (guide area)

This section describes how to use HTML parts in the guide area, and the procedure for placing them.

4.13.1 About HTML parts (guide area)

HTML parts are used to display source codes as HTML content in the guide area.

4.13.2 How to use HTML parts (guide area)

HTML parts are intended to achieve, by HTML functions, the visual effects that cannot be produced by only the Guide Parts of Navigation Platform. For example, use an HTML part when you want to display a table in the guide area.

4.13.3 Notes on using HTML parts

- If malicious third persons can access Operational Content, they might abuse HTML parts to embed scripts that cause cross-site scripting in the Operational Content. If you use HTML parts in Operational Content, set appropriate access permission for the Operational Content to prevent unauthorized accesses.
- If you create large tables or content by using HTML parts, the size of the data to be processed increases, resulting in slower operation of Navigation Platform.
- In the same guide area, duplicate `name` attributes must not be specified for HTML tags. Note, however, that this restriction does not apply to grouping of radio buttons.
- When grouping the radio buttons set in an HTML part, always group them in the same HTML part.
For a group of radio buttons in an HTML part, do not specify the `name` attribute of a radio button in another HTML part placed in the same guide area. Also, do not specify a group name that is the same as that of radio button parts placed elsewhere in the same guide area.
- If the data input by the user is to be used by an I/O Plugin, always set a value in the `name` attribute. In that case, do not specify an empty character string as the value of the `name` attribute.
- When the Suspend/Resume function is used, do not include the `<INPUT>`, `<SELECT>`, or `<TEXTAREA>` tag with the `type` attribute specified in HTML parts.

These input items are subject to limitations on the storage of suspend information.

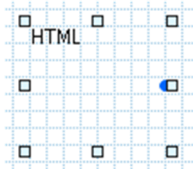
4.13.4 Placing HTML parts (guide area)

1. In the **Guide** palette, click  (**HTML** button).



(**HTML** button) is selected.

2. In the guide area, click a location.
An HTML part is placed.



3. Double-click anywhere on the HTML part.

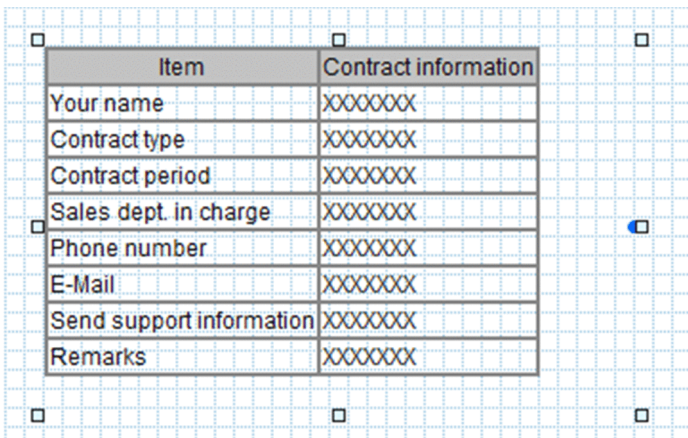
The **Attribute Settings** window appears.

4. Enter source codes.

For details about the items in the **Attribute Settings** window, see [4.13.11 Items in the Attribute Settings window \(HTML part in the guide area\)](#).

5. Click the **Update** button.

The entered source codes are displayed as HTML content.



4.13.5 Tags available for HTML parts

The following table lists the HTML tags and attributes available for HTML parts.

Table 4–2: HTML tags and attributes available for HTML parts

No.	HTML tag	Attribute
1	A	class, style, title, href, name, target (Only "_blank" can be specified.)
2	BR	class, style, title
3	CAPTION	class, style, title
4	COL	class, style, title, span
5	COLGROUP	class, style, title, span
6	DIV	class, style, title
7	IMG	class, style, title, alt, src
8	INPUT [#]	class, style, title, checked, disabled, maxlength, name, readonly, size, type ("text", "checkbox", "radio", and "hidden" can be specified.), value
9	OPTGROUP	class, style, title, disabled, label

No.	HTML tag	Attribute
10	OPTION	class, style, title, disabled, label, selected, value
11	SELECT [#]	class, style, title, disabled, name
12	SPAN	class, style, title
13	TABLE	class, style, title
14	TBODY	class, style, title
15	TD	class, style, title, colspan, rowspan
16	TEXTAREA [#]	class, style, title, cols, disabled, name, readonly, rows
17	TFOOT	class, style, title
18	TH	class, style, title, colspan, rowspan
19	THEAD	class, style, title
20	TR	class, style, title

Note:

If HTML tags other than those listed above are used, operation is unpredictable. We recommend that you use a CSS for the setting of appearance.

#

The values input to the part you create with these tags can be passed to I/O Plugins. With the `<INPUT>` tag, passing of values is enabled when the `type` attribute is specified for the tag.

4.13.6 How to use CSS for HTML parts

The methods of using the CSS for HTML parts are as follows:

- Using the CSS provided by Navigation Platform
- Defining the style with the `style` attribute of individual elements
- Creating an external CSS file

When these methods are combined, the display complies with the CSS specifications.

4.13.7 CSS classes that Navigation Platform provides for HTML parts

To use the CSS provided by Navigation Platform, specify the class names listed below in the `class` attributes of individual elements.

Table 4–3: Class names in the CSS provided by Navigation Platform

No.	Class name	Corresponding tag and attribute	Corresponding Guide Part
1	ucnp_text	<code><INPUT type="text" /></code>	Text box
2		<code><TEXTAREA></code>	Text area
3	ucnp_text_readonly	<code><INPUT type="text" readonly/></code>	Text box (read-only)
4		<code><TEXTAREA readonly></code>	Text area (read-only)

No.	Class name	Corresponding tag and attribute	Corresponding Guide Part
5	ucnp_checkbox_radio	<INPUT type="checkbox" />	Check box
6		<INPUT type="radio" />	Radio button
7	ucnp_select	<SELECT>	Drop-down part
8	ucnp_anchor	<A>	Hyperlink

Note: Static text and images do not require the specification of the `class` attribute.

4.13.8 CSS properties available for HTML parts

The table below lists the CSS properties that can be used when you define the style with the style attributes of individual elements or create an external CSS file. If CSS properties other than those listed below are used, operation is unpredictable.

Table 4–4: CSS properties available for HTML parts

No.	Category	Property	Supplementary description
1	Color	color	--
2	Background	background	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> background-color background-image background-repeat background-attachment background-position
3	Text	text-align	--
4	Font	font	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> font-family font-style font-weight font-size
5	Visual format model	width	--
6		min-width	--
7		max-width	--
8		height	--
9		min-height	--
10		max-height	--
11		line-height	--
12		vertical-align	--
13	Visual effect	overflow	--
14	Box model	margin	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> margin-top

No.	Category	Property	Supplementary description
14	Box model	margin	<ul style="list-style-type: none"> • margin-right • margin-bottom • margin-left
15		padding	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> • padding-top • padding-right • padding-bottom • padding-left
16		border-width	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> • border-top-width • border-right-width • border-bottom-width • border-left-width
17		border-color	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> • border-top-color • border-right-color • border-bottom-color • border-left-color
18		border-style	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> • border-top-style • border-right-style • border-bottom-style • border-left-style
19		border	<p>The properties shown below can be set. These properties can be defined together.</p> <ul style="list-style-type: none"> • border-top • border-right • border-bottom • border-left
20	Table	caption-side	--
21		table-layout	--
22		border-collapse	--
23		border-spacing	--
24		empty-cells	--

Legend:

--: No supplementary description

4.13.9 Using CSS for HTML parts

If you require an external CSS file (user-created CSS file), create one CSS file per system. For details about the name of the CSS file and the directory storing the CSS file, ask the system administrator.

(1) Notes on creating an external CSS file

When creating an external CSS file, note the following points:

- Make sure that you define a class selector in *element-name.selector-name* format. You must not omit the element name, period (.), and selector name. If a class selector is defined in any other format, operation is unpredictable. For example, if you define a class selector as `div.css_sample`, you can use the defined CSS by specifying `css_sample` in the `class` attribute for the `div` tag.
- Do not use any of the following character strings as the prefix for the class selector name:
 - `ucnp`
 - `hptl`
 - `access`
- The reference link from an HTML part to the external CSS file is set automatically. You do not need to set the `<LINK>` tag.

4.13.10 Example of coding an HTML part

This subsection describes an example of coding an HTML part.



Reference note

The Data Store Plugin or an I/O Plugin created by a developer enables you to output source codes to an HTML part. For details about the output from the I/O Plugin, ask the system administrator.

- Example of entering source codes in the **HTML source string** text box in the **Attribute Settings** window (when creating an external CSS file)

```
<table class="sample">
  <caption class="sample">Order control table</caption>
  <thead>
    <tr>
      <th class="sample">Order number</th>
      <th class="sample">Date of order</th>
    </tr>
  </thead>
  <tbody>
    <tr>
      <td class="sample">00001-20101010-00001</td>
      <td class="sample">2010/10/10</td>
    </tr>
    <tr>
      <td class="sample">00001-20101010-00002</td>
      <td class="sample">2010/10/10</td>
    </tr>
  </tbody>
  <tfoot />
</table>
```

- Example of creating an external CSS file


```

table.sample {
    border:1px solid #777777;
    border-collapse:collapse;
    border-spacing:0;
    background-color:#ffffff;
}
caption.sample {
    font-size:14px; font-weight:bold;
}
th.sample {
    border-right:1px solid #777777;
    border-bottom:1px solid #777777;
    background-color:#e3e5e7;
    padding:0.3em 1em;
    text-align:center;
}
td.sample {
    border-right:1px solid #777777;
    border-bottom:1px solid #777777;
    padding:0.3em 1em;
}

```

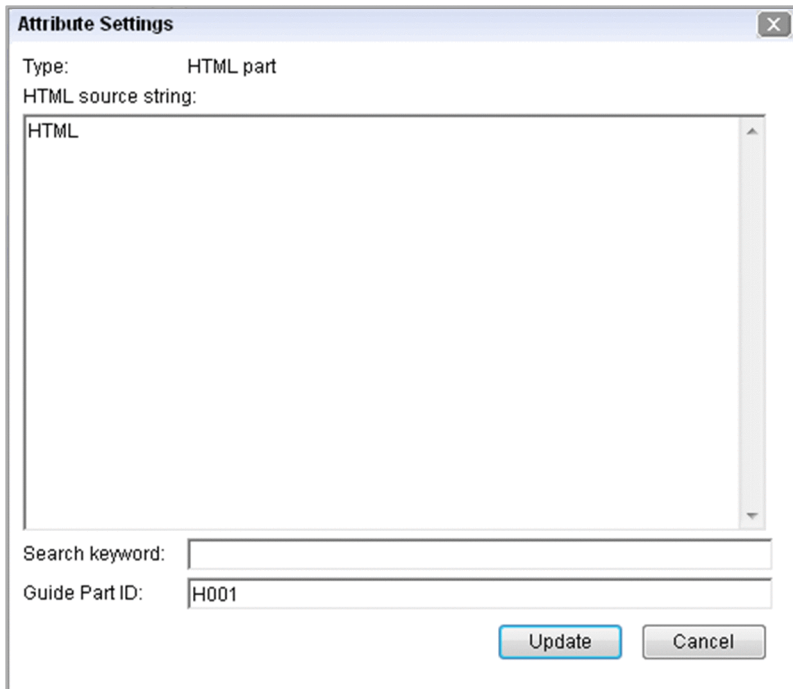
- Example of the display of HTML content

Order control table

Order number	Date of order
00001-20101010-00001	2010/10/10
00001-20101010-00002	2010/10/10

4.13.11 Items in the Attribute Settings window (HTML part in the guide area)

Figure 4–14: **Attribute Settings** window (displayed from an HTML part)



The following describes the items in the **Attribute Settings** window.

(1) HTML source string text box

Enter the source code of the content to be displayed on the HTML part. By default, `HTML` is displayed.

An error occurs in the following cases:

- A character string of more than 65,535 characters is entered.
- A character string containing an ASCII code from 0x00 to 0x08, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F is entered.

Cautionary notes:

- Input the source code according to HTML 4.01 (Strict) Document Type Definition. If the input is not based on Document Type Definition, operation is unpredictable.
- You cannot enter tabs in the **Attribute Settings** window. If you want to use tabs, copy the source code input to a text file, and then paste it in the text box.
- The content of the input is not sanitized.
- When you specify the font size by a CSS, specify a value of no more than 128 pixels. If you specify a value more than 128 pixels, the web browser might slow down considerably.

(2) Search keyword text box

When you use the Operational Content search function, specify a keyword as the search-target information. The keyword must be a character string of no more than 65,535 characters. The **Search keyword** text box appears only when the search function is enabled by system settings.

An error occurs in the following case:

- A character string containing an ASCII code from 0x00 to 0x1F, or 0x7F is entered.

Cautionary note:

- Only the character string entered in the **Search keyword** text box is the search target. The character string entered in the **HTML source string** text box is not the search target.

Supplementary notes:

- You can also specify a keyword that includes spaces. You do not need to enclose such a keyword by quotation marks (") or other symbols.
Note that, in a keyword including spaces, single-byte and double-byte spaces are distinguished from each other.
- If the search function is disabled after a value is entered in the **Search keyword** text box, the **Search keyword** text box is hidden. The entered value, however, is retained. Therefore, when the search function is enabled again, the value previously entered in the **Search keyword** text box can be used.

(3) Guide Part ID text box

For the Guide Part ID, enter a character string (of no more than 20 single-byte characters) that uniquely identifies the Guide Part. Use the **Guide Part ID** text box when you change an automatically set Guide Part ID.

You can enter single-byte alphanumeric characters, single-byte hyphen (–), and single-byte underscore (_). You can also enter an empty character string in this text box. Any character strings that you enter other than an empty character string must be unique to one another in the same guide area.

5

Linking Guide Parts and Linking Navigation Platform with External Programs

This chapter describes how to use plugins to exchange data between Guide Parts, and to exchange data between Navigation Platform and external programs.

5.1 Linking Guide Parts

Linking Guide Parts is the process of making the values in a given Guide Part available for use in another Guide Part. By using plugins, you can link Guide Parts to one another, allowing the results of input and selection operations to pass between them.

Navigation Platform provides the plugins required to link Guide Parts. Depending on the options selected when setting up the system, you might also be able to use custom plugins (User Plugins) developed using the API provided by Navigation Platform. If there are multiple plugins from which to choose, you can find out which one to use by contacting the system administrator.

5.2 Linking with external programs

Linking with external programs is the process of making a value in Operational Content available to an external program in a system other than Navigation Platform. This concept includes using values from external programs in Operational Content.

By using a JP1 Link Plugin, you can exchange data with JP1 products such as JP1/IM and JP1/AO, achieving integration between Operational Content and external JP1 products.

The plugins required to link with external programs other than JP1 are developed by developers using the API provided by the Navigation Platform. Note that although the Data Store Plugin provided as a default System Plugin can link Guide Parts with each other, it cannot link Operational Content with external programs.

If there are multiple user plugins available, you can find out which plugin to use and how to use it by contacting the system administrator.

Cautionary note:

Operational Content that uses a JP1 Link Plugin cannot be suspended or resumed by a Suspend/Resume Plugin.

If you suspend or resume such Operational Content, the JP1 Link Plugin might not work correctly.

5.3 Plugin Parts

This section describes how to place Plugin Parts and draw mapping lines.

Reference note

The procedures and screen images in this manual relate to the use of the Plugin Parts provided as default System Plugin. For details about how to use user-developed plugins, and how to use Plugin Parts when linking with external programs other than JP1 products, contact the system administrator.








5.3.1 About Plugin Parts

A Plugin Part is a part that incorporates plugins into Operational Content with the purpose of providing a link between Guide Parts or with an external program. You can use Plugin Parts in the guide area.

5.3.2 Buttons used to assign plugins (Plugins palette)

To assign plugins, use the **Plugins** palette. The following table explains the buttons in the **Plugins** palette.

Table 5–1: Explanation of buttons in **Plugins** palette

No.	Button	Name in this manual	Function
1		Data Store Plugin button	Places a Data Store Plugin part.
2		Automatic Operation Property Output Plugin button	Places an Automatic Operation Property Output Plugin part.
3		Automatic Operation Service Execution Plugin button	Places an Automatic Operation Service Execution Plugin part.
4		Automatic Operation Window URL Creation Plugin button	Places an Automatic Operation Window URL Creation Plugin part.
5		JP1 Event Status Change Plugin button	Places a JP1 Event Status Change Plugin part.
6		JP1 Event information output plugin button	Places a JP1 Event information output plugin part.
7		Service Support Window URL Creation Plugin button	Places a Service Support Window URL Creation Plugin part.

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Depending on the options selected when setting up the system, the icon for the JP1 Link Plugin might not appear.

When User Plugins are registered, additional buttons might appear alongside the buttons described in the table.

5.3.3 Placing Plugin Parts (guide area)

This subsection describes how to place Plugin Parts in the guide area. Note that the Plugin Parts that you place in the guide area of the Operational Content Editing Window do not appear in the Operational Content Execution Window.

1. In the operational flow area, click the Process Node to which you want to assign a plugin.

The Guide corresponding to the Operational Flow appears in the guide area.

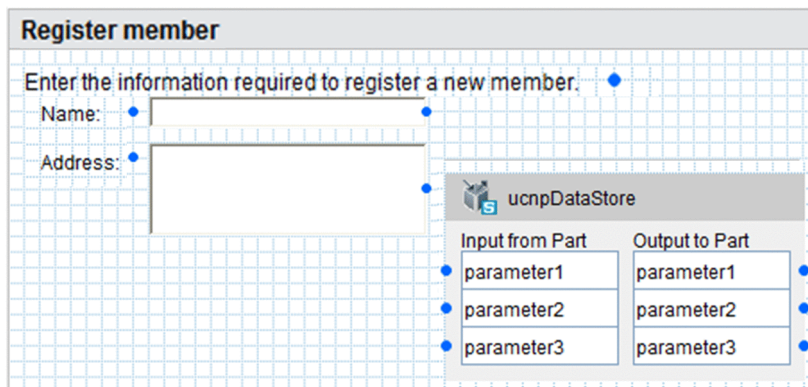
2. Click  (the **Plugin** button) in the toolbar.

The guide area switches to mapping mode.

3. In the **Plugins** palette in the guide area, click the button for the plugin that you want to place.

4. Click a location in the guide area.

A Plugin Part corresponding to the button you clicked in the **Plugins** palette is placed in the guide area.



5. Double-click the Plugin Part.

If the plugin is one for which attributes need to be set, the **Attribute Settings** window appears.

The **Attribute Settings** window does not appear if you double-click a User Plugin, or a plugin that can be placed without setting attributes.

6. Set the items required for the type of Plugin Part whose attributes you are setting.

For details about the items you can set in the **Attribute Settings** window, see the following sections in this manual:

- [5.4.4 Items in the Attribute Settings window \(Data Store Plugin part\)](#)
- [5.5.3 Items in the Attribute Settings window \(Automatic Operation Property Output Plugin part\)](#)
- [5.6.3 Items in the Attribute Settings window \(Automatic Operation Service Execution Plugin part\)](#)
- [5.7.3 Items in the Attribute Settings window \(Automatic Operation Window URL Creation Plugin part\)](#)
- [5.8.4 Items in the Attribute Settings window \(JPI Event Status Change Plugin part\)](#)
- [5.10.3 Items in the Attribute Settings window \(Service Support Window URL Creation Plugin part\)](#)

7. Click the **Update** button.

The **Attribute Settings** window closes, and the changes to the Plugin Part attributes take effect.

5.3.4 Drawing mapping lines (connecting Guide parts and Plugin Parts)

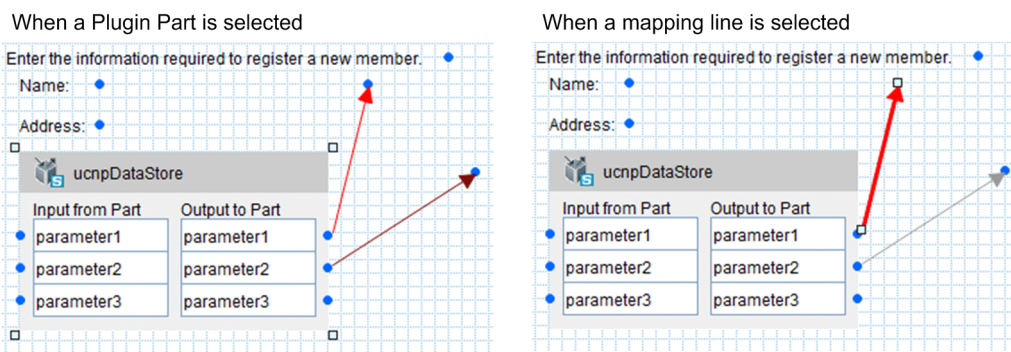
This subsection describes how to draw mapping lines to connect Guide Parts and Plugin Parts. You do not need to do this for Plugin Parts that do not have input or output parameters.

You can only view and work with mapping lines when the guide area of the Operational Content Editing Window is in mapping mode. Mapping lines do not appear in the Operational Content Execution Window.

1. If the Plugin Part has input parameters, draw a mapping line by clicking and dragging from the port (●) of the input-source Guide Part to an input parameter of the Plugin Part (the port on the left of the Plugin part).
The value of the Guide Part will be passed to the plugin as an input parameter.
2. If the Plugin Part has output parameters, draw a mapping line by clicking and dragging from an output parameter of the Plugin Part (the port to the right of the Plugin Part) to the output-destination Guide Part.
The value of the plugin will be passed to the Guide Part as an output parameter.

Supplementary note:

- Mapping lines appear as colored arrows as shown in the figure below. Because each mapping line has a different color, you can easily identify which line is which even if they cross over.



- You can draw mapping lines to multiple input parameters from one Guide Part. You can also draw mapping lines to multiple Guide Parts from one output parameter.
- You cannot draw mapping lines from multiple output parameters to one Guide Part.
- It is not mandatory that you draw mapping lines to the ports of a Plugin Part.
- When you have placed a Plugin Part, the plugin processing is invoked when a transition takes place in the Operational Content Editing Window between nodes that incorporate the plugin, even if no mapping lines are drawn to or from the Plugin Parts.

Notes on values of Guide Parts

The values users enter in the guide area are shared between Guide Parts of the same type. When the Operational Flow includes a Branching node, if a Process Node that has already been displayed is displayed again via another route, the value input when the Process Node was first displayed is used.

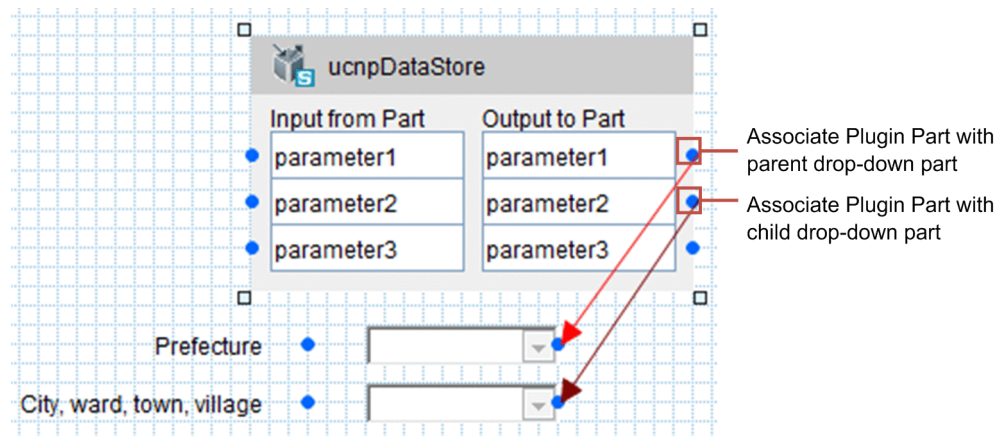
In a User Plugin, you can have the cached value change according to certain conditions. For details about how to develop a plugin in which the cached value changes conditionally, see the *Hitachi Navigation Platform Development Guide*.

Notes on associating Plugin Parts with drop-down parts in a parent-child relationship

When you associate Plugin Parts with drop-down parts that are configured in a parent-child relationship, define the Operational Content so that the parameter linked to the parent drop-down part is above the parameter linked to the child drop-down part. The parameters of parent and child drop-down parts need not be contiguous.

The following figure shows an example in which output parameters (the ports on the right side of a Plugin Part) are associated with drop-down parts in a parent-child relationship.

Figure 5–1: Example of associating output parameters with drop-down parts in parent-child relationship



In this example, `parameter1` is associated with the parent drop-down part, and `parameter2` is associated with the child. However, `parameter3` could also be associated with the child drop-down part because the parameters associated with drop-down parts in parent-child relationships need not be contiguous.

These notes do not only apply to output parameters. They also apply when associating input parameters with parent-child drop-down parts.

Operations after editing plugins

If you edit a plugin after associating its Plugin Part with parameters, you need to place the Plugin Part for the edited plugin again and redraw the mapping lines.

If a User Plugin has been edited, contact the system administrator. The system administrator will need to perform the necessary changes.

5.4 Data Store Plugin part

This section describes how to use a Data Store Plugin part, and how it appears in the Navigation Platform interface.

5.4.1 About Data Store Plugin parts

A Data Store Plugin part is a component that exchanges data between Guide Parts.

5.4.2 How to use Data Store Plugin parts

To use Data Store Plugin parts, you place one such part in the guide area that contains the Guide Part whose input value you want to pass. You place another in the guide area that contains the Guide Part that is to receive the input value. Data Store Plugin parts are useful when:

- You want users to be able to check input and selection results as they perform a task
- You want to reduce the number of input and selection tasks the user has to perform

Tip

Although users cannot enter data in a static-text part, a string displayed as static text can be passed as an input value by a Data Store Plugin part.

If you draw a mapping line from the output side of a Data Store Plugin part to a static-text part for which no displayed string is specified, it displays the input value of the Guide Part connected to the corresponding input parameter. You can, for example, use this approach to display a value entered in a text box in Process Node A as static text in Process Node B.

The following table describes the values input to or output from the Data Store Plugin for each type of Guide Part.

Table 5–2: Input values from Guide Parts to Data Store Plugin and output results from Data Store Plugins to Guide Parts

Guide Part type	Value input to Data Store Plugin	Result output to Guide Part
Static text	The character string displayed as static text.	The character string is output as the static text.
Text box	The character string entered in the text box.	The character string is output to the text box.
Text area	The character string entered in the text area.	The character string is output to the text area.
Radio button	The value of the selected radio button.	The corresponding radio button becomes selected.
Check box	One of the following values, depending on whether the check box is selected: If the check box is selected <code>true</code> If the check box is cleared <code>false</code>	The check box becomes selected if the value is <code>true</code> . For any other value, the check box remains cleared.

Guide Part type	Value input to Data Store Plugin	Result output to Guide Part
Drop down	The value of the selected list entry.	The value corresponding to the selected list entry is output.
Hyperlink	A value consisting of the anchor text and URL specified in the Attribute Settings window connected by a linefeed code (<code>\r\n</code>).	A value ^{#1} is output consisting of the anchor text and URL connected by a linefeed code (<code>\r\n</code>).
Image	A value ^{#2} consisting of the image URL and description (the value in the Tool tip text box) specified in the Attribute Settings window connected by a linefeed code (<code>\r\n</code>).	A value ^{#3} is output consisting of the image URL and description (the value in the Tool tip text box) connected by a linefeed code (<code>\r\n</code>).
Inline frame	The URL used to display the inline frame.	The URL used to display the inline frame is output.
HTML	A character string that encodes the <code>name</code> and <code>value</code> attributes for text boxes, password boxes, hidden fields, check boxes, radio buttons, selection boxes, and text areas specified in the HTML source string area for the HTML part.	The value set in the HTML source string area for the HTML part is output.

#1

Note the following regarding the output value:

- An empty character string is output if the value is null, an empty character string, or consists only of a linefeed code.
- If the value does not contain a linefeed code, the entire string is processed as anchor text (an empty character string is output for the URL component).
- If the value contains two or more linefeed codes, the values on the third and subsequent lines are ignored.

#2

If the **Tool tip** text box was left blank (an empty character string), the input value will be the URL followed by a linefeed code (`\r\n`). Take care not to include the linefeed code if your intention is to extract only the URL.

#3

Note the following regarding the output value:

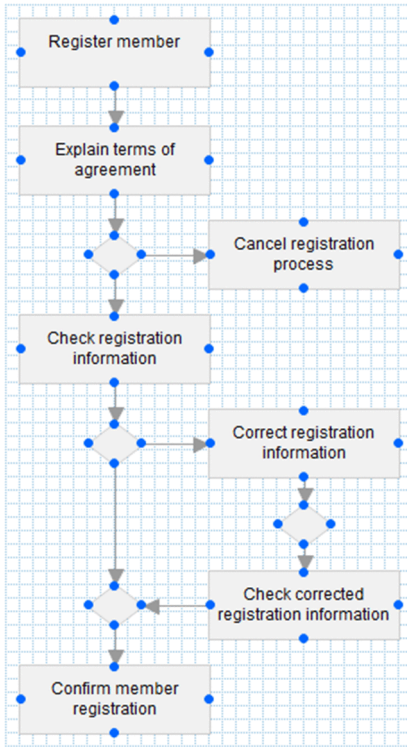
- An empty character string is output if the value is null.
- If the value does not contain a linefeed code (`\r\n`), the entire string is processed as a URL. An empty character string is output for the tool tip component.
- If the value contains two or more linefeed codes, the values on the third and subsequent lines are ignored.

5.4.3 Example of Data Store Plugin usage

You can use the Data Store Plugin provided by Navigation Platform to make the input value of a particular Guide Part available for use in another Guide Part. This subsection provides an example of using a Data Store Plugin.

Conditions of usage example

The usage example described in this subsection assumes the following Operational Flow:



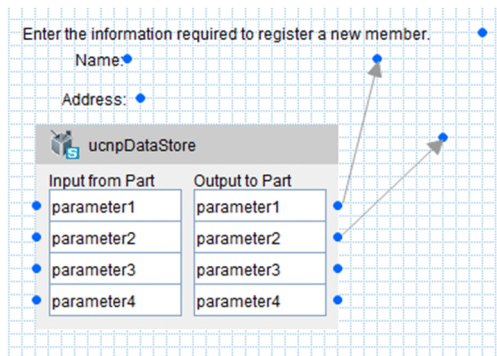
- In a *Register member* Process Node, the user enters a name and address.
- In a *Check registration information* Process Node, the user confirms that the name and address entered in the previous node are correct.
- If the result of the check in *Check registration information* is that the information is incorrect, the user is able to correct the information.
- If the result of the check in *Check registration information* is that the information is incorrect, the user is able to correct the information in a *Correct registration information* Process Node.
- If information was corrected in *Correct registration information*, the user can check the corrected information in the *Check correction results of registration information* Process Node.

Figure 5–2: Example of guide area for "Register member"

ucnpDataStore	
Input from Part	Output to Part
parameter1	parameter1
parameter2	parameter2
parameter3	parameter3
parameter4	parameter4

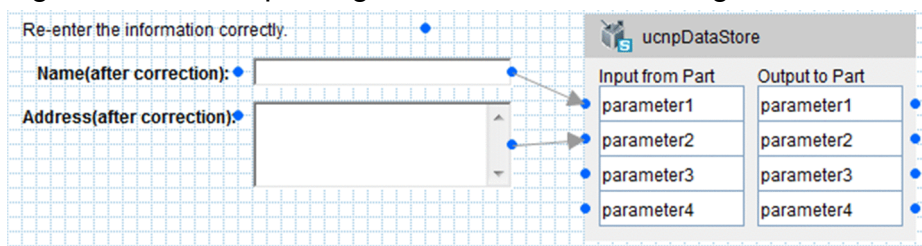
When you set up the guide area as shown in this figure, the value in the **Name** text box is passed to the Data Store Plugin and stored as `parameter1` on the input side. The value in the **Address** text box is passed to the Data Store Plugin and stored as `parameter2` on the input side.

Figure 5–3: Example of guide area for "Check registration information"



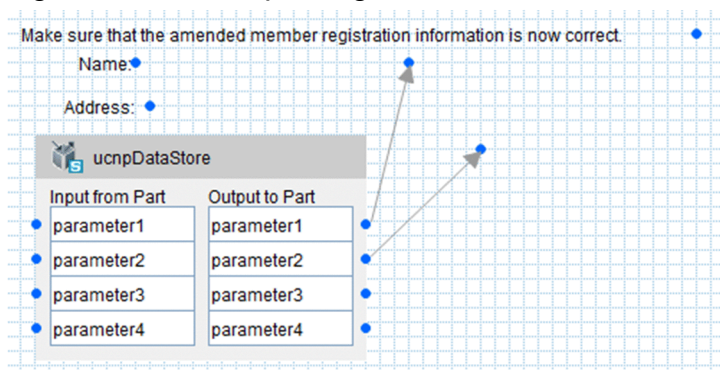
When you set up the guide area as shown in this figure, the value stored as `parameter1` on the input side is displayed as static text beside the **Name** label. The value stored as `parameter2` on the input side is displayed as static text beside the **Address** label.

Figure 5–4: Example of guide area for "Correct registration information"



When you set up the guide area as shown in this figure, the value entered in the **Name (corrected)** text box is passed to the Data Store Plugin and replaces the value of `parameter1` on the input side. The value entered in the **Address (corrected)** text box replaces the value of `parameter2` on the input side.

Figure 5–5: Example of guide area for "Check correction results of registration information"



When you set up the guide area as shown in this figure, the new value of `parameter1` on the input side is displayed as static text beside the **Name** label. The new value of `parameter2` on the input side is displayed as static text beside the **Address** label.

5.4.4 Items in the Attribute Settings window (Data Store Plugin part)

Figure 5–6: **Attribute Settings** window (displayed from Data Store Plugin part)

Attribute Settings

Type: Data Store Plugin (send/receive input data)

Parameters are shared in one Operational Content.
Note that modifying or deleting parameters updates other nodes or plugin settings.

Parameter Name	Tool Tip for the Parameter Name (Parameter description)	
parameter1		Add
parameter2		Delete
parameter3		Delete

Update Cancel

The following describes the items in the **Attribute Settings** window.

(1) Parameter Name text box

Enter a parameter name using a maximum of 64 characters. An error occurs if:

- The string you enter contains a character that is not a single-byte alphanumeric character, single-byte underscore (`_`), period (`.`), space, or single-byte hyphen (`-`).
- The parameter name you specify already exists

(2) Tool Tip for the Parameter Name (Parameter description) text area

Enter a description of the parameter using a maximum of 64 characters. You can also enter control characters.

An error occurs if:

- You enter a character string that is longer than 64 characters
- The character string you enter contains a character whose ASCII code is 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F.

Note that each control character counts as one character. For example, a linefeed code (`\r\n`) will count as two characters.

(3) Add button

Adds a parameter. The new parameter is added to the bottom of the list.

(4) Delete button

Deletes the parameter on the line where you clicked the **Delete** button.

5.5 Automatic Operation Property Output Plugin part

This section describes how to use an Automatic Operation Property Output Plugin part, and how it appears in the Navigation Platform interface.

5.5.1 About Automatic Operation Property Output Plugin part

An Automatic Operation Property Output Plugin part is a plugin that outputs properties of JP1/AO tasks to Operational Content.

5.5.2 How to use Automatic Operation Property Output Plugin parts

1. Place an Automatic Operation Service Execution Plugin on the node where the JP1/AO service will run.
2. In the node next from the node where the Automatic Operation Service Execution Plugin is placed, place an Automatic Operation Window URL Creation Plugin for confirming the task status.
3. When executing content, wait for the task status to change to Completed before advancing to the next node.
4. In the next node from the node where the Automatic Operation Window URL Creation Plugin is placed, place an Automatic Operation Property Output Plugin and use Guide Parts to connect it with the output parameters whose properties you want to output.

Important note

- The properties that are output by this plugin are for the service that was executed most recently by an Automatic Operation Service Execution Plugin.
- In Operational Content where an Automatic Operation Service Execution Plugin is executed multiple times, design the Operational Flow so that the flow cannot return to a previous step. If the flow can return to a previous step, the plugin might output properties for the wrong task.
- This plugin cannot output properties whose data type is composite. If composite data is output, the Guide Parts might not be displayed correctly.
- If this plugin outputs a property that does not exist in the task or a property whose data type is password, the cached value for the connected Guide Parts is not updated. For details about the cached value of Guide Parts, see the *Hitachi Navigation Platform Development Guide*.
- This plugin outputs (`\r\n`) and (`\n`) contained in the property values acquired from an Automatic Operation as a linefeed code (`\r\n`).

5.5.3 Items in the Attribute Settings window (Automatic Operation Property Output Plugin part)

Figure 5–7: **Attribute Settings** window (displayed from Automatic Operation Property Output Plugin part)

Property Key	Property Tool Tip (Description)
propertykey	

The following describes the items in the **Attribute Settings** window.

(1) Property settings area

- **Property key** text box

Enter the property key to be output by the JP1/AO service using a maximum of 1,024 characters. The value you specify appears under **Output to Part** when the Automatic Operation Property Output Plugin part is placed in the guide area. You cannot use the following characters:

Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

- **Property Tool Tip (Description)** text box

Specify a description of the property key to be displayed under **Output to Part** when the Automatic Operation Property Output Plugin part is placed in the guide area, using a maximum of 64 characters. You cannot use the following characters:

Characters whose ASCII code is 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F

- **Add** button

Adds a new line to the bottom of the property settings area. The maximum number of lines is 100.

- **Delete** button

Deletes the line where you clicked the **Delete** button.

5.6 Automatic Operation Service Execution Plugin part

This section describes how to use an Automatic Operation Service Execution Plugin part, and how it appears in the Navigation Platform interface.

5.6.1 About Automatic Operation Service Execution Plugin parts

An Automatic Operation Service Execution Plugin part is a component that allows JP1/AO services to be executed from within Operational Content. The plugin invoked by this Plugin Part can submit JP1/AO services for immediate execution only. If service execution might be delayed, use an Automatic Operation Window URL Creation Plugin part instead.

5.6.2 How to use Automatic Operation Service Execution Plugin parts

The processing of an Automatic Operation Service Execution Plugin is executed when the flow transitions from a node where an Automatic Operation Service Execution Plugin part is placed to the next node in the guide area.

For example, suppose you want the action shown in the guide area for node A to trigger execution of a JP1/AO service. In this case, place an Automatic Operation Service Execution Plugin part at node A. The JP1/AO service is executed automatically when the user, by following the instructions in the guide area, causes the flow to advance from node A to node B.

The following Guide Parts can connect to the input parameters of an Automatic Operation Service Execution Plugin part:

- Static-text part
The displayed string is passed to the Plugin Part.
- Text box part
The initial value or the string entered by the user is passed to the Plugin Part.
- Radio button part
The value of the selected button in the radio button group is passed to the Plugin Part. If no radio button is selected, an empty character string is passed to the Plugin Part.
- Drop-down part
The value corresponding to the selected list entry passes to the Plugin Part.

The values received from these Guide Parts provide task names, property values, and other attributes used during execution of the JP1/AO service.

If fixed values will suffice for task names and property values, you can set them in the **Attribute Settings** window for the Automatic Operation Service Execution Plugin part. If task names and property values need to be set dynamically, in addition to the settings in the **Attribute Settings** window, you can connect Guide Parts such as text boxes to the input parameters of the Plugin Part. This allows the JP1/AO service to be executed according to values entered by the user.

Important note

You cannot use this plugin with properties whose data type is composite.

5.6.3 Items in the Attribute Settings window (Automatic Operation Service Execution Plugin part)

Figure 5–8: **Attribute Settings** window (displayed from Automatic Operation Service Execution Plugin part)

Property Key	Property Value	Property Tool Tip (Description)

The following describes the items in the **Attribute Settings** window.

(1) Service group name text box

Specify the service group name of the JP1/AO service using a maximum of 1,024 characters.

When linking with a version of JP1/AO earlier than 11-00, the service group name is equivalent to the resource group name. You cannot use the following characters:

- Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

(2) Service name text box

Specify the service name of the JP1/AO service using a maximum of 1,024 characters. The service name cannot contain the following characters:

- Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

(3) Task name text box

Specify the task name of the JP1/AO service using a maximum of 128 characters. The task name cannot contain the following characters:

- Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

(4) Task description text box

Specify a description of the task of the JP1/AO service using a maximum of 256 characters. The task description cannot contain the following characters:

- Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

(5) Property settings area

- **Property key** text box

Specify a property key for use by the JP1/AO service, using a maximum of 1,024 characters. The value you specify appears under **Input from Part** when the Automatic Operation Service Execution Plugin part is placed in the guide area. The property key cannot contain the following characters:

Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

- **Property value** text box

Specify a property value for use by the JP1/AO service, using a maximum of 1,024 characters. You cannot use the following characters:

Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

- **Property Tool Tip (Description)** text box

Specify a description of the property key to be displayed under **Input from Part** when the Automatic Operation Service Execution Plugin part is placed in the guide area, using a maximum of 64 characters. You cannot use the following characters:

Characters whose ASCII code is 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F

- **Add** button

Adds a new line to the bottom of the property settings area. The maximum number of lines is 50.

- **Delete** button

Deletes the line where you clicked the **Delete** button.

5.7 Automatic Operation Window URL Creation Plugin part

This section describes how to use an Automatic Operation Window URL Creation Plugin part, and how it appears in the Navigation Platform interface.

5.7.1 About Automatic Operation Window URL Creation Plugin parts

An Automatic Operation Window URL Creation Plugin part is a component that generates URLs for JP1/AO windows, allowing access to the following windows from within Operational Content:

- The **Task Details** dialog box in JP1/AO
- The **Submit Service** dialog box in JP1/AO
- The main JP1/AO window
- Windows that show the task status

This plugin can also display a **Submit Service** dialog box with the necessary property values already filled in.

By having the plugin display a JP1/AO window that shows the task status, you can allow users to instantly view the status of tasks they execute.

For details about the JP1/AO windows and dialog boxes, see the manual *JP1/Automatic Operation GUI and Command Reference* or the *JP1/Automatic Operation Administration Guide*.

5.7.2 How to use Automatic Operation Window URL Creation Plugin parts

You can use Automatic Operation Window URL Creation Plugin parts to:

- Display a window in which the user can view the status of a task and detailed task information
- Execute a JP1/AO service at a specific date and time

The following describes how to use Automatic Operation Window URL Creation Plugin parts to achieve each of these objectives.

(1) Displaying a window that shows the task status and detailed task information

1. Place an Automatic Operation Service Execution Plugin part in the guide area.
2. In the guide area for the next node, place an Automatic Operation Window URL Creation Plugin part.
3. To an inline frame part in the guide area, connect an output parameter that outputs the URL of the window that displays the task status.
We recommend that you set the size of the inline frame part to a minimum of 400 pixels wide and 80 pixels high.
4. Connect an output parameter that outputs the URL for the **Task Details** dialog box to a hyperlink part placed in the guide area.

Important note

- The contents of the window whose URL is output relates to the last service executed by the Automatic Operation Service Execution Plugin.
- In Operational Content where an Automatic Operation Service Execution Plugin is executed multiple times, design the Operational Flow so that the flow cannot return to a previous step. If the flow can return to a previous step, the window generated by the plugin might output the URL for a window that displays information for the wrong task.

(2) Executing a JP1/AO service at a specific date and time

1. Place an Automatic Operation Window URL Creation Plugin part in the guide area.
2. Connect an output parameter that outputs a JP1/AO URL to a hyperlink part.
3. To display user-input values in the **Submit Service** dialog box, connect the following Guide Parts to the input parameters of the Automatic Operation Window URL Creation Plugin part:

- Static-text part

The displayed string is passed to the Plugin Part.

- Text box part

The initial value or the string entered by the user is passed to the Plugin Part.

- Radio button part

The value of the selected button in the radio button group is passed to the Plugin Part. If no radio button is selected, an empty character string is passed to the Plugin Part.

- Drop-down part

The value corresponding to the selected list entry is passed to the Plugin Part.

The values received from these Guide Parts provide the property values used when displaying the **Submit Service** dialog box.

If you want to use fixed values instead of user-specified values for properties in the **Submit Service** dialog box, set the fixed values in the **Attribute Settings** window.

Important note

You cannot use this plugin with properties whose data type is composite.

5.7.3 Items in the Attribute Settings window (Automatic Operation Window URL Creation Plugin part)

Figure 5–9: **Attribute Settings** window (displayed from Automatic Operation Window URL Creation Plugin part)

Attribute Settings

Type: Automatic Operation Window URL Creation Plugin (used when URLs are created)

Anchor String:

☐ Display the Task Details Window.

☒ Displays the window to execute the service.

☐ Display the Main Window.

Service group name:

Service name:

Property Key	Property Value	Property Tool Tip (Description)
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Add Delete

Value output by the output parameter TaskInfoUrl:
A null character is output. Do not use this parameter.

Update Cancel

The following describes the items in the **Attribute Settings** window.

(1) Anchor String text box

Enter the character string to display as the anchor text for the URL. The default is `Hyperlink`. You must enter an anchor string. An error occurs in the following circumstances:

- The character string is longer than 1,024 bytes (when using double-byte characters, use a maximum of 340 characters).
- You enter an empty character string.
- The character string contains a character whose ASCII code is 0x00 to 0x1F or 0x7F.

(2) Display the Task Details Window. radio button

Specify whether to display the JP1/AO **Task Details** dialog box.

(3) Displays the window to execute the service. radio button

Specify whether to display the JP1/AO **Submit Service** dialog box.

When this radio button is selected, the property settings area appears. When cleared, the property settings area disappears and any property information you had set in the area is lost.

(4) Display the Main Window. radio button

Specify whether to display the main window of JP1/AO.

(5) Service group name text box

Specify the service group name of the JP1/AO service using a maximum of 1,024 characters.

When linking with a version of JP1/AO earlier than 11-00, the service group name is equivalent to the resource group name. You cannot use the following characters:

- Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

(6) Service name text box

Specify the service name of the JP1/AO service using a maximum of 1,024 characters. The service name cannot contain the following characters:

- Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

(7) Property settings area

This area appears when the **Displays the window to execute the service.** radio button is selected.

- **Property key** text box

Specify a property key for use by the JP1/AO service, using a maximum of 1,024 characters. The value you specify appears under **Input from Part** when the Automatic Operation Service Execution Plugin part is placed in the guide area. The property key cannot contain the following characters:

Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

- **Property value** text box

Specify a property value for use by the JP1/AO service, using a maximum of 1,024 characters. You cannot use the following characters:

Control characters (characters whose ASCII code is 0x00 to 0x1F or 0x7F to 0x9F)

- **Property Tool Tip (Description)** text box

Specify a description of the property key to be displayed under **Input from Part** for an Automatic Operation Service Execution Plugin part placed in the guide area, using a maximum of 64 characters. You cannot use the following characters:

Characters whose ASCII code is 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, or 0x7F

- **Add** button

Adds a new line to the bottom of the property setting area. The maximum number of lines is 20.

- **Delete** button

Deletes the line where you clicked the **Delete** button.

5.8 JP1 Event Status Change Plugin part

This section describes how to use a JP1 Event Status Change Plugin part, and how it appears in the Navigation Platform interface.

5.8.1 About JP1 Event Status Change Plugin parts

A JP1 Event Status Change Plugin part is a component that can change the status of JP1 events managed by JP1/IM.

5.8.2 Using JP1 Event Status Change Plugin parts

You can use JP1 Event Status Change Plugin parts in Operational Content that is called from JP1/IM or JP1/IM-SS. The processing of a JP1 Event Status Change Plugin is executed when the flow in the guide area transitions to the next node from a node where a JP1 Event Status Change Plugin part is placed.

For example, suppose you want the status of a JP1 event to change to *Processed* when the user performs the action shown in the guide area for node A. In this case, place a JP1 Event Status Change Plugin part at node A. The status of the JP1 event will be changed when the user, by following the instructions in the guide area, causes the flow to advance from node A to node B.

Because a JP1 Event Status Change Plugin part has neither input nor output parameters, you do not need to connect it to any Guide Parts. You simply place it in the guide area and set the status that you want it to apply to the JP1 event.

5.8.3 Notes on using JP1 Event Status Change Plugin parts

If JP1/IM invokes Navigation Platform with a JP1 event on an agent host as the trigger, an error will occur when a JP1 Event Status Change Plugin is executed.

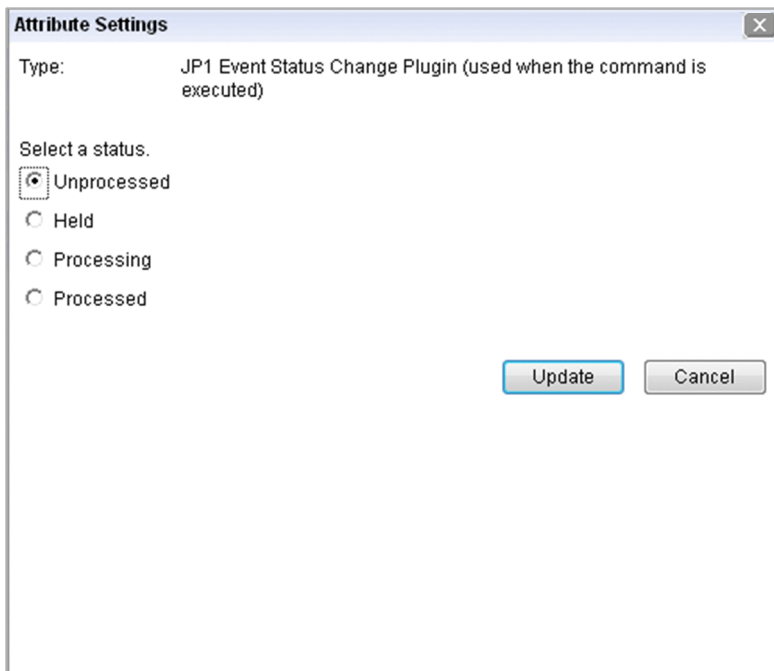
To prevent this issue, keep the following in mind when creating Operational Content that uses a JP1 Event Status Change Plugin:

- Consider using Branch Nodes to create a flow with a route that does not go through a node where a JP1 Event Status Change Plugin part is placed.
- Place a JP1 Event information output plugin part in the guide area for the node immediately preceding a node where a JP1 Event Status Change Plugin is placed.

This allows you to display information in the guide area indicating whether the Operational Content you are working with was invoked from JP1/IM - Manager or JP1/IM - Agent.

5.8.4 Items in the Attribute Settings window (JP1 Event Status Change Plugin part)

Figure 5–10: **Attribute Settings** window (displayed from JP1 Event Status Change Plugin part)



The following describes the items in the **Attribute Settings** window.

(1) Status type radio buttons

Specify the new status of the JP1 event by selecting one of the following radio buttons:

- **Unprocessed**
- **Held**
- **Processing**
- **Processed**

5.9 JP1 Event information output plugin part

This section describes how to use a JP1 Event information output plugin part, and how it appears in the Navigation Platform interface.

5.9.1 About JP1 Event information output plugin parts

A JP1 Event information output plugin part is a component that displays information managed by JP1/IM or JP1/IM-SS in relation to JP1 events, such as event IDs and product names.

5.9.2 Using JP1 Event information output plugin parts

Use a JP1 Event information output plugin part in Operational Content invoked from JP1/IM or JP1/IM-SS.

A JP1 Event information output plugin only has output parameters. The following Guide Parts can connect to these output parameters:

- Static-text part
The value received from the Plugin Part serves as the displayed string.
- Text box part
The value received from the Plugin Part serves as the displayed string.
- Text area part
The value received from the Plugin Part serves as the displayed string.
- Radio button part
A radio button with the same value as the value received from the Plugin Part is selected if one exists in the radio button group.
- Drop-down part
If the drop-down list contains an item whose label has the same value as the value received from the Plugin Part, that item is selected in the drop-down list.
- HTML part
On the assumption that the value received from the Plugin Part is HTML source code, this Guide Part displays it as hypertext in Navigation Platform.

The names of the output parameters of the JP1 Event information output plugin part are fixed and cannot be changed.

5.9.3 Event information that can be output by JP1 Event information output plugin parts

The following table lists the JP1 event information that corresponds to the output parameters of JP1 Event information output plugin parts.

Table 5–3: List of output parameters of JP1 Event information output plugin parts

Output parameter name	Output value
mngHostName	JP1/IM host name
eventId	Event ID
evSeqNo	For JP1/IM - Manager: Serial number in event database For JP1/IM - Agent: -1
evSrcSvName [#]	Source event server name
productName	Product name
message	Message
svType	For JP1/IM - Manager: Manager For JP1/IM - Agent: Agent

Note:

The values other than the JP1/IM host name are the values for the attributes of a particular JP1 event. For details about these attributes, see the manual *JP1/Integrated Management - Manager Command and Definition File Reference*.

[#]

If you want Navigation Platform to display the source host, enable event source host mapping in JP1/IM. For details about how to do so, see the *JP1/Integrated Management - Manager Configuration Guide*.

5.10 Service Support Window URL Creation Plugin part

This section describes how to use a Service Support Window URL Creation Plugin part, and how it appears in the Navigation Platform interface.

5.10.1 About Service Support Window URL Creation Plugin parts

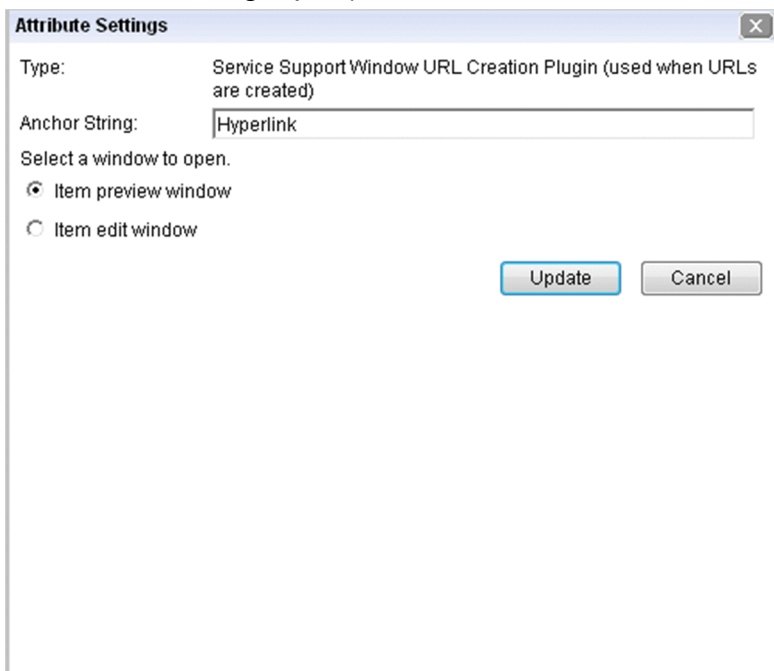
A Service Support Window URL Creation Plugin part is a component that acquires URLs for JP1/IM-SS windows. The plugin it invokes allows access to a preview window or **Item edit** window for a JP1/IM-SS item from within Operational Content.

5.10.2 Using Service Support Window URL Creation Plugin parts

You can use Service Support Window URL Creation Plugin parts in Operational Content that is invoked from JP1/IM-SS. Place a Service Support Window URL Creation Plugin part in a guide area with a hyperlink part that displays the JP1/IM-SS URL as a link.

5.10.3 Items in the Attribute Settings window (Service Support Window URL Creation Plugin part)

Figure 5–11: **Attribute Settings** window (displayed from Service Support Window URL Creation Plugin part)



The following describes the items in the **Attribute Settings** window.

(1) Anchor String text box

Enter the string to display as the anchor text. The default is `Hyperlink`. You must enter an anchor string. An error occurs if:

- The character string is longer than 1,024 bytes (when using double-byte characters, use a maximum of 340 characters).
- You enter an empty character string.
- The character string contains a character whose ASCII code is 0x00 to 0x1F or 0x7F.

(2) Window selection radio buttons

Specify which JP1/IM-SS window to open by selecting one of the following radio buttons:

- **Item preview window**
- **Item edit window**

For details about the JP1/IM-SS windows, see the *JP1/Integrated Management - Service Support Administration Guide* or the *JP1/Service Support Operator's Guide*.

5.11 Acquiring configuration information for Operational Content that uses plugins

For Operational Content that uses plugins, you can view information about the mappings of the Plugin Parts in list format by outputting it to a file called a *mapping list file*.

To acquire a mapping list file:

1. In the Menu area, select Operational Content that contains Plugin Parts.
2. Click the **Mapping List** button in the toolbar.
A mapping list file is created, and a **File Download** dialog box appears.
3. Specify a location and save the file.

Note:

Display the message KDCZ00146-W warning you of a page transition by performing an action such as clicking the × button in your browser, and then click **Stay on this page**.

If you then click **Output Mapping List**, the error KDCZ00146-W might be output. In this case, click **Leave this page** in the dialog box.

5.11.1 Format of mapping list file

(1) File name

PluginMappings.txt

You can specify a different file name when saving the file.

(2) Encoding

UTF-8

(3) Format

Header information is output to the beginning of the file, followed by information related to the mapping of Plugin Parts presented in the following format:

```
[plugin-name] <T> [parameter-type] <T> [parameter-name] <T> [node-ID] <T> [node-name] <T> [part-ID] <CR><LF>
```

Legend:

<T>: Tab character

<CR><LF>: Termination character (0x0D or 0x0A)

5.11.2 Items in mapping list file

The following table describes details about the items output to the mapping list file.

Table 5–4: Items output to mapping list file

Item	Description
Plugin Name	The name of the plugin.
Parameter Type	<p>A character string indicating whether the mapping information relates to input from a Guide Part or output from a plugin.</p> <p>For an input parameter from a Guide Part:</p> <p style="padding-left: 40px;">input</p> <p>For an output parameter from a plugin:</p> <p style="padding-left: 40px;">output</p> <p>If there are no plugin parameters, an empty character string is output.</p>
Parameter Name	<p>The name of the plugin parameter.</p> <p>If there are no plugin parameters, an empty character string is output.</p>
Node ID	The ID of the node where the plugin is placed.
Node Name	The name of the node where the plugin is placed.
Part ID	<p>The Part ID of the Guide Part that passes a value to or receives a value from the plugin parameter.</p> <p>An empty character string is output when:</p> <ul style="list-style-type: none"> • There are no plugin parameters • There are no Guide Parts that pass values to or receive values from the plugin parameter

5.11.3 Example of mapping list file output

The following figure shows an output example of a mapping list file:

I/O Plugin Name	Parameter Type	Parameter Name	Node ID	Node Name	Part ID
ucnpDataStore	input	name	P001	Input personal information	B001
ucnpDataStore	input	adress	P001	Input personal information	B002
ucnpDataStore	input	age	P001	Input personal information	D001
ucnpDataStore	output	name	P002	Check input information	L001
ucnpDataStore	output	adress	P002	Check input information	L002
ucnpDataStore	output	age	P002	Check input information	L003

6

Using Operational Content


This chapter describes the tasks that are required to publish Operational Content that you have completed. This chapter also describes the tasks required after publishing the Operational Content. These tasks include deleting and updating Operational Content that has already been published.


6.1 How to publish Operational Content

To publish Operational Content, you must have Content Manager permission. After you have completed Operational Content, in order for users to use it, you must perform the following tasks:

- Publish Operational Content
- Check the access permission groups or JP1 resource groups to see whether the assumed users can access the Operational Content

Even if Operational Content has been published, users without appropriate access permissions cannot view it. Also, even if the access permission groups or JP1 resource groups have been set up appropriately, users cannot view Operational Content that has not been published. For users to use Operational Content, make sure that: 1) the Operational Content has been published, and 2) the access permission groups or JP1 resource groups have been set up correctly.

Each piece of Operational Content that has been published is managed with versions and marked with the  icon.

The generations of Operational Content managed in this way are called *Published Versions*. Each piece of Operational Content can hold a maximum of five Published Versions. If you publish a piece of Operational Content when you have already had its five Published Versions, the oldest Published Version is deleted. Note that only the currently published versions are marked with the  icon.

Tip

- The setting that the Content Manager can add to Operational Content is only either the access permission groups that are assigned the Content Manager role or JP1 resource groups. To redefine the access permission groups, ask the system administrator to do so. To redefine the JP1 resource groups, ask the JP1/Base system administrator to do so.
- If the editing environment and execution environment are the same, users become able to use Operational Content as soon as the Content Manager finishes publishing the Operational Content.
If the editing environment and execution environment are different, first the Content Manager publishes Operational Content in the editing environment. Then, the system administrator exports the Operational Content data from the editing environment, and imports the data into the execution environment. Users become able to use the Operational Content when import to the execution environment finishes.

6.1.1 Publishing Operational Content

1. In the menu area of the Operational Content Editing Window, select the check box of the piece of Operational Content that you want to publish.

2. Select the **Make Public** menu.

The **Review the Operational Contents to be Published** window appears.

3. In the **Comments** text box, enter a comment about the selected piece of Operational Content.

Note on entering a comment:

The comment entered here will overwrite the existing comment. If you enter nothing in the **Comments** text box, the existing comment will be lost. To leave the existing comment, copy it to the **Comments** text box.

4. Click the **Make Public** button.

The selected piece of Operational Content is published.

Tip

Each published piece of Operational Content can have a maximum of five generations of history. However, changes to the following items are not recorded as a history:

- Name of the piece of Operational Content
- Name of the group that the piece of Operational Content belongs to
- Access permission groups or JP1 resource groups set in the piece of Operational Content
- Comment on the piece of Operational Content

Changes to the above items are not displayed as differences in the difference display window (because these changes are not recorded as a history). Note that changing the above items only updates the information about the piece of Operational Content, without creating a new version.

6.1.2 Items in the Review the Operational Contents to be Published window

The following figure shows the **Review the Operational Contents to be Published** window.

Figure 6–1: **Review the Operational Contents to be Published** window

Review the Operational Contents to be Published

Comments:

Publishing period: ☐ Specify the publishing period.

List of Operational Contents to be Published:

Operational Content name	Editor	Date Modified	Comments
[sample02] Start server after power loss	user1	2015/11/20 15:52:32	Reviewed the flow configuration and font size.

Note: The maximum number of versions for published Operational contents that can be saved is 5. If the number of published versions exceeds 5, the oldest versions will be deleted.

Make public Cancel

The following describes the items in the **Review the Operational Contents to be Published** window.

(1) Comments text box

In this text box, enter information that you want to leave as a comment on the piece of Operational Content to be published. The comment entered here overwrites the existing comment. You can check the existing comment on a piece of Operational Content in the **Version Details** window. When you publish multiple pieces of Operational Content by selecting them at the same time, the comment entered here overwrites the existing comment of each piece.

(2) "Specify the publishing period." check box

Select this check box to schedule the time when the Operational Content will be published. For details about how to schedule the time to publish Operational Content, see [6.3 How to schedule the time to publish Operational Content](#).

(3) List of Operational Contents to be Published

The pieces of Operational Content to be published are listed.

(4) Make Public button

When you click this button, the pieces of Operational Content displayed in the **List of Operational Contents to be Published** are added to the Operational Content Execution Window.

(5) Cancel button

Clicking this button closes the **Review the Operational Contents to be Published** window. The selected Operational Content will not be published. The entered comment will not be applied to any Operational Content.

6.2 How to make published Operational Content unavailable

After publishing Operational Content, you can make it unavailable to users. To do so, however, you must have Content Manager permission. There are the following two ways to make published Operational Content unavailable to users:

- Make private
For details about the procedure, see [6.2.1 Making Operational Content private](#).
- Delete

If you want Operational Content to be unavailable temporarily, use the *make-private* method. Note, however, that you can update Operational Content without stopping its use. Therefore, you do not need to make Operational Content private when updating it.

For example, if the services of your business change, the current Operational Content becomes unnecessary and will no longer need to be published again. In such a case, we recommend that you delete the Operational Content. Note that once you delete Operational Content, you can no longer restore it. Before deleting Operational Content, adequately consider whether deleting Operational Content causes some impact. For details, see [6.2.3 Considerations before deleting published Operational Content](#).

Tip

If the editing environment and the execution environment are the same, users become unable to use the Operational Content as soon as the Content Manager finishes making Operational Content private.

If the editing environment and execution environment are different, first the Content Manager makes Operational Content private in the editing environment. Then, the system administrator exports the Operational Content data from the editing environment, and imports the data into the execution environment. Users become unable to use the Operational Content when import to the execution environment finishes.

6.2.1 Making Operational Content private

1. In the menu area of the Operational Content Editing Window, select the check box of the piece of Operational Content that you want to make private, and then select the **Make Private** menu.

The **Review the Operational Contents to be made private** window appears.

2. In the **Comments** text box, enter a comment about the selected piece of Operational Content.

Note on entering a comment:

The comment entered here will overwrite the existing comment. If you enter nothing in the **Comments** text box, the existing comment will be lost. To leave the existing comment, copy it to the **Comments** text box.

3. Click the **Make Private** button.

The selected piece of Operational Content is made private.

6.2.2 Items in the Review the Operational Contents to be made private window

The following figure shows the **Review the Operational Contents to be made private** window.

Figure 6–2: **Review the Operational Contents to be made private** window

Review the Operational Contents to be made private

Comments:

Operational Contents to be made private:

Operational Content name	Editor	Date published	Comments
[sample02] Start server after power loss	user1	2015/11/19 13:56:17	

Make private Cancel

The following describes the items in the **Review the Operational Contents to be made private** window.

(1) Comments text box

In this text box, enter information that you want to leave as a comment on the piece of Operational Content to be made private. The comment entered here overwrites the existing comment. You can check the existing comment on a piece of Operational Content in the **Version Details** window. When you make multiple pieces of Operational Content private by selecting them at the same time, the comment entered here overwrites the existing comment of each piece.

(2) Operational Contents to be made private

The pieces of Operational Content to be made private are listed.

(3) Make Private button

When you click this button, the pieces of Operational Content displayed in the **Operational Contents to be made private** list are removed from the Operational Content Execution Window.

(4) Cancel button

Clicking this button closes the **Review the Operational Contents to be made private** window. The selected Operational Content will not be made private. The entered comment will not be applied to any Operational Content.

6.2.3 Considerations before deleting published Operational Content

Before deleting Operational Content, check whether there is a possibility of publishing the Operational Content again.

Once you delete Operational Content, you can no longer restore it. Therefore, if you might publish the Operational Content again, make it private, instead of deleting it.

Note that if you delete Operational Content in an environment that is used as both the editing environment and execution environment, make sure that no other users are using the Operational Content beforehand.

6.2.4 Deleting Operational Content

1. Access Navigation Platform, and open the Operational Content Editing Window.

For details about the URL to be accessed, see [1.6 URLs used to access Navigation Platform windows](#).

2. In the menu area, select the check box of the piece of Operational Content that you want to delete.

You can also select multiple check boxes to delete multiple pieces of Operational Content at one time.

3. Select the **Delete** menu.

A dialog box asking you whether you really want to delete the Operational Content appears.

4. In the dialog box, click the **OK** button.


The selected Operational Content is deleted.

5. If the deleted Operational Content used images and other static files, they might also become unnecessary. Delete them if they are no longer necessary.

For details about the procedure for deleting static files, see [2.8.7 Deleting a static file by using the File Management/Registration window](#).

6.3 How to schedule the time to publish Operational Content

If you want to schedule the time to publish Operational Content, you must have Content Manager permission. If you schedule the time to publish Operational Content, the Operational Content is automatically published at the specified date and time. When you schedule the publishing time, make sure that the access permission groups or JP1 resource groups are correctly set up so that the assumed users can view the automatically published Operational Content.

The Operational Content scheduled to be published is marked with the  icon.

6.3.1 Scheduling the time to publish Operational Content

1. In the menu area of the Operational Content Editing Window, select the check box of the piece of Operational Content that you want to schedule the time to publish.

2. Select the **Make Public** menu.

The **Review the Operational Contents to be Published** window appears.

3. In the **Comments** text box, enter a comment about the selected piece of Operational Content.

Note on entering a comment:

The comment entered here will overwrite the existing comment. If you enter nothing in the **Comments** text box, the existing comment will be lost. To leave the existing comment, copy it to the **Comments** text box.

4. Select the **Specify the publishing period** check box.

5. Use the **Publishing start date** text box and **Publishing start time** drop-down list to set the date and time at which the Operational Content will be published.

6. Use the **Publishing end date** text box and **Publishing end time** drop-down list to set the date and time at which the Operational Content will be made private. To make the Operational Content public indefinitely, skip this step.

7. Click the **Reserve** button.

The time to publish the Operational Content is scheduled.

6.3.2 Items in the Review the Operational Contents to be Published window

The following figure shows the **Review the Operational Contents to be Published** window.

Figure 6–3: **Review the Operational Contents to be Published** window

Review the Operational Contents to be Published

Comments:

Publishing period: ☒ Specify the publishing period.

Publishing start date: 2015/11/24 Publishing start time: 09

Publishing end date: 2015/12/1 Publishing end time: 17

(The publishing start date is required.)

List of Operational Contents to be Published:

Operational Content name	Editor	Date Modified	Comments
[sample02] Start server after power loss	user1	2015/11/24 13:52:05	Reviewed the flow configuration and font size.

Note: The maximum number of versions for published Operational contents that can be saved is 5. If the number of published versions exceeds 5, the oldest versions will be deleted.

Reserve Cancel

The following describes the items in the **Review the Operational Contents to be Published** window.

(1) Comments text box

In this text box, enter information that you want to leave as a comment on the piece of Operational Content to be published automatically. The comment entered here overwrites the existing comment. You can check the existing comment on a piece of Operational Content in the **Version Details** window. When you publish multiple selected pieces of Operational Content, the comment entered here overwrites the existing comment of each piece.

(2) Specify the publishing period. check box

Select this check box if you want Operational Content to be published automatically according to the schedule. This is a required setting for scheduled publishing of Operational Content.

(3) Publishing start date text box

In this text box, enter the date on which to start making the Operational Content public. When you enter a date, use the same format as the format of the initial value. This is a required setting for scheduled publishing of Operational Content.

(4) Publishing start time drop-down list

Use this drop-down list to select the time at which to start making the Operational Content public.

(5) Publishing end date text box

In this text box, enter the date on which to end making the Operational Content public. This is not a required setting for scheduled publishing of Operational Content. If you do not enter a value in this text box, the Operational Content will be made public indefinitely.

(6) Publishing end time drop-down list

Use this drop-down list to select the time at which to end making the Operational Content public.

(7) List of Operational Contents to be Published

The pieces of Operational Content that are scheduled to be published are listed.

(8) Reserve button

When you click this button, the pieces of Operational Content displayed in the **List of Operational Contents to be Published** are added to the Operational Content Execution Window at the specified date and time.

(9) Cancel button

Clicking this button closes the **Review the Operational Contents to be Published** window. Publishing of the Operational Content will not be scheduled. The entered comment will not be applied to any Operational Content.

6.4 How to check the Operational Content publishing reservation

You can use the **Publishing Reservation List** window to check the pieces of Operational Content that are scheduled to be published. You can also use this window to remove Operational Content from the publishing reservation. To do these tasks, you must have Content Manager permission.

6.4.1 Checking the Operational Content publishing reservation

Use either of the following ways to display the **Publishing Reservation List** window:

- In the header area of the Operational Content Editing Window, click the **Publishing Reservation List** menu.
- In the menu area of the Operational Content Editing Window, click the **Delete Reservations** menu.

6.4.2 Removing Operational Content from the publishing reservation

1. Open the **Publishing Reservation List** window.

For details about how to open the **Publishing Reservation List** window, see [6.4.1 Checking the Operational Content publishing reservation](#).

2. Select the check box of each piece of Operational Content that you want to remove from the publishing reservation.

3. Click the **Delete Reservations** button.

The selected pieces of Operational Content are removed from the publishing reservation.

6.4.3 Items in the Publishing Reservation List window

The following figure shows the **Publishing Reservation List** window.

Figure 6—4: **Publishing Reservation List** window

Publishing Reservation List					
<input type="checkbox"/>	Publishing Start Date and Time	Publishing End Date and Time	Publishing reservation status	Operational Content name	Comments
<input type="checkbox"/>	2015/11/20 11:00:00	2015/11/27 10:00:00	Waiting for publishing end	[sample03] Initial troubleshooting response	Replaced some figure s.
<input type="checkbox"/>	2015/11/20 18:00:00	2015/11/20 23:00:00	Waiting for publishing start	[sample02] Start server after power loss	Reviewed the flow con figuration and font size
<input type="checkbox"/>	2015/11/24 08:00:00	-	Waiting for publishing start	[sample01] Upgrade Web app	Modified text.

The following describes the items in the **Publishing Reservation List** window.

(1) Check boxes

These check boxes are used to select the pieces of Operational Content to be removed from the publishing reservation.

(2) Publishing Start Date and Time

Displays the date and time at which to start making the Operational Content public.

(3) Publishing End Date and Time

Displays the date and time at which to end making the Operational Content public.

(4) Publishing Reservation Status

Displays the status of scheduled Operational Content. Either of the following statuses is displayed:

- **Waiting for publishing start**
- **Waiting for publishing end**

(5) Delete Reservations button

When you click this button, the selected pieces of Operational Content are removed from the publishing reservation.

(6) Cancel button

Clicking this button closes the **Publishing Reservation List** window. No Operational Content will be removed from the publishing reservation.

6.5 How to change the group of Operational Content

The following two types of groups can be used for Operational Content:

- **Operational Content group**
An Operational Content group can be used to gather the Operational Content pieces that share the same keyword. For example, if there are too many pieces of Operational Content to find a specific piece quickly, you can group the pieces of Operational Content by the keyword that is related to the work task. If you create such groups, you will be able to find the desired piece of Operational Content by using a keyword as a clue.
- **Access permission groups or JP1 resource groups set in Operational Content**
Access permission groups or JP1 resource groups can be used to limit the users who can operate or view Operational Content. For example, to permit users to operate only specific pieces of Operational Content, you can use the access permission groups or JP1 resource groups to set access permission for each piece of Operational Content. You can prevent unintended users from operating Operational Content inappropriately.

For you to change the group, you must have Content Manager permission.

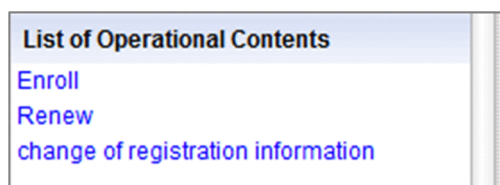
6.5.1 Changing the group of Operational Content

1. In the menu area of the Operational Content Editing Window, select the check box of the piece of Operational Content whose group you want to change, and then select the **Change Groups** menu.
The dialog box for entering the group name appears.
2. In the dialog box, enter the new group name, and then click the **OK** button.
The group of the selected piece of Operational Content changes to the new group.
You can change the groups of multiple pieces of Operational Content to a new group at one time. To do this, select the check boxes of those pieces of Operational Content.

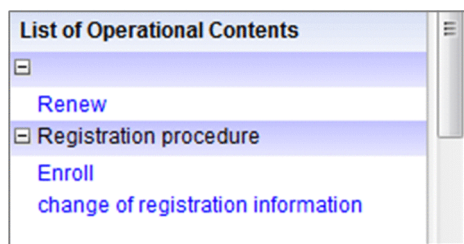
6.5.2 Notes on changing the group of Operational Content

The following provides notes on changing the group of Operational Content:

- When you have finished editing Operational Content and are ready to publish it, name the group of the Operational Content from the viewpoint of users, such as the content details or time to use.
- If you do not set a group name (or specify spaces as a group name) for pieces of Operational Content when group display is enabled, those pieces of Operational Content are gathered into the unnamed group. If there are no groups other than the unnamed group and the group being edited, an empty group name display area is displayed in the Operational Content Editing Window. However, such an area is not displayed in the Operational Content Execution Window.
- If there are not so many pieces of Operational Content that grouping is necessary, leave the group names of all pieces of Operational Content blank. In this case, the Operational Content Execution Window displays only the Operational Content names, without displaying group name display fields, as shown in the following figure:



However, if you assign a group name to at least one piece of Operational Content, the Operational Content Execution Window displays group name display fields, in addition to the Operational Content names. For a piece of Operational Content to which no group name is assigned, a blank group name display field is displayed, as shown in the following figure:



6.5.3 Checking the access permission groups or JP1 resource groups that are set in Operational Content

You can check the access permission groups or JP1 resource groups that are set in a piece of Operational Content. Note that you cannot check the access permission groups or JP1 resource groups that are set in multiple pieces of Operational Content at one time. After performing the check, redefine the access permission groups or JP1 resource groups, if necessary. For details about how to redefine the access permission group or JP1 resource group, see [2.4.1 Setting an access permission group or JP1 resource group for Operational Content](#).

(1) Checking the access permission groups

1. In the menu area of the Operational Content Editing Window, select the check box of only one piece of Operational Content, and then select the **Edit Permissions** menu.

The **Edit Permissions** window appears. The access permission groups whose check boxes are selected in the **Access permission groups that are set for the Operational Content** list are currently set in the selected piece of Operational Content.

2. Click the name of an access permission group.

The **Check Access Permission Groups** window appears.

3. Check whether the ID of the user or group to which the Operational Content is published is displayed in the **ID** column.

If you are not sure of the user ID, ask the system administrator about it.

4. Click the **Close** button to close the **Check Access Permission Groups** window and display the **Edit Permissions** window again.

5. Repeat steps 2 to 4 for all access permission groups that are displayed in the **Access permission groups that are set for the Operational Content** list.

6. If the result of step 3 is true, in the **Access permission groups that are set for the Operational Content** list of the **Edit Permissions** window, select the check box of the access permission group in step 2.

7. If the result of step 3 is not true, ask the system administrator to redefine the access permission group.

(2) Checking the JP1 resource groups

1. In the menu area of the Operational Content Editing Window, select the check box of only one piece of Operational Content, and then select the **Resource Settings** menu.

The **Resource Settings** window appears.

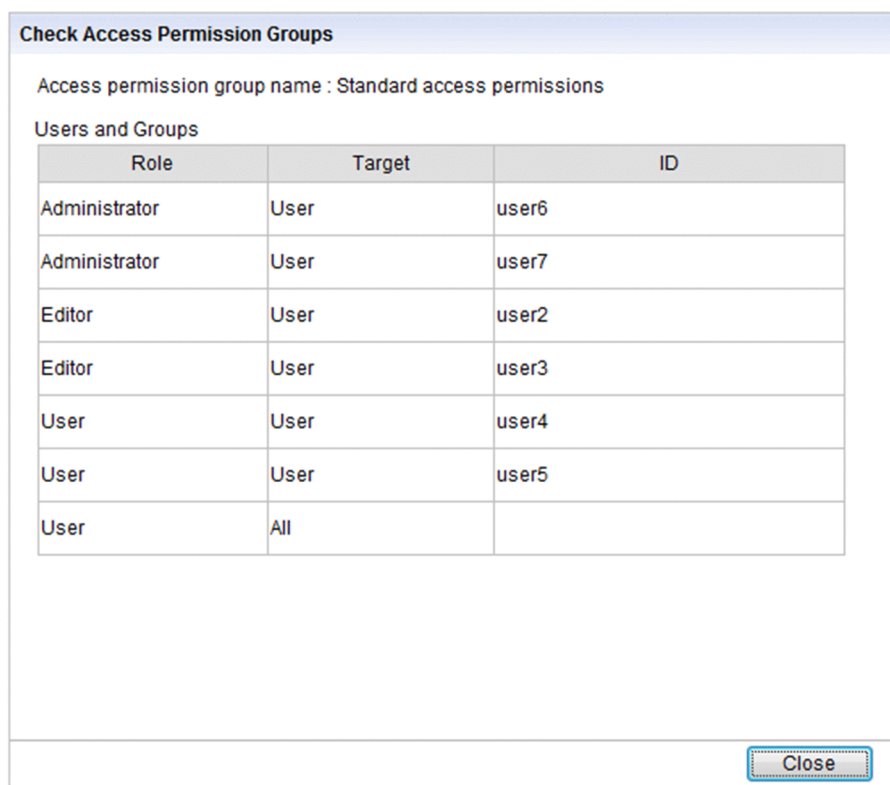
The JP1 resource groups whose check boxes are selected are currently set in the selected piece of Operational Content. If no check boxes are displayed, the JP1 resource groups displayed in the list of JP1 resource groups are currently set in the selected piece of Operational Content.

2. Ask the system administrator whether the publishing-target users for the Operational Content are registered in the displayed JP1 resource groups.
3. In answer to the query in step 2, if such users are registered, in the **JP1 resource groups registered for the Operational Content** list of the **Resource Settings** window, select the check boxes of those JP1 resource groups.
4. In answer to the query in step 2, if such users are not registered, ask the system administrator to redefine the JP1 resource groups.

6.5.4 Items in the Check Access Permission Groups window

The following figure shows the **Check Access Permission Groups** window.

Figure 6–5: **Check Access Permission Groups** window



Role	Target	ID
Administrator	User	user6
Administrator	User	user7
Editor	User	user2
Editor	User	user3
User	User	user4
User	User	user5
User	All	

The following describes the items in the **Check Access Permission Groups** window.

(1) Role column

The role assigned to the access permission group is displayed in this column. **Administrator**, **Editor**, or **User** is displayed.

(2) Target column

The range of a target assigned to the access permission group is displayed in this column. **User** or **All** is displayed.

(3) ID column

The ID of a target that is granted access permission is displayed.

6.6 Printing Operational Content

This section describes the printable items in Operational Content and the procedure for printing Operational Content.

6.6.1 Printable items in Operational Content

In Operational Content, you can print the title, operational flow area, and guide area.

Note that the buttons in the guide area are not printed. For a flow that has branches, check the print result of the guide areas for each branch according to the flow print result and node ID.

The following describes the printable items.

(1) Title

[sample02] Start server after power loss

Member group: Sample

Date Modified: 2015/11/24 13:52:05 Operational Content ID: 2611a311-0133-1000-8002-00000ad23cbb-0

Operational Content name:

The name of the Operational Content to be printed

Member group:

The name of the group that the Operational Content to be printed belongs to

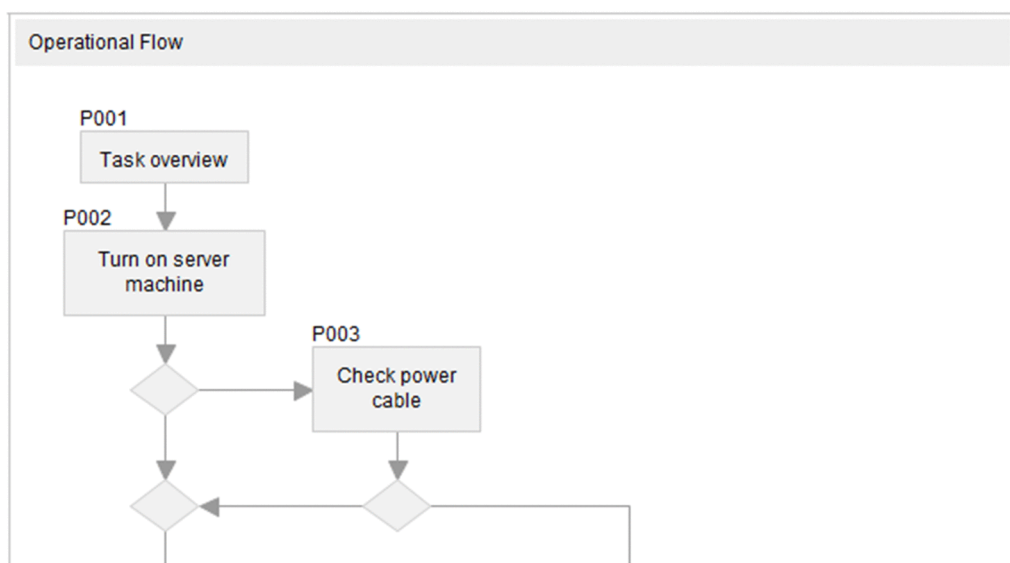
Date modified:

The date and time at which the Operational Content was last modified (YYYY/MM/DD hh:mm:ss format)

Operational Content ID:

The identifier of the Operational Content to be printed. This item is printed only when the print window is called from the Operational Content Editing Window.

(2) Operational flow area



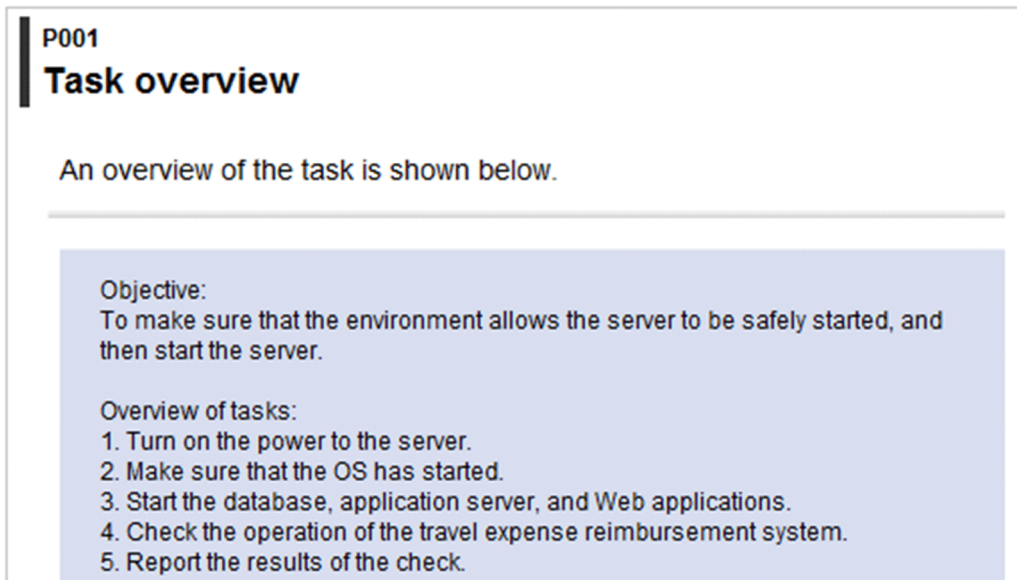
Node ID:

The identifier of each node. Node IDs are always printed regardless of whether the **Show ID** button on the toolbar is clicked.

Node and relation line:

Nodes placed in the operational flow area are connected by using relation lines.

(3) Guide area



Node ID:

The identifier of a Process Node


Node name:

The name of a Process Node

Guide Part:

A Guide Part placed in the guide area.

6.6.2 Printing Operational Content

1. In the web browser, make sure that **Print Background Colors and Images** is enabled.
2. In the menu area of the Operational Content Editing Window or Operational Content Execution Window, click and display the Operational Content to be printed.
3. If the window you displayed in step 2 is Operational Content Editing Window, click the  button (**Print** button) on the toolbar. If the window you displayed in step 2 is Operational Content Execution Window, click the **Print** menu in the header area.

The print window opens as a new window.

Note that if the window you opened is Operational Content Execution Window, the following items are not displayed:

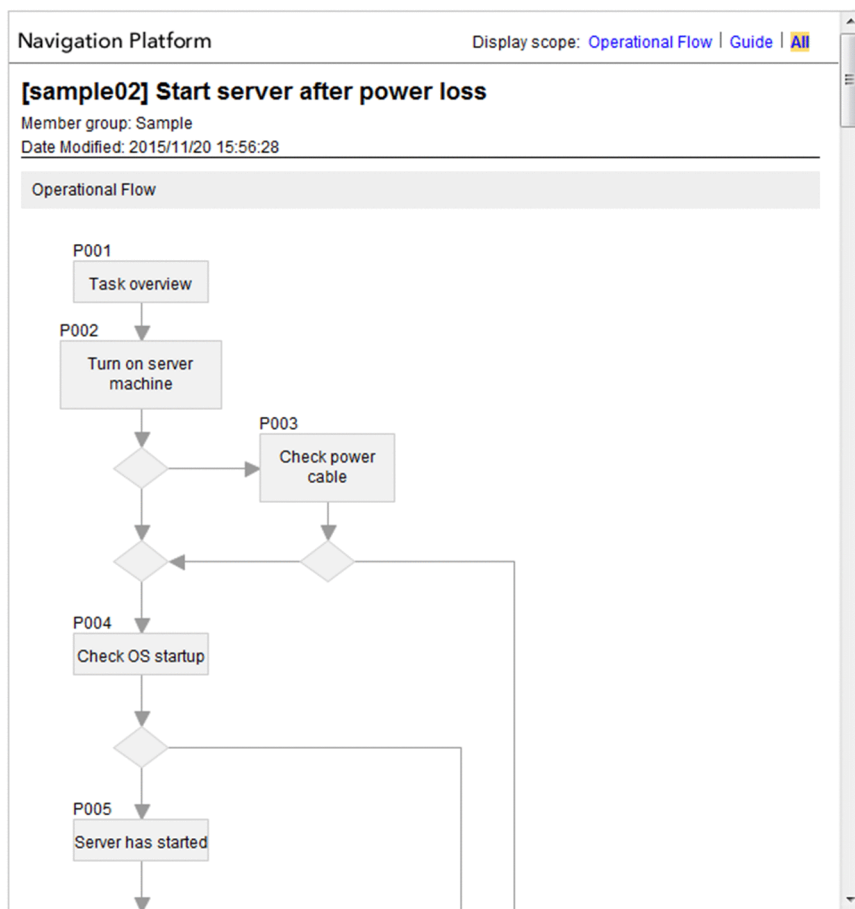
- Operational Content ID

- Operational Flow (if display of the operational flow area is disabled in the Operational Content Execution Window)
4. From the **Display scope** menu, select the display scope of the print window.
To display the operational flow area only, select **Operational Flow**. To print the guide area only, select **Guide**. In the initial status, **All** is selected.
 5. Use the print function of the web browser to print the Operational Content.

6.6.3 Items in the print window

The following figure shows the print window.

Figure 6–6: Print window



The following describes the items in the print window.

(1) Display scope menu

From the **Display scope** menu, you can select the display scope of the print window.

Operational Flow:

Selecting this displays only the operational flow area in the print window.

Guide:

Selecting this displays only the guide area in the print window.

All:

Selecting this displays both the operational flow area and guide area in the print window.

6.6.4 Notes on printing

The following provides notes on display of the print window and results of printing for Operational Content.

(1) Notes on display of the print window

- In some web browsers, the zoom rate can be specified. However, the print window might not be displayed correctly if the zoom rate is not 100%.
- In the guide area, for a text box part that is used as a password box, an empty character string is displayed as the initial value.
- If there is an inline frame part in the guide area, the processing written in the link-target file is executed. If a focusing action is implemented in the link-target file, focus is placed on the inline frame when the print window is opened.
- A drop-down part displays all preset labels regardless of the parent-child relationship.
- If the source HTML of an HTML part has an error, correct behavior cannot be guaranteed.
- If parts are not placed completely within the operational flow area or guide area, the print window displays those parts in their entirety. As a result, some parts might overlap on the logo image or the **Display scope** menu in the header area.

(2) Notes on results of printing

- Adjust the zoom rate so that the operational flow area fits in one page. If the print target spans multiple pages, parts placed across pages might not be displayed correctly. The same applies to parts placed across pages in the guide area.
- For the flow parts, except image parts, relation lines are always placed in the rearmost ground. Even if you use the **Front/back order** setting in the **Attribute Settings** window to set flow parts behind relation lines, flow parts are always displayed in the foreground in the display window.
- In Internet Explorer 8 or Internet Explorer 9, inline frame parts might not be printed.
- In Internet Explorer 10, image parts might not be printed. You might be able to print those parts if you delete the Exif information by using an image editor, and then save them again.
- With some printers and printer drivers, labels might be printed with a different font size from the font size that is used for displayed labels. As a result, line breaks might take place at inappropriate positions.

6.7 Obtaining the direct-access URL of Operational Content

You can obtain the direct-access URL of Operational Content. If there are pieces of Operational Content that you use frequently, we recommend that you register the direct-access URLs of them as bookmarks.

Note that the **Get URL** menu in the following procedure might be hidden with the system settings.

1. In the Operational Content Execution Window, click the Operational Flow whose URL you want to obtain.
2. In the header area, click the **Get URL** menu.
A message appears, and the URL that displays the selected Operational Content is copied to the Clipboard.

6.8 How to update published Operational Content

Users who have Content Manager or Content Editor permission can update Operational Content. The tasks that can be performed with Content Manager permission and Content Editor permission are different as follows:

- Updating Operational Content:
To update the Operational Flow or guide area, either Content Manager or Content Editor permission is required.
To publish Operational Content: Content Manager permission is required.
- Renaming Operational Content:
Content Manager permission is required.

Tip

If the editing environment and execution environment are the same, users become able to use Operational Content as soon as the Content Manager finishes publishing the Operational Content.

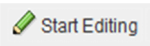

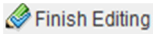
If the editing environment and execution environment are different, first the Content Manager publishes Operational Content in the editing environment. Then, the system administrator exports the Operational Content data from the editing environment, and imports the data into the execution environment. Users become able to use the Operational Content when import to the execution environment finishes.

6.8.1 Updating Operational Content

When the updating of published Operational Content starts, a copy of the Operational Content is created. This copy is called the *Version Being Edited*.

When you start updating the Version Being Edited, it is locked so that other users cannot edit it.

The following shows the procedure for updating Operational Content. Note that the Content Manager must perform step 9.

1. In the menu area of the Operational Content Editing Window, click and display the piece of Operational Content to be updated.
2. On the toolbar, click the  **Start Editing** button (**Start Editing** button).
The Version Being Edited is created. You can use this version to edit the target piece of Operational Content.
3. Edit the piece of Operational Content. If necessary, see the following sections:
 - [Chapter 3. Creating the Operational Flow](#)
 - [Chapter 4. Creating the Guide](#)
 - [6.8.3 Deleting nodes, parts, relation lines, and mapping lines](#)
4. When the editing finishes, click the  **Save** button (**Save** button) on the toolbar.
5. Click the  **Finish Editing** button (**Finish Editing** button) on the toolbar.
The **Enter Comments** window appears.
6. In the **Comments** text box, enter a comment.

7. In the **Enter Comments** window, click the **Finish Editing** button.
The changes are committed, and the Version Being Edited is unlocked.
8. If necessary, rename the piece of Operational Content. For details about the procedure, see [6.8.2 Renaming a piece of Operational Content](#).
9. Publish the updated Operational Content.
For details about the procedure, see [6.1.1 Publishing Operational Content](#).

6.8.2 Renaming a piece of Operational Content

1. In the menu area of the Operational Content Editing Window, select the check box of the piece of Operational Content to be renamed.
2. Select the **Rename** menu.
You cannot rename multiple pieces of Operational Content at one time. If you select multiple pieces of Operational Content, only the piece displayed at the top in the menu area is renamed.
3. Enter the new name, and then click the **OK** button.

6.8.3 Deleting nodes, parts, relation lines, and mapping lines

You can perform deletion on an area basis. For example, you cannot simultaneously delete the nodes and parts displayed in the operational flow area together with the parts displayed in the guide area. The following shows the deletion procedure:

1. In the operational flow area of the Operational Content Editing Window, select the nodes, parts, and/or relation lines to be deleted.
2. Click the **Delete** button on the toolbar, or press the **Delete** key on the keyboard.
3. In the guide area of the Operational Content Editing Window, select the parts to be deleted.
4. Click the **Delete** button on the toolbar, or press the **Delete** key on the keyboard.
5. In the guide area (mapping mode) of the Operational Content Editing Window, select the Plugin Parts or mapping lines.
If you select a Plugin Part, all mapping lines become subject to deletion.
6. Click the **Delete** button on the toolbar, or press the **Delete** key on the keyboard.



Reference note

- In the guide area in mapping mode, you can only delete Plugin Parts even if other parts are also displayed. To delete parts other than Plugin Parts, stop mapping mode.
- If you use the **Undo** button to restore nodes, parts, or relation lines or use the **Redo** button to perform deletion again, the part order might change. The part order change might affect Guide Parts that are set to be emphasized when an invalid value is input, or that are placed in consideration of the order of error messages to be displayed. In such a case, verify the behavior of the Operational Content.

6.9 How to analyze the usage of Operational Content

You can use the reporting window to check the results of analyzing the usage of Operational Content. To display the reporting window, Content Manager permission or a higher permission is required.

In the reporting window, for example, you can understand the average operation time of Operational Content, or the number of times a Process Node is executed. Such information is useful for you to improve the Operational Content.

For examples of using the reporting window to improve Operational Content, see [6.9.6 Examples of analyzing the usage of Operational Content](#).

Tip

- Before you can check the usage analysis results by using the reporting window, make sure that the Operational Flow ends with a Terminal Node.

The reporting window displays the results of automatically collecting and analyzing the historical records on the operations from the start to end of Operational Content. During analysis, transition of operations up to the ending Terminal Node is assumed to be completion of the operations. Therefore, for Operational Content in which the ending Terminal Node does not exist, completion is not assumed. As a result, the usage of the Operational Content will not be applied correctly to the reporting window.

- The reporting window is automatically refreshed once a day. Therefore, the operations performed most recently might not be applied to the reporting window.
- If 24 hours elapse from the last previously performed operation to completion of Operational Content, the status of the Operational Content is not subject to analysis. Note that the time period during which processing is suspended by using the Suspend/Resume function is not included in the 24-hour limit.

Important note

- If the Suspend/Resume function is used, the user-based execution status might not be based on the actual operations. This is because the analysis used for the reporting window assumes that the user does not change from the start to end of Operational Content. If the Suspend/Resume function is used, although the user might change before the Operational Content is completed, the analysis assumes that the same user performed all operations.
- Either of the following is determined as the target of analysis displayed in the reporting window, according to the setting specified during system creation:
 - Only the Operational Content version displayed in the Operational Content Execution Window
 - The Operational Content version displayed in the Operational Content Execution Window and previous versions of the Operational Content

6.9.1 Analyzing the usage of Operational Content

1. In the menu area of the Operational Content Execution Window, click the **Report View** menu.

The reporting window opens as a new window.

2. Select the range of analysis-target users.

Select either of the following ranges:

- **Analyze the overall status.**

If you select this, go to step 4.

- **Analyze a specific user status.**

If you select this, go to step 3.

3. Enter the user ID.

If you are not sure of the user ID, ask the system administrator about it.

4. Use a radio button to select the analysis mode.

Select one of the following modes:

- **Analyze by the number of executions.**
- **Analyze by average execution time.**
- **Analyze by the number of errors.**

5. Use the drop-down list to select the period.

Select one of the following periods:

- **1 month**
- **3 months**
- **6 months**

6. Click the **Analyze** button.

The analysis result of each piece of Operational Content is displayed at the bottom of the reporting window.

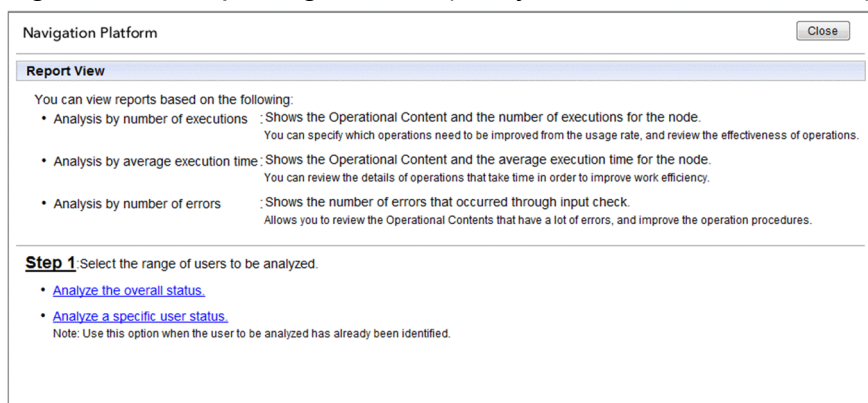
7. Click the name of a piece of Operational Content.

The display mode of the reporting window switches the node-based analysis result display mode.

6.9.2 Items in the reporting window (analysis item selection mode)

The following figure shows the reporting window in analysis item selection mode.

Figure 6–7: Reporting window (analysis item selection mode)



The following describes the items in the reporting window (analysis item selection mode).

(1) Range of analysis-target users

Select the range of analysis-target users. You can select **Analyze the overall status.** or **Analyze a specific user status.**

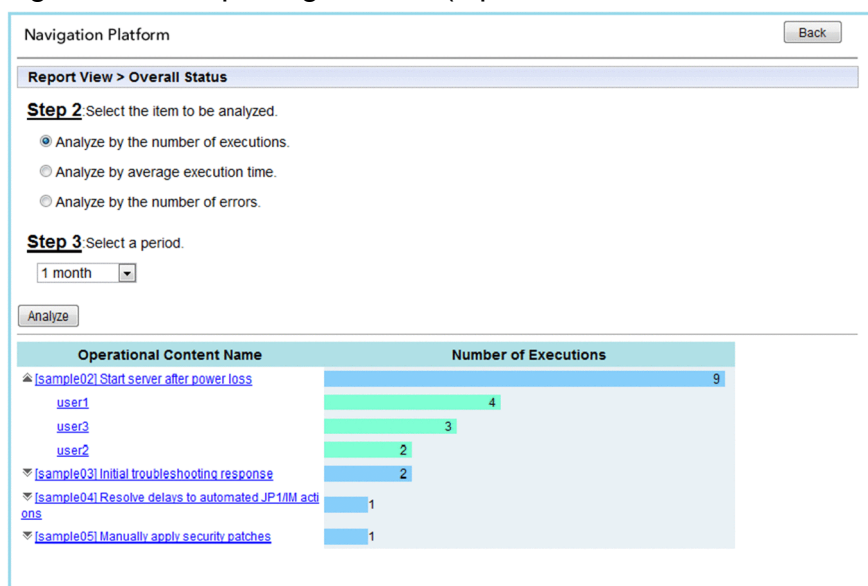
(2) Close button

Clicking this button closes the reporting window.

6.9.3 Items in the reporting window (Operational-Content-based analysis result display mode)

The following figure shows the reporting window in Operational-Content-based analysis result display mode.

Figure 6–8: Reporting window (Operational-Content-based analysis result display mode)



The following describes the items in the reporting window (Operational-Content-based analysis result display mode).

(1) "Enter the user ID." text box

Enter the user ID. This item appears only if **Analyze a specific user status.** is selected in the reporting window (analysis item selection mode).

(2) "Select the item to be analyzed." radio button

Select the analysis mode. You can select **Analyze by the number of executions.**, **Analyze by average execution time.**, or **Analyze by the number of errors.**

(3) "Select a period." drop-down list

Select the analysis-target period. You can select **1 month**, **3 months**, or **6 months**.

(4) Analyze button

Clicking this button displays the result of analyzing the usage of Operational Content under the selected conditions.

(5) Icons for displaying the analysis results of users

Clicking one of these icons displays the usage analysis result of Operational Content for a user.

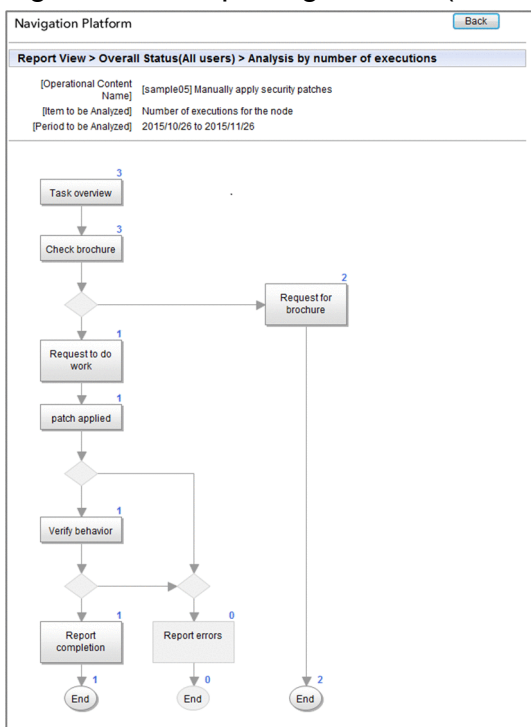
(6) Back button

Clicking this button changes the reporting window display mode to analysis item selection mode.

6.9.4 Items in the reporting window (node-based analysis result display mode)

The following figure shows the reporting window in node-based analysis result display mode.

Figure 6–9: Reporting window (node-based analysis result display mode)



Notes on the analysis result of each node:

- The analysis result text is displayed in the same layer as Process Nodes. If Process Nodes are placed behind other parts, the analysis result is also displayed behind other parts. In such a case, therefore, the analysis result might be hard-to-read. If it is difficult to read the analysis result, adjust the positions of the other parts or change the front/back order of Process Nodes to the foremost layer.
- The value displayed as **Number of executions for the node** is the number of times a transition to another node took place. Therefore, if the Operational Flow includes branches that directly return to the branch-source node, the number of transitions for those branches is not included in the number of executions for the node.

The following describes the items in the reporting window (node-based analysis result display mode).

(1) Header area

In the header area, the name of the piece of Operational Content, user ID, items to be analyzed, and analysis period are displayed. Note that the user ID is displayed only if **Analyze a specific user status.** is selected in the reporting window in analysis item selection mode.

For node-based analysis, the item to be analyzed differs depending on the perspective selected with **Select the item to be analyzed.** in the reporting window that displays the analysis result of each piece of Operational Content:


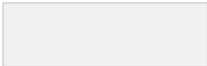




- If **Analyze by the number of executions.** is selected: **Number of executions for the node**
- If **Analyze by average execution time.** is selected: **Average execution time for the node**
- If **Analyze by the number of errors.** is selected: **Number of errors for the node**

(2) Operational flow area

The analysis result is displayed at the top right of each node in the Operational Flow.

When you click a clickable node, the reporting window is displayed in user-based analysis result display mode. The following table lists the appearance of nodes that can be clicked and nodes that cannot be clicked.

Table 6–1: Appearances of nodes that can and cannot be clicked

Item	Node that can be clicked	Node that cannot be clicked
Process Node (with an image)		
Process Node (without an image)		
Terminal Node		

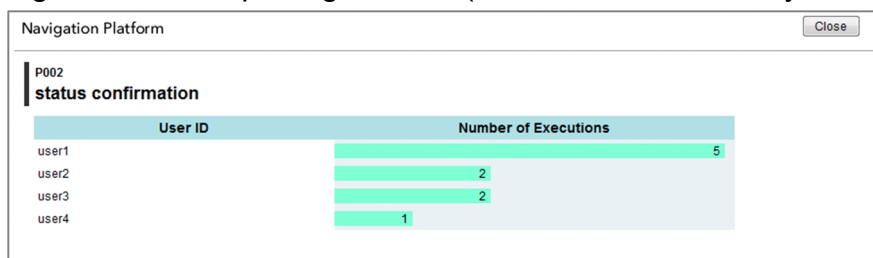
(3) Back button

Clicking this button changes the reporting window display mode to Operational-Content-based analysis result display mode.

6.9.5 Items in the reporting window (user-based analysis result display mode)

The following figure shows the reporting window in user-based node analysis result display mode.

Figure 6–10: Reporting window (user-based node analysis result display mode)



(1) Close button

Clicking this button closes the reporting window in user-based node analysis result display mode.

6.9.6 Examples of analyzing the usage of Operational Content

The following provides examples of analyzing the usage of Operational Content. For details about the procedure for displaying the reporting window in these examples, see [6.9.1 Analyzing the usage of Operational Content](#).

(1) To understand which pieces of Operational Content are frequently executed

The reporting window can show the number of times Operational Content is executed, which allows you to understand frequently executed pieces of Operational Content. By combining this information and the number of executions for each node, you can also determine whether Operational Content is executed correctly (from the metrics such as the frequency of error occurrence and existence of unnecessary branches).

The following shows the procedure for displaying the number of times Operational Content is executed in the reporting window:

1. In the reporting window in analysis item selection mode, select **Analyze the overall status..**
2. In the reporting window in Operational-Content-based analysis result display mode, select **Analyze by the number of executions..**
3. Click the **Analyze** button.

(2) To understand which pieces of Operational Content require time for execution

The reporting window can show the average execution time of Operational Content, which allows you to understand which pieces of Operational Content require more time for execution. The pieces of Operational Content that require more time for execution might need to be improved.

The following shows the procedure for displaying the average execution time of Operational Content in the reporting window:

1. In the reporting window in analysis item selection mode, select **Analyze the overall status..**
2. In the reporting window in Operational-Content-based analysis result display mode, select **Analyze by average execution time..**

3. Click the **Analyze** button.

(3) To simplify the operation by deleting unnecessary branches

You can check for any unnecessary branches by understanding the nodes that are executed infrequently. Deleting branches to infrequently executed nodes might simplify the Operational Flow.

The following shows the procedure for displaying the infrequently executed nodes in the reporting window:

1. In the reporting window in analysis item selection mode, select **Analyze the overall status..**
2. In the reporting window in Operational-Content-based analysis result display mode, select **Analyze by the number of executions..**
3. Click the **Analyze** button.
4. Select the piece of Operational Content that you want to improve.

(4) To check whether the Operational Flow is working as expected

You might be able to check for any inappropriate node explanations from the number of executions for each node. Fewer-than-expected executions for nodes along a branch probably means that users cannot reach a branch as expected because the explanation of the branch-source node is difficult to understand. In such a case, by revising the explanation of the branch-source node, you might be able to improve the Operational Content so that Operational Flow works as expected.

The following shows the procedure for displaying the number of executions for each node in the reporting window:

1. In the reporting window in analysis item selection mode, select **Analyze the overall status..**
2. In the reporting window in Operational-Content-based analysis result display mode, select **Analyze by the number of executions..**
3. Click the **Analyze** button.
4. Select the piece of Operational Content that you want to improve.

(5) To understand the hurdles for a specific user

The reporting window can show the number of operational errors made by a user for pieces of Operational Content or nodes. By checking the pieces of Operational Content or nodes on which a specific user is likely to make an input mistake, you can understand the hurdles for that user.

The following shows the procedure for displaying (in the reporting window) the number of operational errors made by a user on pieces of Operational Content or nodes:

1. In the reporting window in analysis item selection mode, select **Analyze a specific user status..**
2. In the reporting window in Operational-Content-based analysis result display mode, enter the user ID, and then select **Analyze by the number of errors..**

3. Click the **Analyze** button.

The pieces of Operational Content for which the user frequently makes an error are displayed.

4. Select a piece of Operational Content.

The nodes for which the user frequently makes an error are displayed.

(6) To understand the hurdles for all users

By checking the number of operational errors made for Operational Content or nodes, you can understand the pieces of Operational Content whose Operational Flow does not proceed smoothly, or the nodes whose explanations are difficult to understand.

1. In the reporting window in analysis item selection mode, select **Analyze the overall status..**
2. In the reporting window in Operational-Content-based analysis result display mode, select **Analyze the overall status..**
3. Click the **Analyze** button.
The pieces of Operational Content for which input errors are frequently made are displayed.
4. Select a piece of Operational Content.
The nodes for which input errors are frequently made are displayed.

6.10 Using the dashboard function to analyze the operation logs for the Operational Content

You can use Dashboard windows to check analysis results of the operation logs for the Operational Content. The Dashboard windows can be viewed only by users who have access permission.

The Dashboard windows display the analysis results in graphs or tables. The analysis results to be displayed can be color-coded or filtered by user, enabling you to perform various types of analyses depending on your purpose and needs.

Tip

Using the dashboard function, you can analyze operations logs from a period of no more than six months.

6.10.1 Accessing a Dashboard window

To access a Dashboard window:

Tip

On the computer that accesses the Dashboard window, only the Internet Explorer 11 web browser can be used to access that window.

- No more than two people can access the Dashboard window at the same time.

1. From the **Tools** menu in the header area of the Operational Content Execution Window, click the **Display the Operation Log Dashboard** menu item, or enter a URL directly.

The authentication window opens.

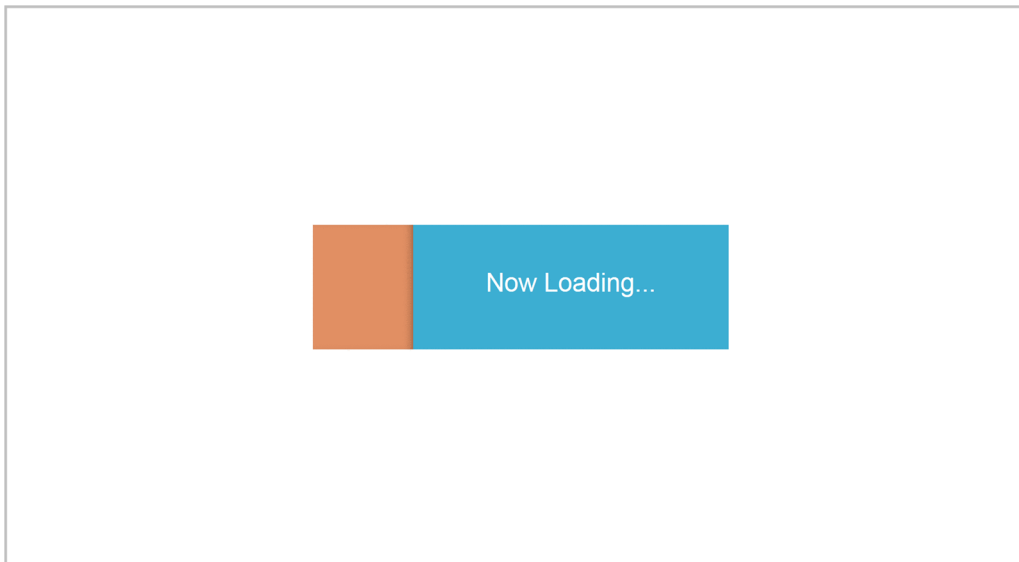
Reference note

To enter a URL directly, obtain it from the **Shared** link. For details about how to obtain a URL, see [6.10.8\(2\) Obtaining a shared URL](#).

2. Enter your user ID and password.

The Loading window opens to indicate that the analysis results of operation logs are being loaded.

Figure 6–11: Loading window

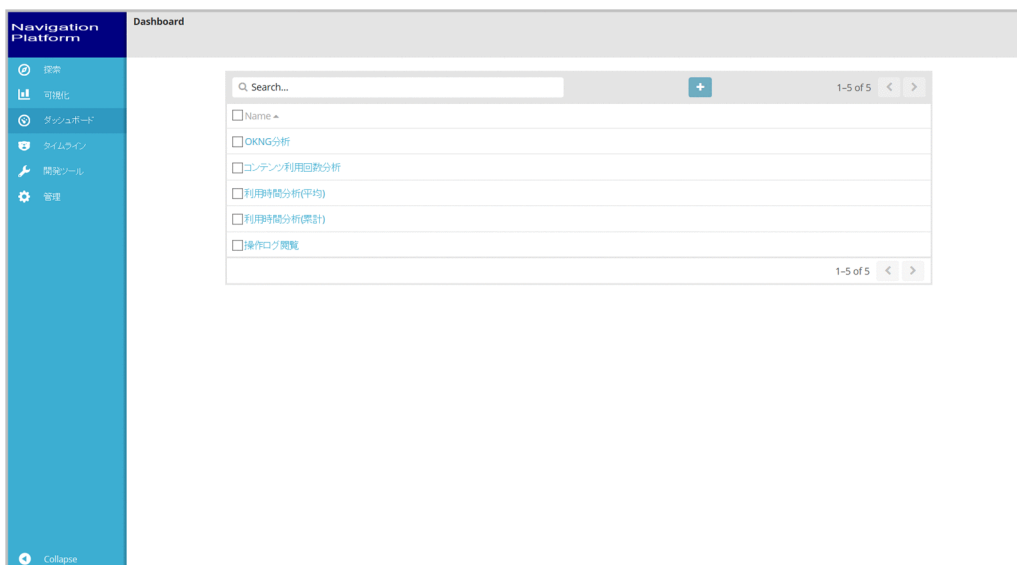


When loading of the analysis results of operation logs is completed, the Select Dashboard window opens.

6.10.2 Items in the Select Dashboard window

The following figure shows the Select Dashboard window.

Figure 6–12: Select Dashboard window



The following describes the items in the Select Dashboard window.

(1) Inspection analysis (☐ OKNG分析)

Select this item to display the ratio between OK and NG in the process node processing results.

For details about the display content, see [6.10.3 Inspection Analysis window](#).

(2) Analysis of content usage frequency (☐ コンテンツ利用回数分析)

Select this item to display the content usage frequency analysis results.

For details about the display content, see [6.10.4 Analysis of Content Usage Frequency window](#).

(3) Usage time analysis (average time) (☐ 利用時間分析(平均))

Select this item to display the content usage time analysis results as the average time.

For details about the display content, see [6.10.5 Usage Time Analysis \(Average Time\) window](#).

(4) Usage time analysis (total time) (☐ 利用時間分析(累計))

Select this item to display the content usage time analysis results as the total time.

For details about the display content, see [6.10.6 Usage Time Analysis \(Total Time\) window](#).

(5) Operation log viewer (☐ 操作ログ閲覧)

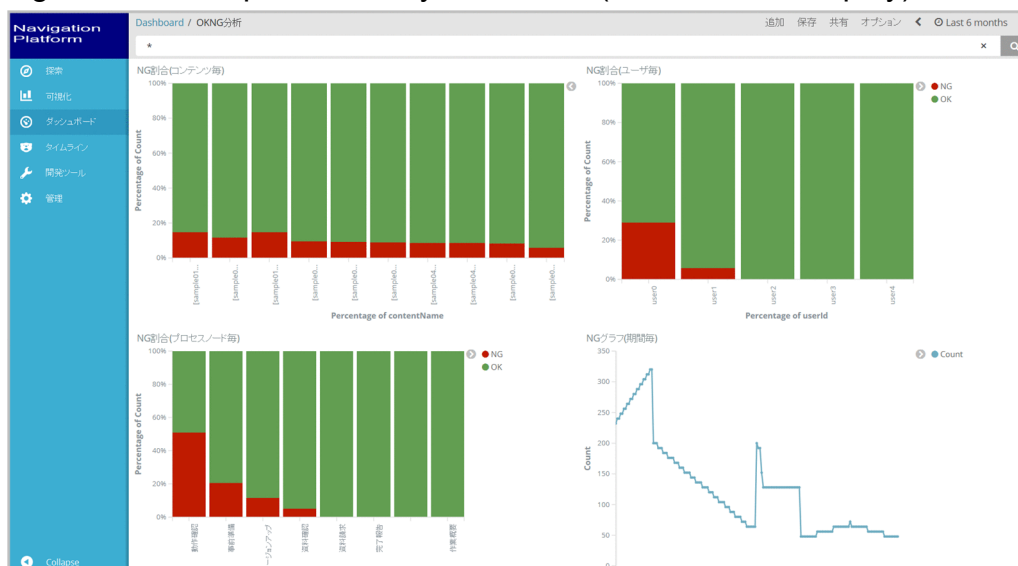
Select this item to view all operation logs used for the analysis.

For details about the display content, see [6.10.7 Operation Log Viewer](#).

6.10.3 Inspection Analysis window

The following figure shows the Inspection Analysis window.

Figure 6–13: Inspection Analysis window (in the default display)



The following describes the content displayed in the Inspection Analysis window.

(1) NG rate (by content)

The vertical axis shows the ratio between the numbers of OK and NG error flags in the operation logs, and the horizontal axis shows the content names.

Important note

The number of NG error flags contains all error flag values (WARNING and CANCEL) other than OK.

(2) NG rate (by user)

The vertical axis shows the ratio between the numbers of OK and NG error flags in the operation logs, and the horizontal axis shows the user IDs.

Important note

The number of NG error flags contains all error flag values (WARNING and CANCEL) other than OK.

(3) NG rate (by process node)

The vertical axis shows the ratio between the numbers of OK and NG error flags in the operation logs, and the horizontal axis shows the process node names. If multiple processes have the same process node name, their analysis results are combined and displayed under the same name even if their content names, including process nodes, are different.

Important note

The number of NG error flags contains all error flag values (WARNING and CANCEL) other than OK.

(4) NG graph (by period)

The vertical axis shows the number of NG error flags in the operation logs, and the horizontal axis shows the periods.

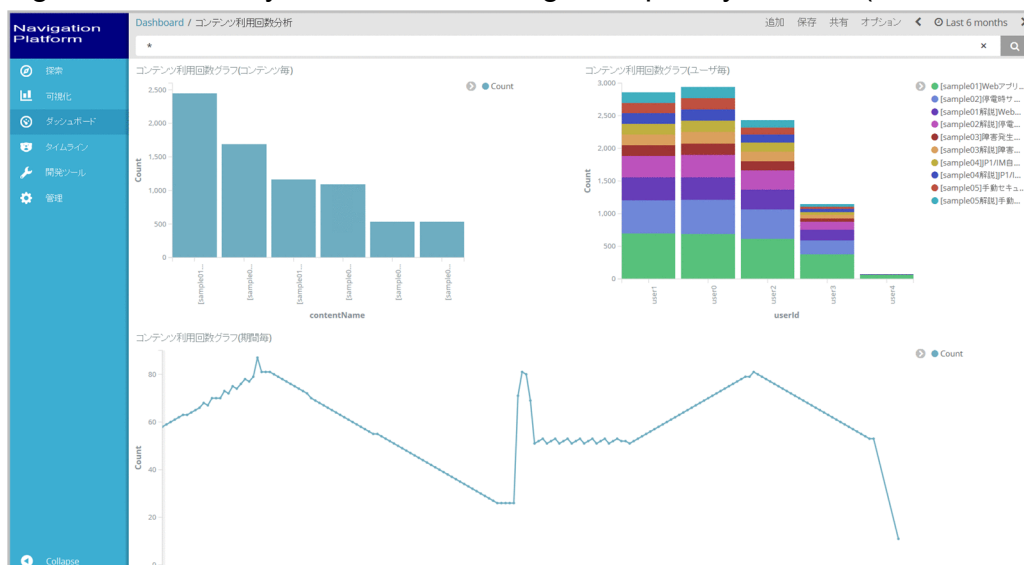
Important note

The number of NG error flags contains all error flag values (WARNING and CANCEL) other than OK.

6.10.4 Analysis of Content Usage Frequency window

The following figure shows the Analysis of Content Usage Frequency window.

Figure 6–14: Analysis of Content Usage Frequency window (in the default display)



The following describes the content displayed in the Analysis of Content Usage Frequency window.

(1) Content usage frequency graph (by content)

The vertical axis shows the content usage frequency, and the horizontal axis shows the content names.

(2) Content usage frequency graph (by user)

The vertical axis shows the content usage frequency, and the horizontal axis shows the user IDs. The content usage frequencies classified by user are further classified by content name and displayed in different colors.

(3) Content usage frequency graph (by period)

The vertical axis shows the content usage frequency, and the horizontal axis shows the periods.

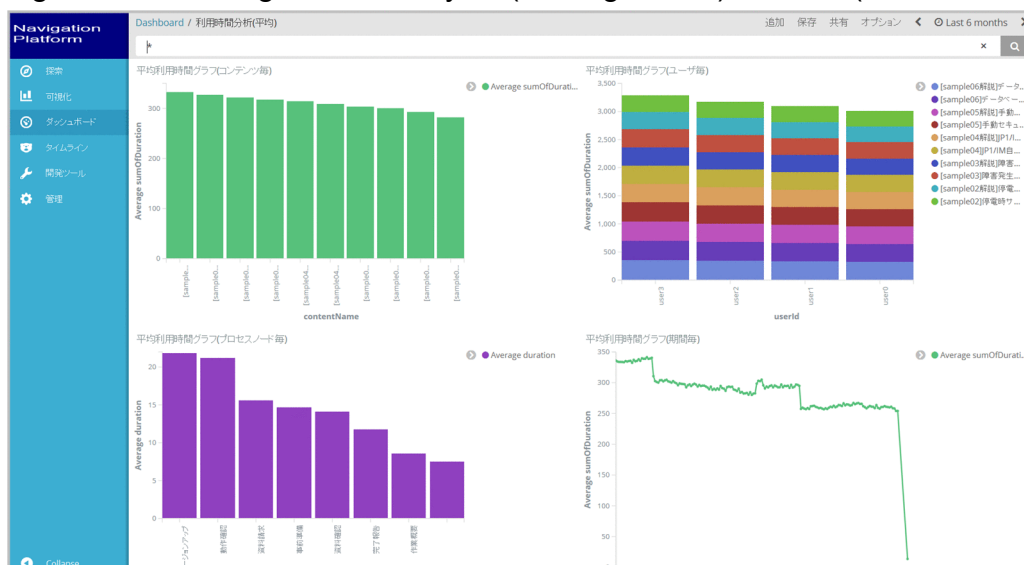
(4) Log table

Shows a list of the operation logs being displayed.

6.10.5 Usage Time Analysis (Average Time) window

The following figure shows the Usage Time Analysis (Average Time) window.

Figure 6–15: Usage Time Analysis (Average Time) window (in the default display)



The following describes the content displayed in the Usage Time Analysis (Average Time) window.

(1) Average usage time graph (by content)

The vertical axis shows the average content usage time, and the horizontal axis shows the content names. The average content usage time is calculated by classifying the combined total elapsed time by content and then dividing it by the number of times each content is executed.

(2) Average usage time graph (by user)

The vertical axis shows the average content usage time, and the horizontal axis shows the user IDs.

The average content usage time classified by user is further classified by content name and displayed in different colors.

(3) Average usage time graph (by process node)

The vertical axis shows the average content usage time, and the horizontal axis shows the process node names. If multiple processes have the same process node name, their average usage time is combined and displayed under the same name even if their content names, including process nodes, are different.

(4) Average usage time graph (by period)

The vertical axis shows the average content usage time, and the horizontal axis shows the periods.

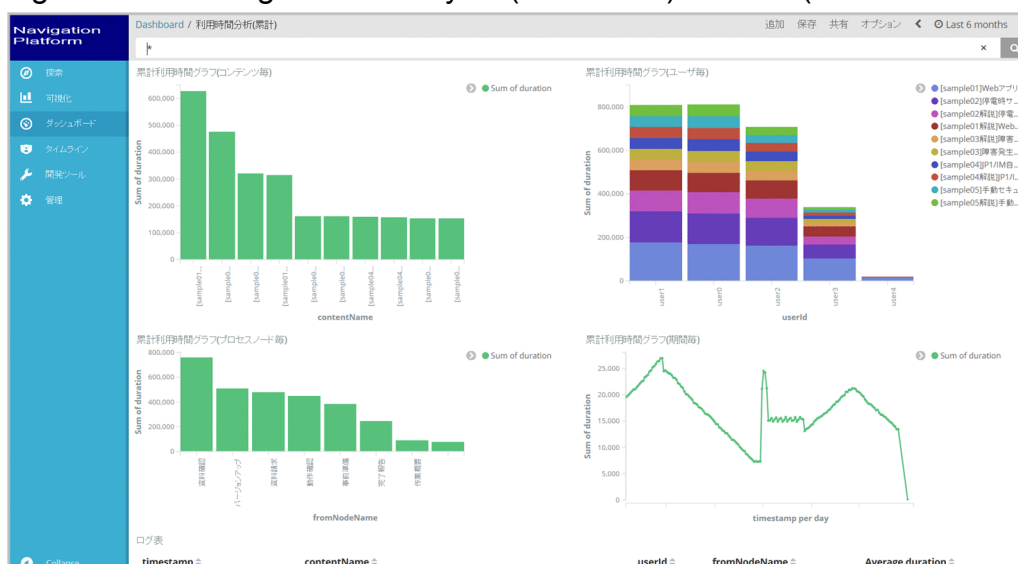
(5) Log table

Shows a list of the operation logs being displayed.

6.10.6 Usage Time Analysis (Total Time) window

The following figure shows the Usage Time Analysis (Total Time) window.

Figure 6–16: Usage Time Analysis (Total Time) window (in the default display)



The following describes the content displayed in the Usage Time Analysis (Total Time) window.

(1) Total usage time graph (by content)

The vertical axis shows the total content usage time, and the horizontal axis shows the content names. The total content usage time is calculated by classifying the total elapsed time by content.

(2) Total usage time graph (by user)

The vertical axis shows the total content usage time, and the horizontal axis shows the user IDs.

The total content usage time classified by user is further classified by content name and displayed in different colors.

(3) Total usage time graph (by process node)

The vertical axis shows the total content usage time, and the horizontal axis shows the process node names. If multiple processes have the same process node name, their total usage time is combined and displayed under the same name even if their content names, including process nodes, are different.

(4) Total usage time graph (by period)

The vertical axis shows the total content usage time, and the horizontal axis shows the periods.

(5) Log table

Shows a list of the operation logs being displayed.

6.10.7 Operation Log Viewer

The following figure shows the Operation Log Viewer.

Figure 6–17: Operation Log Viewer (in the default display)

timestamp	msec	sessionid	workid	userid	groupid	content
2017/02/04 18:00:07	1,486,198,807,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:00:13	1,486,198,813,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:00:20	1,486,198,820,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:00:28	1,486,198,828,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:00:39	1,486,198,839,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:00:51	1,486,198,851,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:01:02	1,486,198,862,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:01:16	1,486,198,876,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:01:29	1,486,198,889,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379
2017/02/04 18:01:43	1,486,198,903,000	0095E74F2132B3018E7A09C483938F38786103a8f6294237dfe114-user0-380	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379	user0	group	268e3592-0133-1000-8002-00000ad23cbb-0-user0-379

The following describes the content displayed in the Operation Log Viewer.

(1) Link

By clicking **Download operationlog**, you can download operation logs in zipped format.

Reference note

The data you can download is in zipped files that were uploaded by the `npuploadoplog` (upload operation logs) command.

(2) View operation logs

This shows 1,000 operation logs starting with the most recent one (most recent timestamp). All values contained in operation logs are displayed.

6.10.8 Operations common among Dashboard windows

(1) Selecting the target display range

To select the range of analysis results to be displayed, use the window that opens when you click the clock icon located at the top right of the window.

Figure 6–18: Clock icon



Clicking the clock icon at the top right of the window opens the Display Range Selection window.

The default is that **Last 6 months** under **Quick** is selected.

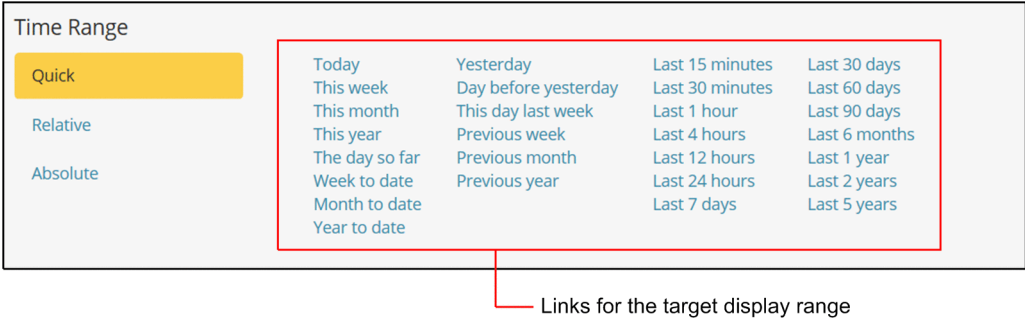
Select in the Display Range Selection window one of the following three links to specify the target display range:

- **Quick** link
- **Relative** link
- **Absolute** link

(a) Specifying the target display range from the Quick link

Selecting the **Quick** link displays a group of target display ranges.

Figure 6–19: Window that is displayed when the Quick link is selected

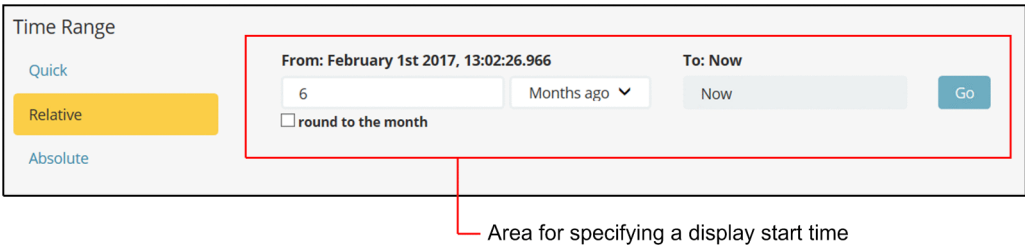


Clicking a target display range link among the group of links regenerates the analysis results for the selected display range and displays those results in the Dashboard window.

(b) Specifying the target display range from the Relative link

Selecting the **Relative** link displays an area for specifying a display start time.

Figure 6–20: Window that is displayed when the Relative link is selected

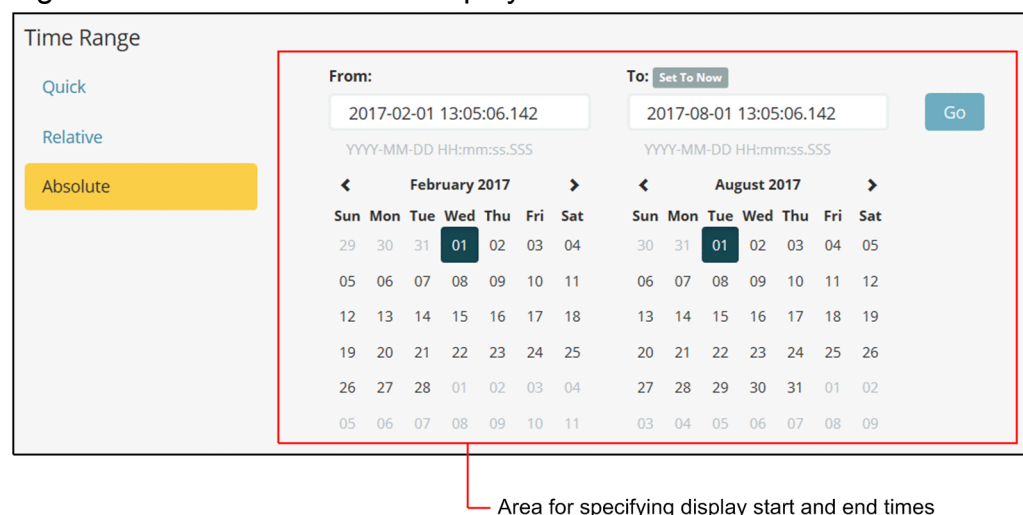


Specifying a display start time and clicking the **Go** button regenerates the analysis results for the period between the specified time and the current time and displays those results in the Dashboard window.

(c) Specifying the target display range from the Absolute link

Selecting the **Absolute** link displays an area for specifying a display start time and end time.

Figure 6–21: Window that is displayed when the Absolute link is selected



Area for specifying display start and end times

Specifying a display start time and end time and then clicking the **Go** button regenerates the analysis results for the period between the specified start and end times and displays those results in the Dashboard window.

(2) Obtaining a shared URL

Clicking the **Shared** link located at the top of the window displays a window for obtaining a shared URL. Use of a shared URL enables you to display the same window that other users are displaying.

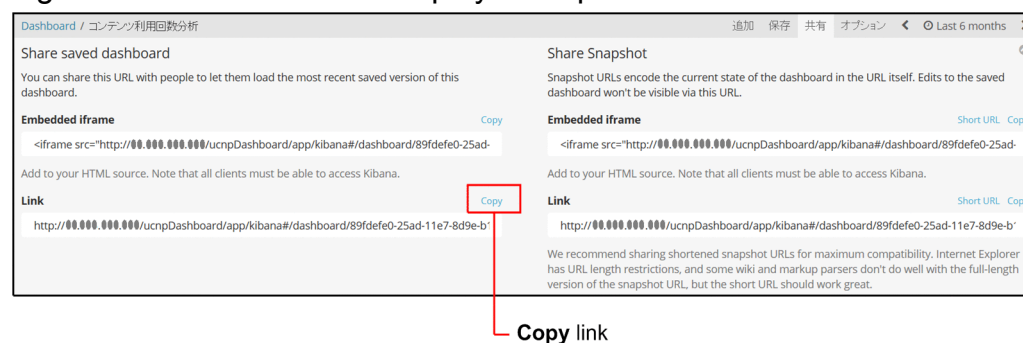
Figure 6–22: Shared link



Shared link

In the area indicated by **Link** under **Share saved dashboard**, the URL for displaying a dashboard is displayed in the state in which such user operations as target display range and filtering have not been incorporated.

Figure 6–23: Shared URL display example



Copy link

Clicking the **Copy** link copies the applicable URL to the clipboard.

(3) Analysis data filter

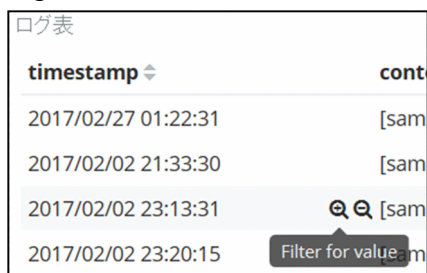
You can filter the analysis results being displayed in the Dashboard window.

(a) Filter setup

Clicking the mouse button on a graph sets up a filter using a value on the horizontal axis.

Moving the mouse pointer to a table cell displays the filter addition icon on the right side.

Figure 6–24: Filter addition icon display example



The screenshot shows a table titled 'ログ表' (Log Table). The table has two columns: 'timestamp' and 'cont'. The 'timestamp' column contains four entries: '2017/02/27 01:22:31', '2017/02/02 21:33:30', '2017/02/02 23:13:31', and '2017/02/02 23:20:15'. The 'cont' column contains '[sam]' for each row. A mouse pointer is hovering over the cell containing '2017/02/02 23:13:31' in the 'timestamp' column. A tooltip appears over the cell, showing a magnifying glass icon and the text 'Filter for value: m'. A small 'Filter for value: m' button is also visible at the bottom right of the tooltip.

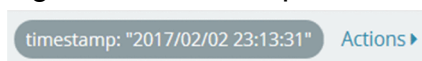
timestamp	cont
2017/02/27 01:22:31	[sam]
2017/02/02 21:33:30	[sam]
2017/02/02 23:13:31	[sam]
2017/02/02 23:20:15	[sam]

Clicking the filter addition icon sets up a filter using the value in the clicked cell.

(b) Filter operation

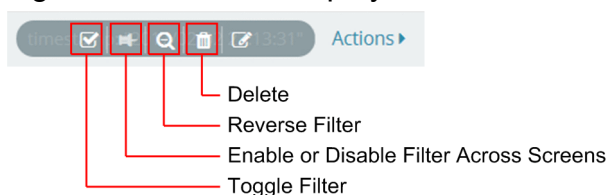
When a filter is set up, an icon indicating the filter is displayed.

Figure 6–25: Example of an icon that is displayed when a filter is set up



Moving the mouse pointer to a filter displays icons that can execute actions on the filter.

Figure 6–26: Icons displayed when the mouse pointer is moved to a filter



- **Toggle Filter icon**

Clicking this icon switches between enabling and disabling the filter.

- **Enable or Disable Filter Across Screens icon**

Clicking this icon switches between enabling and disabling the filter across all Dashboard windows that can be selected in the Select Dashboard window.

- **Reverse Filter icon**

Clicking this icon reverses the filtering condition.

- **Delete icon**

Clicking this icon deletes the filter.

Important note

- If you set up multiple filters, the upper filter display area might become two lines and the window might not be displayed correctly. In this case, adjust the number of filters so that they fit on one line.
- If you set up multiple filters, an error might occur due to the URL length restriction of the browser. In this case, adjust the number of filters so that they do not exceed the URL length restriction.

(4) Graph operation

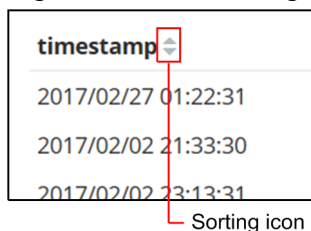
Dragging the mouse pointer over a graph whose horizontal axis indicates elapsed time (timestamps) regenerates the analysis results in the specified format using the period between the drag start and end times as the display range and displays those results in the Dashboard window.

(5) Table operation

(a) Sorting

Clicking the sorting icon in the top row of a table column sorts the row values in that column in ascending order. If sorting is already specified, the sorting order is switched between ascending and descending.

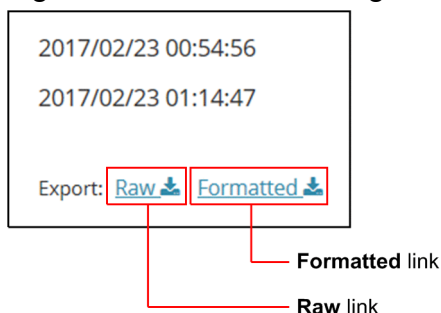
Figure 6–27: Sorting icon



(b) Downloading

By clicking the **Raw** or **Formatted** link at the bottom left of a table, you can download the table's data.

Figure 6–28: Downloading links



- **Raw link**

By clicking this link, you can download the content described in the source operation logs in CSV format.

- **Formatted link**

By clicking this link, you can download the content of the enabled filters in CSV format.

By clicking this link, you can download, in CSV format, the content where the values of the timestamp column were converted to the date and time format and the values of the msec column were converted to the format divided into groups of three digits each.

Example of a converted value of the timestamp column:

2019/01/12Δ13:47:37

Legend: Δ: Halfwidth space character

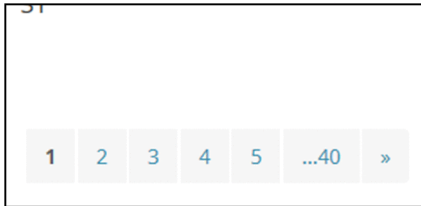
Example of a converted value of the msec column:

1.484.196.457.903

(c) Moving through pages

If all rows of a table do not fit within a window, you can display one page at a time by clicking a number in the pager displayed on the bottom right of the table.

Figure 6–29: Pager display example

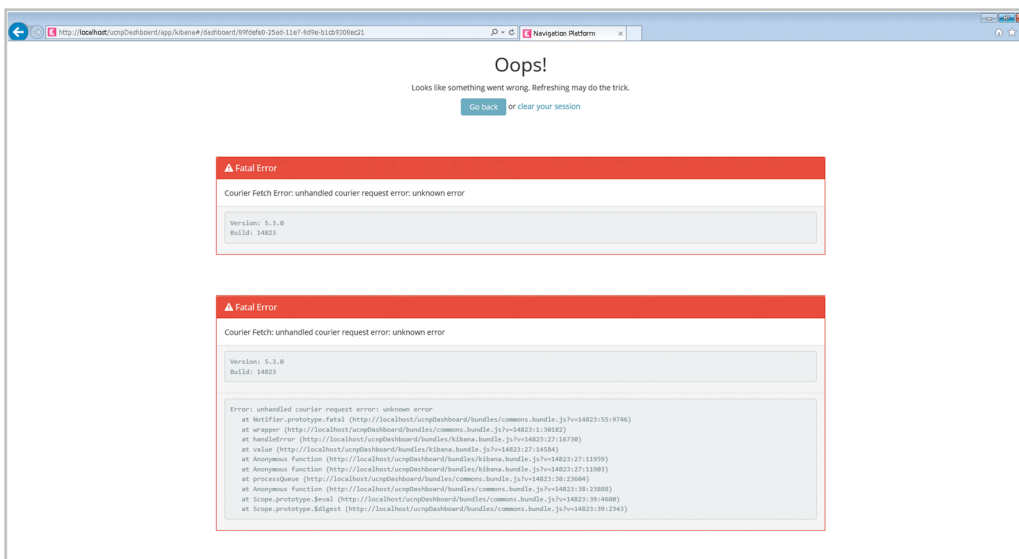


6.10.9 Actions to be taken when an error is displayed in a Dashboard window

This subsection explains the actions to be taken when either of the following errors is displayed in a Dashboard window:

- Fatal Error message is displayed
- Data too large message is displayed

Figure 6–30: Example of a window in which an error is displayed





(1) Action to be taken when the Fatal Error message is displayed

When this message is displayed, communication with the dashboard server might have failed or a fatal error might have occurred. In such a case, the dashboard server needs to be restarted. Ask the system administrator to restart the dashboard server.

(2) Action to be taken when the Data too large message is displayed

When this message is displayed, the size of the memory for `NavigationPlatformDashboardStorageService` might be insufficient. If the memory size is insufficient, the memory size of the storage service for the dashboard server needs to be increased. Ask the system administrator to increase the memory size of the storage service for the dashboard server.

6.11 Displaying previously published versions of Operational Content

1. In the menu area of the Operational Content Editing Window, click the  button (button to open or close the version tree area) of the Operational Content whose previous versions you want to display.
The versions marked with  (**Now being published** icon) are currently published versions of Operational Content.
The versions displayed under the currently published versions are the previously published versions.
2. Click a previously published version of Operational Content.
The clicked Operational Content opens.

6.12 Checking the comment and publication time of Operational Content

1. In the menu area of the Operational Content Editing Window, select the check box of the piece of Operational Content for which you want to check the comment and publication time.
2. In the menu area, select the **Version Details** menu.
The **Version Details** window appears. You can use this window to check the comment of the Operational Content. You can also use this window to check the publication date and time of each version of the Operational Content.

6.12.1 Items in the Version Details window

The following figure shows the **Version Details** window.

Figure 6–31: **Version Details** window

The screenshot shows the 'Version Details' window for the Operational Content '[sample05] Manually apply security patches'. The status is 'Private' and the publishing reservation status is 'Waiting for publishing start'. The comments text area contains 'Reviewed the flow configuration.' Below this, the 'Version Being Edited' table shows one entry for 'user1' with a modification date of '2015/11/26 23:25:59' and a published date of '-'. The 'Published Versions' table shows three entries for 'user1' with modification dates of '2015/11/26 23:23:07', '2015/11/26 23:22:45', and '2015/11/26 23:20:59', and published dates of '2015/11/26 23:23:15', '2015/11/26 23:22:55', and '2015/11/26 23:22:35' respectively. A 'Close' button is at the bottom right.

Editor	Date Modified	Date published
user1	2015/11/26 23:25:59	-

Editor	Date Modified	Date published
user1	2015/11/26 23:23:07	2015/11/26 23:23:15
user1	2015/11/26 23:22:45	2015/11/26 23:22:55
user1	2015/11/26 23:20:59	2015/11/26 23:22:35

The following describes the items in the **Version Details** window.

(1) Comments text area

The comment added to the Operational Content is displayed.

(2) Version Being Edited area

The name of the user who is currently editing the Version Being Edited, and the date and time at which the Version Being Edited was updated are displayed. In the **Date published** column, a hyphen (-) is always displayed. This area is displayed only if the Version Being Edited exists.

(3) Published Versions area

The names of the users who edited the already-published versions of Operational Content are displayed. The times at which the already-published versions were updated and published are also displayed. This area is displayed only if already-published versions exist.

(4) Close button

Clicking this button closes the **Version Details** window.

6.13 How to display the changes made as a result of editing

To display the changes that are made as a result of editing Operational Content, you must have Content Manager or Content Editor permission. These changes are displayed in the difference display window.

The following provides examples of using the difference display window:

To check whether the changes to Operational Content are correct:

- With Content Editor permission:
Before you finish editing Operational Content, you can display the differences between the old and new versions. From the displayed differences, for example, you can check whether the new version has been edited as intended and necessary information is not deleted inadvertently.
- With Content Manager permission:
Before you publish Operational Content, you can display the differences between the version you are going to publish and the currently-published version. From the displayed differences, for example, you can check whether there are problems with the contents of the new version.

To check the change history of already published versions:

In the difference display window, the changes between the currently-published version and a previously-published version are framed in red or explanatory text. For example, you can check the locations where nodes are added or deleted in the Operational Flow, and the locations where the explanation in the guide area has been changed.

Note that in the difference display window, you cannot select the versions between which differences are to be displayed. The following table lists the combinations of versions that can be compared in the difference display window.

Table 6–2: Version displayed in the Operational Content Editing Window and the version with which the displayed version is compared

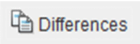
Version displayed in the Operational Content Editing Window	Version with which the displayed version is compared
Version locked because it is being edited	Version existing when the editing started
Version ready to be published (edited completely and unlocked)	Latest published version
Published version	Version published one generation earlier than the version displayed in the Operational Content Editing Window

Important note

- If you have no versions other than the latest published version, there is nothing to compare it with. In such a case, the difference display window is not displayed.
- The correct behavior of parts is not guaranteed in the difference display window. To verify the behavior of parts, use the preview function.
- If parts (such as static-text parts and image parts) placed in Operational Content overlap, you might be unable to read the difference information of parts that are placed behind other parts.

6.13.1 Displaying the changes made as a result of editing

1. In the menu area of the Operational Content Editing Window, click the piece of Operational Content whose version differences you want to display.

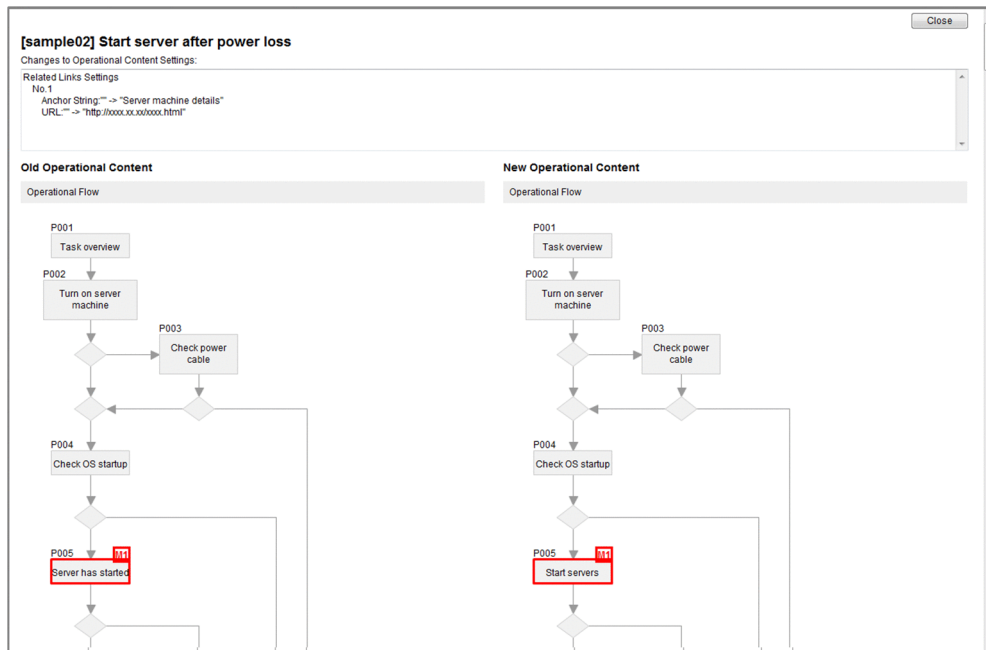
2. On the toolbar, click  **Differences** (**Differences** button).

The difference display window opens as a new window.

6.13.2 Items in the difference display window

The following figure shows the difference display window.

Figure 6–32: Difference display window



The changes to Operational Content are framed in red. For items that cannot be framed in red, such as the settings of related links and the height of the **Next** button, changes are indicated by explanatory text. The alphabetic letters framed in red indicate the type of change:

- A: Added part
- D: Deleted part
- M: Modified part

The following describes the items in the difference display window.

(1) Title



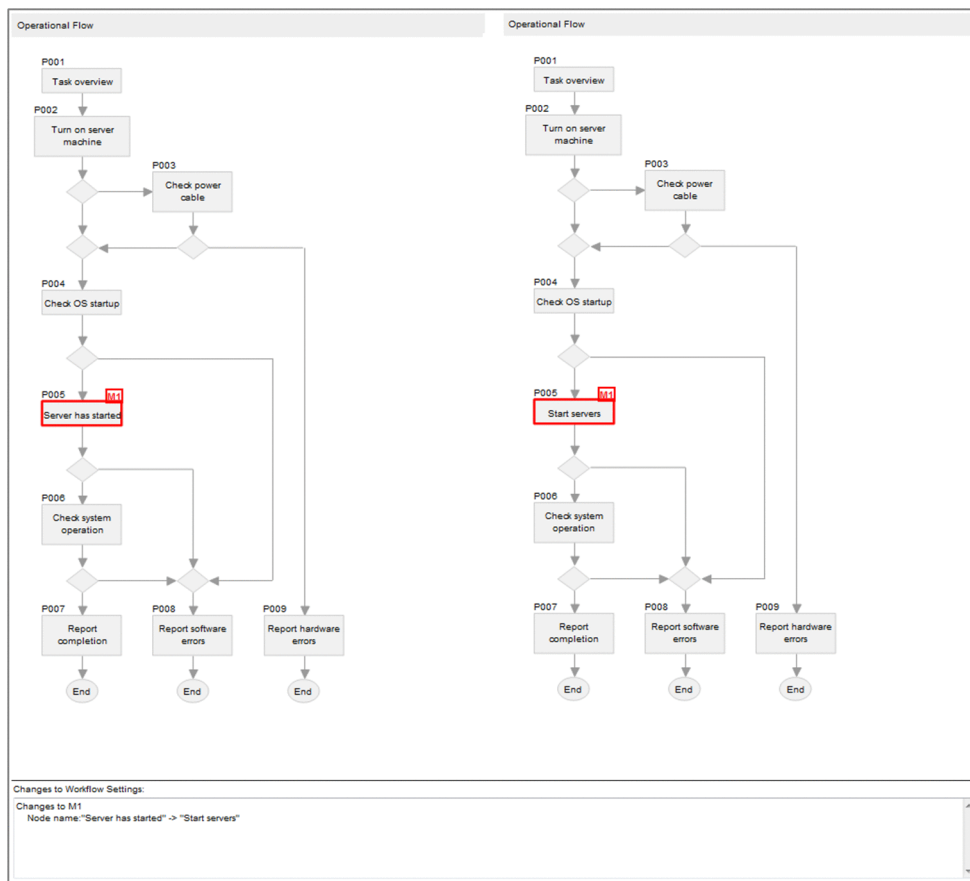
Operational Content name:

The name of the Operational Content for which changes are displayed

Changes to Operational Content Settings:

The changes to the settings in the **Operational Content Settings** window are displayed.

(2) Operational flow area



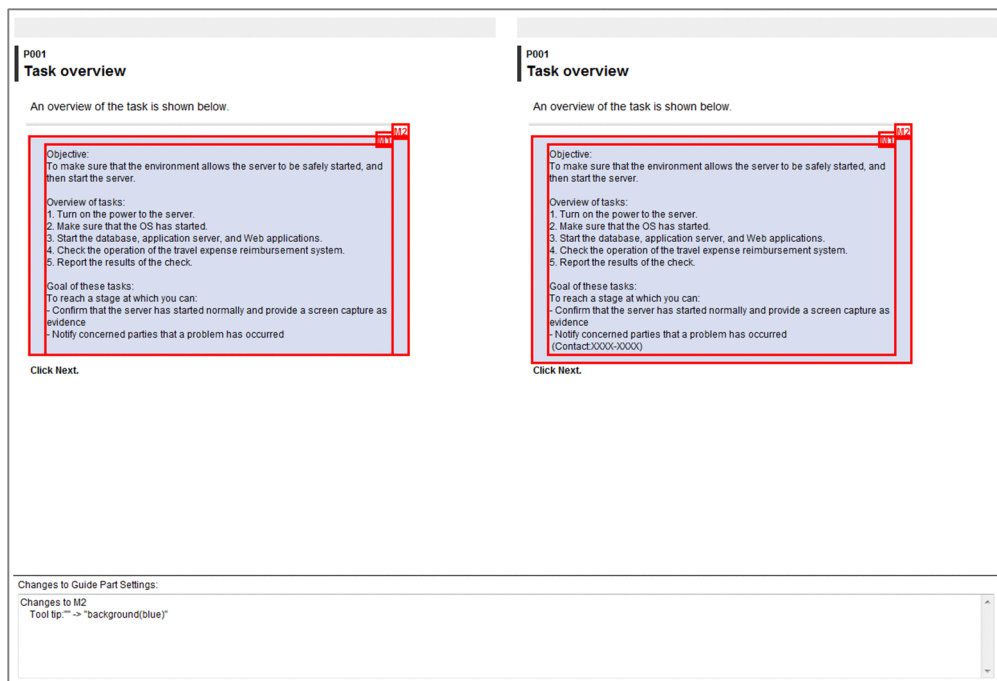
Operational Flow:

Changes to the Operational Flow, such as addition, deletion, and movement of nodes, are framed in red.

Changes to Workflow Settings:

The changes to process node names, button names (for example, **Next** and **Back**), and other items that cannot be framed in red in the Operational Flow are indicated by explanatory text.

(3) Guide area



Guide area:

The changes made in the guide area, such as changes in text parts and movement of image parts, are framed in red.

Changes to Guide Part Settings:

Changes to some items in the guide area cannot be framed in red. These items include the tooltips for image parts and the **The checkbox must be specified** setting. Changes to such items are indicated by explanatory text.

(4) Close button

Clicking this button closes the difference display window.

7

Helpful Operations and Settings for Creating Operational Content

This chapter describes operations and settings, such as batch operation and how to switch the display, that help you efficiently create Operational Content.

7.1 Multiple selection

This section describes how to select more than one operation target and how to perform batch processing after multiple selections.

7.1.1 About multiple selection

You can select multiple pieces of Operational Content, nodes, parts, relation lines and mapping lines at the same time. Performing operations such as copy or deletion on multiple selected targets is efficient because the operations are processed in a batch.

7.1.2 Selecting multiple pieces of Operational Content

To select multiple pieces of Operational Content, in the menu area, select the check boxes on the left side of Operational Content names. If a group is displayed, selecting the check box on the left side of the group selects all pieces of Operational Content belonging to that group.

7.1.3 Selecting multiple nodes, parts, relation lines, and mapping lines

The following components that make up Operational Content of Navigation Platform can be selected at the same time:

- Nodes, parts, and relation lines in the same area
- Parts and mapping lines in the same area

To select multiple components, select them one by one while holding down the **Shift** key, or use a rectangular selection.

7.1.4 Operations available for batch processing

The following describes operations for batch processing that can be performed for multiple pieces of Operational Content, nodes, parts, relation lines, and mapping lines.

(1) Operations that can be performed for multiple pieces of Operational Content

- Copy
- Delete
- Change Groups
- Get ID
- Make Public
- Make Private
- Unlock

(2) Operations that can be performed for multiple nodes, parts, and relation lines

- Copy^{#1}
- Delete
- Paste^{#1}
- Change the size^{#2}

#1

You can copy or paste multiple selected relation lines that are selected together with the connection source and destination nodes. You can select and delete multiple relation lines alone.

#2

You can change the size of only nodes and parts. You cannot change the thickness of relation lines or the size of pointers.

(3) Operations that can be performed for multiple mapping lines

Only batch deletion is possible for multiple selected mapping lines.

7.1.5 Operations unavailable for batch processing

The following operations cannot be performed for multiple selected targets:

- Renaming pieces of Operational Content
- Setting node or part attributes
- Copying or pasting relation lines only
- Setting up access groups or JP1 resource groups
- Setting Operational Content
- Viewing version details

7.2 Changing the display order of nodes, parts, and relation lines

To change the display order of nodes, parts, and relation lines, in the **Attribute Settings** window, specify the display order in the **Front/back order** text box. This section describes how to change the display order.

7.2.1 Bringing nodes and parts to the front

1. Double-click the node or part you want to bring to the front.

The **Attribute Settings** window appears.

2. In the **Attribute Settings** window, in the **Front/back order** text box, enter 1 to update the display order.

3. Double-click another node or flow part.

4. In the **Attribute Settings** window, in the **Front/back order** text box, enter a value greater than 1 to update the display order.

7.2.2 Sending nodes and parts to the back

1. Double-click the node or part you want to send to the back.

The **Attribute Settings** window appears.

2. In the **Attribute Settings** window, in the **Front/back order** text box, enter 100 to update the display order.

3. Double-click another node or flow part

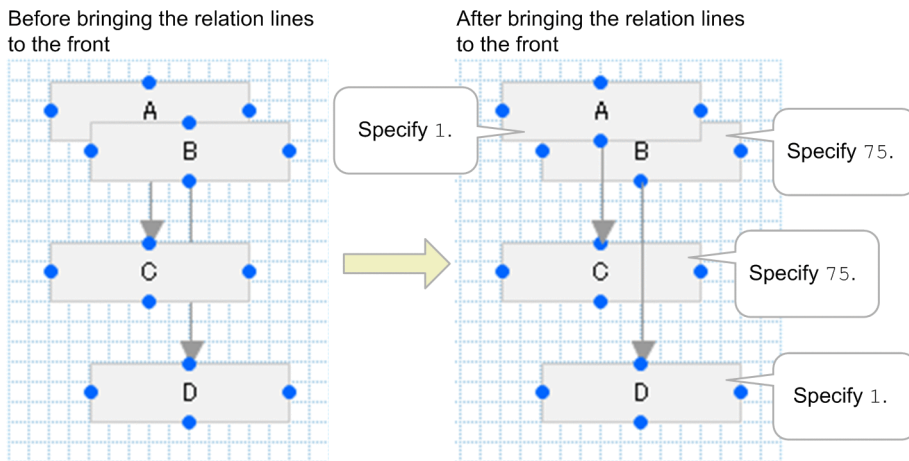
4. In the **Attribute Settings** window, in the **Front/back order** text box, enter a value smaller than 100 to update the display order.

7.2.3 Bringing relation lines to the front

If you are creating a complicated Operational Flow that contains, for example, overlapped nodes, it might be hard to understand which nodes relation lines are connected to. In such cases, use the **Attribute Settings** window for the node or flow part you want to move behind the relation line. In this window, change the value of the **Front/back order** text box to 71 or greater to bring the relation line forward.

The following describes how to bring relation lines to the front, using the following example figure.

Figure 7–1: Example of bringing relation lines to the front



1. To bring forward the relation line between nodes A and C (to display the relation line above node B), open the **Attribute Settings** window for node B, and then specify 75 in the **Front/back order** text box.
2. To bring forward the relation line between nodes B and D (to display the relation line above node C), open the **Attribute Settings** window for node C, and then specify 75 in the **Front/back order** text box.

7.2.4 Parts that cannot be brought to the front

Image parts are always displayed behind other types of parts and nodes. You cannot move non-image parts or nodes behind image parts.

Values specified in the **Front/back order** text box of the **Attribute Settings** window for image parts are used as orders of image parts.

7.3 Checking Operational Content IDs, node IDs, and Guide Part IDs

This section describes how to check Operational Content IDs, node IDs, and Guide Part IDs.

7.3.1 About Operational Content IDs, node IDs, and Guide Part IDs

A specific ID is automatically assigned to each of Operational Content, nodes, and parts when they are created. You can change node IDs and Guide Part IDs in the **Attribute Settings** window, but Operational Content IDs are fixed.

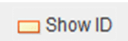
If you want to directly display a specific Operational Content, you need the Operational Content ID. In addition, Operational Content IDs and node IDs are used in operation logs for analyzing the Operational Content execution log. To use drop-down parts having parent-child relationship, you need Guide Part IDs.

Note that the nodes and Guide Parts in the same area must have unique IDs.

7.3.2 Checking Operational Content IDs

1. In the Operational Content Editing Window, in the menu area, select the check box of the Operational Content for which you want to check the ID.
2. Click **Get ID** in the menu.
The Operational Content ID of the Operational Content with the check box selected is copied to the clipboard.
3. Paste the contents of the clipboard to a text file, and then check the Operational Content ID you obtained.

7.3.3 Checking node IDs and part IDs

1. On the toolbar, click  **Show ID** (**Show ID** button).

The node ID appears on the upper left of each node. If you place a Guide Part that has an ID, the Guide Part ID appears on the upper left of the Guide Part.

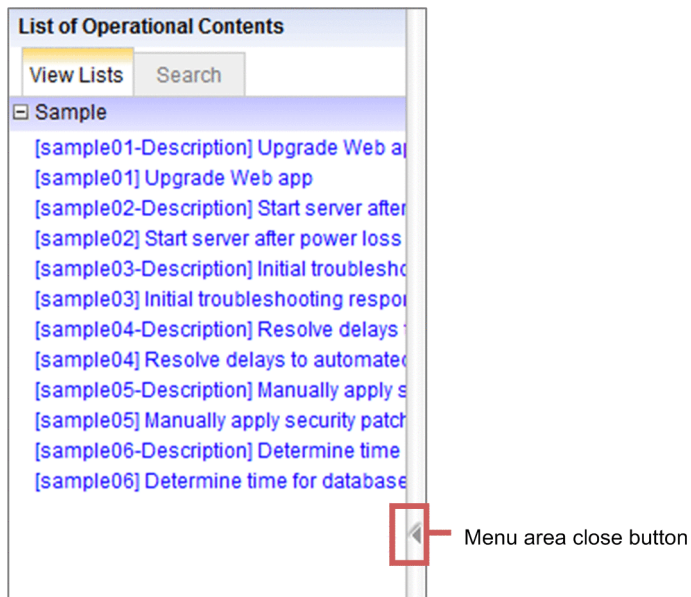
You do not need to select a node or part to check the ID.

2. To hide the IDs again, click  **Show ID** (**Hide ID** button).

7.4 Showing and hiding the menu area

You can show and hide the menu by clicking the menu area close button on the right side of the menu area.

Figure 7–2: Display example of the menu area close button



7.5 Changing the width of the operational flow area and guide area

You can adjust the width of the operational flow area and guide area by dragging the bar between the areas.

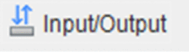
7.6 Showing and hiding mapping lines

Immediately after the operation mode of the guide area is changed to mapping mode, mapping lines from Guide Parts to input parameters and mapping lines from output parameters to Guide Parts are displayed.


To show and hide those mapping lines:

1. Change the guide area to mapping mode.

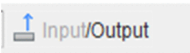
Plugin Parts appear in the guide area.

2. On the toolbar, click  (**Input/Output** button).

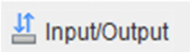
Each time you click the button, the shape of the button and displayed mapping lines change as follows:

- 

Only the mapping lines from Guide Parts to input parameters are displayed.

- 

- Only the mapping lines from output parameters to Guide Parts are displayed.

- 

All mapping lines are displayed.

7.7 Pasting copied nodes and parts

You can copy and paste nodes and parts in the operational flow area and guide area. Note that you cannot copy and paste relation lines by selecting only relation lines.

To copy and paste nodes or parts:

1. In the Operational Content Editing Window, in the operational flow area or guide area, select desired nodes or parts.
2. Click the **Copy** button.
3. Click the **Paste** button.

The nodes, relation lines, and parts selected by using the **Copy** button are pasted.

You can paste them in the following locations:

- Pasting in the same Operational Flow as the copy source
- Pasting in the same Guide as the copy source
- Pasting to another Guide of the same Operational Content as the copy source
- Pasting to a different Operational Content than the copy source

You cannot copy and paste parts from the operational flow area to the guide area.

7.8 Canceling operations

On the toolbar, click the **Undo** button to cancel the last operation performed (and resume the status before the operation).

7.9 Redoing canceled operations

On the toolbar, click the **Redo** button to redo an operation that was canceled by clicking the **Undo** button.

Appendix

A. Reference Material for This Manual

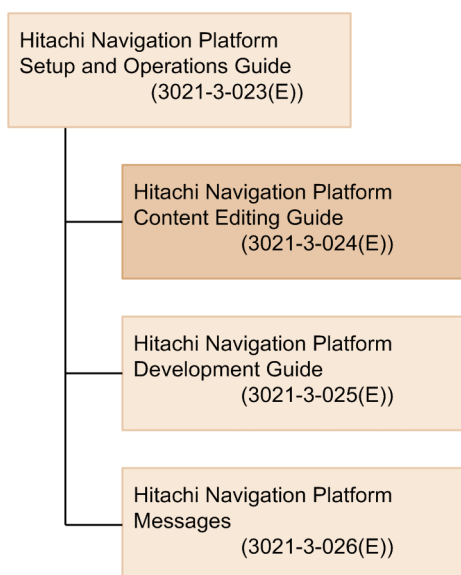
This appendix provides reference information, including various conventions, for this manual.

A.1 Related publications

This manual is part of a related set of manuals. The manuals in the set are listed below (with the manual numbers):

(1) Navigation Platform manuals

The manuals for Navigation Platform are listed below.



- *Hitachi Navigation Platform Setup and Operations Guide (3021-3-023(E))*
This manual provides an overview of Navigation Platform and its functionality, and describes how to set up and operate a system that incorporates Navigation Platform.
Users of Navigation Platform should read this manual first.
- *Hitachi Navigation Platform Content Editing Guide (3021-3-024(E))*
The manual you are reading. This manual describes how to create, modify, and delete Operational Content, and how to manage the permissions that govern access to this content.
- *Hitachi Navigation Platform Development Guide (3021-3-025(E))*
This manual describes how to develop plugins and custom windows for Navigation Platform.
- *Hitachi Navigation Platform Messages (3021-3-026(E))*
This manual explains the messages output when using Navigation Platform.

(2) Manuals for related software

Manuals for related software are listed below. When referring to these manuals in this document, *JPI Version 10* and *JPI Version 11* are usually omitted from the title. However, the version number will be included in the title when referring only to the manual associated with a specific version.

- *Job Management Partner 1 Version 10 Job Management Partner 1/Integrated Management - Manager Configuration Guide* (3021-3-306(E))
- *Job Management Partner 1 Version 10 Job Management Partner 1/Integrated Management - Manager Command and Definition File Reference* (3021-3-309(E))
- *Job Management Partner 1 Version 10 Job Management Partner 1/Automatic Operation GUI and Command Reference* (3021-3-315(E))
- *JP1 Version 11 JP1/Integrated Management - Manager Configuration Guide* (3021-3-A08(E))
- *JP1 Version 11 JP1/Integrated Management - Manager Command and Definition File Reference* (3021-3-A11(E))
- *JP1 Version 11 JP1/Service Support Operator's Guide* (3021-3-A23(E))
- *JP1 Version 11 JP1/Automatic Operation Administration Guide* (3021-3-A89(E))

A.2 Conventions: Abbreviations for product names

This manual uses the following abbreviations for product names:

Abbreviation		Full name or meaning
Cosminexus [#]		uCosminexus Primary Server Base
JP1/AO		JP1/Automatic Operation
JP1/IM	JP1/IM-M	JP1/Integrated Management - Manager
	JP1/IM-V	JP1/Integrated Management - View
JP1/IM-SS		JP1/Integrated Management - Service Support
		JP1/Service Support

#

In description of uCosminexus Navigation Platform, *Cosminexus* is used as a generic term for uCosminexus Application Server and uCosminexus Developer.

A.3 Conventions: Acronyms

This manual also uses the following acronyms:

Acronym	Full name or meaning
J2EE	Java 2 Platform, Enterprise Edition

A.4 Conventions: KB, MB, GB, and TB

This manual uses the following conventions:

- 1 KB (kilobyte) is 1,024 bytes.
- 1 MB (megabyte) is 1,024² bytes
- 1 GB (gigabyte) is 1,024³ bytes.

- 1 TB (terabyte) is $1,024^4$ bytes.

B. Glossary

Automatic Operation Property Output Plugin

A plugin provided by Navigation Platform that outputs properties of JP1/AO tasks to Operational Content.

Automatic Operation Service Execution Plugin

A plugin provided by Navigation Platform that allows you to submit JP1/AO services for immediate execution from within Operational Content.

Automatic Operation Window URL Creation Plugin

A plugin provided by Navigation Platform that acquires URLs for JP1/AO windows, allowing access to the JP1/AO main window or **Submit Service** dialog box from within Operational Content.

Branch Node

A node required to create an Operational Flow with branching steps. A Branch Node is represented by a diamond in Navigation Platform windows.

Content Editor

A user who has permission to access Operational Content as an editor.

Content Manager

A user who has permission to access Operational Content as a manager.

Data Store Plugin

A plugin provided by Navigation Platform that can be used to exchange data between Guide Parts.

development environment

An environment in which plugins are developed. You must have Hitachi Navigation Platform for Developers to use a development environment.

editing environment

An environment in which you can create and edit Operational Content, and assign access permission for Operational Content. You must have Hitachi Navigation Platform or JP1/Integrated Management - Navigation Platform to use the editing environment.

execution environment

The environment accessed by users who use Operational Content to perform an operation. You must have Hitachi Navigation Platform or JP1/Integrated Management - Navigation Platform to use an execution environment.

flow part

A component used to create Operational Flows. You can select a flow part from the **Flow** palette and place them in the operational flow area.

Guide

A type of Operational Content. A Guide is a description of the individual tasks performed as part of an operation.

Guide Part

A component used to create Guides. You can create a Guide by selecting Guide Parts from the **Guide** palette and placing them in the guide area.

I/O Plugin

A plugin that processes the information input in the Navigation Platform windows, and determines what information to display in the windows. By using I/O Plugins, you can check the integrity of values input into a Guide, output the input values to external programs, or prepare them for recording as log data.

JP1/AO

JP1/AO is an abbreviation for JP1/Automatic Operation, a product in the JP1 family. Its purpose is to automate the operation of increasingly sophisticated and complex IT systems.

JP1/Base

A program that provides event service functionality. Navigation Platform uses JP1/Base for user authentication.

JP1 Event information output plugin

A plugin provided by Navigation Platform that is used to display information managed by JP1/IM or JP1/IM-SS in relation to JP1 events, such as event IDs and product names.

JP1 Event Status Change Plugin

A plugin provided by Navigation Platform that can change the status of JP1 events managed by JP1/IM.

JP1/IM-M

JP1/IM-M is an abbreviation for JP1/Integrated Management - Manager, a product in the JP1 family. It enables integrated system management by facilitating the centralized monitoring and operation of an entire system. In this manual, JP1/IM-M and JP1/IM-V are collectively called *JP1/IM*.

JP1/IM-SS

JP1/IM-SS is an abbreviation for JP1/Service Support and JP1/Integrated Management - Service Support, which are products in the JP1 family. JP1/IM-SS has its conceptual basis in ITIL (Information Technology Infrastructure Library) practices, and was developed with the goal of reducing the workload and improving the efficiency of service support operations in the context of IT service management.

JP1/IM-V

JP1/IM-V is an abbreviation for JP1/Integrated Management - View, a product in the JP1 family. It provides the viewer functionality used to realize integrated system management in JP1/IM. You can use JP1/IM-V to connect to JP1/IM-M and monitor and manage systems.

JP1 Link Plugin

A plugin provided by Navigation Platform that provides a link between Operational Content and external programs. This plugin can exchange data with JP1 products such as JP1/IM and JP1/AO.

mapping line

An arrow that represents the input or output relationship between Guide Parts and Plugin Parts.

Navigation Platform

A collective term for Hitachi Navigation Platform, JP1/Integrated Management - Navigation Platform, and Hitachi Navigation Platform for Developers.

node

A component displayed in an Operational Flow that represents a step in the operation. There are three types of node: *Terminal Nodes*, *Process Nodes*, and *Branch Nodes*.

Operational Content

The information required to perform an operation. You can create and display Operational Content in the windows of Navigation Platform.

Operational Content Editing Window

A window of Navigation Platform in which you can perform the following operations:

- Create, modify, copy, and delete Operational Content
- Publish and unpublish Operational Content
- Associate I/O Plugins
- Set access permissions for Operational Content

Operational Content Execution Window

A window in which you can use Operational Content to perform an operation.

Operational Flow

A type of Operational Content. An Operational Flow is the flow of an operation presented as a flow chart.

part

A component placed in the Navigation Platform window.

plugin

A user program developed for use with Navigation Platform. Its purpose might be to link Navigation Platform with an external program, or to use certain extended functionality of Navigation Platform. Navigation Platform provides the interfaces required to develop plugins.

Plugin Part

A component that associates plugins with Operational Content. You can select Plugin Parts from the **Plugins** palette and place them in the guide area.

Process Node

A node that represents an intermediate step in an operation. There must be at least one Process Node between Terminal Nodes. A Process Node is represented by a rectangle in Navigation Platform windows.

Published Version

Operational Content that has been published at least once.

relation line

An arrow that shows the transition from one node to another.

Service Support Window URL Creation Plugin

A plugin provided by Navigation Platform that acquires URLs for JP1/IM-SS windows. This plugin allows access to a preview window or **Item edit** window for a JP1/IM-SS item from within Operational Content.

System Plugin

A plugin provided by Navigation Platform that is required to link with external programs or between Guide Parts.

Terminal Node

A node that represents the start or end of an operation. A Terminal Node is placed at the beginning and end of an Operational Flow. A Terminal Node is represented by a circle in Navigation Platform windows.

User Plugin

A plugin developed by a developer using the API provided by Navigation Platform.

Version Being Edited

Operational Content that a Content Editor is in the process of editing or has finished editing.

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