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JP1 Version 12

JP1/Navigation Platform Content Editing Guide

3021-3-D12-30(E)

Notices

■ Relevant program products

P-292C-4PCL JP1/Navigation Platform 12-60 (For Windows Server 2012 R2, Windows Server 2016, Windows Server 2019, Windows Server 2022)

P-292C-4VCL JP1/Navigation Platform for Developers 12-60 (For Windows 8.1 x64, Windows 10 x64, Windows 11 x64)

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Abbreviation			Full name or meaning
Windows	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 11	Windows 11 x64	Windows(R) 11 Enterprise (64-bit Edition)
			Windows(R) 11 Pro (64-bit Edition)
	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
	Windows Server 2019		Microsoft(R) Windows Server(R) 2019 Datacenter
			Microsoft(R) Windows Server(R) 2019 Standard
	Windows Server 2022		Microsoft(R) Windows Server(R) 2022 Datacenter
			Microsoft(R) Windows Server(R) 2022 Standard

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Summary of amendments

The following table lists changes in this manual (3021-3-D12-30(E)) and product changes related to this manual.

Changes	Location
The following operating system is now supported: • Microsoft(R) Windows Server(R) 2022 • Windows(R) 11	--
The following web browser is now supported • Microsoft Edge The following web browser was removed from the supported web browsers: • Windows(R) Internet Explorer(R) 11 Following this change, the following information was added or modified: • Web browsers supported by Navigation Platform • Notes on the web browsers used • Examples of URL with parameters specified • Explanations of the samples of Operational Content • Notes on the characters that can be displayed on the screen • Notes on creating the Operational Content for iPad • The **Logout** button in the Operational Content Editing Window • The Operational Content Execution Window (Preview) • Notes on results of printing • Browsers that can access Dashboard windows	*1.4*, *1.5*, *1.6.3*, *2.1.1*, *2.2.5*, *2.2.6*, *2.5.2(1)*, *2.10.1*, *6.6.4(2)*, *6.10.1*
The limits on the functions of the following web browser were removed: • Google Chrome Following this change, the following information was modified: • Notes on the web browsers used	*1.5*
The following parameter values were deleted: • `close_only` and `logout_close` in the `ucnpCloseBtn` parameter	*1.6.2(2)*
HTTPS is now supported. Following this change, the following information was modified: • Basic URLs	*1.6.1*
JavaScript Plugins can now be executed when returning to the previous window. Following this change, the following information was added: • The **Execute when return.** check box in the **Attribute Settings** window (JavaScript Plugin Part)	*5.11.5*
A description of sample content that includes JavaScript Plugins was added.	*2.1.1(4)*
The same name can now be used for Operational Content between different groups. Following this change, the following information was modified: • Adding Operational Content • Copying Operational Content • Group name in the Operational Content Editing Window • The **Review the Operational Contents to be Published** window • The **Review the Operational Contents to be made private** window	*2.3.1*, *2.3.2*, *2.5.2(2)*, *6.1.2*, *6.2.2*, *6.4.3*

Changes	Location
• The **Publishing Reservation List** window	*2.3.1*, *2.3.2*, *2.5.2(2)*, *6.1.2*, *6.2.2*, *6.4.3*
JP1 resource groups can now be set at the same time for multiple Operational Contents.	*2.4.1*, *2.4.3*, *7.1.4*, *7.1.5*
The design and layout of the Dashboard window were changed. Following this change, the following information was modified: • Actions to be taken when an error is displayed in a Dashboard window	*6.10.1*, *6.10.2*, *6.10.3*, *6.10.4*, *6.10.5*, *6.10.6*, *6.10.7*, *6.10.8*, *6.10.9*

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

Preface

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

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

Note that the following products are no longer available in JP1/Navigation Platform 12-00 and later versions:

- Hitachi Navigation Platform
- Hitachi Navigation Platform for Developers

The title of this manual has been modified as follows to reflect this change:

Old title: Hitachi Navigation Platform Content Editing Guide

New title: JP1/Navigation Platform Content Editing Guide

■ Abbreviations for product names

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

Abbreviation		Full name
Navigation Platform	Navigation Platform	JP1/Navigation Platform
	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: • From the **File** menu, choose **Open**. • Click the **Cancel** button. • In the **Enter name** entry box, type your name.
Italic	Italic characters indicate a placeholder for some actual text to be provided by the user or system. For example: • Write the command as follows: `copy` *source-file target-file*

Text formatting	Convention
Italic	• The following message appears: `A file was not found. (file =` *file-name*`)` Italic characters are also used for emphasis. For example: • Do *not* delete the configuration file.
`Monospace`	Monospace characters indicate text that the user enters without change, or text (such as messages) output by the system. For example: • At the prompt, enter `dir`. • Use the `send` command to send mail. • The following message is displayed: `The password is incorrect.`

The following table explains the symbols used in this manual:

Symbol	Convention
`|`	In syntax explanations, a vertical bar separates multiple items, and has the meaning of OR. For example: `A|B|C` means `A`, or `B`, or `C`.
`{ }`	In syntax explanations, curly brackets indicate that only one of the enclosed items is to be selected. For example: `{A|B|C}` means only one of `A`, or `B`, or `C`.
`[ ]`	In syntax explanations, square brackets indicate that the enclosed item or items are optional. For example: `[A]` means that you can specify `A` or nothing. `[B|C]` means that you can specify `B`, or `C`, or nothing.
`...`	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: `A, B, B, ...` means that, after you specify `A, B,` you can specify `B` as many times as necessary.

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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.

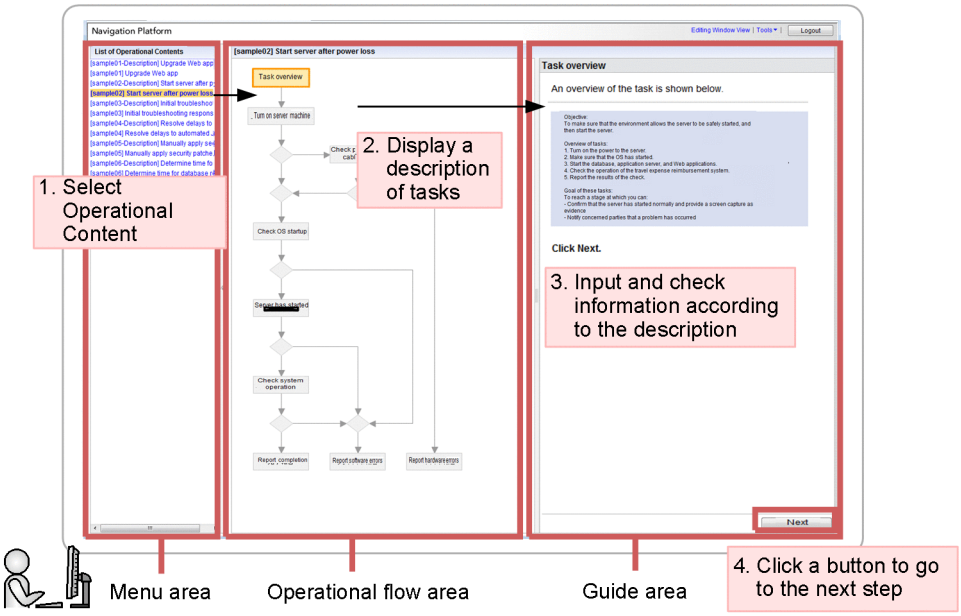
Navigation Platform presents the flow of an operation as a flow chart. It also displays, in the same window, explanatory text corresponding to the step selected in the flow chart.

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
• Microsoft Edge • Google Chrome	Windows 8.1, Windows 10, Windows 11
Safari for mobile devices (hereafter *Mobile Safari*)	iPadOS

Note: Operation is not guaranteed for users who use the developer tools in Microsoft Edge.

1.5 Notes on the web browsers used

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 OS settings

Navigation Platform does not support the following supplementary Unicode 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

1.5.2 Notes on Microsoft Edge and Google Chrome 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.
- 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.
- 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.
- Turn the **JavaScript** option On. When Off, Navigation Platform will not work.
- In the **Allow sites to save and read cookie data** option, turn on cookies. If cookies are disabled, you will not be able to log in to Navigation Platform.

1.5.3 Notes on Microsoft Edge and Google Chrome 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, 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.
- 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.
- If you repeatedly operate each item in the Select Dashboard window from a Web browser, the screen may not be displayed correctly or the Web browser may exit. In that case, restart the web browser.
- If the web browser does not respond for over 10 seconds, reload the page and try again.

1.5.4 Limited availability of functions when Mobile Safari is used

When you access a Navigation Platform window from Mobile Safari, there are limits to the available functions, as described below.

- The Operational Content Editing Window is not available.
- You cannot specify the following parameters in the URL used to access a Navigation Platform window:
  - `start_editor` parameter
  - `open_editor` parameter
- The following items are available in the Operational Content Execution Window, but with limitations:
  - Text box (Not recommended)
  - Text area (Not recommended)
  - Inline frame part (Not recommended)
  - Resize bar
  - Automatic scrolling in the Operational Flow area (Limitation: The scrolling progress is not shown.)

- The following functions are not available in the Operational Content Execution Window:
  - HTML parts
  - Starting editing an Operational Content
  - Function that displays a confirmation dialog box when a screen transition occurs or when the window is closed (`ucnp.base.client.confirm.page.unload.enable` property)
  - Print function (`ucnp.base.server.print.link.display` property)[#1]
  - Reporting window for the operation log[#2]
  - Dashboard window for the operation log

#1

Because the print function is not available, set either `editor` or `none` for the `ucnp.base.server.print.link.display` property in the user property file (`ucnp_user.properties`) of the execution environment. If a value other than the default value is specified for any of the other user properties (those other than `ucnp.base.server.print.link.display`), you have to correct those settings as well.

#2

A link for opening the Reporting window for the operation log is displayed only when the following conditions are satisfied:

- The login user has greater privileges than the Content Manager does.

- `true` is specified for the `ucnp.base.client.operationlog.enable` property in the user property file (`ucnp_user.properties`) of the execution environment.

- A value other than `all` is specified for the `ucnp.base.client.directjump.enable` property in the user property file (`ucnp_user.properties`) of the execution environment.

If you want to simply hide the link for opening the Reporting window for the operation log, restrict users accessing a Navigation Platform window by using Google Chrome by referring to the above-mentioned display conditions.

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(s)://host-name:port-number/ucnpBase/
```

- When specifying parameters

```
http(s)://host-name:port-number/ucnpBase/portal/screen/TitlePortlet/portle
t/ucnp/pane/-44Ob44O844Og55S76Z2i/layout_id/default/tab_id/-44Ob44O844Og55
S76Z2i
```

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

```
http(s)://host-name:port-number/ucnpBase/portal/screen/Home/action/PLoginU
ser?com.cosminexus.admin.auth.name=user-ID&com.cosminexus.admin.auth.passw
ord=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(s)://host-name:port-number/ucnpBase/portal/screen/TitlePortlet/portle
t/ucnp/pane/-44Ob44O844Og55S76Z2i/layout_id/default/tab_id/-44Ob44O844Og55
S76Z2i?start_editor=true&open_editor=true
```

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

```
http(s)://host-name:port-number/ucnpBase/portal/screen/Home/action/PLoginU
ser?com.cosminexus.admin.auth.name=user-ID&com.cosminexus.admin.auth.passw
ord=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(s)://host-name:port-number/ucnpBase/portal/action/Plain/portlet/ucnp/
pane/-44Ob44O844Og44Kw44Or44O844OX/layout_id/default/url/L2FkcG9ydGxldHMvd
```

```
WNucC9qc3Avdmlldy9Sb290SWZyYW1lLmpzcA--?ucnpUserPageId=name-of-Custom-Wind
ow-Plugin
```

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

```
http(s)://host-name:port-number/ucnpBase/portal/screen/Home/action/PLoginU
ser?com.cosminexus.admin.auth.name=user-ID&com.cosminexus.admin.auth.passw
ord=password&ucnpUserPageId=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*`[[&`*parameter-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
`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

Parameter name	Parameter value	Description	Whether parameter can be used		
			Operational Content Execution Window	Operational Content Editing Window	Custom window (new window)
`ucnpCloseBtn`	`logout`	Specifies the behavior of the button used to exit Navigation Platform windows. If you specify `logout`, 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 manual *JP1/Navigation Platform Development Guide*. 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 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 manual *JP1/Navigation Platform Development Guide*.	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:

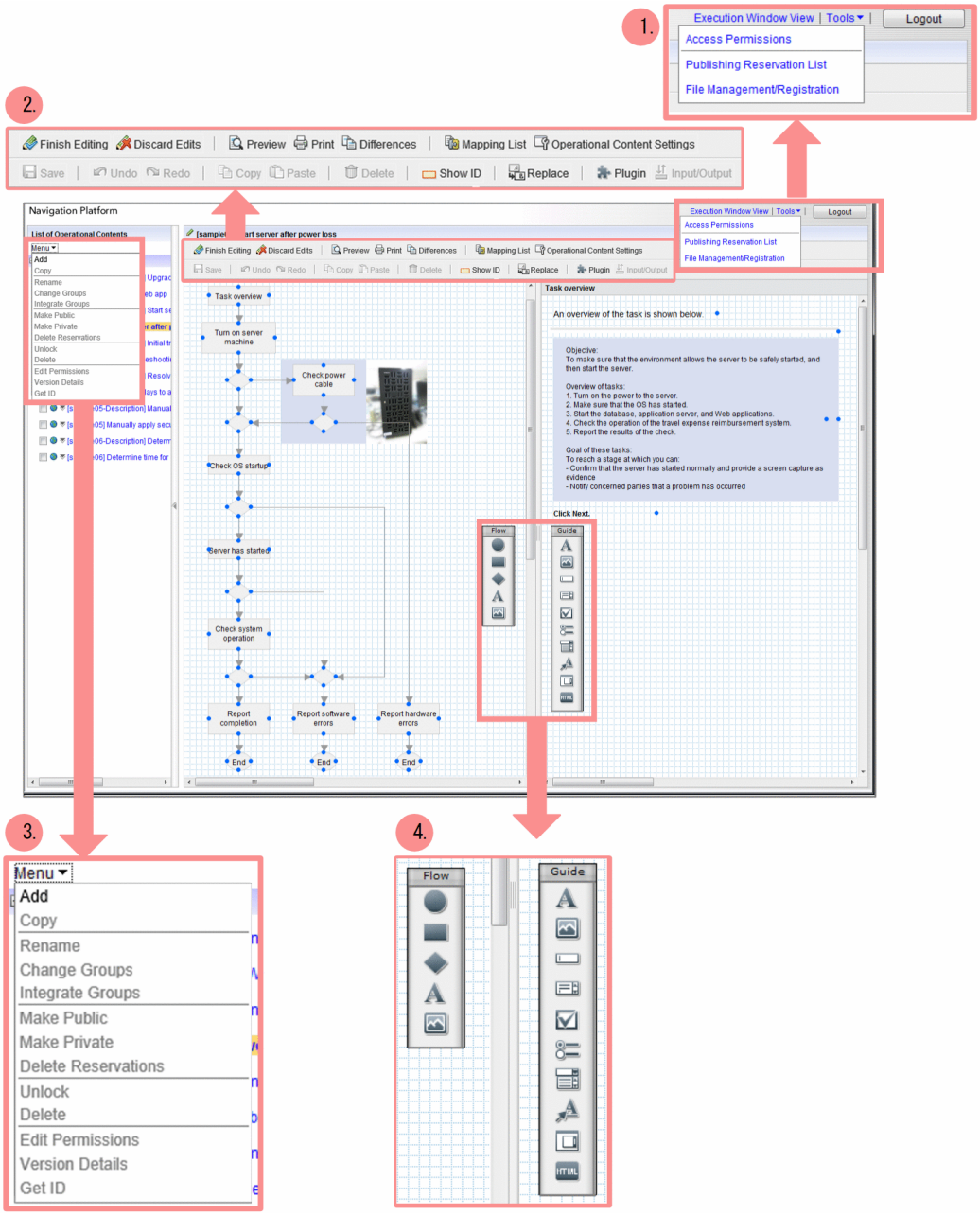
```
http://host-name:port-number/ucnpBase/portal/screen/TitlePortlet/portlet/ucnp/
pane/-44Ob44O844Og55S76Z2i/layout_id/default?
open_editor=true&ucnpCloseBtn=logout&contentId=Operational Content ID
```

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	*2.10.2 Displaying the Operational Content Execution Window*

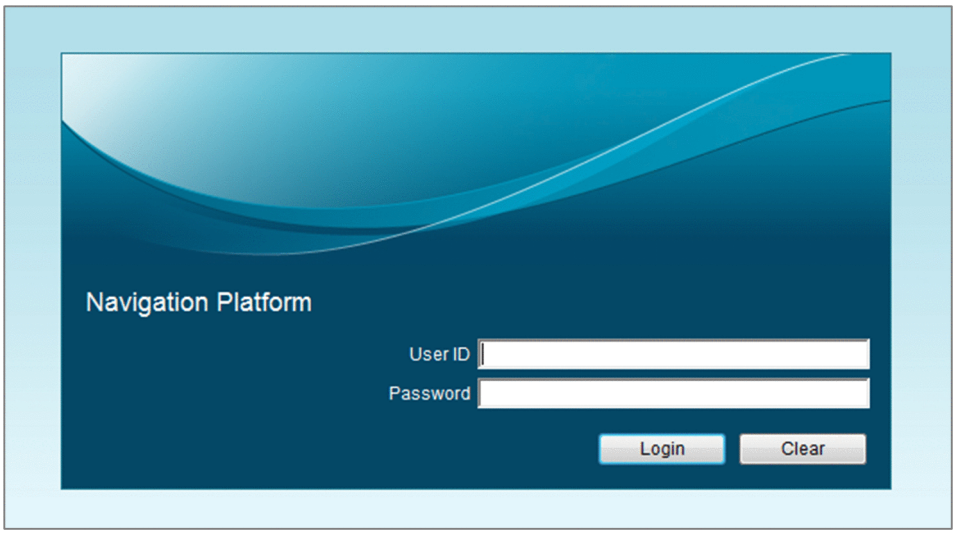
Number in figure	What you can do	Detailed description of procedure(s)
1.	Upload and delete image files and other resources	*2.9.6 Storing a static file by using the File Management/Registration window* *2.9.7 Deleting a static file by using the File Management/Registration window*
	Check publishing reservations	*6.4 How to check the Operational Content publishing reservation*
	Log out	*1.7.9 Logging out of Navigation Platform*
2.	Start or finish the editing process, or discard the changes you have made	*1.7.2 Starting the Operational Content editing process* *1.7.8 Finishing the Operational Content editing process*
	Perform editing tasks (such as saving, copying and pasting resources, simultaneously replacing multiple character strings, and canceling operations)	*2.3.3 Saving Operational Content* *7.7 Pasting copied nodes and parts* *7.8 Replacing all character strings inside an Operational Content* *7.9 Canceling operations* *7.10 Redoing canceled operations*
	Specify the text size for Operational Content	*2.7.1 Setting the character font, character size, and button size for individual pieces of Operational Content*
	Set a link to be available throughout all stages of a piece of Operational Content	*2.6.3 Setting a related link*
	Preview the Operational Content you are creating	*2.10.1 Previewing Operational Content*
	Print Operational Content	*6.6.2 Printing Operational Content*
	Compare Operational Content with previous versions and show the differences	*6.13.1 Displaying the changes made as a result of editing*
	Check nodes that use plugins	*5.13 Acquiring configuration information for Operational Content that uses plugins*
	Switch the operation mode	*1.7.7 Switching the operation mode of the guide area*
	Show or hide node IDs and part IDs	*7.3.3 Checking node IDs and part IDs*
3.	Add, copy, or delete Operational Content	*2.3.1 Creating (adding) new Operational Content* *2.3.2 Copying Operational Content* *6.2.4 Deleting Operational Content*
	Change group names	*6.5.1 Changing the group of Operational Content* *6.5.2 Integrating the group of Operational Content*
	Publish, unpublish, or reserve publication of Operational Content	*6.1.1 Publishing Operational Content* *6.2.1 Making Operational Content private* *6.3.1 Scheduling the time to publish Operational Content*
	Check publishing reservations	*6.4 How to check the Operational Content publishing reservation*
	Delete publishing reservations	*6.4.2 Removing Operational Content from the publishing reservation*
	Set and check access permissions	*2.4.1 Setting an access permission group or JP1 resource group for Operational Content* *6.5.4 Checking the access permission groups or JP1 resource groups that are set in Operational Content*

Number in figure	What you can do	Detailed description of procedure(s)
3.	Check comments for Operational Content and the publication dates of each version	*6.12 Checking the comment and publication time of Operational Content*
	Check Operational Content IDs	*7.3.2 Checking Operational Content IDs*
4.	Use the **Flow** palette	*3.5.3 Placing Terminal Nodes* *3.6.3 Placing character string Process Nodes* *3.7.3 Placing Branch Nodes* *3.9.3 Placing static-text parts (operational flow area)* *3.10.3 Placing image parts (operational flow area)*
	Use the **Guide** palette	*4.4.3 Placing static-text parts (guide area)* *4.5.3 Placing image parts (guide area)* *4.6.3 Placing text box parts* *4.7.3 Placing text areas (guide area)* *4.8.3 Placing check boxes (guide area)* *4.9.3 Placing radio button parts (guide area)* *4.10.4 Placing a drop-down part (guide area) (a drop-down part without parent-child relationship or a parent drop-down part)* *4.11.3 Placing hyperlink parts (guide area)* *4.12.3 Placing inline frame parts (guide area)* *4.13.4 Placing HTML parts (guide area)*

1.7.1 Logging in to Navigation Platform

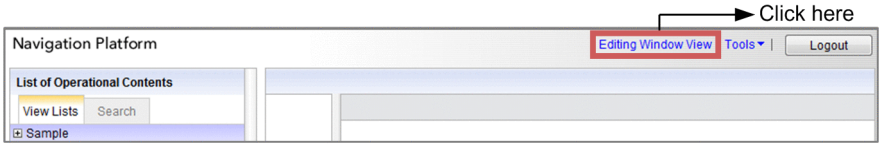
1. Display the login window by entering the URL for Navigation Platform in your web browser.
   For information about the URL you need to enter, see *1.6 URLs used to access Navigation Platform windows*.

2. Enter your user ID and password, and then click the **Login** button.

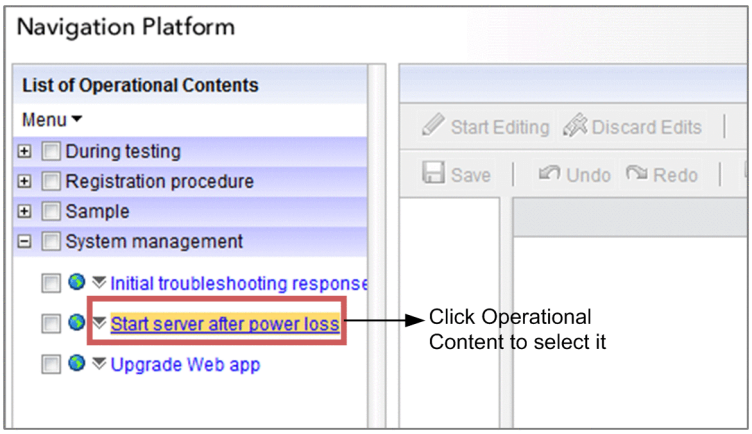


1.7.2 Starting the Operational Content editing process

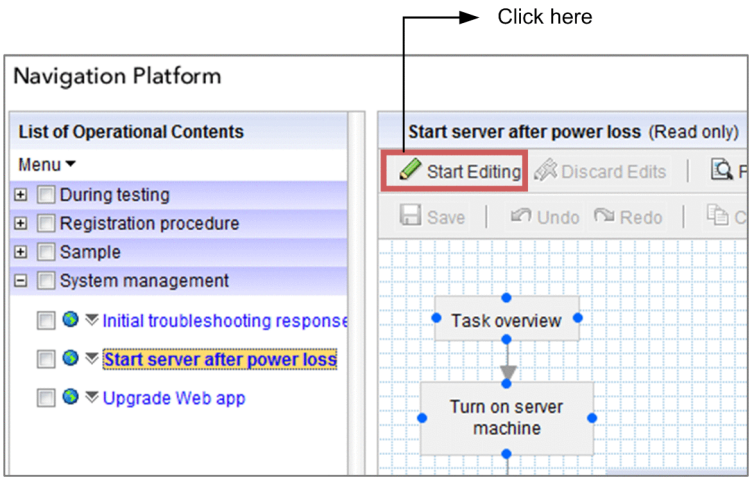
1. If the Operational Content Execution Window is displayed, click the **Editing Window View** menu command in the header area.



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.

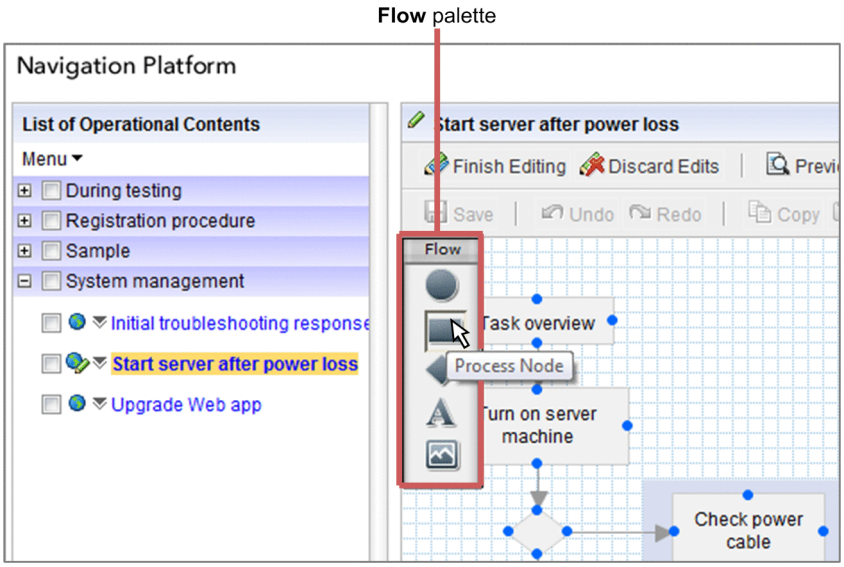


The **Flow** palette appears, and you can start editing the Operational Content.

> **Note**
>
> If you do not click the **Start Editing** button, items in the **Attribute Settings** window are grayed out and do not accept data input.

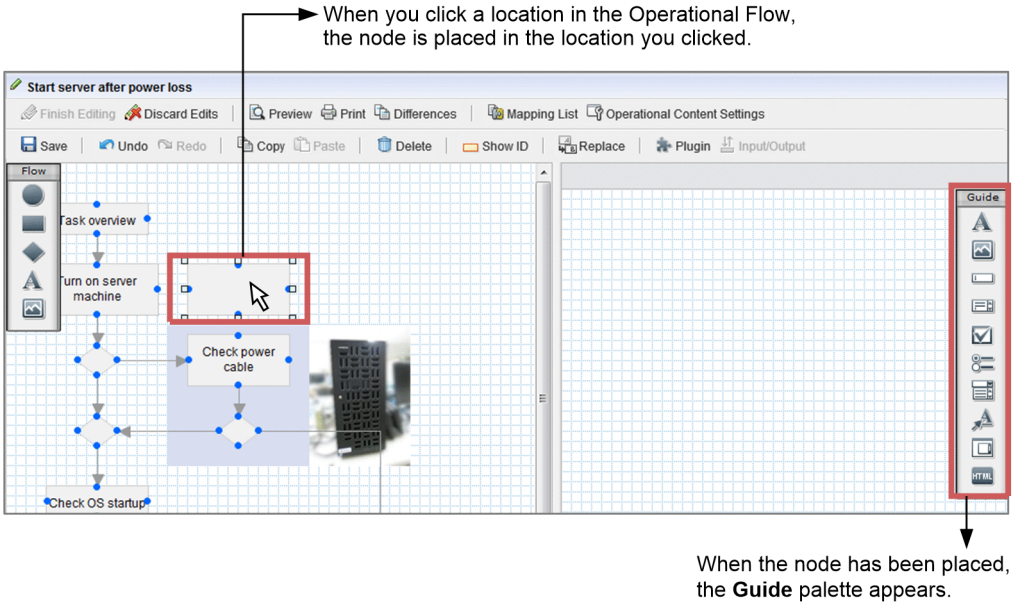
1.7.3 Placing nodes and parts

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.



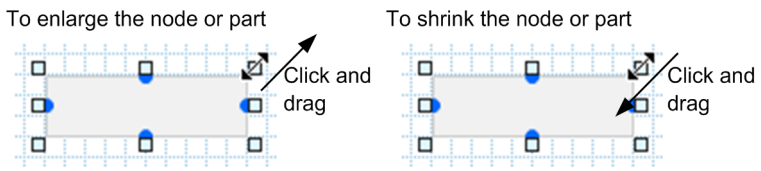
When you place a Process Node in the operational flow area, the **Guide** palette appears in the guide area. You can use the buttons in this palette to place Guide Parts. The method of placing Guide Parts in the guide area is the same as placing nodes and parts in the operational flow area.

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.



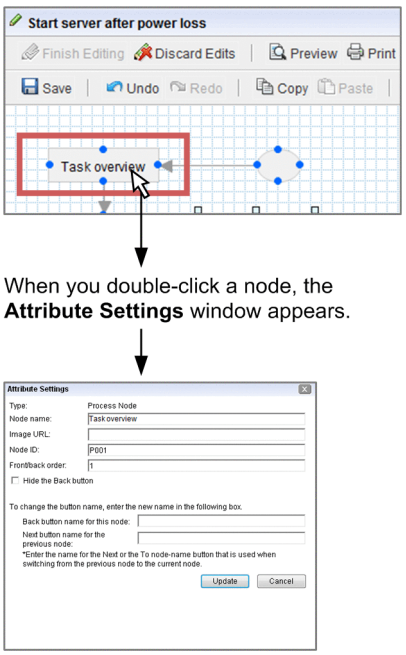
1.7.5 Repositioning nodes and parts

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.

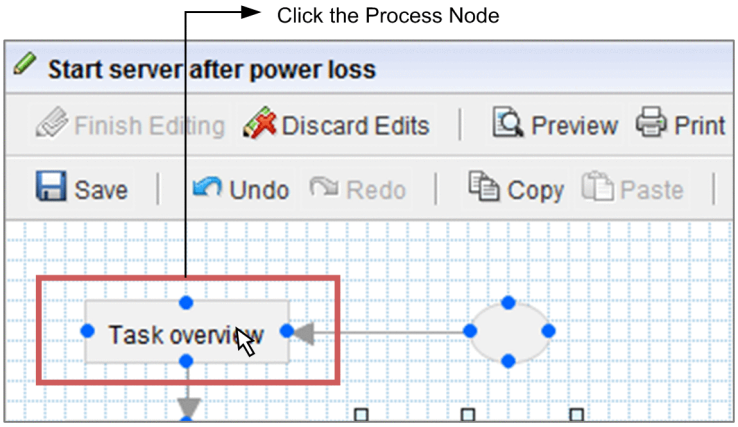


2. Enter the attributes of the node or flow part, and click the **Update** button.
   The attributes you set take effect.

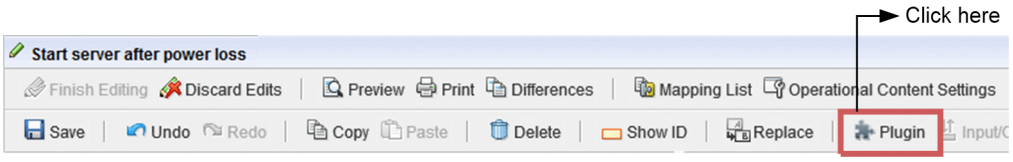
1.7.7 Switching the operation mode of the guide area

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.



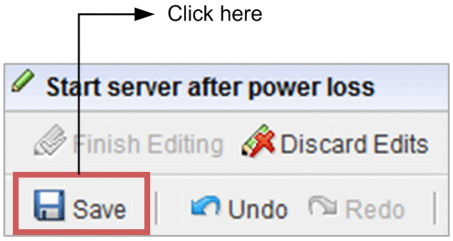
2. Click the **Plugin** button in the toolbar.



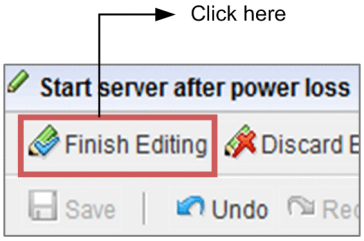
The individual Plugin Parts appear and the guide area switches to mapping mode.
Click the **Plugin** button again to return to guide editing mode.

1.7.8 Finishing the Operational Content editing process

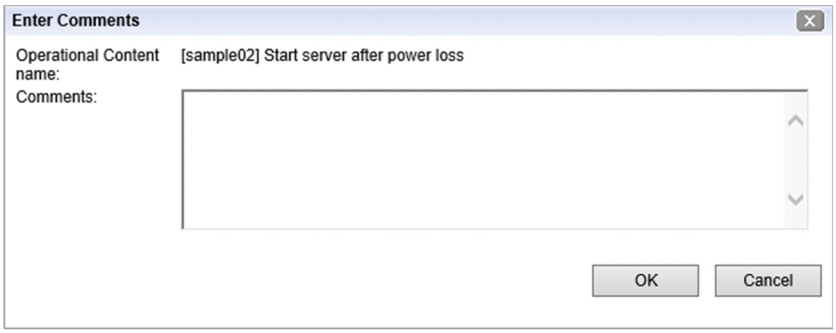
1. If you have not saved the Operational Content you are working on, click the **Save** button in the toolbar.



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** button in the header area of the Operational Content Editing Window.

   This will close the Operational Content Editing Window and return you 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.

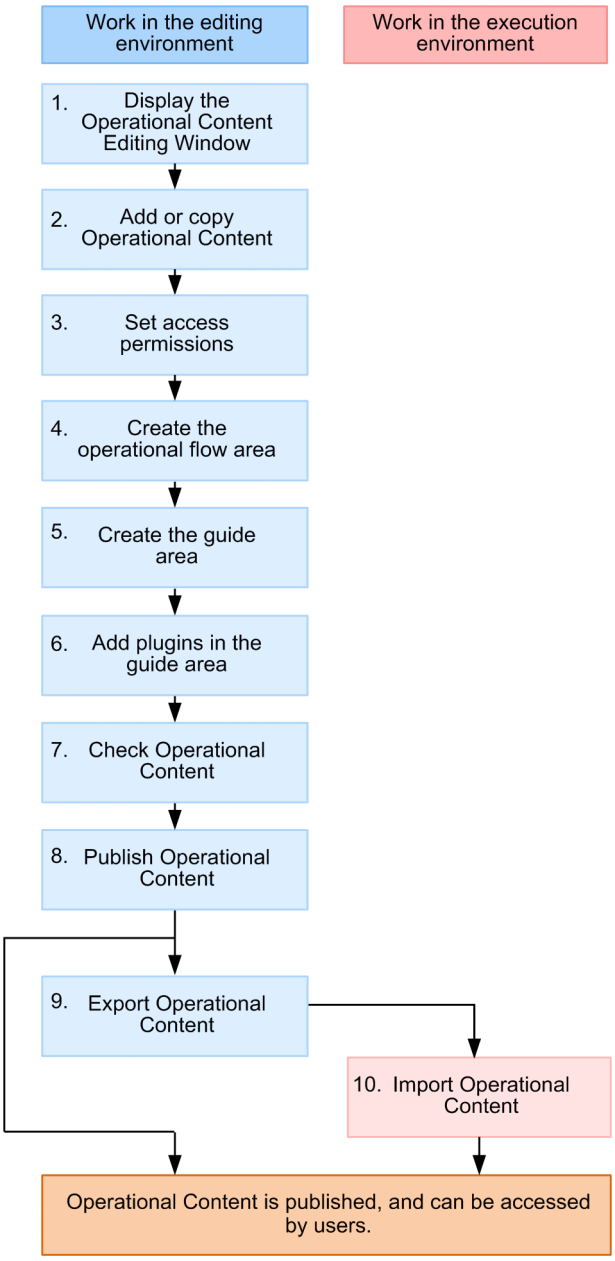
2 Creating Operational Content

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 JP1 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. *2.10 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 or the Content Creator (when JP1/Base is used for user authentication):

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

The Content Manager or the Content Creator 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.

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: Microsoft Edge and Google Chrome
- 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)

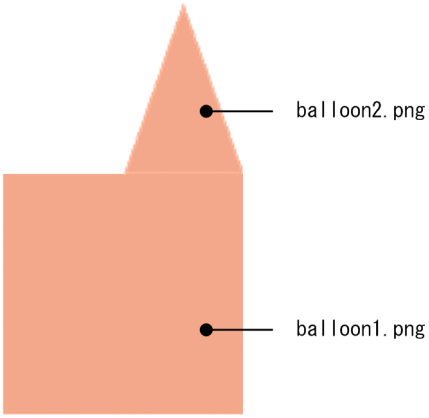
Example of using the image in the samples of Operational Content:

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) Sample content containing JavaScript Plugins

This section describes sample content containing JavaScript Plugins.

- Character string concatenation sample content
- Command execution sample content
- File upload sample content

(a) Character string concatenation sample content

This sample content concatenates parameter input strings and outputs them to connected Guide Parts.

Input parameter

`InputData1` to `InputData10`: Concatenated string input parameters

Output parameter

`Output`: Concatenated string output parameter

Usage

This sample content concatenates strings input in the input parameters of the `StringConcat` JavaScript Plugin when transitioning between windows, and outputs them to the Guide Part connected to the output parameter.

In this explanation, the guide window for string input prior to the screen transition is referred to as *window A*, and the guide window for outputting the concatenated strings after the screen transition is referred to as *window B*.

Editor operations

1. If necessary, copy and paste the `StringConcat` JavaScript Plugin on window A into your Operational Content.

2. If necessary, copy and paste the Guide Part connected to the `StringConcat` JavaScript Plugin input parameter on window A into your Operational Content. Alternatively, select a Guide Part.
3. Connect the Guide Part with the input parameter.
4. If necessary, copy and paste the `StringConcat` JavaScript Plugin on window B into your Operational Content.
5. Similarly, copy and paste the Guide Part connected to the `StringConcat` JavaScript Plugin input parameter on window B into your Operational Content. Alternatively, select a Guide Part.
6. Connect the Guide Part with the output parameter.
7. If necessary, add the `StringConcat` JavaScript Plugin input parameter. When adding, edit the `StringConcat` JavaScript Plugin source code.

   Example: When adding `InputData11` to the input parameter, add `InputData11` to the part of the source code where `InputData1` to `InputData10` are concatenated.

   var sumStr = InputData1 + InputData2 + InputData3 + InputData4 + InputData5 + InputData6 + InputData7 + InputData8 + InputData9 + InputData10 + InputData11;

Operator tasks

1. Execute the Operational Content, and enter the string on window A.
2. Transition to window B.
3. The concatenated string will be output on window B. Use this string by copying and pasting it into an email, or another such application.

Error list

When provided, this sample content does not display error messages.

Restrictions

- Editing the `StringConcat` JavaScript Plugin source code in a manner other than that described here has not been tested to work.
- `StringConcat` JavaScript Plugin input parameters do not accept ASCII codes 0x00 to 0x08, 0x0B to 0x0C, and 0x0E to 0x1F.

(b) Command execution sample content

This sample content is used to verify standard output, standard error output, return values, and other results of commands executed on the Navigation Platform server.

Input parameter

The following table shows the input parameters of the `CommandExec` JavaScript Plugin.

Parameter name	Parameter description	Part connection	Available values
commandName	Parameter for entering the command name	Required	Environmental variables cannot be specified.
arg1 to arg10#	Parameter for entering the command arguments	Optional	No restrictions.
syncOption	Parameter for switching between synchronous and asynchronous execution	Required	To use synchronous execution, specify the character string `true` in single-byte lower case letters.
encoding	Parameter for specifying the encoding for standard	Required	Either `Shift-JIS` or `UTF-8`

Parameter name	Parameter description	Part connection	Available values
encoding	output and standard error output acquisition	Required	Either `Shift-JIS` or `UTF-8`
timeOutSec	Parameter for specifying the timeout duration when executing synchronous commands (Unit used for timeout duration: Seconds)	Optional	Either of the following: - Not specified - A number equal to or greater than 0 If not specified, or set to a number lower than 0, Navigation Platform will wait until the command execution completes without timing out commands. If a timeout value is not set, or is set to a large value, Navigation Platform may become unresponsive if commands take a long time to execute.

#: When adding parameters, add in order, such as `arg11`, `arg12`...

Output parameter

The following table shows the output parameters of the `CommandExec` JavaScript Plugin.

Parameter name	Parameter description
standardOutput	The standard output parameter
standardErrorOutput	The standard error output parameter
returnCode	The return value output parameter
errMessage	The parameter for outputting error occurrence and conditions, and troubleshooting measures when an error occurs
stackTrace	The parameter for outputting a stack trace when an error occurs

Usage

In this sample content, the `CommandExec` JavaScript Plugin executes commands when a screen transition occurs.

In this explanation, the guide window for entering commands, arguments, synchronous execution options, encoding for standard output and standard error output acquisition, and the timeout duration for synchronous execution prior to the screen transition is referred to as *window A*, and the guide window for outputting the execution results after the screen transition is referred to as *window B*.

Editor operations

1. Copy and paste the `CommandExec` JavaScript Plugin on window A into your Operational Content.
2. If necessary, copy and paste the Guide Part connected to the `CommandExec` JavaScript Plugin input parameter on window A into your Operational Content. Alternatively, select a Guide Part.
3. Connect the `commandName`, `arg`, `syncOption`, `encoding`, and `timeOutSec` input parameters with a Guide Part. If necessary, set the default values for the Guide Parts connected to the `syncOption`, `encoding`, and `timeOutSec` input parameters.
4. Copy and paste the `CommandExec` JavaScript Plugin on window B into your Operational Content.
5. If necessary, copy and paste the Guide Part connected to the `CommandExec` JavaScript Plugin output parameter on window B into your Operational Content. Alternatively, select a Guide Part.
6. Connect the `standardOutput`, `standardErrorOutput`, `returnCode`, `errMessage`, and `stackTrace` output parameters to a Guide Part.
7. If necessary, add the input parameters (`arg1` to `arg10`) for entering the command arguments for the `CommandExec` JavaScript Plugin. When adding, also add the command argument array element in the `CommandExec` JavaScript Plugin source code.

Example: When adding `arg11` to the input parameters, add it within the `inputValuesArray` brackets (`[]`), separating the parameters with a single-byte comma (`,`).

// To increase the number of input parameters, add them to the following array element.

```
var inputValuesArray = [arg1, arg2, arg3, arg4, arg5, arg6, arg7, arg8,
arg9, arg10, arg11];
```

Operator tasks

1. Execute the Operational Content, and enter commands and strings on window A.
2. Proceed to window B.
3. When synchronous execution is not in use, the command execution results will not be displayed on window B. If the editor has configured the Operational Content so that command execution results can be output on window B, and an error does not occur during synchronous command execution, the execution results will be output to window B. If the editor has configured the Operational Content so that command execution results can be output on window B, and an error occurs during synchronous command execution, the execution results will still be output to window B.

Error list

No.	Cause	Message	Screen transition	Countermeasure
1	An error occurred during command execution.	Error: Command failed to execute because the sub-process could not be created.	Yes	Respond according to the exception details provided.
2	An I/O error occurred during command execution.	Error: Command failed to execute because an I/O error occurred.	Yes	Respond according to the exception details provided.
3	An invalid command (`commandName`) was executed.	Error: Invalid command string.	Yes	Respond according to the exception details provided.
4	An error occurred during command execution because the command executed does not exist.	Error: Command string not found.	Yes	Respond according to the exception details provided.
5	The command name (`commandName`) was left blank.	Error: The command name cannot be omitted. Enter the command name.	No	Enter the command name, and try executing the command again.
6	Command execution did not complete within the allotted timeout duration (`timeoutSec`).	Error: Command execution did not complete within the allotted timeout duration.	Yes	Change the specified timeout duration, and try again.
7	An unsupported encoding setting (`encoding`) was specified for standard output and standard error output acquisition.	Error: An unsupported encoding setting was specified for standard output and standard error output acquisition.	No	Specify either `Shift-JIS` or `UTF-8`, and try again.
8	An I/O error occurred during standard output and standard error output acquisition.	Error: Failed to acquire standard output and standard error output.	Yes	Respond according to the exception details provided.

No.	Cause	Message	Screen transition	Countermeasure
9	An error occurred while acquiring standard output and standard error output.	Error: A thread interrupt occurred while acquiring standard output and standard error output.	Yes	Respond according to the exception details provided.
10	Failed to acquire return value.	Error: Failed to acquire the return value.	Yes	Respond according to the exception details provided.

Restrictions

- Specify one argument for each input parameter. Do not specify multiple arguments for a single input parameter by separating them with spaces, or `""`.
- Do not use environmental variables in executed commands.
- The JavaScript Plugin source code for executed commands only permits changes to the number of elements in `inputValuesArray`, which is used to store input values from the input parameter.
- Only `Shift-JIS` and `UTF-8` can be specified as the character encoding when reading standard output and standard errors. Other character encoding formats have not been tested.
- Outputting standard output and standard errors to a binary file is not recommended as the output character strings may be corrupted.
- When the size of standard output and standard error output exceeds 6 MB, a runtime error or a display error may occur. In addition, when using a text box as the output destination part, standard output and standard error strings may not be displayed properly in the text box if the standard output or standard error output size exceeds 4 MB.

(c) File upload sample content

This sample content is used to upload files or clipboard images to the parameter-specified path when executing.

Input parameter

- parentDir

  Type: String

  Content: Upload destination folder. The `%`*environmental-variable*`%` part will be converted to the environmental variable value.

- fileHtmlPart

  Type: HTML part

  Content: HTML parts with the following elements.

  - Hyperlink to `/ucnp/template/sampleFileUploader.html`: For displaying the file upload page
  - `<input type="text" name="fileName">` element: For storing the file name

    If the `fileName` element is invalid (when including \ or /) when executing content, an `Invalid filename.` error will occur, and the part connected to `fileHtmlPart` will be highlighted in a red frame.
  - `<textarea name="fileContent" style="display:none" />` element: For storing file content

    If a file is not specified by the `fileContent` element when executing content, a `No file is specified.` error will occur. If data is invalid, an `Invalid content.` error will occur. In addition, the part connected to `fileHtmlPart` will be highlighted in a red frame.

- errorMessage

  Type: String

  Content: The default error message.

Output parameter

- uploadPath

  Type: String

  Content: The upload destination folder with `%`*environmental-variable*`%` converted to the environmental variable value.

- fileName

  Type: String

  Content: The name of the uploaded file. When pasting an image, the file name will be `pastedimage0.`*extension*. The *extension* is the character string following the `image/` element set as the image mediatype.

  Example: For `image/png`: The *extension* is `png`.

  Example: For `image/gif`: The *extension* is `gif`.

- errorMessage

  Type: String or exception object

  Content: If an error or exception does not occur, the input parameter `errorMessage` value is output. If an exception occurs, the exception object is output.

Usage

With this sample content, a file is uploaded during screen transitions.

In this explanation, the guide window prior to the screen transition is referred to as *window A*, and the guide window after the screen transition is referred to as *window B*.

Editor operations

1. If necessary, copy and paste the `FileUpload` JavaScript Plugin on window A into your Operational Content.
2. If necessary, copy and paste connected Guide Parts in window A into your Operational Content.
3. Connect Guide Parts with the upload destination folder string specified to the `parentDir` input parameter.
4. Connect HTML parts containing the element specified in the `fileHtmlPart` input parameter.
5. If necessary, copy and paste the `FileUpload` JavaScript Plugin on window B into your Operational Content.
6. Similarly, copy and paste the Guide Part connected to the `FileUpload` JavaScript Plugin output parameter on window B into your Operational Content.
7. Connect the output destination Guide Part to output parameters `uploadPath`, `fileName`, and `errmsg`.

Operator tasks

1. Execute the Operational Content, and click the hyperlink on window A to open the **File Upload** window.
2. On the **File Upload** window, either select the file to upload, or paste an image.
3. Return in window A, and then click the **Next** button to proceed to window B.
4. The file will be uploaded, and will appear on window B.

Error list

No.	Cause	Message	Screen transition	Countermeasure
1	The `fileName` element value in `fileHtmlPart` is invalid.	Invalid fileName.	No	This is caused by an incorrect operation. Restart the upload process.
2	The `fileContent` element value in `fileHtmlPart` has not been specified.	No file is specified.	No	This occurs when the **Next** button is clicked without selecting a file from the File Upload window. Restart the upload process.
3	The `fileContent` element value in `fileHtmlPart` is invalid.	Invalid content.	No	This is caused by an incorrect operation. Restart the upload process.
4	An exception occurred during the file upload process.	Exception content	Yes	Respond according to the exception details provided.

Restrictions

- Uploading clipboard images is only supported in Microsoft Edge and Google Chrome.
- Do not change the `Do not modify. #NP` comment part of the File Upload window HTML code.
- As this sample allows operators to freely upload files, it is hidden under the design templates folder by default after the setup process is complete.
- Files up to 10 MB in size can be uploaded with this sample.

(5) 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, Content Creator (when JP1/Base is used for user authentication), 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 Microsoft Edge or Google Chrome is used, or an iPad. When Microsoft Edge or Google Chrome is used, MS PGothic 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 Microsoft Edge or Google Chrome 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 describes 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 of the following parts will vary in size and design depending on whether Microsoft Edge or Google Chrome is used, 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, Microsoft Edge or Google Chrome displays an icon indicating that there is no image. 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 Microsoft Edge or Google Chrome. 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, Microsoft Edge or Google Chrome 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 Microsoft Edge or Google Chrome 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 Microsoft Edge or Google Chrome.

(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 or Content Creator privilege (when JP1/Base is used for user authentication). You can create and store Operational Content in the following two ways:

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

> **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):
   - The same name as other Operational Content in the same group
   - 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* and *6.5.2 Integrating the group of Operational Content*.

4. Change the access permission group or JP1 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):
   - The same name as other Operational Content in the same group
   - 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 (**Save** button).
   A message appears to indicate that the Operational Content has been saved.

2. Click the **OK** button.

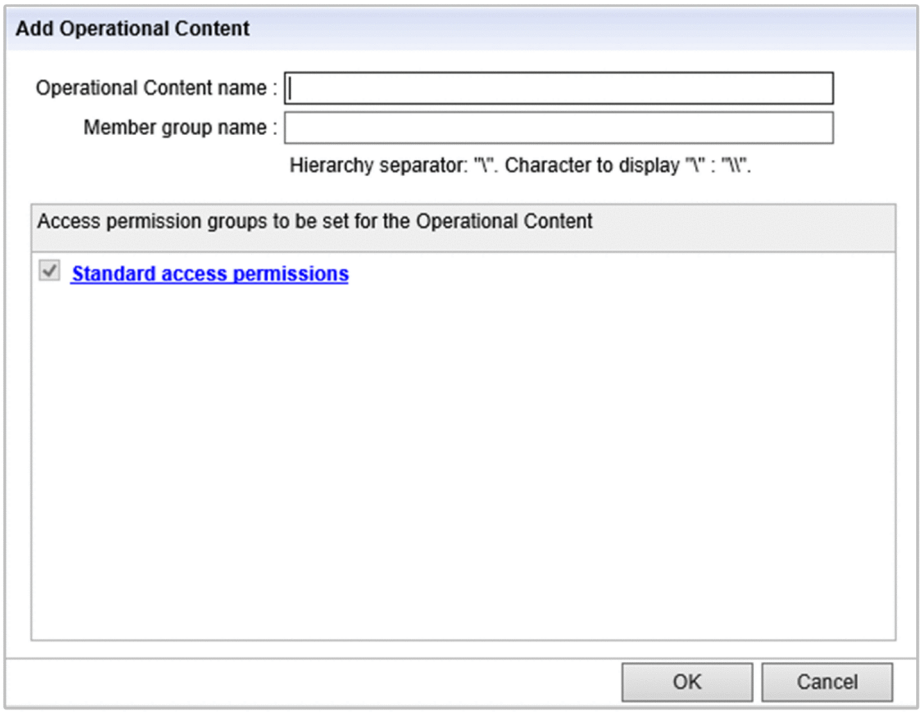
The changes made in the Operational Content are saved.

> **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 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.

#

Two consecutive backslashes (\\) are counted as one backslash (\).

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 or the Content Creator, the JP1 resource groups to which the JP1 permission level of *HNP_Admin* or *HNP_Creator* is assigned are displayed.

When you log in as the system administrator or a Content Creator who has permission for the entire system, 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.

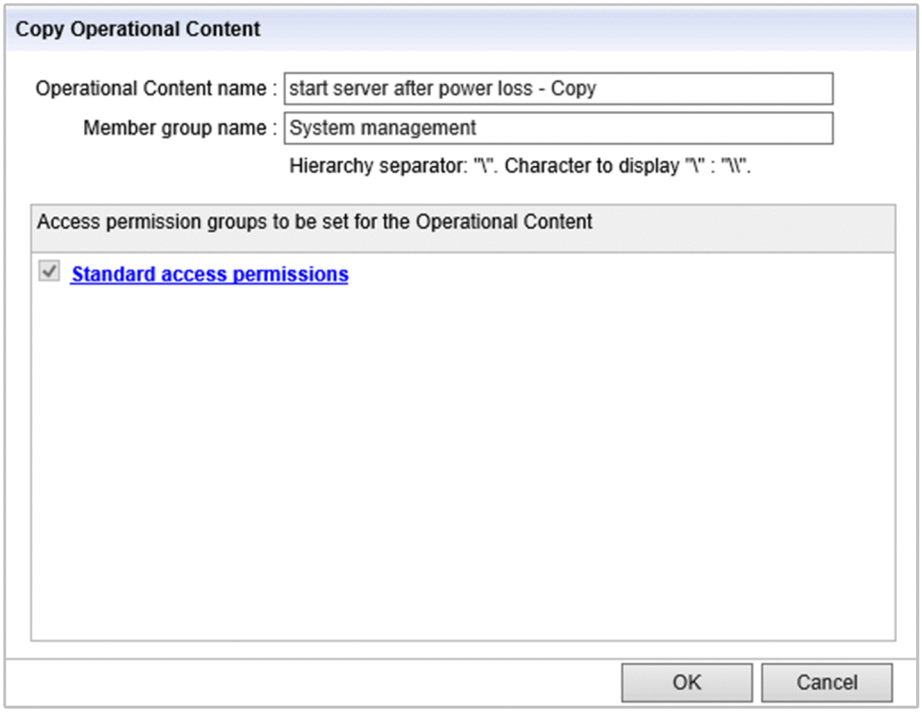
(6) Cancel button

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 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.

#

Two consecutive backslashes (\\) are counted as one backslash (\).

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 or the Content Creator, the JP1 resource groups to which the JP1 permission level of *HNP_Admin* or *HNP_Creator* is assigned are displayed.

When you log in as the system administrator or a Content Creator who has permission for the entire system, 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:

   For the access permission group, only select 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. In the **Edit Permissions** window, select one or more check boxes displayed in the window. In the **Resource Settings** window, change one or more drop-down parts.

   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.

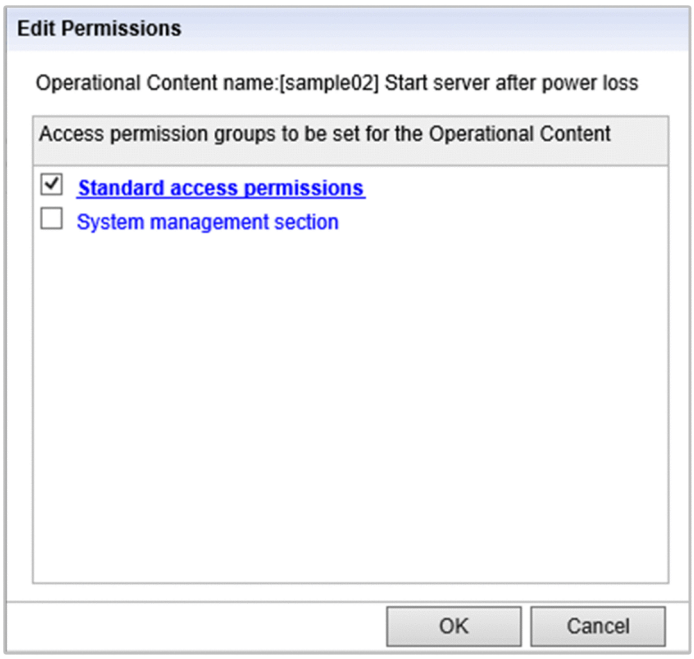
4. Click the **OK** button.

   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 (For system administrators, or Content Managers or Content Creators with system-wide permissions)

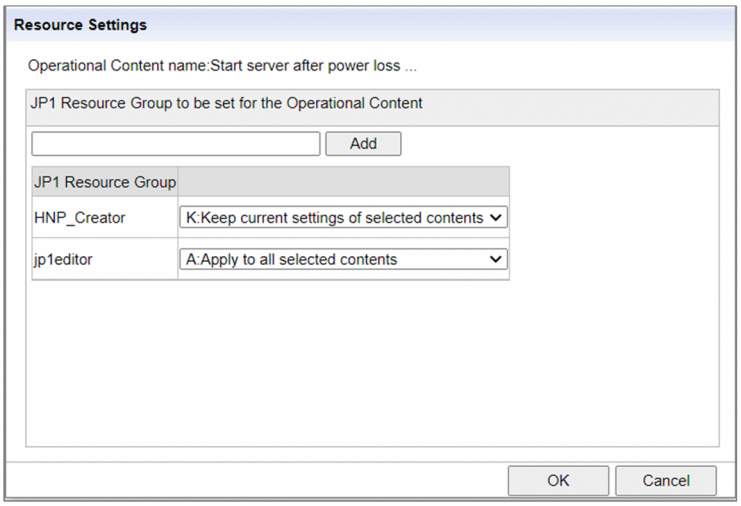
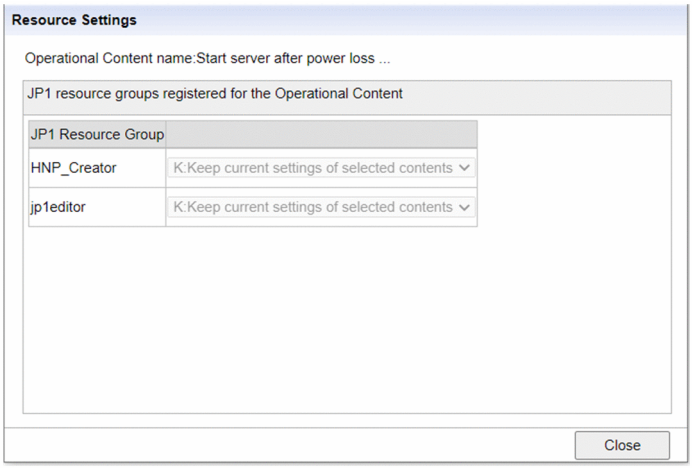


Figure 2–6: **Resource Settings** window (For Content Managers or Content Creators with permissions for Operational Content units)



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

(1) JP1 Resource Group

The JP1 resource groups displayed will vary depending on the JP1 permission level of the user.

System administrators, or Content Managers or Content Creators with system-wide permissions:

All JP1 resource groups set for the Operational Content will be displayed.

Content Managers or Content Creators with permissions for Operational Content units:

All JP1 resource groups set for the Operational Content will be displayed. In addition, JP1 resource groups available to the user will be displayed.

(2) Text box

If you are a system administrator, or Content Manager or Content Creator with system-wide permissions, enter the name of the JP1 resource group you want to set for the Operational Content into the text box, and then click the **Add** button to add it to the **JP1 Resource Group** list. You can remove unnecessary JP1 resource groups from the list by clicking the corresponding **Delete** button to remove the setting for the Operational Content of the JP1 resource group.

(3) Drop-down menu

Select whether to apply a JP1 resource group to Operational Content by the drop-down menu.

When multiple Operational Contents are selected, the following menu items will appear by default.

- If the JP1 resource group is applied to all selected Operational Contents:

A:Apply to all selected contents appears.

- If the JP1 resource group is not applied to all selected Operational Contents:

R:Remove from all selected contents appears.

- If there is a mixture of resource groups that apply and do not apply to the selected Operational Contents:

K:Keep current settings of selected contents appears.

Select either of the following for the JP1 resource group shown:

- **A:Apply to all selected contents**: Applies the JP1 resource group.

- **R:Remove from all selected contents**: Does not apply the JP1 resource group.

- **K:Keep current settings of selected contents**: Does not change the application/non-application of the JP1 resource group.

The JP1 resource groups available for configuration will vary depending on the JP1 permission level of the user.

If you are a Content Manager or Content Creator with permissions for Operational Content units, unavailable JP1 resource group will be inactive.

Note: If the Operational Content contains content only accessible by Content Editors, the drop-down menu will be inactive, and you will not be able to apply or cancel JP1 resource group settings.

(4) OK button

Click this button to apply or cancel JP1 resource group settings for the Operational Content based on the settings configured in the drop-down menu and close the **Resource Settings** window.

(5) 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.

> **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.

This menu is not displayed for users who are not allowed access to the Dashboard window.

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

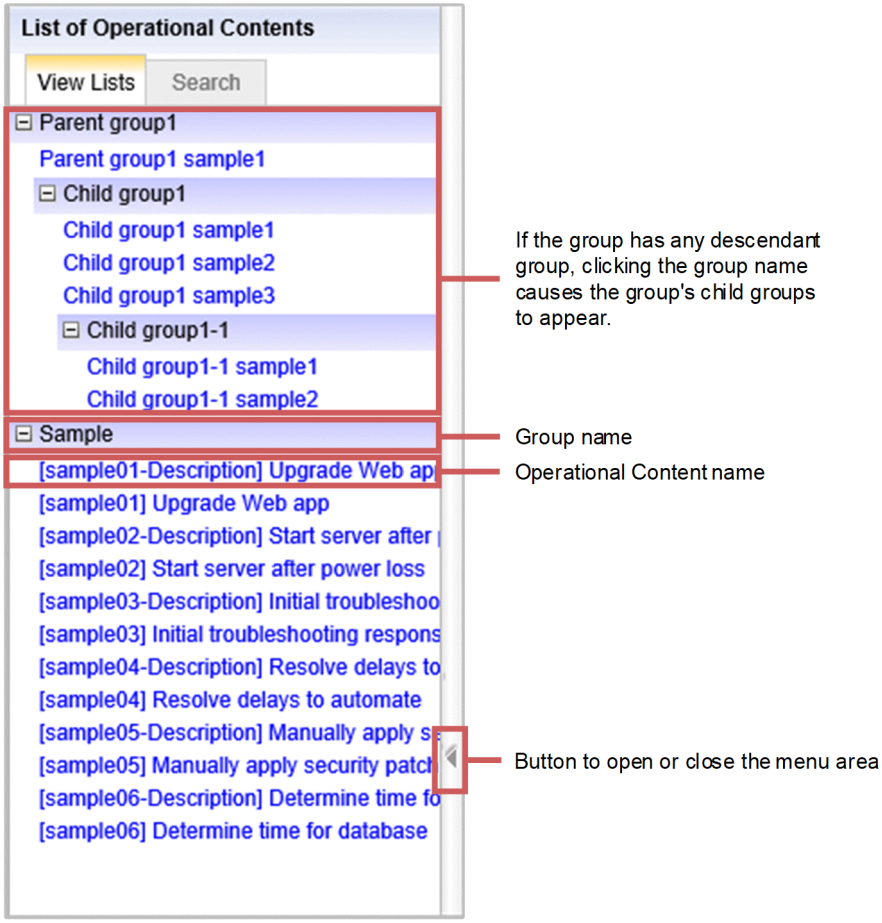
Clicking this button lets you log out of Navigation Platform, and then opens the login window.

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 the group has any descendant group, clicking the group name causes the group's child groups to appear.

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.

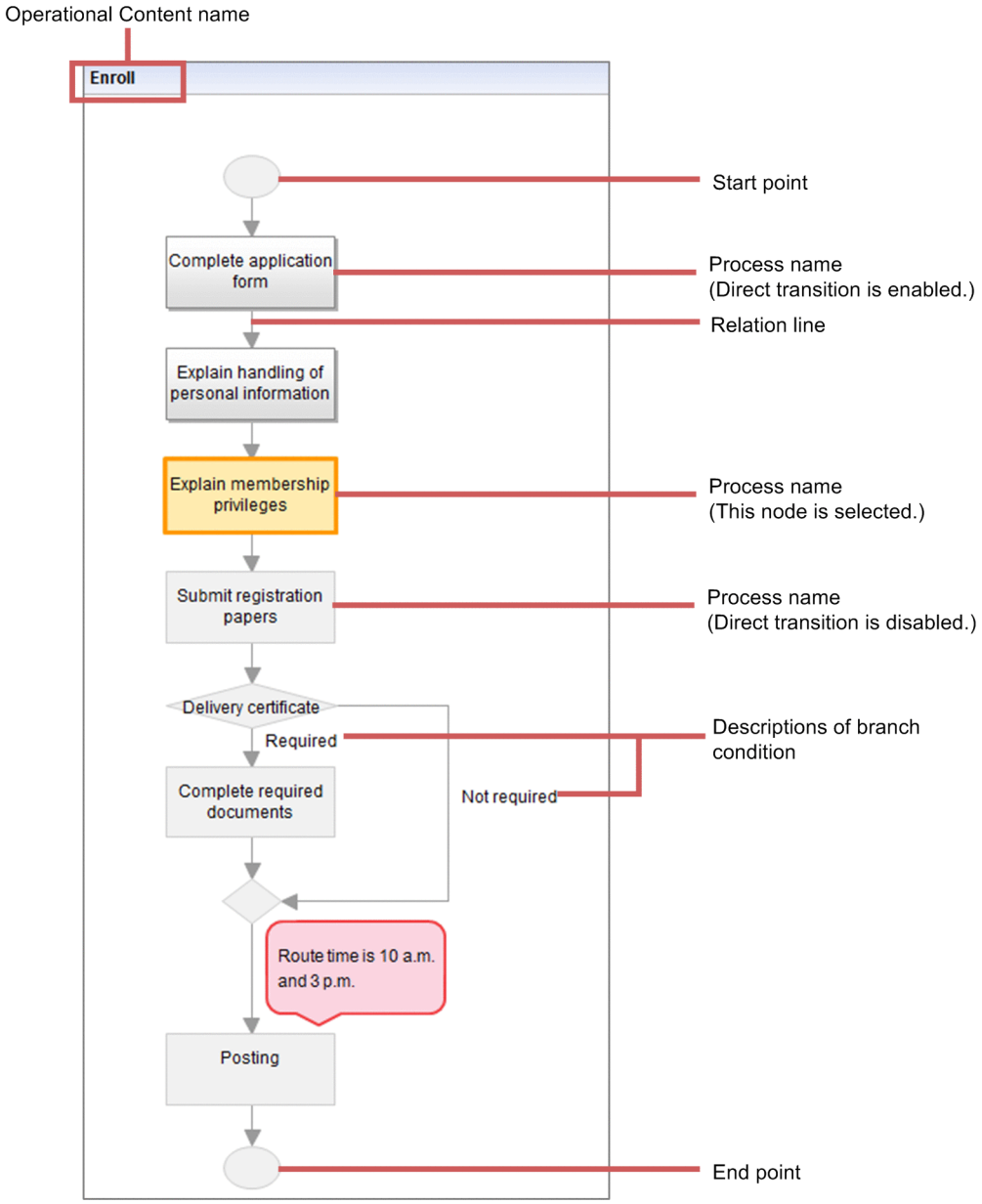
(3) Menu area (Search tab) in the Operational Content Execution Window

For details about the **Search** tab, see *2.11.3 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

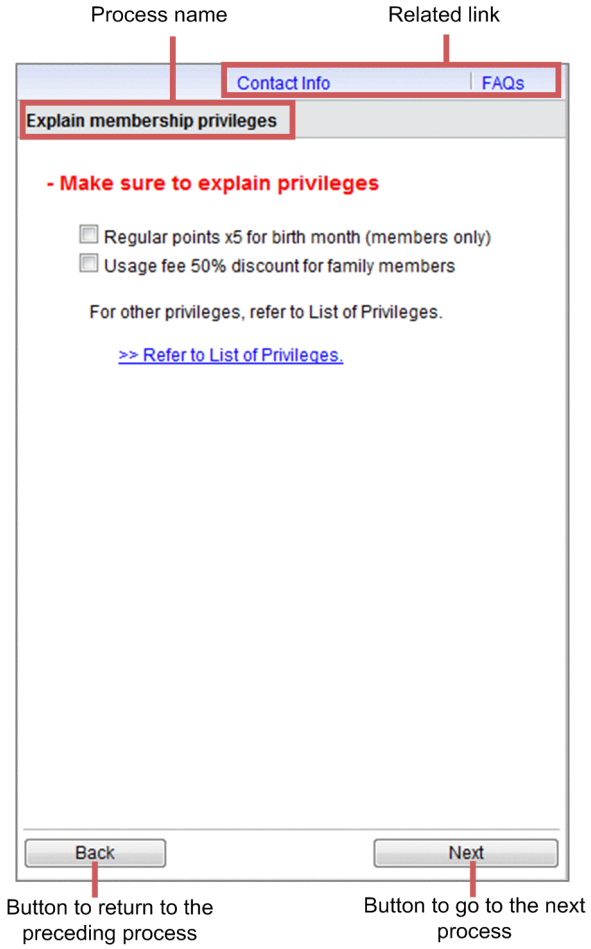
The end point is a symbol (Terminal Node) that indicates the end of workflow. The end point can be omitted.

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.

Note

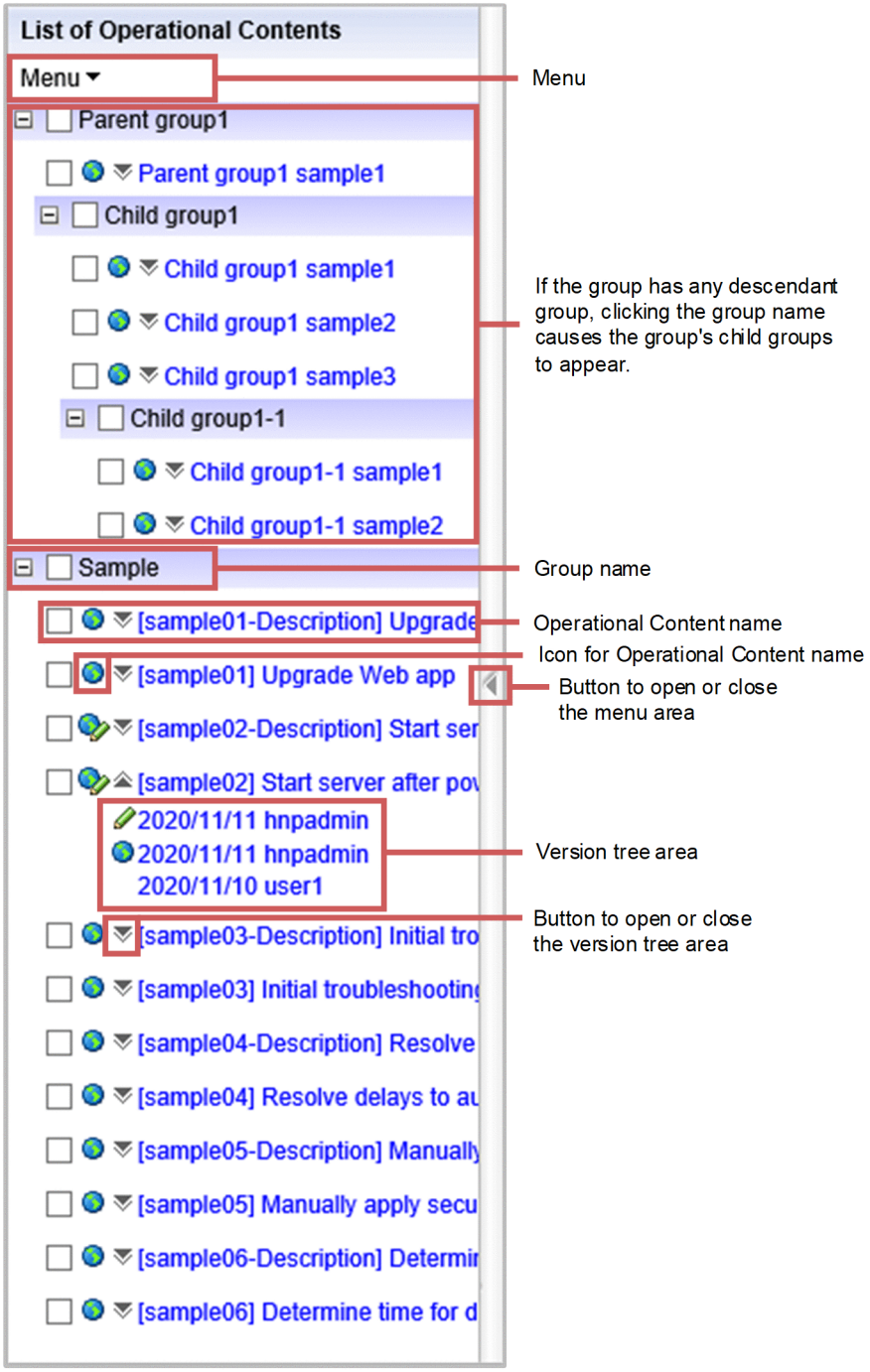
If you log in with the system administrator's ID, also the **Access Permissions** menu item is shown in the **Tools** menu. For details about how to use the **Access Permissions** menu item, see the manual *JP1/Navigation Platform Setup and Operations Guide*.

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

This is activated when Operational Contents whose check boxes are selected have the same group name or the common part.

Selecting this menu item opens the dialog box to change the group names. This allows the common part of the group names of all Operational Contents whose check boxes are selected to be changed at once.

Integrate Groups menu item

Selecting this menu item opens the dialog box to change the group names. This allows the group names of all Operational Contents whose check boxes are selected to be changed to the same group name at once.

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. If the group has any descendant group, clicking the group name causes the group's child groups to appear.

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

When the group has no descendant group, selecting the check box causes the check boxes for all Operational Contents of the group to be selected. Clearing the check box causes the check boxes for all Operational Contents of the group to be cleared.

When the group has any descendant group, selecting the check box causes the check boxes for all Operational Contents of the group, all descendant groups, and all Operational Contents of the descendant groups to be selected. Clearing the check box causes the check boxes for all Operational Contents of the group, all descendant groups, and all Operational Contents of the descendant groups to be cleared.

Groups can be created with up to four descendant groups.

(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.

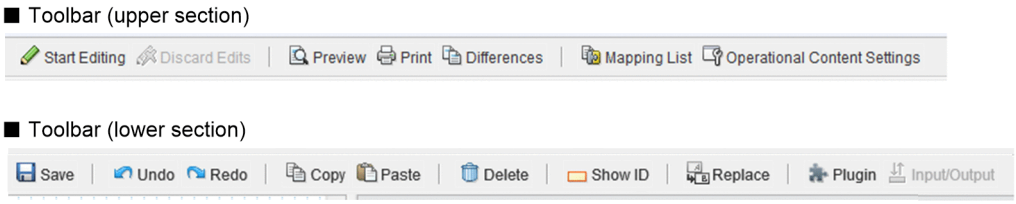
(g) Button to open or close the menu area

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.

If you do not click this button, items in the **Attribute Settings** window are grayed out and do not accept data input.

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 *5.13.2 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, whether offline execution is allowed, 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.

Replace button

Clicking this button displays the Replace window, which allows you to simultaneously replace character strings inside an Operational Content.

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.

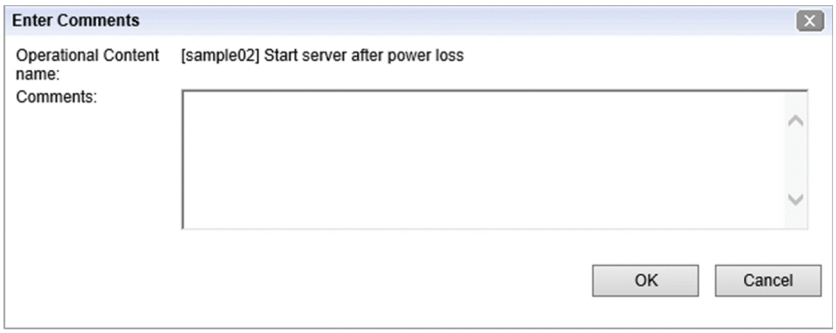
Input/Output button

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.

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 *2.9.6 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.

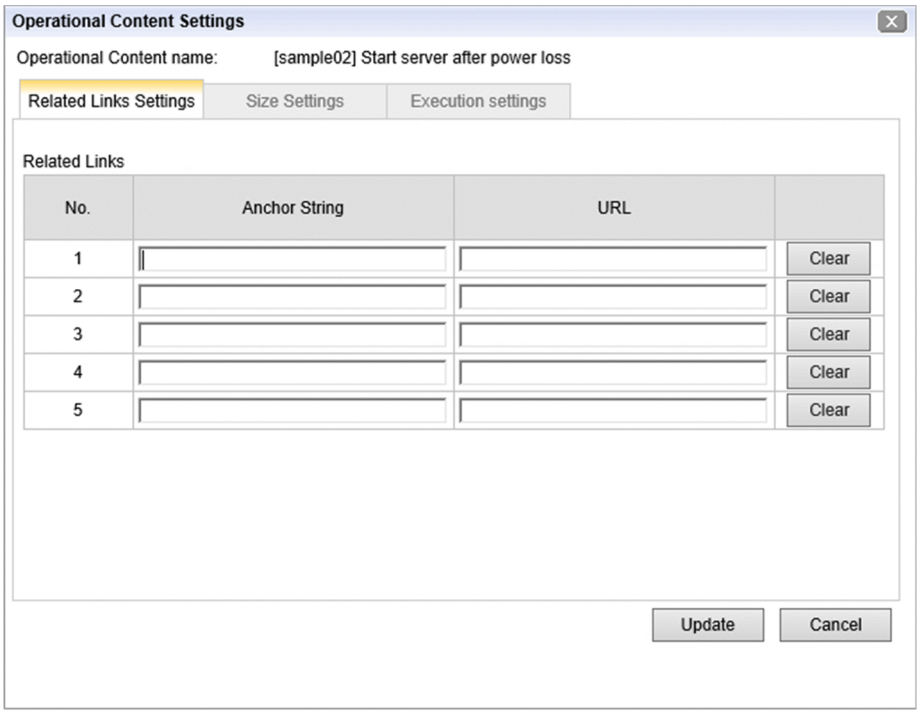
You can set a maximum of five related links. For details about the items in the **Operational Content Settings** window, see *2.6.4 Items in the Operational Content Settings window (Related Links Settings tab)*.

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)



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

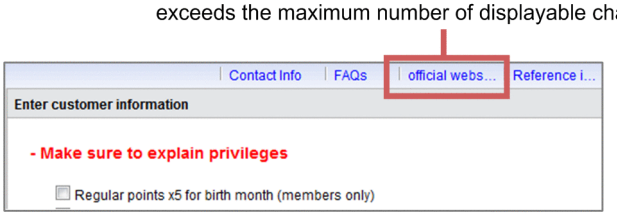
Clicking this button closes the **Operational Content Settings** window without applying your entered related link settings to the Operational Content.

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.

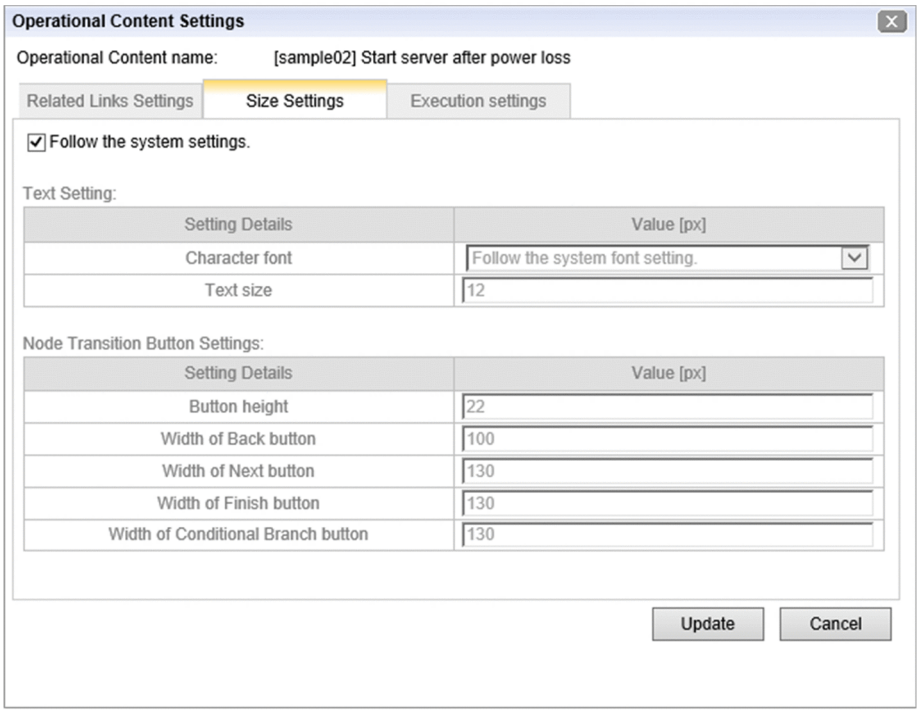
5. Click the **Update** button.

   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)



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 Configuring Operational Contents to allow or disallow offline execution

Offline execution can be allowed or disallowed for each Operational Content through the **Execution settings** tab in the **Operational Content Settings** window of the Operational Content Editing Window.

Content Creators (when JP1/Base is used for user authentication) or Content Editors use the Operational Content Editing Window to create an Operational Content for offline execution and configure the Operational Content to allow offline execution. To execute the Operational Content, a user uses the Operational Content Execution Window in an online environment to open the Operational Content. This starts a process for the web browser (on the client-side) to download data required for executing the Operational Content and to preload images[#] referenced in the operational flow. After the process, the user can execute the Operational Content in an offline environment without communicating with the server.

#

The following image data is preloaded:

- Images whose URLs are specified with image parts in the operational flow area or the guide area
- Images whose URLs are specified with process nodes in the operational flow area

Depending on how to cacheimage data, some web browsers cannot display images listed above in offline execution.

While the environment is offline, Offline Plugins, such as Data Store Plugins and JavaScript Plugins containing client-side JavaScript, are used to process and store input data.

After the environment comes back online, Online Plugins, such as JavaScript Plugins containing server-side JavaScript and User Plugins, are used to record input data from Offline Plugins.

The following table describes how Operational Contents behave differently depending on whether they are configured to allow or disallow offline execution.

Table 2–2: Different execution behavior of Operational Contents depending on whether they are configured to allow or disallow offline execution

Item	Configuration to allow or disallow offline execution	
	Offline execution is disallowed	Offline execution is allowed
Communication with servers	• The communication occurs when the Operational Content is executed. • The communication occurs for each node transition.	- Online environment • The communication occurs when the Operational Content is opened. • The communication occurs on node transitions when a plugin that communicates with a server is used. - Offline environment No communication occurs.
Operation log	Logging is enabled.	Logging is disabled.
Audit log	Logging is enabled when audit logging is configured to be used.	Logging is disabled.
Plugin	All plugins[#1] can be used.	- Online environment All plugins[#1] can be used. - Offline environment Only Offline Plugins (Data Store Plugins and JavaScript Plugins containing client-side JavaScript) can be used.

Item	Configuration to allow or disallow offline execution	
	Offline execution is disallowed	Offline execution is allowed
HTTP session	A request is issued periodically to keep the HTTP session.	- Online environment A request is issued periodically to keep the HTTP session. - Offline environment The HTTP session stays alive until the session timeout[#2] is reached. When the timeout is reached, the session expires. To keep HTTP sessions alive for a long time, you need to edit the user setup property file to increase the session timeout value (30 minutes by default)[#2].

#1

If an Online Plugin is placed in an Operational Content, the plugin runs when the Operational Content is executed, regardless of whether offline execution is allowed.

#2

You can specify how long to keep HTTP sessions alive through the `ucnp.setup.server.cosminexus.ejbserver.session.timeout` property (the default session timeout interval) in the user setup property file (`ucnp_setup_user.properties`).

This is useful for cases where an Operational Content runs offline for a certain period of time and then comes back online. You can adjust this property appropriately to prevent the HTTP session from expiring during the offline execution.

For details about the `ucnp.setup.server.cosminexus.ejbserver.session.timeout` property in the user setup property file (`ucnp_setup_user.properties`), see the manual *JP1/Navigation Platform Setup and Operations Guide*.

2.8.1 Configuring an Operational Content to allow or disallow offline execution

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 **Execution settings** tab.

   The display switches to the **Execution settings** tab.

4. In the **Execution settings** tab, change the setting to allow offline execution.

   To configure the execution behavior of the Operational Content to allow offline execution, select the **Can be executed in offline** check box.

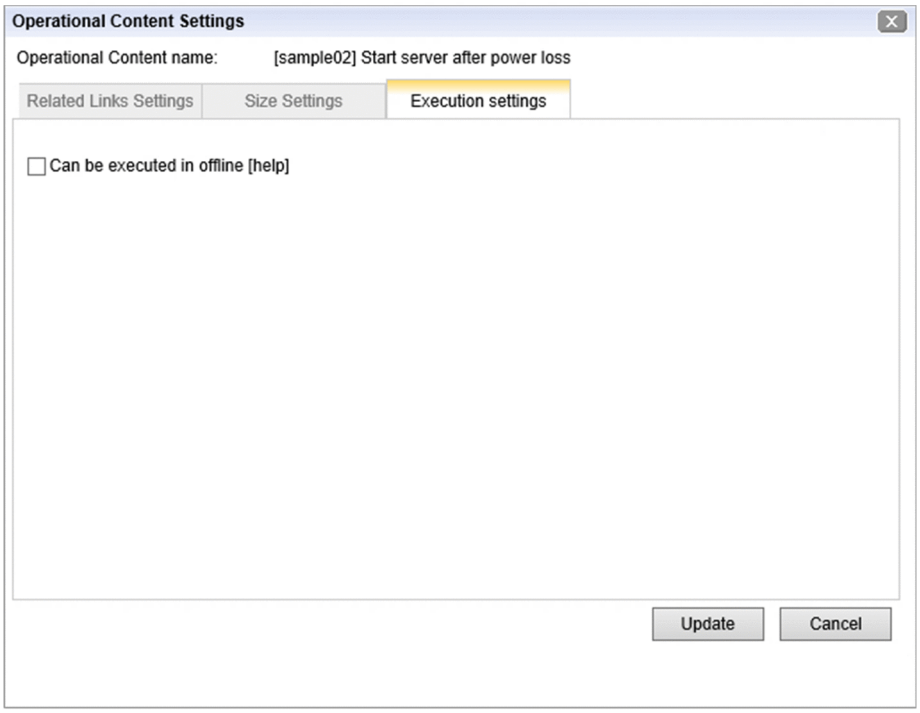
5. Click the **Update** button.

   The changed settings are applied to the Operational Content.

2.8.2 Items in the Operational Content Settings window (Execution settings tab)

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

Figure 2–17: **Operational Content Settings** window (**Execution settings** tab)



(1) Can be executed in offline checkbox

Selecting this check box changes the execution behavior of the Operational Content to allow offline execution. By default, this check box is cleared.

Clicking the **[help]** link to the right of the check box displays the Help.

(2) Update button

Clicking this button causes the change in the setting to allow or disallow offline execution to be applied to the Operational Content and closes the **Operational Content Settings** window.

(3) Cancel button

Clicking this button closes the **Operational Content Settings** window. The change in the setting to allow or disallow offline execution is not applied to the Operational Content.

2.9 Static files used for Operational Content

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

2.9.1 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.

2.9.2 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).

2.9.3 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.

2.9.4 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.

2.9.5 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.

2.9.6 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**
>
> 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.

2.9.7 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.

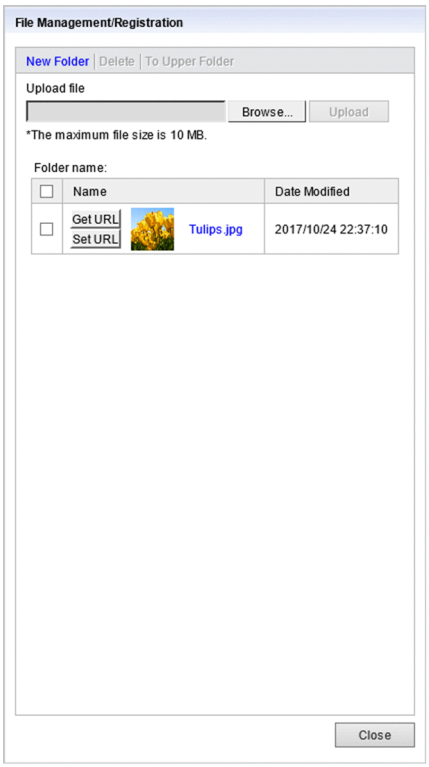
4. In the dialog box, click the **OK** button.

   The static file is deleted.

2.9.8 Items in the File Management/Registration window

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

Figure 2–18: **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.

2.10 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

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.

2.10.1 Previewing Operational Content

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

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

2. On the toolbar, click Preview (**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 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.

2.10.2 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.

2.11 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.

2.11.1 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.

2.11.2 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:

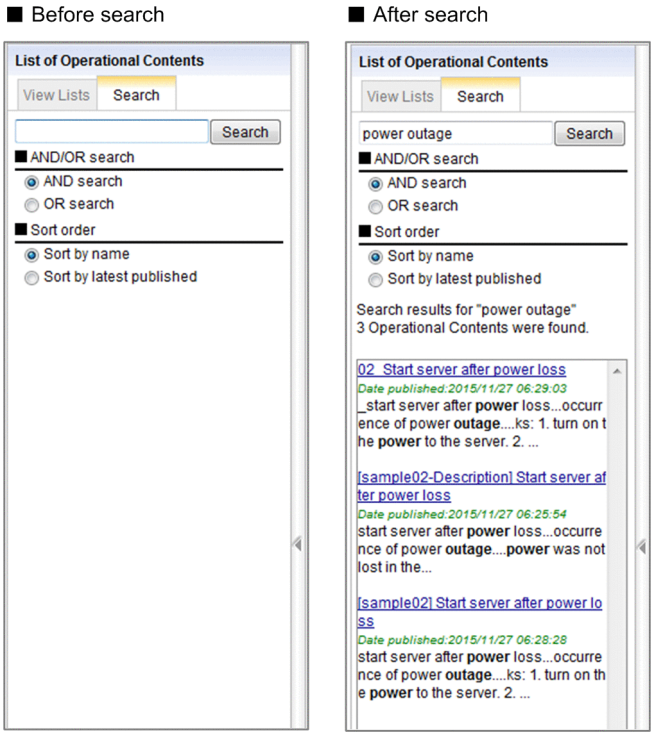
- The following variances in search keywords are ignored:
  - Upper and lower cases of alphabetic characters
  - Character width (double byte or single byte) of alphanumeric characters and katakana characters (JIS X 0201 0xA1 to JIS X 0201 0xDF)
- Search data is searched for a partial match with the 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.

2.11.3 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 2–19: Example of display of the menu area (**Search** tab) in the Operational Content Execution Window



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.

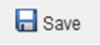
3. If necessary, place static text and images (flow parts).

   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 

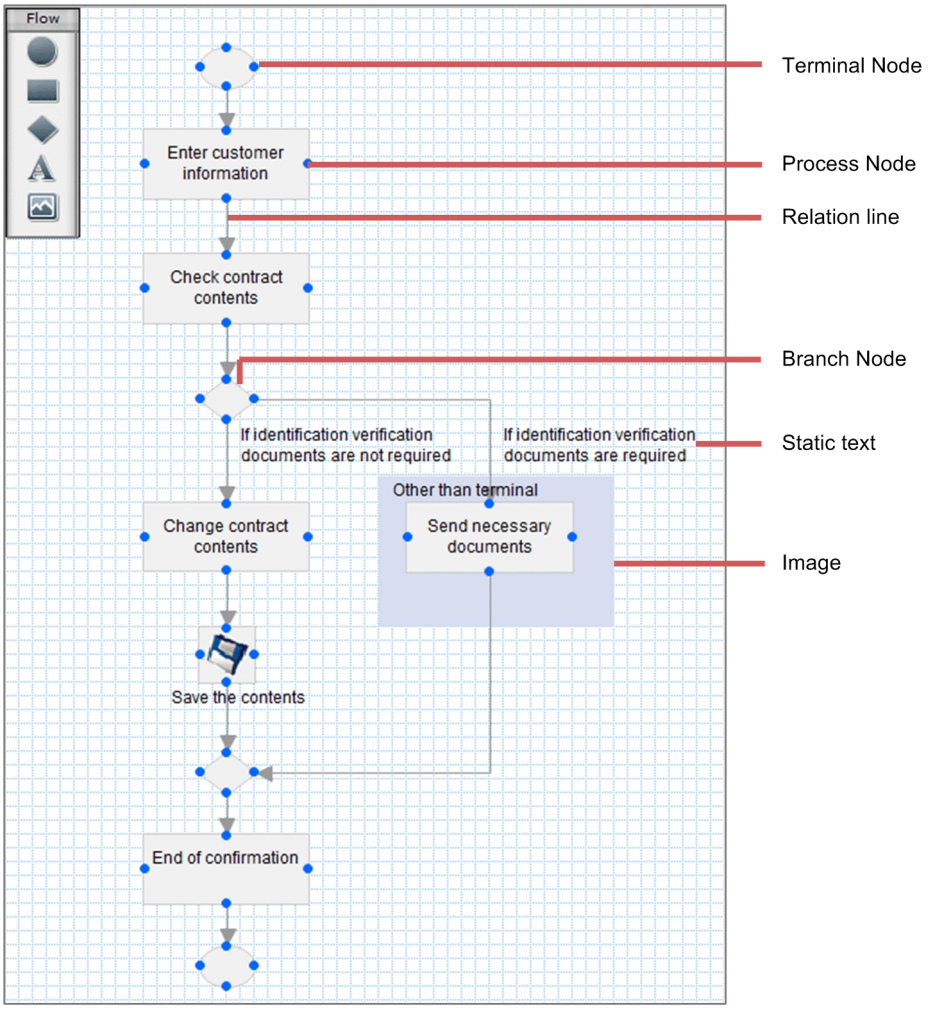
(**Save** button).

   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.

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:

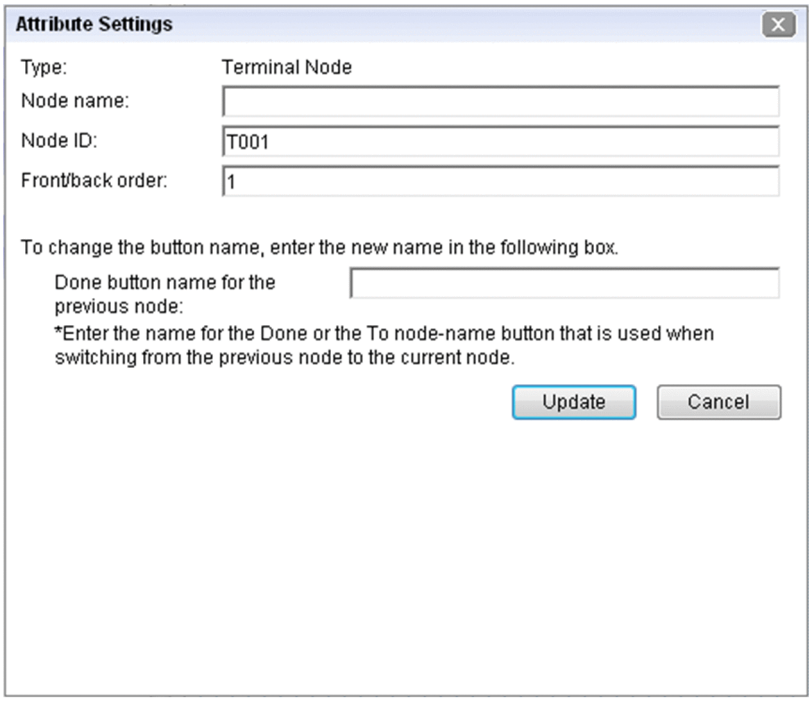
3. Double-click anywhere on the Terminal Node.
   The **Attribute Settings** window appears.

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)



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.

> **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

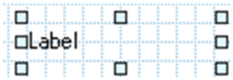
   Note that if you display an image on the Process Node, the node name does not appear in the Operational Flow. However, we recommend that you enter the node name because it is displayed as the title of the guide area.

   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.

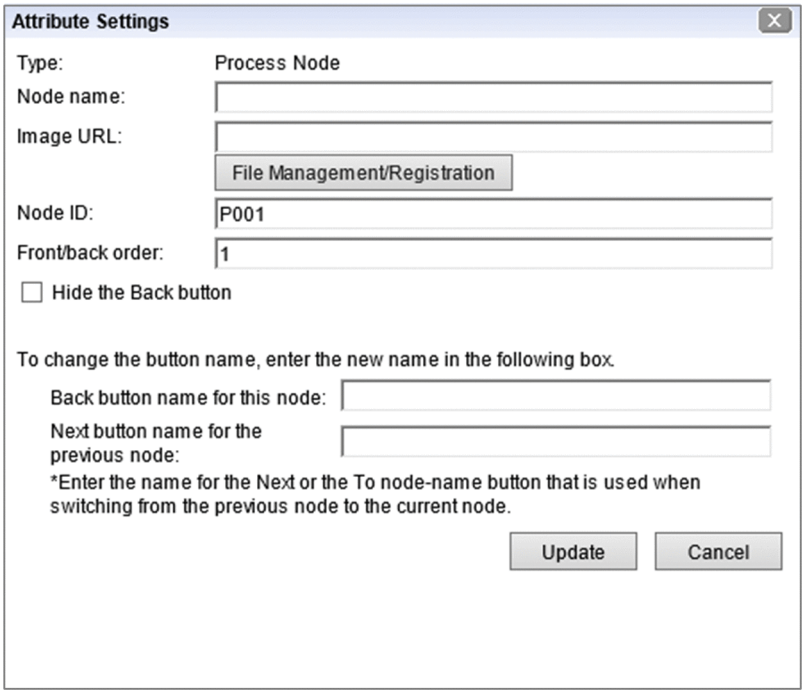
8. Enter the character string you want to display as the static text.
   If necessary, specify the attributes of the character string and the front or back order.
   For details about the items in the **Attribute Settings** window, see *3.9.4 Items in the Attribute Settings window (static-text part in 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:

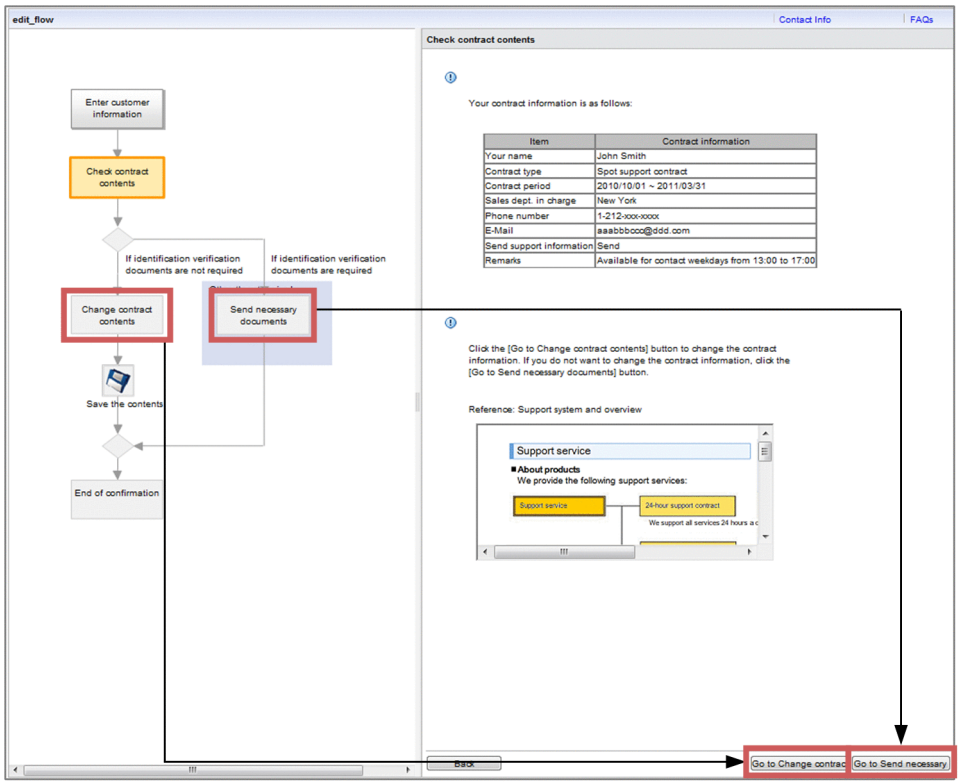
- A character string consisting of more than 128 bytes is entered. (For double-byte characters, enter 42 or fewer characters).

- 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.

> **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

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

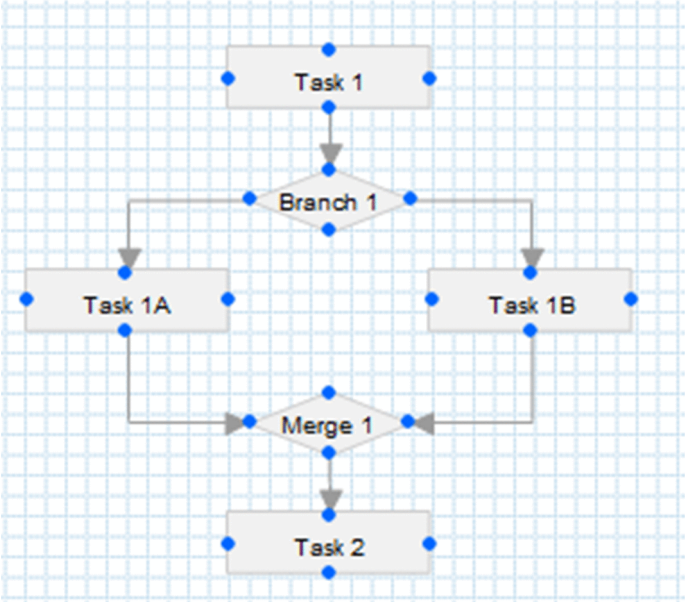
Branch Nodes must be placed between Process Nodes or between a Process Node and a Terminal Node.

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

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

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

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

   The Branch Node is placed.

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

3. Double-click anywhere on the Branch Node.

   The **Attribute Settings** window appears.

4. Specify the attributes of the Branch Node.

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

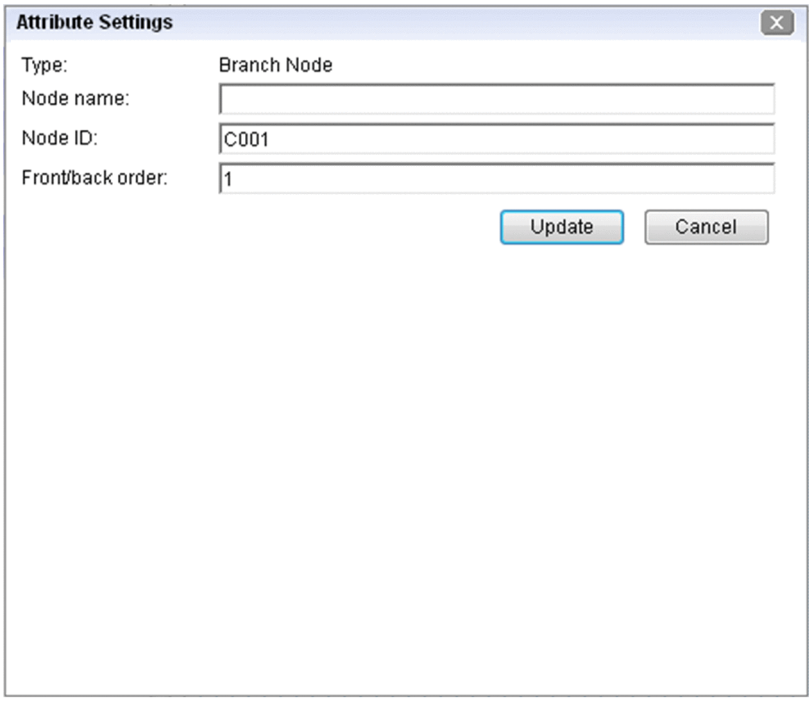
   For details about the items in the **Attribute Settings** window, see *3.7.4 Items in the Attribute Settings window (Branch Node)*.

5. 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 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

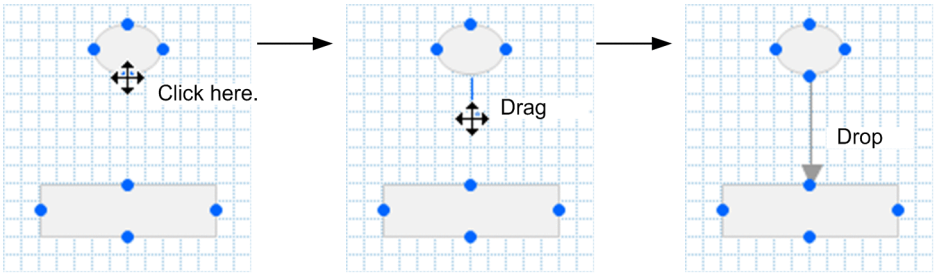
This section describes how to draw relation lines and the conditions for drawing relation lines.

3.8.1 About relation lines

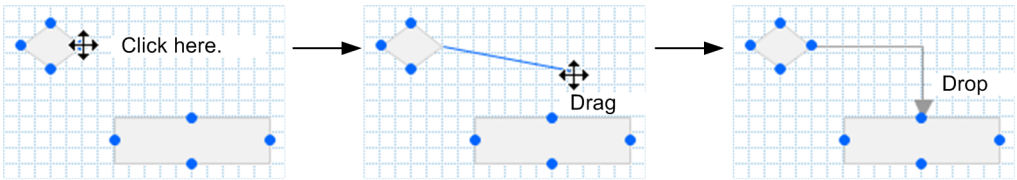
A relation line is an arrow that indicates transition from a node to another node. The process flows in the direction of the arrow.

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

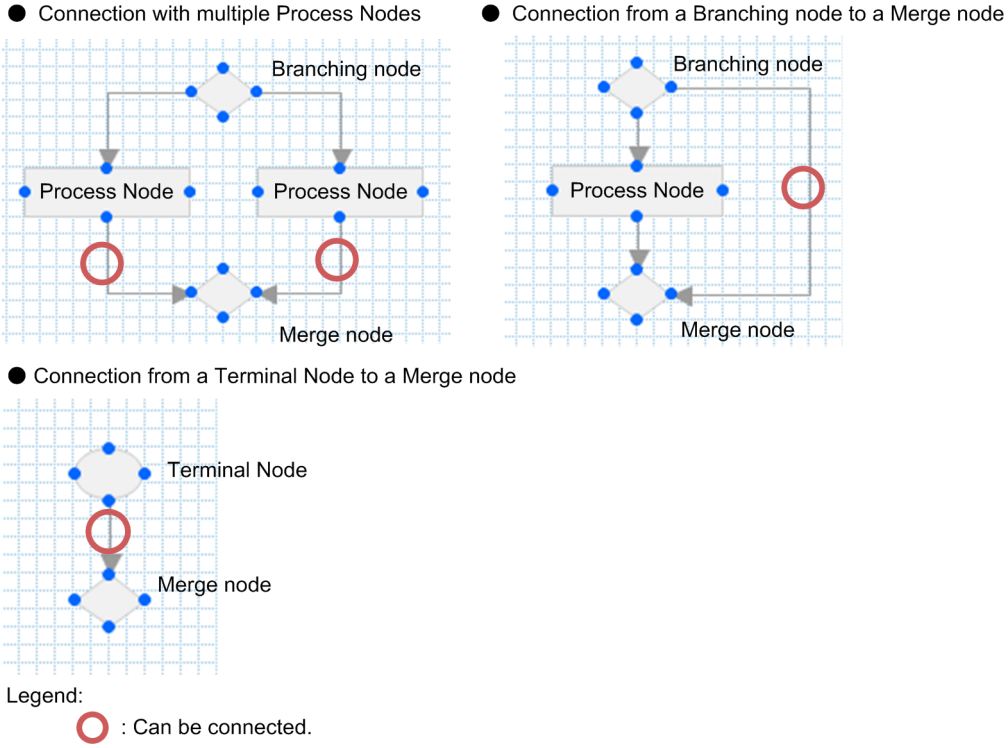
#1: Indicates that the node is neither branched nor merged.

#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

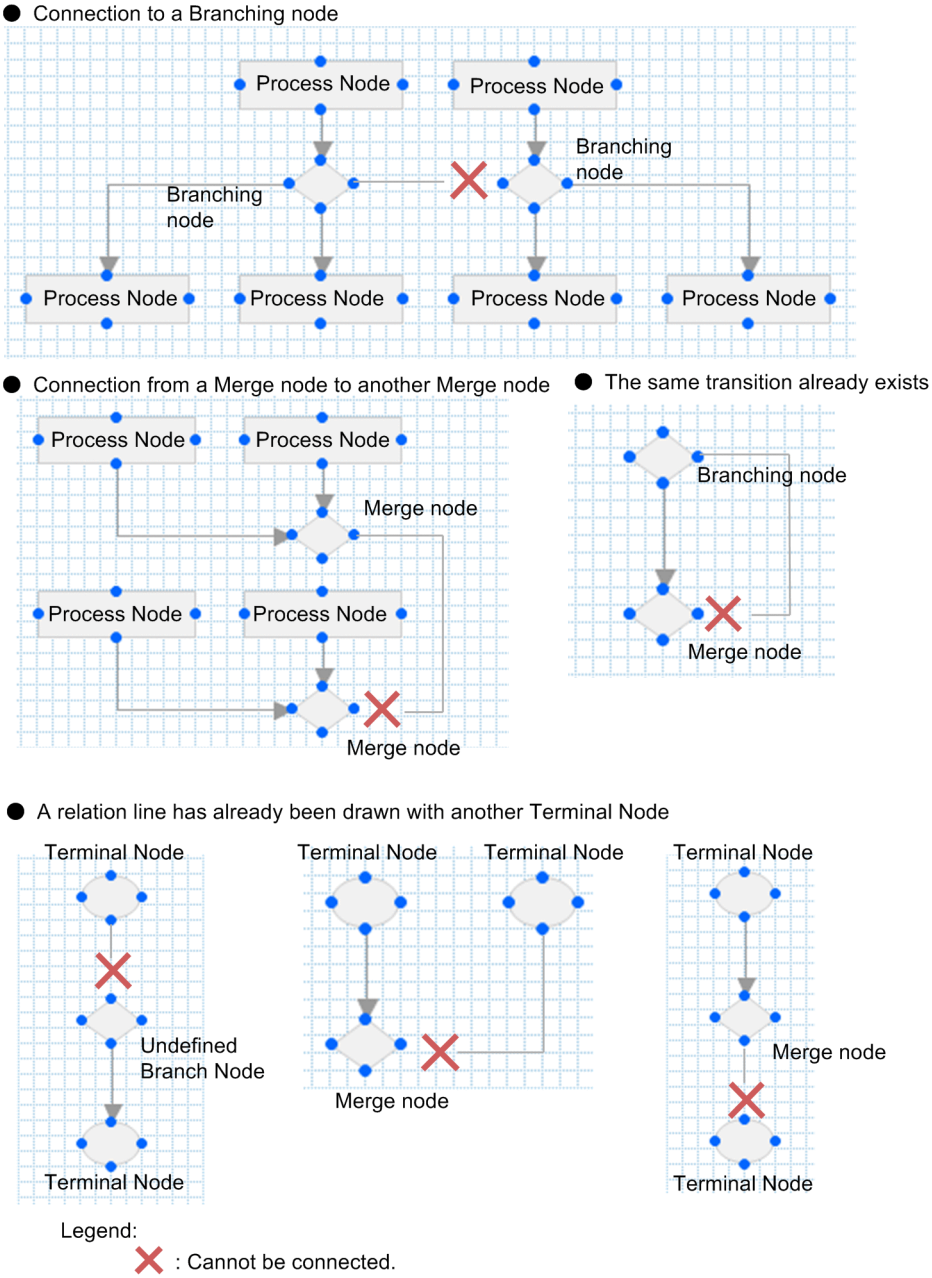
The following figure shows examples when nodes can be connected by drawing relation lines.

Figure 3–6: Examples of available connections



The following figure shows examples when nodes cannot be connected.

Figure 3–7: Examples of unavailable connections



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

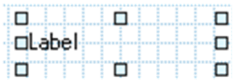
Especially, flows using Branch Nodes tend to be complicated. Branch conditions can be explained in the guide area. However, if you indicate the branch conditions also in the operational flow area by using static-text part, you can reduce the risk of users going to a wrong step at a branch point.

3.9.3 Placing static-text parts (operational flow area)

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

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

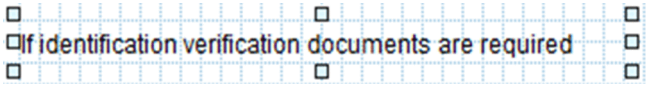
2. In the operational flow area, click a location.
   The static-text part is placed.

3. Double-click anywhere on the static-text part.
   The **Attribute Settings** window appears.

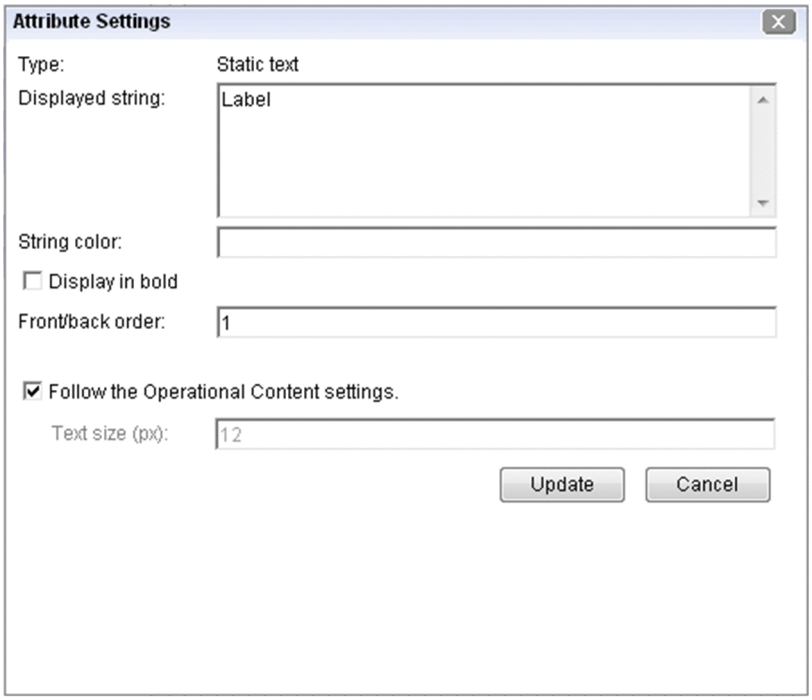
4. Enter the character string you want to display as the static text.
   If necessary, specify the attributes and front/back order of the character string.
   For details about the items in the **Attribute Settings** window, see *3.9.4 Items in the Attribute Settings window (static-text part in the operational 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

> **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 *2.9.2 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.

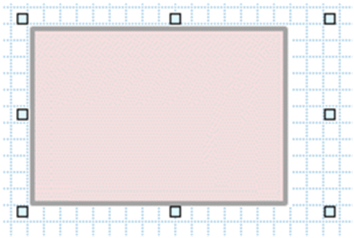
4. Specify the image URL.

   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)*.

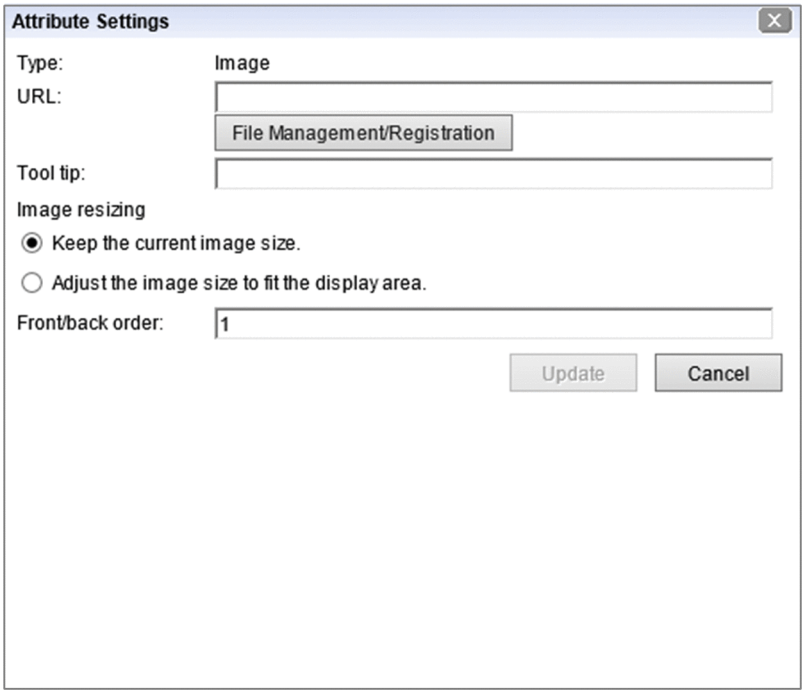
5. Click the **Update** button.

   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)



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.

> **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)

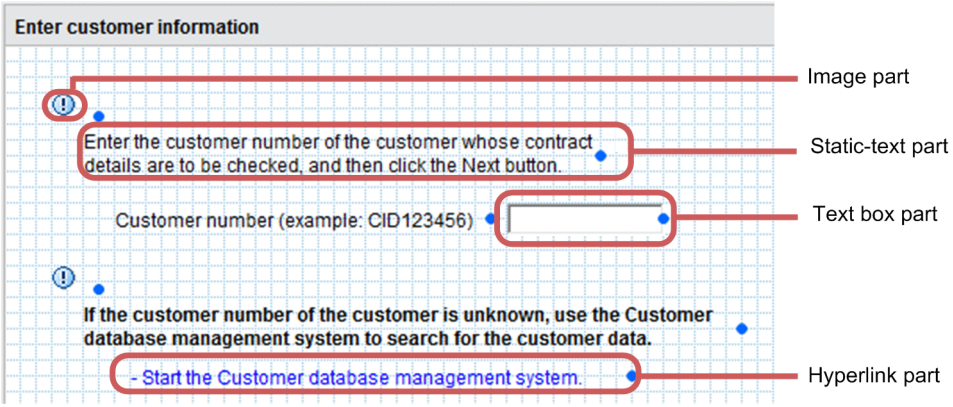


Figure 4–2: Example of Guide (checking contract details)

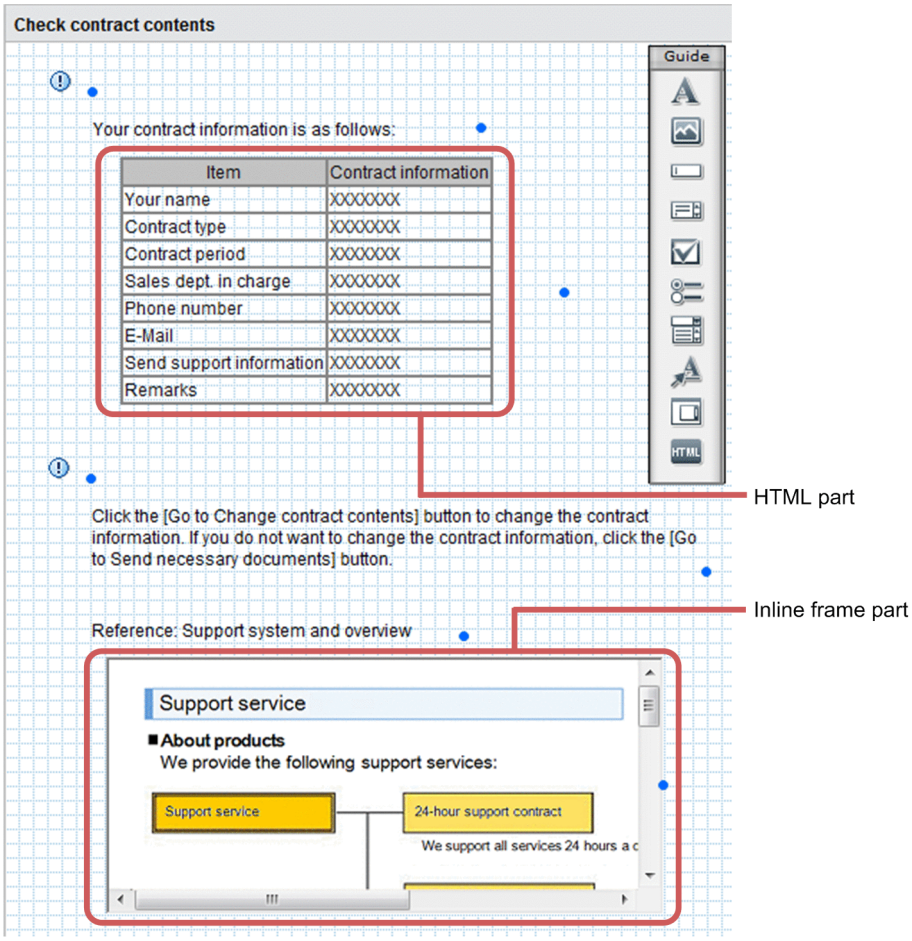
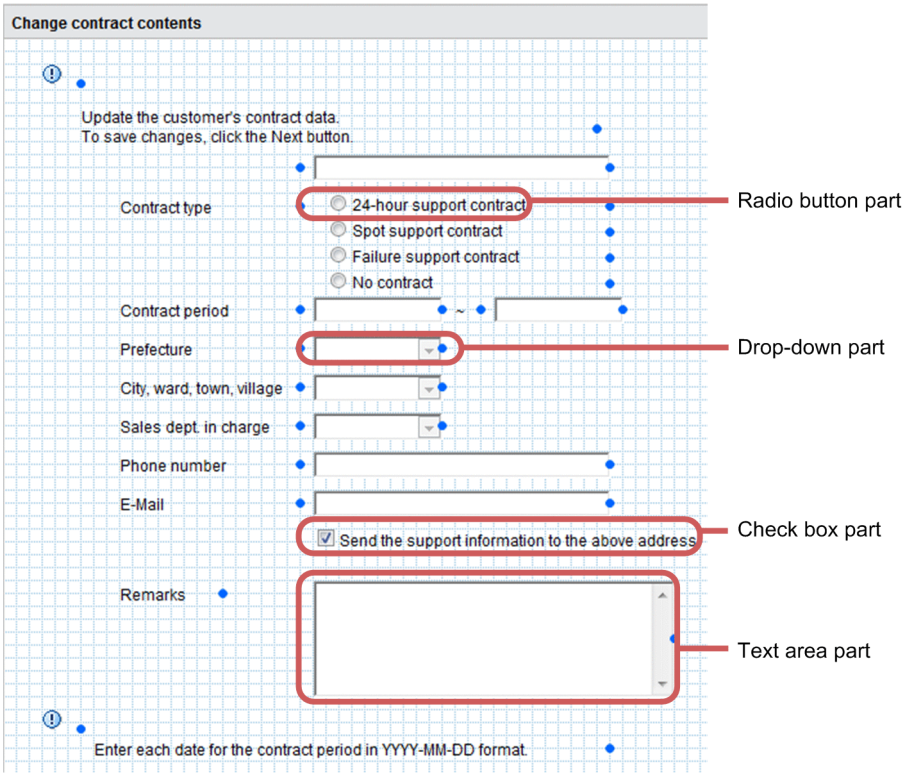


Figure 4–3: Example of Guide (modifying contract details)



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

Note

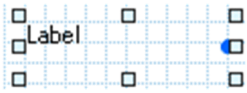
The parts for which font size, font color, and the use of boldface cannot be specified also include hyperlink parts. However, because hyperlinks cannot be set for static-text parts, you cannot use static-text parts to substitute for character strings displayed for hyperlink parts.

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.

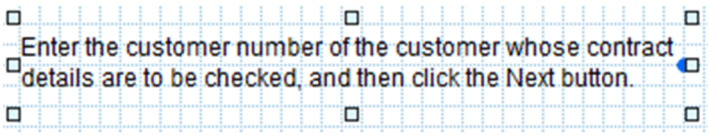
   

3. Double-click anywhere on the static-text part.
   The **Attribute Settings** window appears.

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)*.

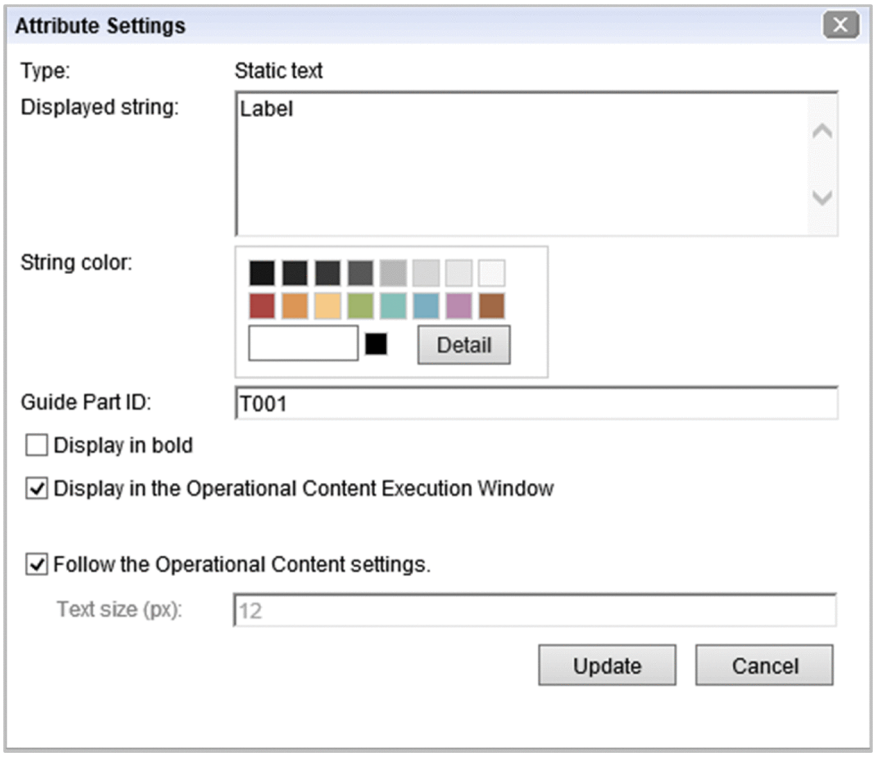
5. Click the **Update** button.

   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

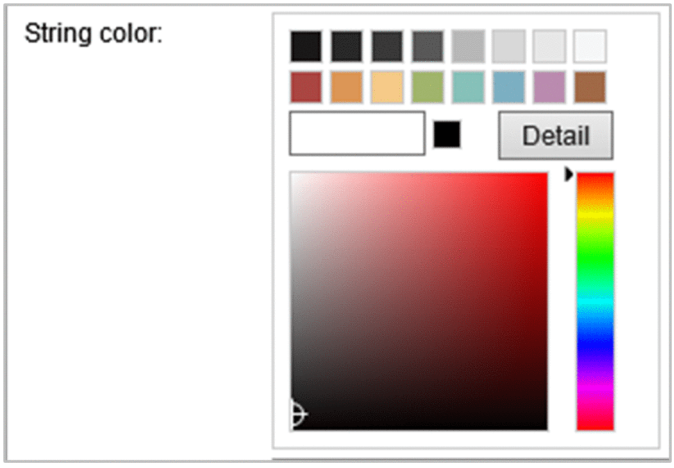
Enter the description of a process step or item you want to display in Navigation Platform windows. By default, `Label` is displayed. Note that the character string entered in this text box is displayed in the Operational Content Execution Window (The same applies to the print window which is called from the Operational Content Execution Window) provided that the **Display in the Operational Content Execution Window** check box is selected.

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 setting area

Figure 4–5: **String color** setting area



By using the color palette or color text, specify a color for the character string entered in the **Displayed string** text box. The specified color is displayed in a color image.

The color palette allows you to select from 16 basic colors. Clicking the **Detail** button allows you to specify a color of your choice by using the color field and the color slider. Furthermore, the color code for the specified color is set in the color text.

In the color text, you can specify colors by using hexadecimal color codes or English color names. The color codes and color names entered must be compliant with HTML specifications.

When you use the default display, or when you enter a value other than single-byte alphanumeric characters or a symbol other than the hash mark (#) in the color text, it is assumed that black has been specified.

Furthermore, if you enter the following values in the color text, an error occurs:

- 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) Display in the Operational Content Execution Window check box

If you select this check box, the character string entered in the **Displayed string** text box is displayed in the Operational Content Execution Window (The same applies to the print window which is called from the Operational Content Execution Window). This check box is selected by default. When this check box is cleared, the background color of the static text part is dark gray in the Operational Content Editing Window (The same applies to the print window and the difference display window which are called from the Operational Content Editing Window).

(6) 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.

(7) 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

Note

You can specify the display order (front or back) of image parts.

4.5.3 Placing image parts (guide area)

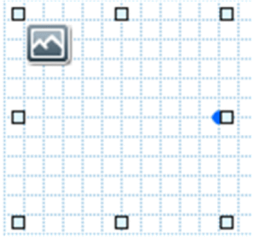
To place an image:

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 *2.9.2 How to store static files*.

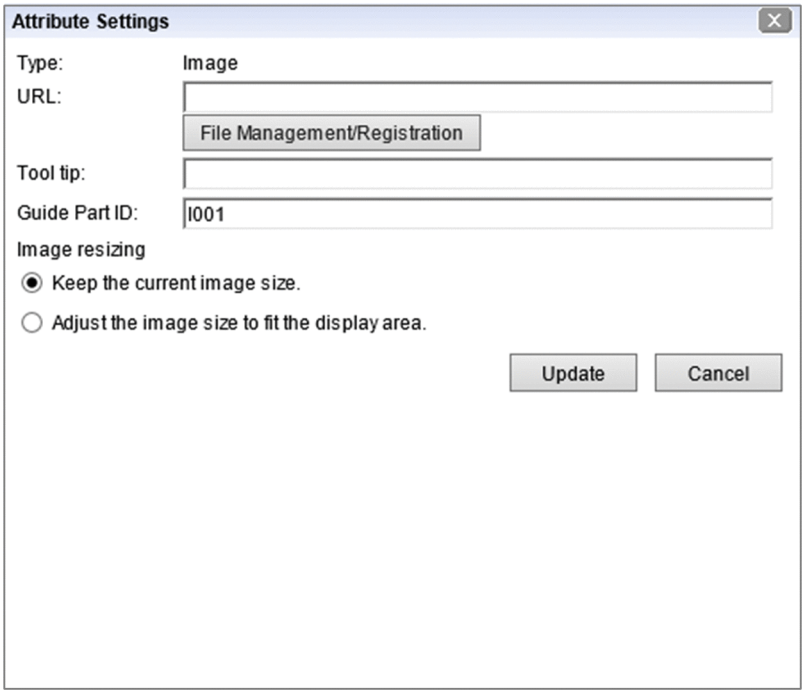
   For details about the items in the **Attribute Settings** window, see *4.5.4 Items in the Attribute Settings window (image part in the guide area)*.

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 4–6: **Attribute Settings** window (displayed from an image part in the guide area)



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.

> **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.
- Other Guide Parts, external programs, or JavaScript Plugins use the data entered by the user.
  Plugin Parts are also needed to allow the use of user-entered data by other Guide Parts, external programs such as JP1/AO, or JavaScript Plugins. 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.

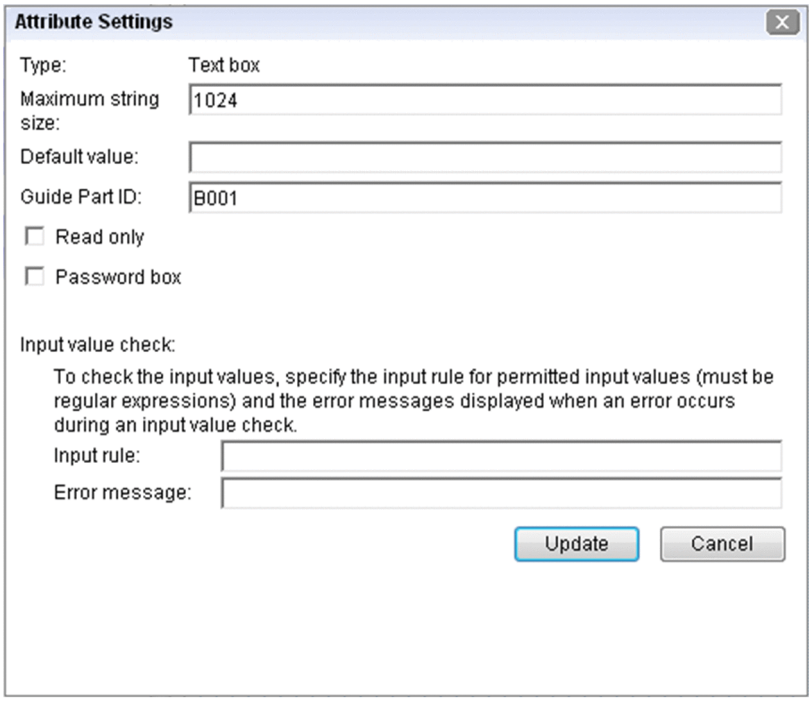
4.6.4 Notes on setting input rules for text boxes

- 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 4–7: **Attribute Settings** window (displayed from a text box part)



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 manual *JP1/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.

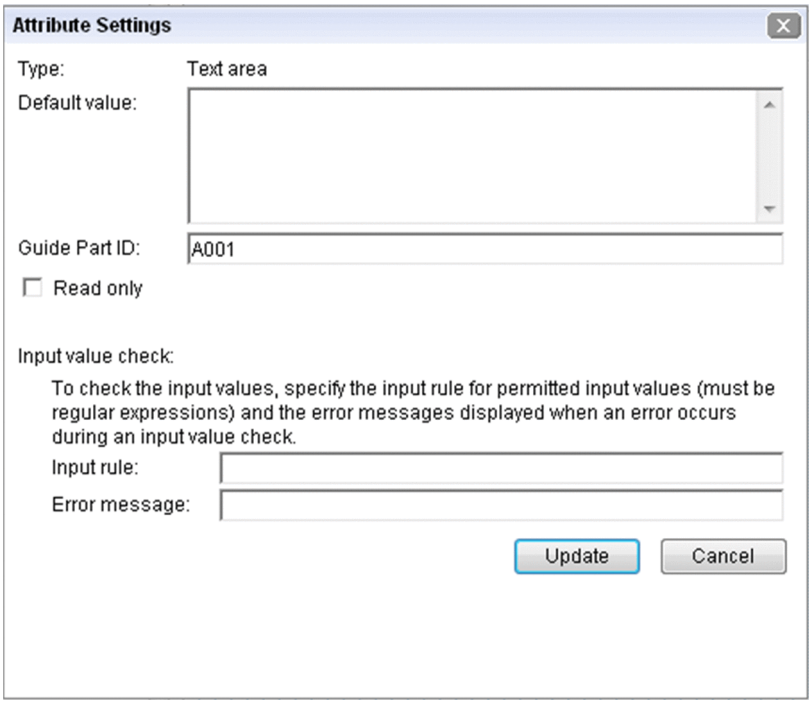
4.7.4 Notes on setting input rules for text areas

- 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 4–8: **Attribute Settings** window (displayed from a text area part)



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 manual *JP1/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).

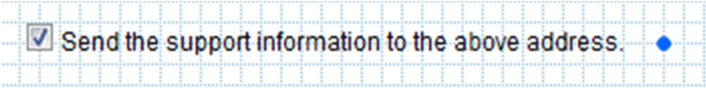
   (**Check Box** button) is selected.

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.

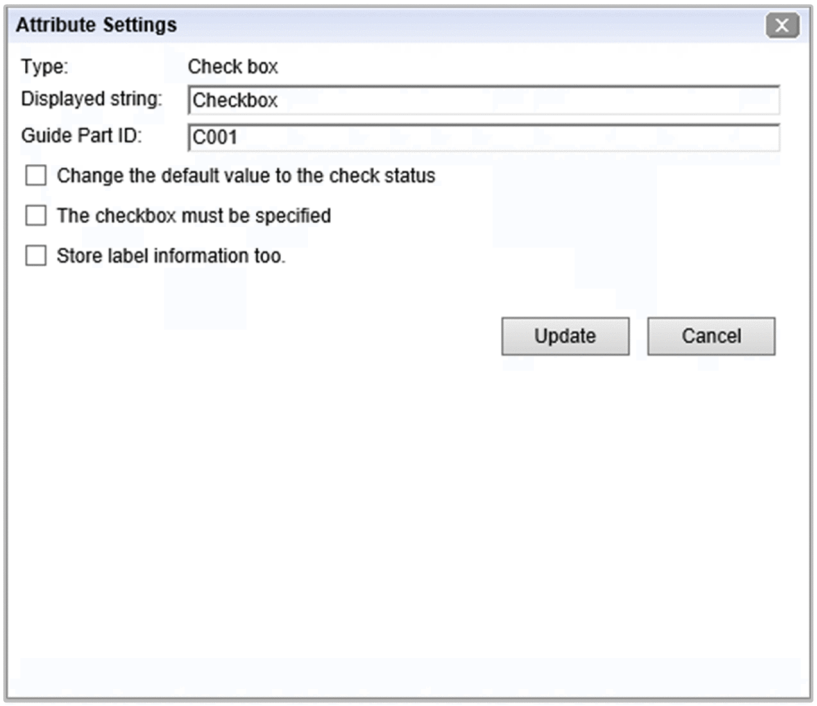
4. Enter the label (character string to be displayed) for the check box.
   If necessary, specify the default setting of the check box and whether selection of the check box is required.
   For details about the items in the **Attribute Settings** window, see *4.8.4 Items in the Attribute Settings window (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 4–9: **Attribute Settings** window (displayed from a check box part)



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).

(5) Store label information too. check box

If you select this check box, a cached value consisting of the displayed string and the value connected by a linefeed code (\r\n) is stored. This check box is not selected by default.

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.

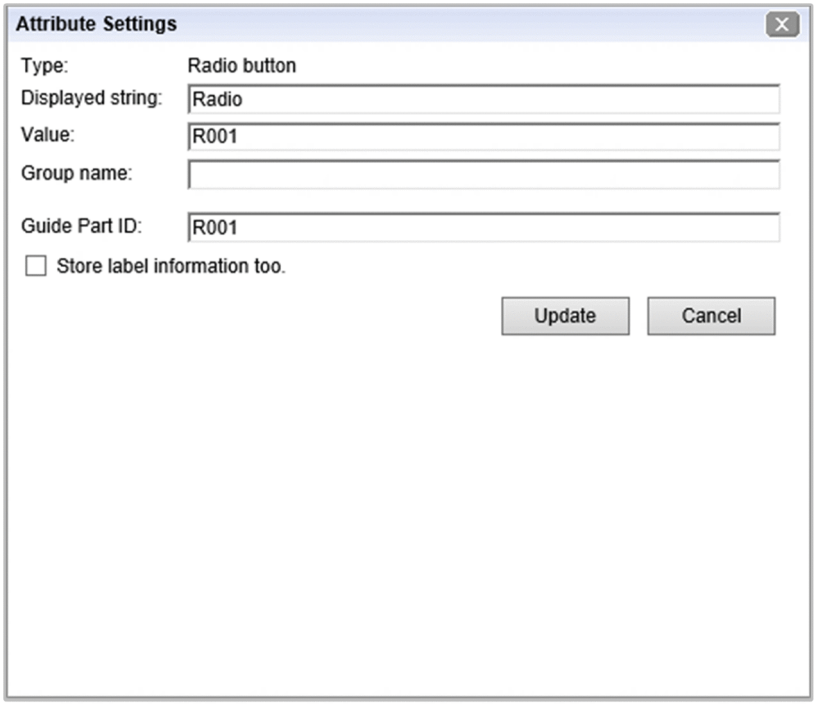
   The label for the radio button is replaced with the character string you entered.

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 4–10: **Attribute Settings** window (displayed from a radio button part)



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.

(5) Store label information too. check box

If this check box is selected, the displayed string and value are connected by using a linefeed code (\r\n) and then stored as the cached value. If no group name is set, the selection status of the **Store label information too.** check box for all radio buttons for which no group name is set will become the same. If a group name is set, the selection status of the **Store label information too.** check box for all radio buttons in the applicable group will become the same.

By default, if a radio button for which no group name is set already exists, the selection status of the **Store label information too.** check box in this window will be the same as that of the **Store label information too.** check box of the radio button for which no group name is set. If no such radio button exists, the **Store label information too.** check box will be cleared (not selected) by default.

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:

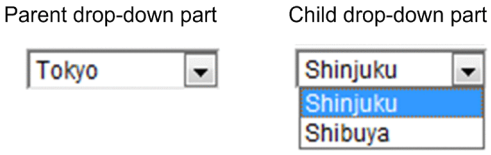
- Options are fixed (when only one option can be selected).
- The content of input is fixed, or you want to save the user the trouble of input.
- You want to vary options according to the result of the preceding selection (in the case of drop-down parts in a parent-child relationship).
- Selection result 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 4–11: Example of drop-down parts in a parent-child relationship



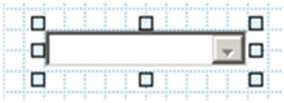
4.10.4 Placing a drop-down part (guide area) (a drop-down part without parent-child relationship or a parent drop-down part)

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.

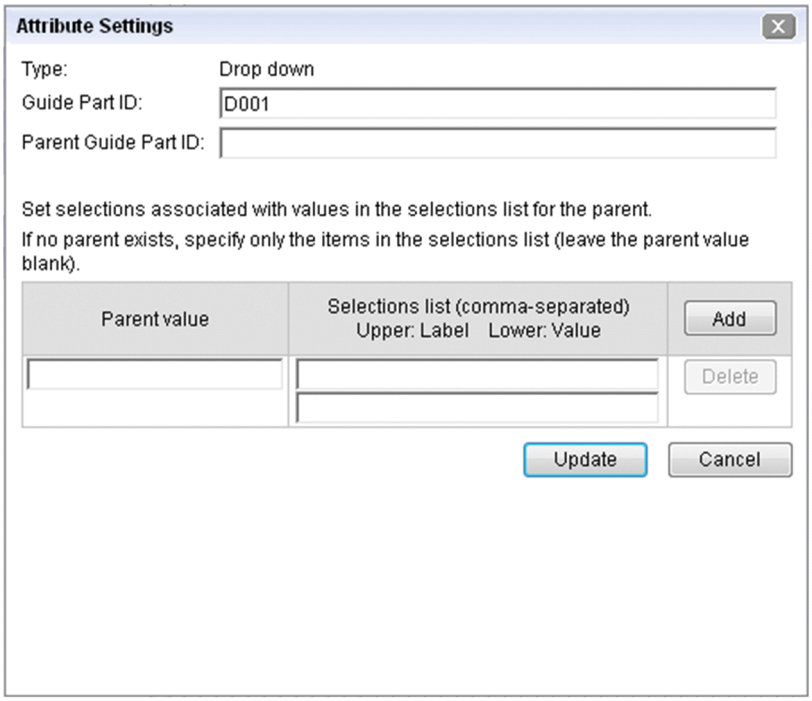
  To cancel the reference relationship, in the **Attribute Settings** window for the child drop-down part, clear the **Parent Guide Part ID** text box, or delete the child drop-down part.

- 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 4–12: **Attribute Settings** window (displayed from a drop-down part)



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.

#

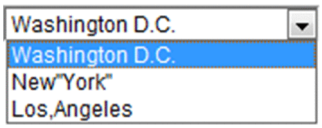
When you enter multiple elements in a text box, separate the elements from each other according to the following rules:

- 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 *2.9.6 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.

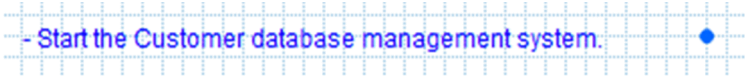
2. In the guide area, click a location.
   A hyperlink part is placed.

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)*.

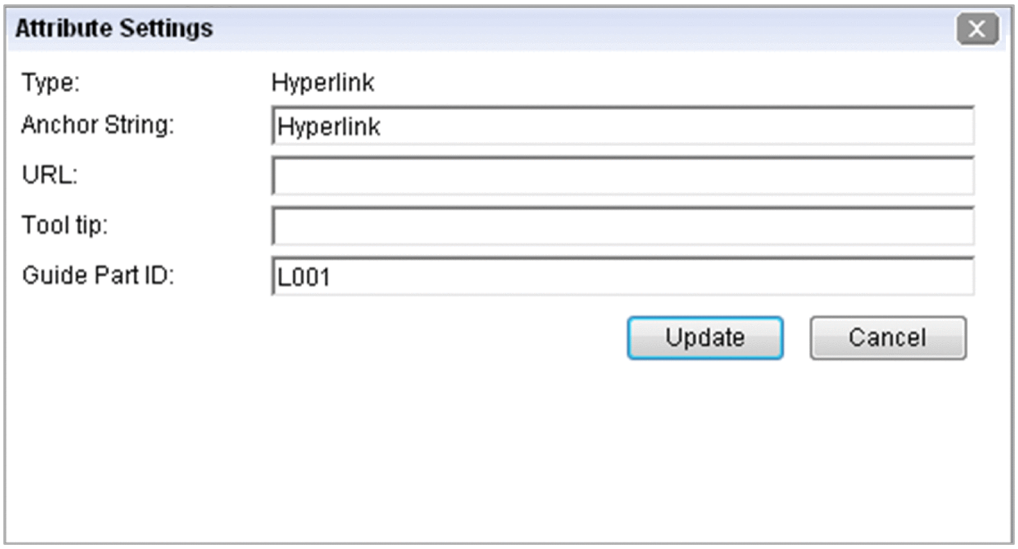
5. Click the **Update** button.

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 4–13: **Attribute Settings** window (displayed from a hyperlink part)



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 *2.9.6 Storing a static file by using the File Management/Registration window*.

You can use inline frame parts effectively, for example, in the following cases:

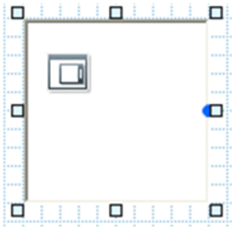
- You need to reference an external system during work.
  Displaying external systems in the guide area not only enables you to save time to search for necessary external systems, but also prevents you from referencing unnecessary external systems by mistake.
- You want to use the documented procedures 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.

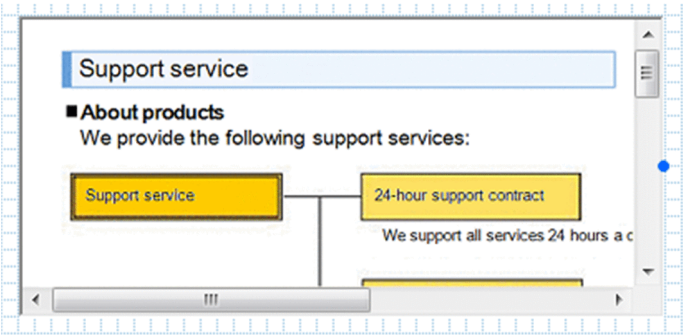
For details about the items in the **Attribute Settings** window, see *4.12.5 Items in the Attribute Settings window (inline frame part in the guide area)*.

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.

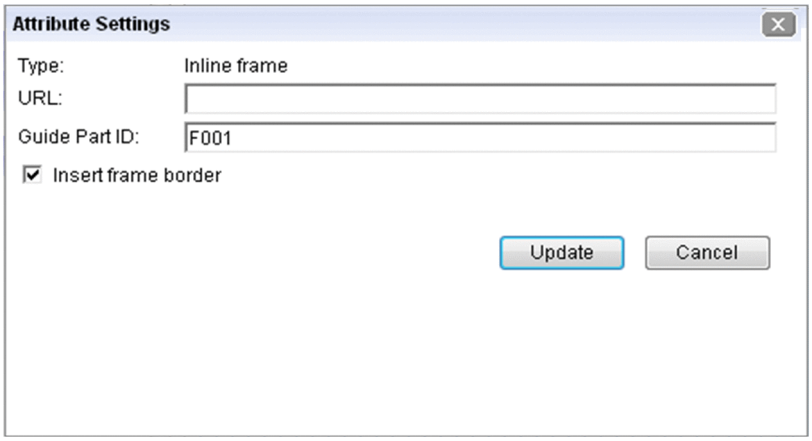


4.12.4 Notes on the operation and display of placed inline frame

- 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 4–14: **Attribute Settings** window (displayed from an inline frame part)



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.

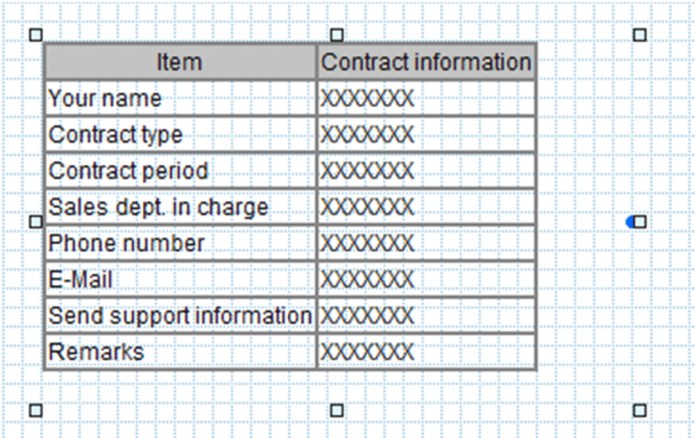
2. In the guide area, click a location.

   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 *4.13.12 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.



Item	Contract information
Your name	XXXXXXX
Contract type	XXXXXXX
Contract period	XXXXXXX
Sales dept. in charge	XXXXXXX
Phone number	XXXXXXX
E-Mail	XXXXXXX
Send support information	XXXXXXX
Remarks	XXXXXXX

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	<INPUT type="text" />	Text box
2		<TEXTAREA>	Text area
3	ucnp_text_readonly	<INPUT type="text" readonly/>	Text box (read-only)
4		<TEXTAREA readonly>	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	The properties shown below can be set. These properties can be defined together. • background-color • background-image • background-repeat • background-attachment • background-position
3	Text	text-align	--
4	Font	font	The properties shown below can be set. These properties can be defined together. • 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	The properties shown below can be set. These properties can be defined together. • margin-top

No.	Category	Property	Supplementary description
14	Box model	`margin`	• `margin-right` • `margin-bottom` • `margin-left`
15		`padding`	The properties shown below can be set. These properties can be defined together. • `padding-top` • `padding-right` • `padding-bottom` • `padding-left`
16		`border-width`	The properties shown below can be set. These properties can be defined together. • `border-top-width` • `border-right-width` • `border-bottom-width` • `border-left-width`
17		`border-color`	The properties shown below can be set. These properties can be defined together. • `border-top-color` • `border-right-color` • `border-bottom-color` • `border-left-color`
18		`border-style`	The properties shown below can be set. These properties can be defined together. • `border-top-style` • `border-right-style` • `border-bottom-style` • `border-left-style`
19		`border`	The properties shown below can be set. These properties can be defined together. • `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 Using parameters in HTML parts

Suppose that you select the **Embed parameters in HTML source string** check box in the **Attribute Settings** window (HTML parts in the guide area) and embed one of the parameter names defined in **Parameter list** into an HTML source string typed into the **HTML source string** text box. In this case, when you display HTML content, the parameter name within the HTML source string is converted to a parameter value and then displayed.

Embedding a parameter name into an HTML part allows you to reuse the HTML part because all you have to do is change the parameter value.

You can embed a parameter into an HTML source string by using the following formats:

- {{*param*}} format (format used when escaping HTML special characters)

  Place a parameter name between {{ and }}, and then embed them together into an HTML source string. Use this format when HTML special characters (& < > " ' / ` =) must be escaped during the process of converting a parameter name to a parameter value.
- {{{*param*}}} format (format used when not escaping HTML special characters)

  Place a parameter name between {{{ and }}}, and then embed them together into an HTML source string. Use this format when HTML special characters (& < > " ' / ` =) are not to be escaped (which might be the case when the parameter value is a URL or a path to a file) during the process of converting a parameter name to a parameter value.

The detailed procedures for embedding a parameter name into an HTML source string and for converting the parameter name to a parameter value are provided below for each format.

(1) Embedding a parameter into an HTML source string by using the {{*param*}} format (format used when escaping HTML special characters)

When you embed one of the parameter names defined in **Parameter list** into an HTML source string typed into the **HTML source string** text box by using the {{*param*}} format, the value enclosed between {{ and }} is converted to the parameter value corresponding to the parameter name. When this format is used, any HTML special symbols (&

< > " ' / ` =) within the parameter value are escaped and converted to the corresponding HTML escape strings described in the following table.

Table 4–5: HTML special symbols and the HTML escape strings to which they are converted

HTML special symbol	HTML escape string to which each HTML special symbol is converted
&	&
<	<
>	>
"	"
'	'
/	/
`	`
=	=

Notes:

- A parameter name that has one or more single-byte spaces before or after *param* is ignored.
- When a parameter name specified with *param* is not defined in **Parameter list**, the { {*param*} } portion is converted to empty characters.
- When } } is not accompanied by a preceding { {, } } is treated as a normal character string.
- When { { is not accompanied by a succeeding } }, none of the parameter names embedded into the HTML source strings in the target HTML part is converted to a parameter value.

(Example of how a parameter name is converted to a parameter value)

An example of how a parameter name specified with *param* is converted to a parameter value is provided below.

- Example of parameter names defined in **Parameter list**

Parameter name	Parameter value
param1	value1
param2	value2
param3	value3
param4	value4
param5	value5

- Examples of how to enter parameter names

```
param1: {{param1}}
param2: {{param2}}
param3: {{  param3  }}
param4: {param4}}
param5: param5}}
```

- Examples of how parameter names are converted into parameter values

```
param1: value1
param2: &lt;span&gt;value2&lt;&#x2F;span&gt;
param3: value3
```

```
param4: {param4}}
param5: param5}}
```

(2) Embedding a parameter into an HTML source string by using the { { { *param* } } } format (format used when not escaping HTML special characters)

When you embed one of the parameter names defined in **Parameter list** into an HTML source string typed into the **HTML source string** text box by using the { { *param* } } format, the value enclosed between { { { and } } } is converted to the parameter value corresponding to the parameter name. When this format is used, any HTML special symbols (& < > " ' / ` =) within the parameter value are escaped and converted to the corresponding HTML escape strings described in the following table.

Notes:

- A parameter name that has one or more single-byte spaces before or after *param* is ignored.
- When a parameter name specified with *param* is not defined in **Parameter list**, the { { { *param* } } } portion is converted to empty characters.
- When } } } is not accompanied by a preceding { { { , } } } is treated as a normal character string.
- When { { { is not accompanied by a succeeding } } }, none of the parameter names embedded into the HTML source strings in the target HTML part is converted to a parameter value.

(Example of how a parameter name is converted to a parameter value)

An example of how a parameter name specified with *param* is converted to a parameter value is provided below.

- Example of parameter names defined in **Parameter list**

Parameter name	Parameter value
param1	value1
param2	value2
param3	value3
param4	value4
param5	value5
param6	value6

- Examples of how to enter parameter names

```
param1: {{{param1}}}
param2: {{{param2}}}
param3: {{{  param3  }}}
param4: {{param4}}}
param5: {param5}}}
param6: param6}}}
```

- Examples of how parameter names are converted into parameter values

```
param1: value1
param2: <span>value2</span>
param3: value3
param4: value4}
```

```
param5: {param5}}}
param5: {param6}}}
```

4.13.11 Example of coding an HTML part

This subsection describes an example of coding an HTML part.

> **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.

(1) When using an external CSS in HTML parts

An example of entering source codes in the **HTML source string** text box in the **Attribute Settings** window (when creating an external CSS file) is shown below.

- Example of how to enter an HTML source string

```
<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

(2) When using parameters in HTML parts (when embedding parameters by using the {{*param*}} format)

An example of how to type an HTML source string into the **HTML source string** text box in the **Attribute Settings** window and an example of how a parameter name is converted to a parameter value (an example applicable when a parameter name is embedded into an HTML source string by using the {{*param*}} format) are provided below.

- Example of parameter names defined in **Parameter list**

Parameter name	Parameter value
caption	table information 1
title	title 1
detail1	description 1

- Example of how to enter an HTML source string

```
<table border="1">
  <caption>{{caption}}</caption>
  <tr>
    <td>title</td>
    <td>{{title}}</td>
  </tr>
  <tr>
    <td>description 1</td>
    <td>{{ detail1 }}</td>
  </tr>
  <tr>
    <td>description 2</td>
    <td>{{ detail2 }}</td>
  </tr>
</table>
```

- Example of converting the HTML source string

```
<table border="1">
  <caption>table information 1</caption>
  <tr>
    <td>title</td>
    <td>title 1</td>
  </tr>
  <tr>
    <td>description 1</td>
    <td>description 1</td>
  </tr>
  <tr>
    <td>description 2</td>
    <td></td>
  </tr>
</table>
```

(3) When using parameters in HTML parts (when embedding parameters by using the {{{*param*}}} format)

An example of how to type an HTML source string into the **HTML source string** text box in the **Attribute Settings** window and an example of how a parameter name is converted to a parameter value (an example applicable when a parameter name is embedded into an HTML source string by using the {{{*param*}}} format) are provided below.

In this example, the parameter value is a path to a file. Thus, the parameter name is embedded by using the {{{*param*}}} format so that the HTML special characters (& < > " ' / ` =) inside the parameter value are not escaped.

- Example of parameter names defined in **Parameter list**

Parameter name	Parameter value
img_url	/ucnpuserstaticfiles/img1.png

- Example of how to enter an HTML source string

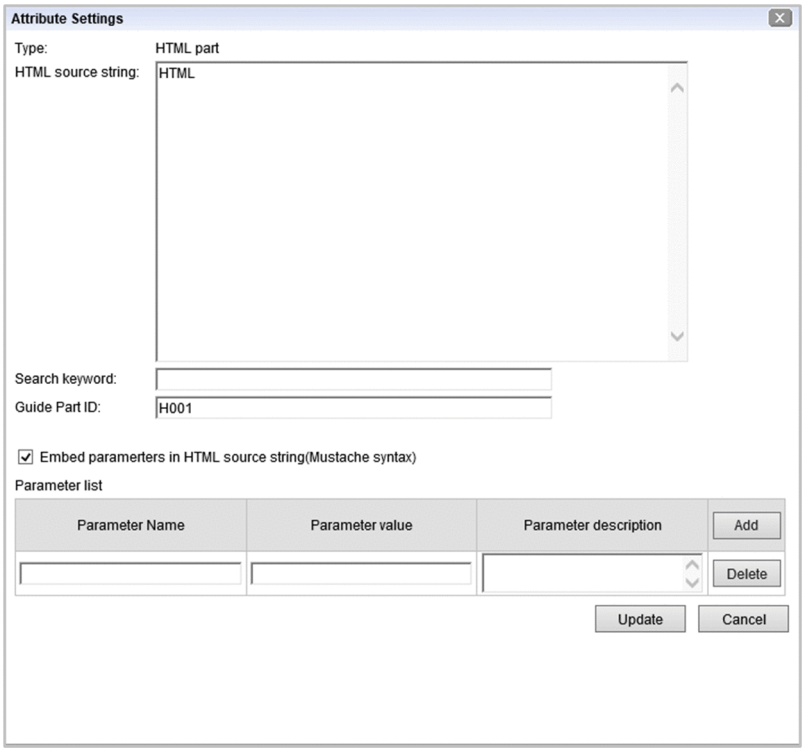
```
<img src="{{{img_url}}}" style="{{{img_style}}}" />
```

- Example of converting the HTML source string

```
<img src="/ucnpuserstaticfiles/img1.png" style="" />
```

4.13.12 Items in the Attribute Settings window (HTML part in the guide area)

Figure 4–15: **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.

(4) Embed paramerters in HTML source string check box

Use this check box to specify whether to embed a parameter into an HTML source string typed into the **HTML source string** text box.

If you select this check box, the parameter settings area (**Parameter list**) is shown. If you clear this check box, the parameter settings area is hidden from view.

Regardless of whether the parameter settings area is shown or hidden, parameter information set in the parameter settings area is retained in the Operational Content.

(5) Parameter settings area (Parameter list)

This area is displayed only when the **Embed parameters in HTML source string** check box is selected.

- **Parameter Name** text box

  Enter a parameter name not exceeding 1,024 characters to uniquely identify the parameter used in an HTML part. This text box accepts single-byte alphanumeric characters and single-byte underscores (_).
- **Parameter value** text box

  Specify a parameter value not exceeding 1,024 characters. You cannot use the following characters:
  - Control characters (ASCII codes 0x00 to 0x1F and 0x7F to 0x9F)

- **Parameter description** text area

  Enter a parameter description not exceeding 64 characters. You cannot use the following characters:

  - ASCII codes 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x1F, and 0x7F

- **Add** button

  If you click this button, a new line is appended as the last line in the parameter settings area. The parameter settings area can have a maximum of 50 lines.

- **Delete** button

  Clicking this button causes the selected line to be deleted.

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 means that the following operations can be performed with Operational Content:

- A value held by Operational Content can be used in an external program that is being used on a system other than Navigation Platform.
- A value held by an external program can be used in Operational Content.
- User-written server-side JavaScript can run on a server while client-side JavaScript can run on a web browser (on a client).
- Values can be exchanged between the Guide Parts and the user-written JavaScript.

5.2.1 JP1 Link Plugin

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.

5.2.2 JavaScript Plugin

By using JavaScript Plugins, user-written server-side JavaScript can run on a server and client-side JavaScript can run on a web browser (on a client). JavaScript Plugins also can pass input results, output results, and other similar values between Guide Parts and JavaScript Plugin Parts.

With JavaScript Plugins, you can also invoke the specified URL by using an API (JavaScript API) provided by Navigation Platform. For example, you can invoke a Web API (REST API, etc.) released on the cloud or the Web server from a JavaScript Plugin.

5.3 Plugin Parts

This section describes how to place Plugin Parts and draw mapping lines.

> **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.
8		**JavaScript Plugin** button	Places a JavaScript Plugin part.

#
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)

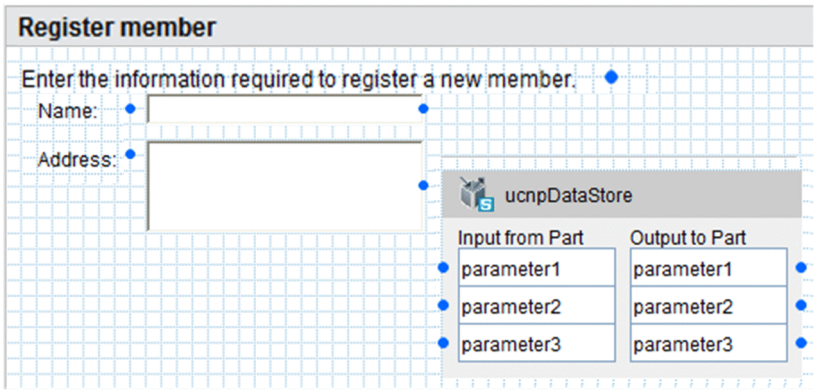
This subsection describes how to place Plugin Parts in the guide area. Note that the Plugin Parts that you place in the guide area of the Operational Content Editing Window do not appear in the Operational Content Execution Window.

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 Plugin (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 (JP1 Event Status Change Plugin part)*
   - *5.10.3 Items in the Attribute Settings window (Service Support Window URL Creation Plugin part)*
   - *5.11.5 Items in the Attribute Settings window (JavaScript 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).

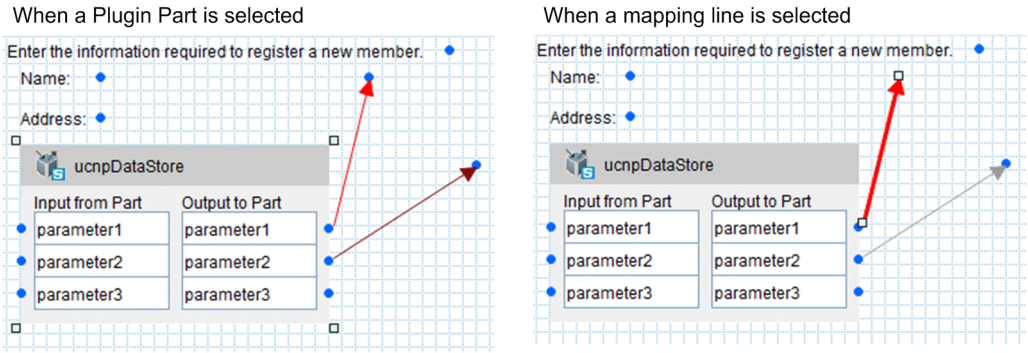
   The value of the Guide Part will be passed to the plugin as an input parameter.

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.

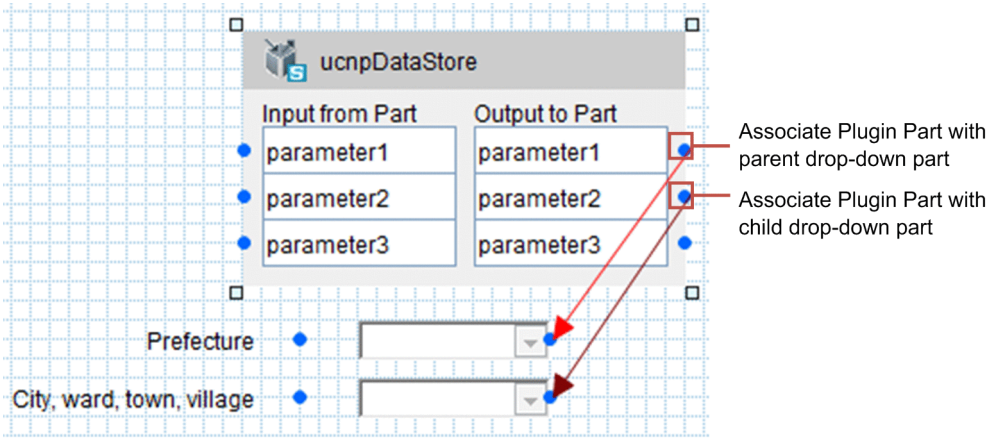
In a User Plugin, you can have the cached value change according to certain conditions. For details about how to develop a plugin in which the cached value changes conditionally, see the manual *JP1/Navigation Platform Development Guide*.

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
	`true`
	If the check box is cleared
	`false`
		The check box becomes selected if the value is `true`.
		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 (`\r\n`).	A value[#1] is output consisting of the anchor text and URL connected by a linefeed code (`\r\n`).
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 (`\r\n`).	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 (`\r\n`).
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 `name` and `value` 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:

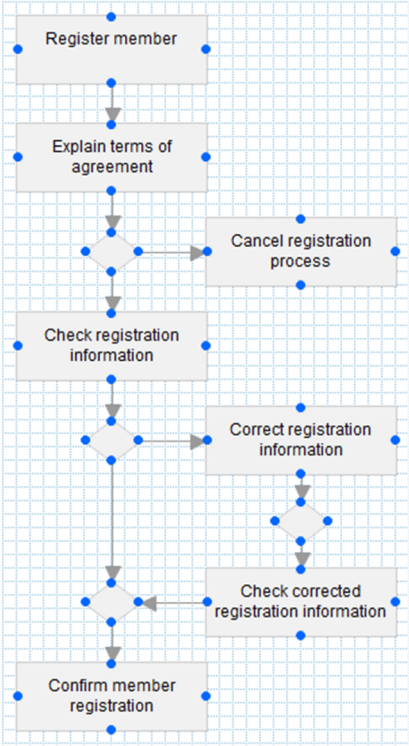
- An empty character string is output if the value is null.
- If the value does not contain a linefeed code (`\r\n`), the entire string is processed as a URL. An empty character string is output for the tool tip component.
- If the value contains two or more linefeed codes, the values on the third and 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.

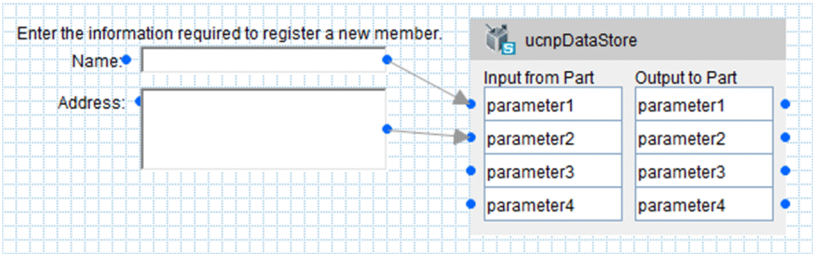
Conditions of usage example

The usage example described in this subsection assumes the following Operational Flow:



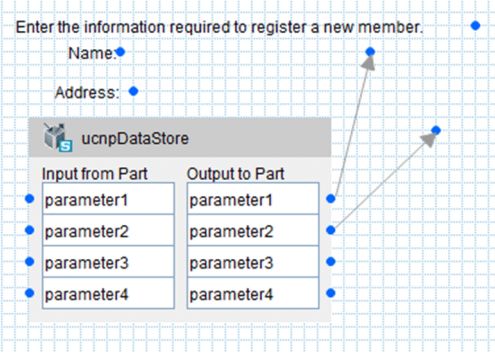
- In a *Register member* Process Node, the user enters a name and address.
- In a *Check registration information* Process Node, the user confirms that the name and address entered in the previous node are correct.
- If the result of the check in *Check registration information* is that the information 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"



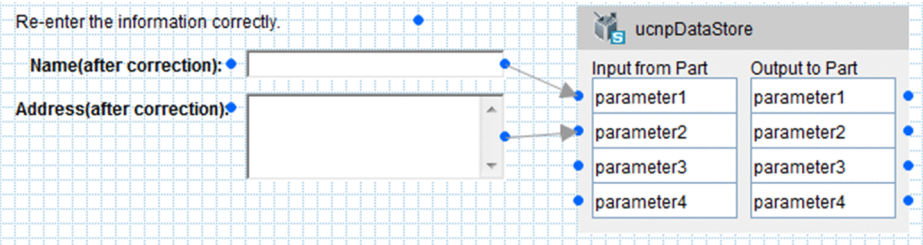
When you set up the guide area as shown in this figure, the value in the **Name** text box is passed to the Data Store Plugin and stored as `parameter1` on the input side. The value in the **Address** text box is passed to the Data Store Plugin and stored as `parameter2` on the input side.

Figure 5–3: Example of guide area for "Check registration information"



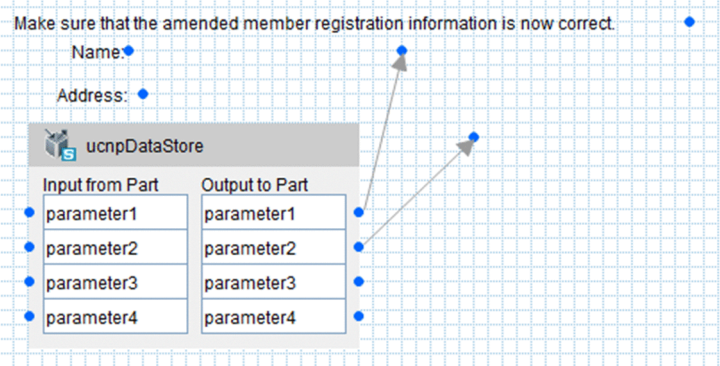
When you set up the guide area as shown in this figure, the value stored as `parameter1` on the input side is displayed as static text beside the **Name** label. The value stored as `parameter2` on the input side is displayed as static text beside the **Address** label.

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.

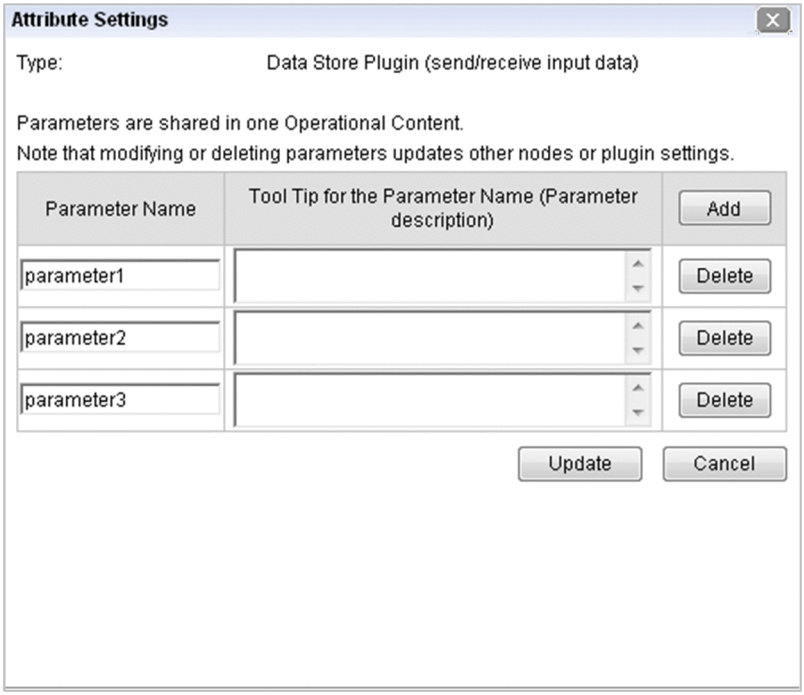
Figure 5–5: Example of guide area for "Check correction results of registration information"



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)



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

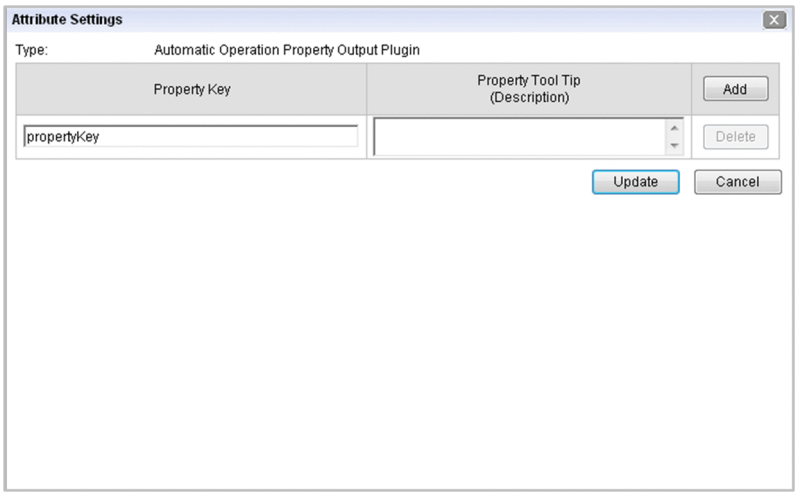
1. Place an Automatic Operation Service Execution Plugin on the node where the JP1/AO service will run.
2. In the node next from the node where the Automatic Operation Service Execution Plugin is placed, place an Automatic Operation Window URL Creation Plugin for confirming the task status.
3. When executing 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

- 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 manual *JP1/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)



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.

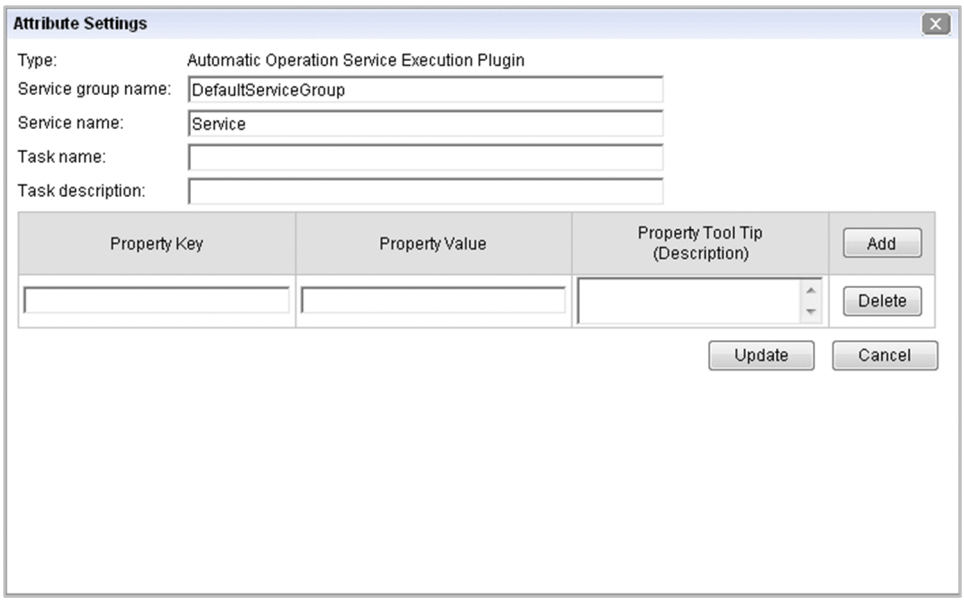
The values received from these Guide Parts provide task names, property values, and other attributes used during execution of the JP1/AO service.

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.

With Navigation Platform version 12-00 or later, when radio button parts, check box parts, or hyperlink parts are connected to the input parameters of a Plugin Part, the value received from the Guide Parts is passed to the Plugin Part after the removal of the label portion of the value.

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)



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 0x08, 0x0B, 0x0C, 0x0E 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

- 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.

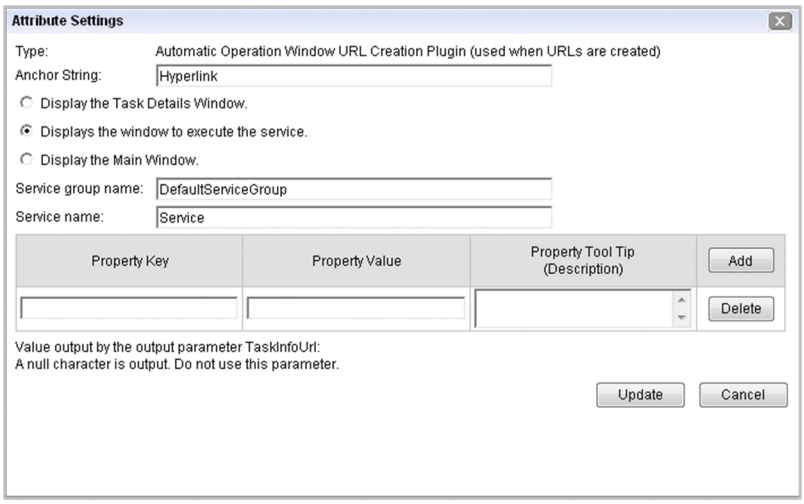
If you want to use fixed values instead of user-specified values for properties in the **Submit Service** dialog box, set the fixed values in the **Attribute Settings** window.

Important

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)



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.

When this radio button is selected, the **CSS for Task Details Window** text box is displayed.

(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.

(8) CSS for Task Details Window text box

To customize the CSS style of the following task information items displayed in a JP1/AO window that shows the task status, enter a CSS style for the display item to be customized. The entered CSS style must not exceed 1,024 characters.

- **Task start date and time**[#]
- **Task status**
- **Task ID**
- **(Automatically updated every 5 seconds.)**

#: This task information item is not shown when the task status is `Waiting`.

The following table describes the displayed entries of the task information whose CSS style is customizable, and the corresponding CSS classes to be used.

Task information (label name)	Displayed entries	CSS class
Task start date and time	Display frame	`ucnp_jp1ao_task_info_start_time`
	Label name	`ucnp_jp1ao_task_info_start_time_label`
	Output information	`ucnp_jp1ao_task_info_start_time_value`
Task status	Display frame	`ucnp_jp1ao_task_info_task_status`
	Label name	`ucnp_jp1ao_task_info_task_status_label`
	Output information	`ucnp_jp1ao_task_info_task_status_value`
	`Failed`	`ucnp_jp1ao_task_info_task_status_failed`
	`Completed`	`ucnp_jp1ao_task_info_task_status_completed`
	`Canceled`	`ucnp_jp1ao_task_info_task_status_canceled`
	`Being stopped`	`ucnp_jp1ao_task_info_task_status_inProgressTerminating`
	`Abnormality detected`	`ucnp_jp1ao_task_info_task_status_inProgressWithError`
	`Waiting for response`	`ucnp_jp1ao_task_info_task_status_waitingForInput`
	`In progress`	`ucnp_jp1ao_task_info_task_status_inProgress`
	`Suspended`	`ucnp_jp1ao_task_info_task_status_suspended`
	`Waiting`	`ucnp_jp1ao_task_info_task_status_waiting`
	`Long Running`	`ucnp_jp1ao_task_info_task_status_longRunning`
Task ID	Display frame	`ucnp_jp1ao_task_info_task_task_id`
	Label name	`ucnp_jp1ao_task_info_task_task_id_label`
	Output information	`ucnp_jp1ao_task_info_task_task_id_value`
(Automatically updated every 5 seconds.)	Display frame	`ucnp_jp1ao_task_info_task_refresh`

In a JP1/AO window that shows the task status, the following CSS styles are displayed by default:

```
// Specify a font size of 18 px, a font weight of bold, and no padding for c
haracters describing the task status.
div.ucnp_jp1ao_task_info_task_status_value * {
  font-size: 18px;
  font-weight: bold;
  padding: 0px;
}
// Specify blue as the font color to be used when the task ends successfully
.
div.ucnp_jp1ao_task_info_task_status_completed {
  color: blue;
```

```
}
// Specify red as the font color to be used when the task ends abnormally.
div.ucnp_jp1ao_task_info_task_status_failed {
  color: red;
}
```

The following is an example of how to specify a CSS style:

- To change the font size to 50 px when the task status becomes `Failed`:

```
div.ucnp_jp1ao_task_info_task_status_failed{font-size: 50px;}
```

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.

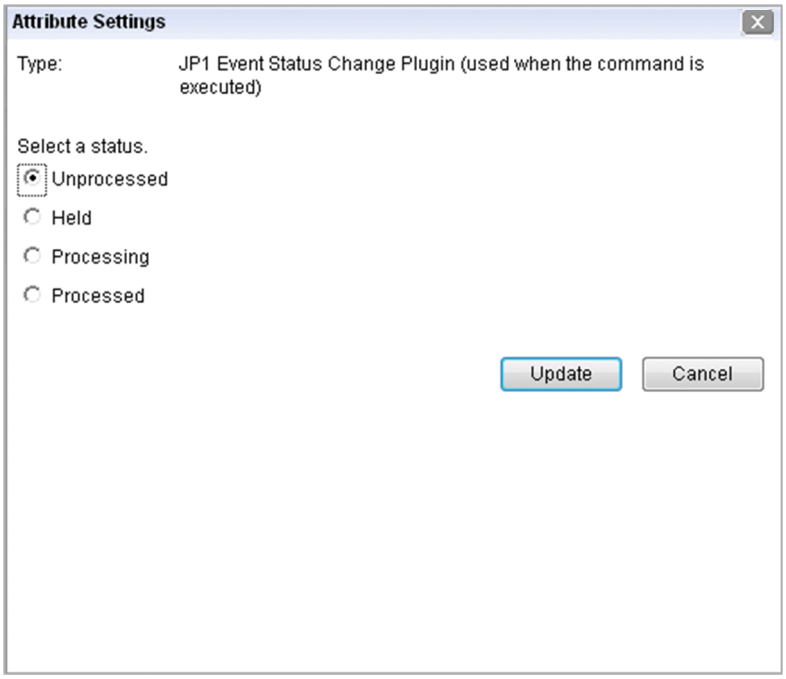
To prevent this issue, keep the following in mind when creating Operational Content that uses a JP1 Event Status Change Plugin:

- 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* and the manual *JP1/Integrated Management 2 - 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 manual *JP1/Integrated Management - Manager Configuration Guide* and the manual *JP1/Integrated Management 2 - 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

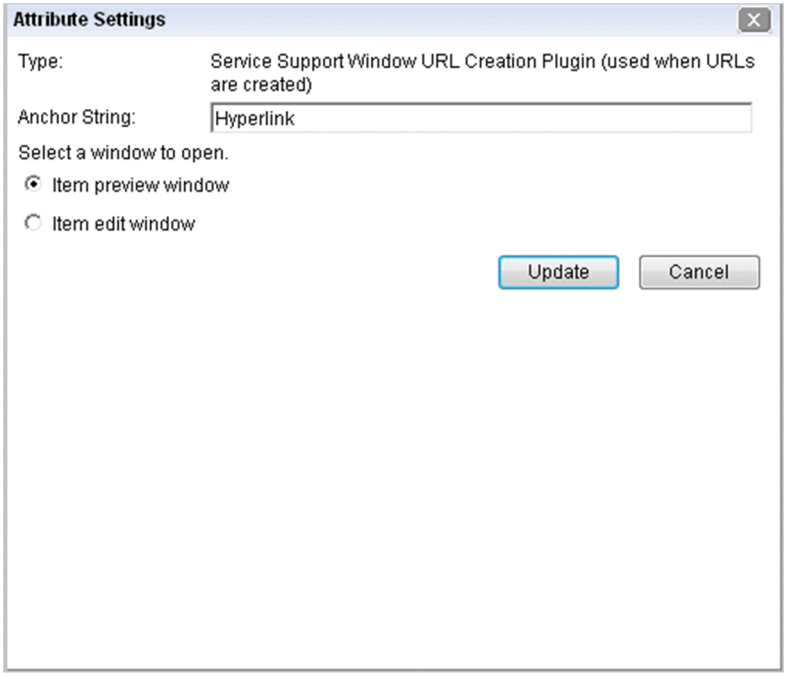
A Service Support Window URL Creation Plugin part is a component that acquires URLs for JP1/IM-SS windows. The plugin it invokes allows access to a preview window or **Item edit** window for a JP1/IM-SS item from within Operational Content.

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 manual *JP1/Integrated Management - Service Support Administration Guide* or the manual *JP1/Service Support Operator's Guide*.

5.11 JavaScript Plugin part

This section describes how to use a JavaScript Plugin part, and how it appears in the Navigation Platform interface.

5.11.1 About JavaScript Plugin parts

A JavaScript Plugin Part is an I/O Plugin that contains server-side JavaScript running on a server or client-side JavaScript running on a web browser (on a client). In a JavaScript Plugin Part, you can define input and output parameters that can be used as values of the variables inside the JavaScript. You can also pass JavaScript I/O data between a JavaScript Plugin Part and a Guide Part placed in the same guide area.

Executing a JavaScript Plugin Part triggers the following processing:

1. The information set in the **Attribute Settings** window for the JavaScript Plugin Part is acquired.
2. The cached value stored in the input parameter is set in the variable inside the JavaScript.
3. The JavaScript is executed.
4. The value set in the variable inside the JavaScript is stored in the output parameter as a cached value.

5.11.2 How to use JavaScript Plugin parts

Place a JavaScript Plugin Part on the node where the JavaScript will be executed.

In a JavaScript Plugin Part, you can define input parameters and output parameters that enable the passing of variables and values inside the JavaScript. By associating a JavaScript Plugin Part with a Guide Part, you can use the value entered in the Guide Part as an input parameter of the JavaScript Plugin Part or an output parameter of the JavaScript Plugin Part to output the values to the Guide Part.

To use input parameters, you have to not only specify the necessary settings in the **Attribute Settings** window but also link Guide Parts such as text boxes to the input parameters. In this way, the JavaScript is executed according to the values entered by the user. Similarly, to use the values output to the output parameters as the values to be output to the Guide Parts, you have to not only specify the necessary settings in the **Attribute Settings** window but also link the output parameters to the Guide Parts.

The JavaScript written in a JavaScript Plugin Part is executed at the following timing:

- When there are no Guide Parts to which the output parameters are connected

  The JavaScript is executed when a transition is made from the node on which the JavaScript Plugin Part is placed to the next node.
- When there are Guide Parts to which the output parameters are connected

  If there are no input parameters to which the Guide Parts are connected, the JavaScript is executed when a transition is made to the node on which the JavaScript Plugin Part is placed.

  If there are input parameters to which the Guide Parts are connected, the JavaScript is executed when a transition is made to the node on which the JavaScript Plugin Part is placed, and JavaScript output processing is performed when a transition is made to the next node.

Furthermore, with JavaScript Plugin Parts, you can invoke a specified URL by using an APIs (JavaScript APIs) provided by Navigation Platform. For details, see *5.12 APIs that can be used with JavaScript Plugin Parts*.

5.11.3 Example of JavaScript Plugin parts

Examples of how to use JavaScript Plugins are provided below, along with the description of the necessary settings.

(1) Linking a Guide Part with the REST server

The example shown here describes how to use a JavaScript Plugin when a Guide Part is to be linked with the REST server in Operational Content.

Processing overview

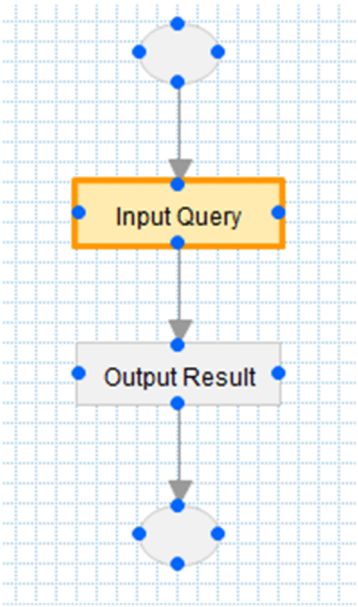
- Invoke the REST server by using the value entered in the text box part.
- Output the result returned from the REST server to the next Guide Part.

Preconditions for the REST server

- Called URL: `http://testserver/status`
- Invoke parameter: `parameter1`
- Result to be returned: Status array `[{"status":0},{"status":1}]`

Operational flow

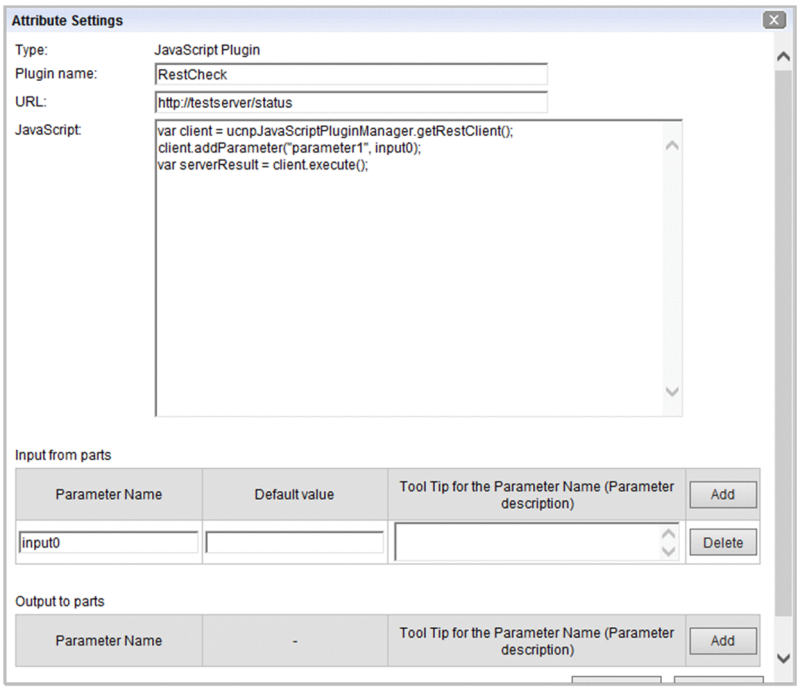
Figure 5–12: Linking a Guide Part with the REST server



Setting procedure

1. Place a text box part on the Process Node for "Input Query".
2. Place a JavaScript Plugin Part.
3. Add an input parameter to the JavaScript Plugin Part, and then specify the following settings.

Figure 5–13: Settings specified in the JavaScript Plugin Part ("Input Query")



Settings specified in the JavaScript Plugin Part ("Input Query")

- Plugin name

```
RestCheck
```

- URL

```
http://testserver/status
```

- JavaScript

```
var client = ucnpJavaScriptPluginManager.getRestClient();
client.addParameter("parameter1", input0);
var serverResult = client.execute();
```

- Parameter Name (Input from parts)

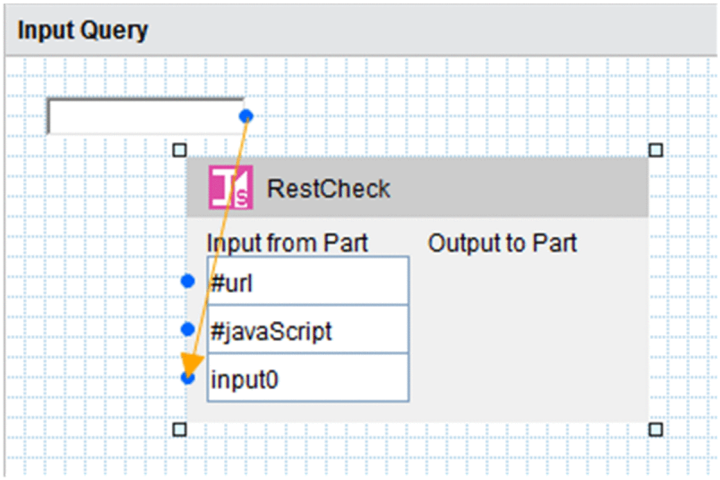
```
input0
```

The following processing is written in the JavaScript:

- The input value of the text box part, which is initially set in the variable `input0` (input parameter), is set in the variable `parameter1` (invoke parameter) instead.
- The result to be returned is stored in the variable `serverResult`.

4. Draw a mapping line from the text box part to the input parameter.

Figure 5–14: "Input Query" mapping

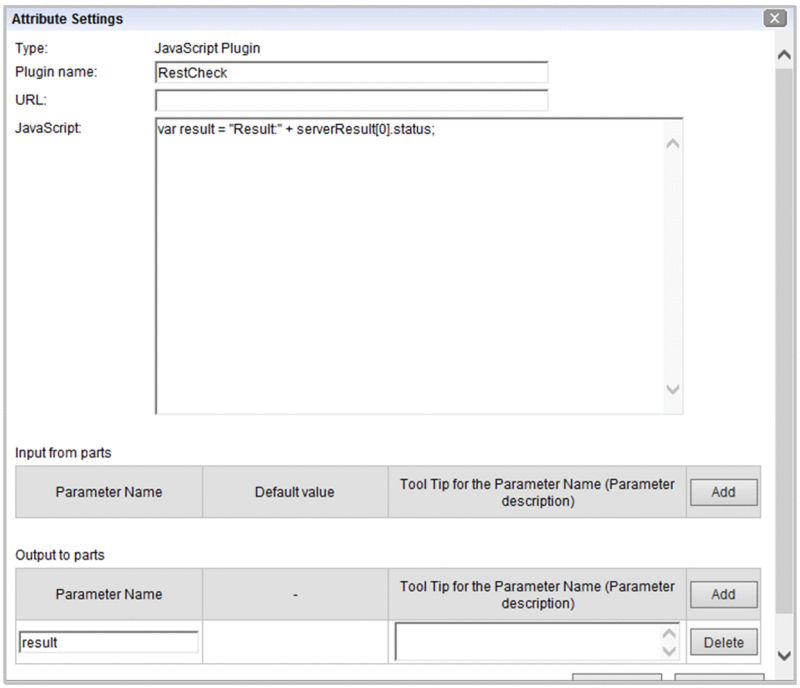


5. Place a label part on the Process Node for "Output Result".

6. Place the JavaScript Plugin Part having the same name as the one you have placed in step 2.

7. Add an output parameter to the JavaScript Plugin Part and specify the following settings.

Figure 5–15: Settings to be specified in the JavaScript Plugin Part ("Output Result")



The following settings are specified in the JavaScript Plugin Part:

- Plugin name

```
RestCheck
```

- JavaScript

```
var result = "Result:" + serverResult[0].status;
```

- Parameter Name (Output to parts)

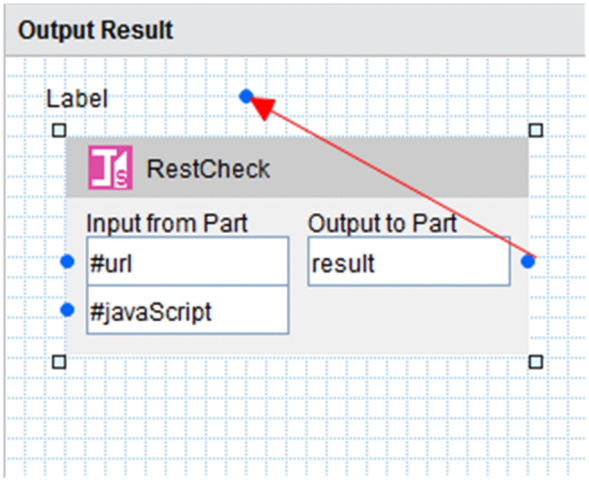
```
result
```

The following processing is written in the JavaScript:

- The first `status` value is acquired from the status array of the result that has been stored in the variable `serverResult` by the JavaScript Plugin Part having the same name and placed on "Input Query", which is then linked with the lead statement `Result:` and set in the variable `result`.

8. Draw a mapping line from the output parameter to the label part.

Figure 5–16: "Output Result" mapping



Execution result

When this Operational Content is executed, the first `status` value is acquired from status array `[{"status":0},{"status":1}]` in the result returned from the REST server, and `Result:0` is output to the label on "Output Result".

(2) Checking the value entered in the Guide Part

The example shown here describes how to use a JavaScript Plugin when the value entered in the Guide Part is to be checked in Operational Content.

Processing overview

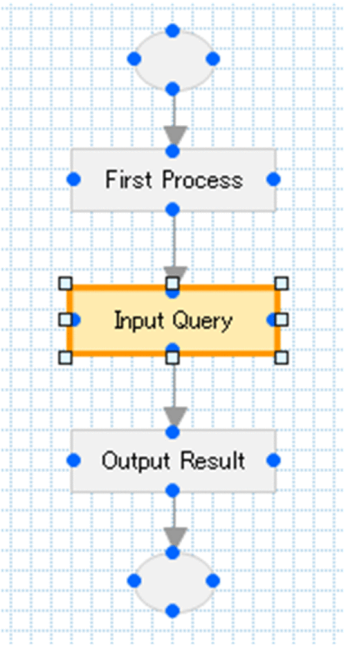
- Acquire the initial value from the REST server and display it in the Guide Part.
- Entering a value and clicking the **Next** button causes the entered value to be checked. If the check conditions are not satisfied, an error message is output.

Preconditions for the REST server

- Called URL: `http://testserver:1880/restapi`
- Result to be returned: Initial value array `{"initvalues":{"text0":"50","text1":"30"}}` (JSON format)

Operational flow

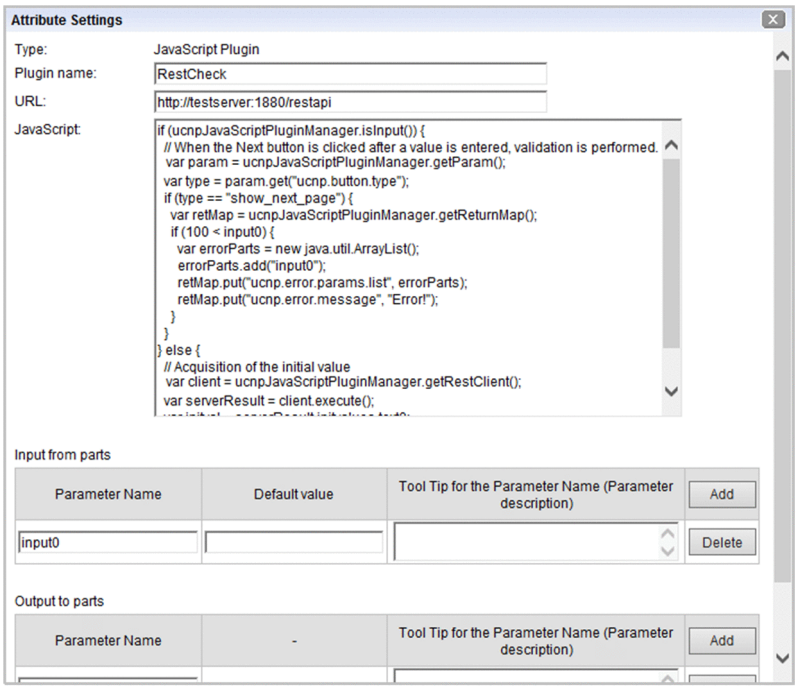
Figure 5–17: Checking the value entered in the Guide Part



Setting procedure

1. Place a text box part on the Process Node for "Input Query".
2. Place a JavaScript Plugin Part.
3. Add input and output parameters to the JavaScript Plugin Part, and then specify the following settings.

   Figure 5–18: Settings specified in the JavaScript Plugin Part ("Input Query")



   The following settings are specified in the JavaScript Plugin Part:

   - Plugin name

```
RestCheck
```

- URL

```
http://testserver:1880/restapi
```

- JavaScript

```
if (ucnpJavaScriptPluginManager.isInput()) {
  // When the Next button is clicked after a value is entered, validation
is performed.
  var param = ucnpJavaScriptPluginManager.getParam();
  var type = param.get("ucnp.button.type");
  if (type == "show_next_page") {
    var retMap = ucnpJavaScriptPluginManager.getReturnMap();
    if (100 < input0) {
      var errorParts = new java.util.ArrayList();
      errorParts.add("input0");
      retMap.put("ucnp.error.params.list", errorParts);
      retMap.put("ucnp.error.message", "Error!");
    }
  }
} else {
  // Acquisition of the initial value
  var client = ucnpJavaScriptPluginManager.getRestClient();
  var serverResult = client.execute();
  var initval = serverResult.initvalues.text0;
}
```

- Parameter Name (Input from parts)

```
input0
```

- Parameter Name (Output to parts)

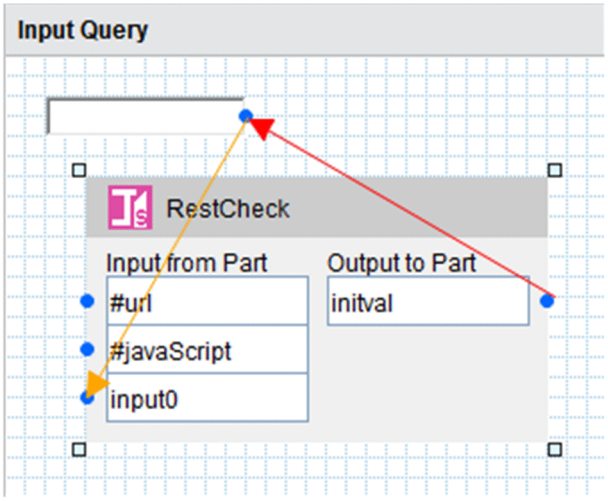
```
initval
```

The following processing is written in the JavaScript:

- When the return value of the `isInput` method is `false`, the initial value is displayed in the text box part. For this reason, the value of `initvalues.text0` (initial value) is acquired from the REST server and then set in the variable `initval` that corresponds to the output parameter.
- If the **Back** or **Next** button is clicked, the return value of the `isInput` method becomes `true`. The value of `ucnp.button.type` is acquired from the `getParam` method to determine the button type, and if the button type is `show_next_page` (**Next** button), validation (entered value check) is performed.
- The `Map` object for setting an error message is acquired from the `getReturnMap` method and then set in the variable `retMap`.
- The input value for the text box part is acquired from the variable `input0` (input parameter), and if the input value is larger than `100`, the parameter list to be highlighted is set to `ucnp.error.params.list`, and the character string `Error!` is set in `ucnp.error.message`.

4. Draw a mapping line from the text box part to the input parameter and from the output parameter to the text box part, respectively.

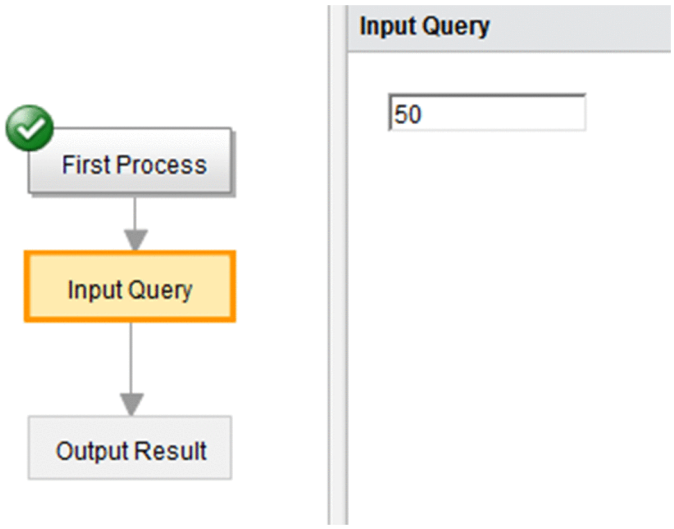
Figure 5–19: "Input Query" mapping



Execution result

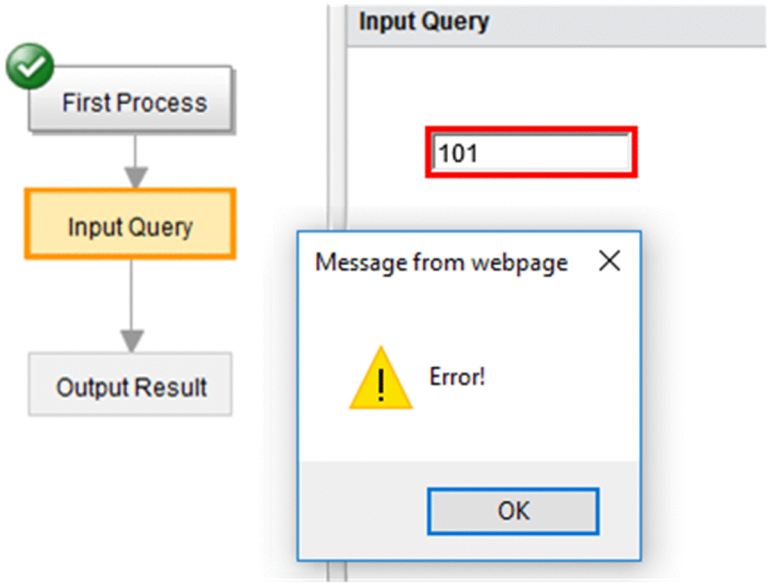
- When this Operational Content is executed, the first value (initial value) of the result `{"initvalues":{"text0":"50","text1":"30"}}` returned from the REST server is acquired, and the text box is displayed with `50` input as the initial value.

Figure 5–20: Displaying the initial value



- When `101` is entered in the text box and then the **Next** button is clicked, an error message appears and the text box becomes highlighted. Furthermore, a transition to the next node is suppressed.

Figure 5–21: Displaying an error message



- When the **Back** button is clicked, no error message is displayed, and if `100` or a smaller value is entered in the text box and then the **Next** button is clicked, a transition is made to the next node without any error occurring.

5.11.4 Notes on using JavaScript Plugin parts

- When an error occurs during a check of the input value of the JavaScript Plugin Part, plugin processing is not executed, and the error is highlighted.
- You can place multiple JavaScript Plugin Parts in the same guide area. Note that JavaScript Plugin Parts placed in the same guide area must have different plugin names.
- The JavaScript Plugins having the same plugin name share variables and other execution contexts. For this reason, if JavaScript Plugins having the same plugin name are placed in different guide areas, the variable defined for one plugin can be referenced from another.
- For client-side JavaScript, to enable a variable to keep its value in the execution context, you must define the variable as a member of `this`, as described below.
  - Example of how to write JavaScript
    To enable the variable `localVar0` to keep its value in the execution context and set the value to the string `val0`, define the variable as follows:

```
this.localVar0 = val0;
```

Note that a variable that is set as an input or output parameter keeps its value in the execution context even if this definition is omitted.

5.11.5 Items in the Attribute Settings window (JavaScript Plugin part)

Figure 5–22: **Attribute Settings** window (displayed from JavaScript Plugin part)

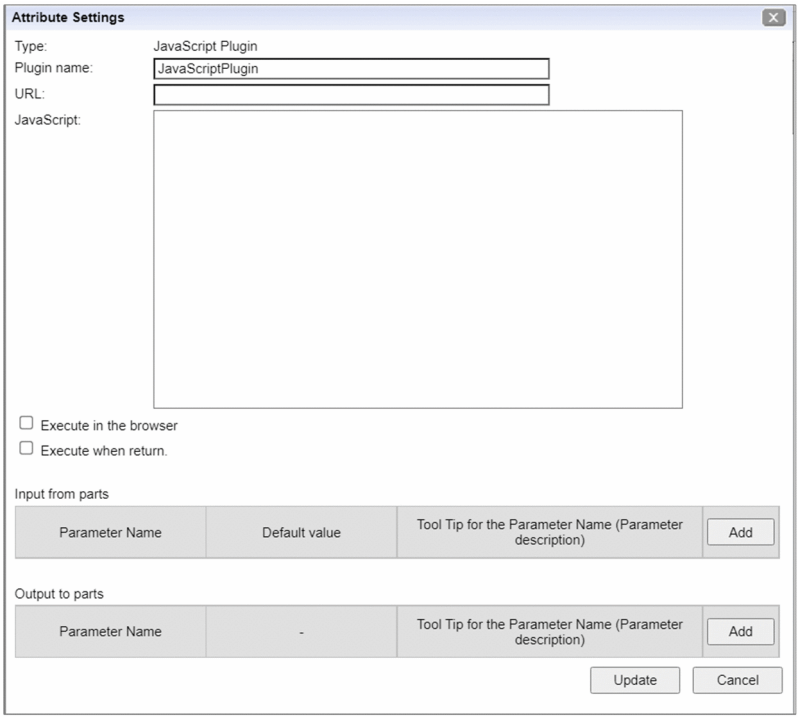
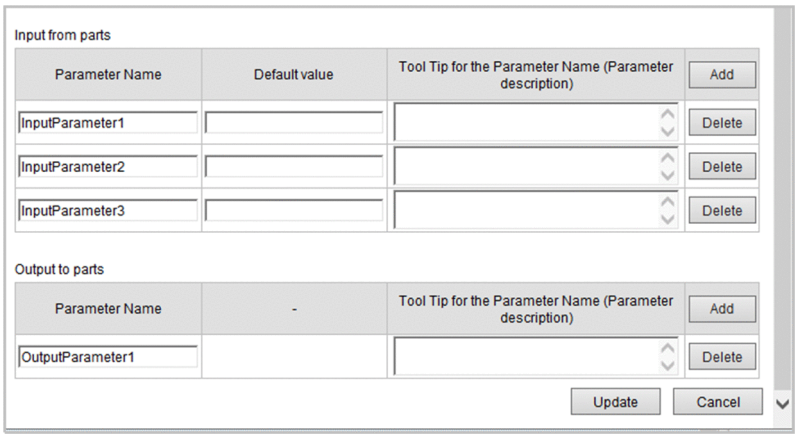


Figure 5–23: **Attribute Settings** window (When the input and output parameters are added)



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

(1) Plugin name text box

Enter a plugin name of up to 20 characters. By default, `JavaScriptPlugin` is displayed as the plugin name. You must always enter a plugin name. An error occurs in the following cases:

- The entered character string contains control characters (ASCII codes `0x00` to `0x1F` and `0x7F` to `0x9F`).
- Duplicate plugin names exist in the same guide area.
- An empty character is specified.

(2) URL text box

Enter the URL of the HTTP request to be called, which must be no longer than 8,190 characters. An error occurs in the following case:

- The entered character string contains control characters (ASCII codes `0x00` to `0x1F` and `0x7F` to `0x9F`).

(3) JavaScript text area

Enter the JavaScript to be executed on the server. An error occurs in the following cases:

- The entered character string exceeds 65,535 characters.
- The entered character string contains ASCII codes `0x00` to `0x09`, `0x0B`, `0x0C`, `0x0E` to `0x1F`, and `0x7F`.

> **Important**
>
> Variables starting with `ucnp` are the system variables used with Navigation Platform. Do not use variables starting with `ucnp` in JavaScript.

(4) Execute in the browser check box

Specify whether to run JavaScript on a web browser (on the client-side).

If the **JavaScript** text area contains client-side JavaScript, select this check box to enable the JavaScript to run on a web browser (on the client-side).

If the **JavaScript** text area contains server-side JavaScript, clear this check box to enable the JavaScript to run on a server.

By default, this check box is cleared.

(5) Execute when return check. box

Specify whether to run JavaScript when clicking **Back**.

If this check box is selected, the JavaScript will run when clicking the **Back** button, or when returning by direct transition.

By default, this check box is cleared.

(6) Parameter settings area under "Input from parts"

You can specify an input parameter for JavaScript Plugin Parts.

- **Parameter Name** text box
  Enter a parameter name not exceeding 1,024 characters. You must always enter a parameter name. An error occurs in the following cases:
  - The entered parameter name contains ASCII codes `0x00` to `0x1F` and `0x7F` to `0x9F`.
  - Duplicate parameter names exist in the same guide area.
  - An empty character is specified.
- **Default value** text box

Enter the default value of the parameter, which must not exceed 1,024 characters. The default value is valid under the following conditions:

- The parameter is not connected with a Guide Part.
- The cached value passed by the Guide Part is an empty character.

An error occurs in the following case:

- The entered default value contains control characters (ASCII codes `0x00` to `0x1F` and `0x7F` to `0x9F`).

- **Tool Tip for the Parameter Name (Parameter description)** text box

  Enter a description of the parameter, which must not exceed 64 characters. You can also enter control characters. An error occurs in the following cases:

  - The entered character string exceeds 64 characters.
  - The entered character string contains ASCII codes `0x00` to `0x09`, `0x0B`, `0x0C`, `0x0E` to `0x1F`, and `0x7F`.

- **Add** button

  Adds a parameter. The new parameter is added to the bottom of the list. The maximum number of parameters is 50.

- **Delete** button

  Deletes the line where you clicked the **Delete** button.

(7) Parameter settings area under "Output to parts"

You can specify an output parameter for JavaScript Plugin Parts.

- **Parameter Name** text box

  Enter a parameter name not exceeding 1,024 characters. You must always enter a parameter name. An error occurs in the following cases:

  - The entered parameter name contains ASCII codes `0x00` to `0x1F` and `0x7F` to `0x9F`.
  - Duplicate parameter names exist in the same guide area.
  - An empty character is specified.

- **Tool Tip for the Parameter Name (Parameter description)** text box

  Enter a description of the parameter, which must not exceed 64 characters. You can also enter control characters. An error occurs in the following cases:

  - The entered character string exceeds 64 characters.
  - The entered character string contains ASCII codes `0x00` to `0x09`, `0x0B`, `0x0C`, `0x0E` to `0x1F`, and `0x7F`.

- **Add** button

  Adds a parameter. The new parameter is added to the bottom of the list. The maximum number of parameters is 50.

- **Delete** button

  Deletes the line where you clicked the **Delete** button.

(8) Input Parameters

The cached value of the input parameter is set in the variable inside the JavaScript, and is referenced when invoked by a script inside the JavaScript. The default value of the input parameter is set before the JavaScript runs.

- Example of how to write JavaScript

When the input parameter has the name `inputparameter1` with the character string `inputvalue1` set as its value, executing the script `var inputVal = inputparameter1;` causes the character string `inputvalue1` to be set in the variable `inputVal`.

In addition, the input parameter is checked before the script inside the JavaScript is invoked. An error occurs in the following cases:

- The URL of the HTTP request to be called exceeds 8,190 characters.
- The URL of the HTTP request to be called contains control characters (ASCII codes `0x00` to `0x1F` and `0x7F` to `0x9F`).
- The JavaScript exceeds 65,535 characters.
- The JavaScript contains ASCII codes `0x00` to `0x08`, `0x0B`, `0x0C`, `0x0E` to `0x1F`, and `0x7F` to `0x9F`.
- The parameter value contains ASCII codes `0x00` to `0x08`, `0x0B`, `0x0C`, `0x0E` to `0x1F`, and `0x7F` to `0x9F`.

(9) Output Parameters

The value set in the variable inside the JavaScript is stored as the cached value of the output parameter.

- Example of how to write JavaScript
  If the output parameter has the name `resultparameter1`, executing the script `var resultparameter1 = "resultvalue1";` causes the character string `resultvalue1` to be set in the output parameter `resultparameter1`.

5.12 APIs that can be used with JavaScript Plugin Parts

The following table describes the APIs (JavaScript APIs) that can be used with JavaScript Plugin Parts.

Table 5–4: APIs that can be used with JavaScript Plugin Parts

Category	Class name	Description
Plugin manager	JavaScriptPluginManager	This class provides objects that allow JavaScript to perform processing provided by Navigation Platform.
REST caller	RestClient	This class invokes a URL from JavaScript.

To use an API, you have to acquire the `JavaScriptPluginManager` object by using the reserved variable `ucnpJavaScriptPluginManager` from JavaScript. Furthermore, if REST is to be invoked, you have to acquire the `RestClient` object by using the `getRestClient` method of the reserved variable `ucnpJavaScriptPluginManager`.

- Coding example

```
var client = ucnpJavaScriptPluginManager.getRestClient();
```

Because the methods (except the `execute` method) of the `RestClient` object return the `RestClient` object of the caller, they can be invoked with a method chain.

- Coding example

```
var result = client
.addHeader("Accept-Encoding", "deflate")
.setAuthentication("user1", "pass1")
.setMethod(client.METHOD_POST)
.setPostContentType("text/json")
.setPostContent("{ \"operation\": \"start\" }")
.setReturnType(client.RETURNTYPE_JSON)
.execute();
```

You can acquire the constant to be specified as the argument of the method of the `RestClient` object from the `RestClient` instance.

- Coding example

```
var client = ucnpJavaScriptPluginManager.getRestClient();
var result = client
.setMethod(client.METHOD_POST)
.setReturnType(client.RETURNTYPE_STRING)
.execute();
```

Note:

You can select the **Execute in the browser** check box so that a script with the following API methods can run on a web browser (on the client-side). In such a case, the API methods return `Map` or `List` arrays in a different format from when they run on a server.

- `getCurrentParamsTypeMap`
- `getReturnMap`

A `Map` indicates an associative array that contains key-value records while a `List` indicates an array that contains just a list of values. Note that, depending on whether to select the **Execute in the browser** check box, you need to use the API methods to handle `Map` or `List` differently as described in the following examples:

- Coding example 1: Get the type of the input parameter `param0`

  - When the **Execute in the browser** check box is cleared

```
var map = getCurrentParamsTypeMap();
var param0Type = map.get("param0");
```

  - When the **Execute in the browser** check box is selected

```
var map = getCurrentParamsTypeMap();
var param0Type = map["param0"];
```

- Coding example 2: Raise and highlight an error when the input parameter `param0` is empty

  - When the **Execute in the browser** check box is cleared

```
var retMap = ucnpJavaScriptPluginManager.getReturnMap();
if (praram0 === "") {
  var errorParts = new java.util.ArrayList();
  errorParts.add("param0");
  retMap.put("ucnp.error.params.list", errorParts);
  retMap.put("ucnp.error.message", "error!");
}
```

  - When the **Execute in the browser** check box is selected

```
var retMap = ucnpJavaScriptPluginManager.getReturnMap();
if (praram0 === "") {
  var errorParts = [];
  errorParts.push("param0");
  retMap["ucnp.error.params.list"] = errorParts;
  retMap["ucnp.error.message"] = "Error!";
}
```

5.12.1 JavaScriptPluginManager (JavaScript Plugin Manager class)

This class provides objects that allow JavaScript to perform processing provided by Navigation Platform. By using the reserved variable `ucnpJavaScriptPluginManager`, you can acquire these objects from JavaScript.

The following table describes the methods of `JavaScriptPluginManager`. Some methods of `JavaScriptPluginManager` can also be used in JavaScript running on a web browser (on the client-side).

Table 5–5: Methods of JavaScriptPluginManager

Method name	Description	Can the method be used in JavaScript running on a web browser (on the client-side)?
getCurrentParamsTypeMap	This method acquires the `Map` object that stores the input parameter names and type names of the Guide Parts connected to the input parameters.	Y

Method name	Description	Can the method be used in JavaScript running on a web browser (on the client-side)?
getParam	This method acquires the `Map` object to be passed to the second argument of the JavaScript Plugin.	Y
getParamValue	This method acquires the cached value of the specified parameter. If the connected Guide Parts are radio buttons, check boxes, or hyperlinks, you can specify whether to acquire the entire cached value including the label portion of it or the cached value without the label portion.	Y
getReturnMap	This method acquires the `Map` object used as the return value of the JavaScript Plugin.	Y
getRestClient	This method acquires the `RestClient` object.	N
getSession	This method acquires the `HttpSession` object to be passed to the first argument of the JavaScript Plugin.	N
isInput	This method determines whether the call is made by the input method of the input parameter (a method similar to the `inputFromNode` method).	Y

Legend:

Y: Can be used.

N: Cannot be used.

(1) getCurrentParamsTypeMap method

This method acquires the `Map` object that stores the input parameter names and type names of the Guide Parts connected to the input parameters.

(a) Format

```
public Map<String, String> getCurrentParamsTypeMap();
```

(b) Arguments

None

(c) Return values

The `Map` object is returned, with the input parameter names stored in keys and the type names stored in values.

Note that the `Map` object does not store information regarding the keys of the input parameters to which no Guide Parts are connected.

The following table describes the type names of Guide Parts.

Table 5–6: Guide Part type names

No.	Guide Part type	Guide Part type name
1	Static text	Label
2	Image	Image
3	Text box	TextBox

No.	Guide Part type	Guide Part type name
4	Text area	TextArea
5	Radio button	RadioButton
6	Check box	CheckBox
7	Drop down	DropDown
8	Hyperlink	HyperLink
9	Inline frame	Iframe

(2) getParam method

This method acquires the `Map` object to be passed to the second argument of the JavaScript Plugin.

(a) Format

```
public Map<String, Object> getParam();
```

(b) Arguments

None

(c) Return values

The `Map` object to be passed to the first argument of the JavaScript Plugin is returned.

When a value is input to the input parameter, this object stores information similar to the one held by the second argument (`param`) of the `inputFromNode` method. When a value is output to the output parameter, this object stores information similar to the one held by the `outputToNode` method. For details about the `inputFromNode` method and the `outputToNode` method, see the manual *JP1/Navigation Platform Development Guide*.

Note that you cannot get the value of the `ucnp.current.params.map` key from this object.

(d) Exception

None

(3) getParamValue method

This method acquires the cached value of the specified parameter.

If the connected Guide Parts are radio buttons, check boxes, or hyperlinks, you can specify whether to acquire the entire cached value including the label portion of it or the cached value without the label portion.

(a) Format

Format 1

```
public String getParamValue(String paramName);
```

Format 2

```
public String getParamValue(String paramName, boolean withLabel);
```

(b) Arguments

- paramName
  This argument specifies the name of the parameter for which to acquire a cached value.
- withLabel
  This argument specifies whether to acquire the entire cached value, including the label, for the parameter. Note that, if you use this method with Format 1, it is assumed that this argument is set to `false`.
  - true
    The entire value including the label is returned as is.
  - false
    Depending on the type of the connected Guide Part, one of the values shown in the following table is returned.

Table 5–7: Types of Guide Parts and the corresponding values to be acquired

No.	Guide Part type	Value to be acquired
1	Static text	Cached value
2	Image	Cached value
3	Text box	Cached value
4	Text area	Cached value
5	Radio button	Cached value from which the label portion (from the beginning of the value to the linefeed code (`\r\n`)) has been removed
6	Check box	Cached value from which the label portion (from the beginning of the value to the linefeed code (`\r\n`)) has been removed
7	Drop down	Cached value
8	Hyperlink	Cached value from which the label portion (from the beginning of the value to the linefeed code (`\r\n`)) has been removed
9	Inline frame	Cached value

(c) Return values

The cached value for the specified parameter is returned.

(d) Exception

None

(4) getReturnMap method

This method acquires the `Map` object used as the return value of the JavaScript Plugin.

(a) Format

```
Map<String, Object> getReturnMap();
```

(b) Arguments

None

(c) Return values

The `Map` object to be passed to the first argument of the JavaScript Plugin is returned.

When a value is input to the input parameter, this object stores information similar to the one held by the second argument (`param`) of the `inputFromNode` method. When a value is output to the output parameter, this object stores information similar to the one held by the `outputToNode` method. For details about the `inputFromNode` method and the `outputToNode` method, see the manual *JP1/Navigation Platform Development Guide*.

(d) Exception

None

(5) getRestClient method

This method acquires the `RestClient` object.

(a) Format

```
public RestClient getRestClient();
```

(b) Arguments

None

(c) Return values

The `RestClient` object is returned.

(d) Exception

None

(6) getSession method

This method acquires the `HttpSession` object to be passed to the first argument of the JavaScript Plugin.

(a) Format

```
public HttpSession getSession();
```

(b) Arguments

None

(c) Return values

The `HttpSession` object to be passed to the first argument of the JavaScript Plugin is returned.

This object stores information similar to the one held by the first argument (`session`) of the `inputFromNode` method and the `outputToNode` method. For details about the `inputFromNode` method and the `outputToNode` method, see the manual *JP1/Navigation Platform Development Guide*.

(d) Exception

None

(7) isInput method

This method determines whether the call is made by the input method of the input parameter (a method similar to the `inputFromNode` method).

(a) Format

```
boolean isInput();
```

(b) Arguments

None

(c) Return values

- true

  When the call is made by the input method of the input parameter (a method similar to the `inputFromNode` method) (The JavaScript Plugin is executed when a transition is made from the node on which it is placed to the next node)

- false

  When the call is not made by the input method of the input parameter (a method similar to the `inputFromNode` method) (The JavaScript Plugin is executed when a transition is made to the node on which it is placed)

(d) Exception

None

5.12.2 RestClient (REST caller class)

`RestClient` has the following methods. Note that the methods of `RestClient` cannot be used in JavaScript running on a web browser (on the client-side).

Table 5–8: Methods of RestClient

Method name	Description
addHeader	This method adds the HTTP header to be set when a URL call is executed.
addParameter	This method adds the parameter to be set when a URL call is executed.
execute	This method executes a URL call.
setAuthentication	This method sets basic authentication information.
setMethod	This method sets the method to be used to execute a URL call.

Method name	Description
setPostContent	This method sets the content to be sent when a URL call is executed by using the `POST` method.
setPostContentType	This method sets the type of content to be sent when a URL call is executed by using the `POST` method.
setProxy	This method sets the proxy to be used when a URL call is executed.
setReturnType	This method sets the type of return message from the server when a URL call is executed.
setUrl	This method sets the called URL to be used when a URL call is executed.

(1) addHeader method

This method adds the HTTP header to be set when a URL call is executed. The added HTTP header is set when the `execute` method is executed. Adding a header having the same name as the existing one causes the existing one to be overwritten.

(a) Format

```
RestClient addHeader(String name, String value);
```

(b) Arguments

- name
  This argument specifies the name of the HTTP header to be added when a URL call is executed.
- value
  This argument specifies the value of the HTTP header to be added when a URL call is executed.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(2) addParameter method

This method adds the parameter to be set when a URL call is executed. The added parameter is set when the `execute` method is executed. Adding a parameter having the same name as the existing one causes the existing one to be overwritten.

(a) Format

```
RestClient addParameter(String name, String value);
```

(b) Arguments

- name
  This argument specifies the name of the parameter to be added when a URL call is executed.
- value
  This argument specifies the value of the parameter to be added when a URL call is executed.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(3) execute method

This method executes a URL call.

The following processing is performed when a URL call is executed:

- When the HTTP header is specified by the `addHeader` method or the `setAuthentication` method, the setting is specified in the HTTP header.
- If the method set by the `setMethod` method is *RestClient-instance*.`METHOD_POST`, the following processing is performed:
  - When content is specified by the `setPostContent` method

    The content to be sent is set, and the value specified by the `setPostContentType` method is set as the content type.
  - When content is not specified by the `setPostContent` method

    The parameter specified by the `addParameter` method is set as content.
- When the method specified by the `setMethod` method is *RestClient-instance*.`METHOD_GET`, the parameter specified by the `addParameter` method is set as content.
- The called URL specified by the `setUrl` method is executed with the method specified by the `setMethod` method, and a return message is acquired.
- If the return message type specified by the `setReturnType` method is *RestClient-instance*.`RETURNTYPE_JSON`, the return message is parsed assuming that it is JavaScript-formatted, and the result is returned as the JSON object type.
- If the return message type specified by the `setReturnType` method is *RestClient-instance*.`RETURNTYPE_XML`, the return message is parsed assuming that it is XML-formatted, and the result is returned as the org.w3c.dom.Document type.

(a) Format

```
Object execute() throws UCNPUserException;
```

(b) Arguments

None

(c) Return values

Depending on the type of return message set by the `setReturnType` method, one of the following values is returned:

- *RestClient-instance*.`RETURNTYPE_STRING`: Character string that is identical to the return message
- *RestClien-instance*.`RETURNTYPE_JSON`: Object type that stores the return message
- *RestClient-instance*.`RETURNTYPE_XML`: org.w3c.dom.Document type that stores the return message

(d) Exception

If an error occurs with this method, the `UCNPUserException` exception is thrown.

If the `javax.ws.rs.WebApplicationException` exception is thrown and nested, you can view the details of the error that occurred when the URL was invoked. For details about how to handle the `javax.ws.rs.WebApplicationException` exception, check the caller API.

A coding example of the exception handling is provided below.

Precondition for the REST server

A JSON-format character string (`{"initvalues":{"text1":"30"}}`) is returned from the REST server at the called destination.

Overview of exception handling

- When the call is successful, the value `30` of `initvalues.text1` is stored in the variable `result`.
- If the error `404 NotFound` occurs during the call, the character string `Not found` is stored in the variable `errmsg`.

Coding example

```
var result;
var errmsg = "";
try {
  var client = ucnpJavaScriptPluginManager.getRestClient();
  var json = client.execute();
  result = json.initvalues.text1;
} catch (ex) {
  errmsg = ex;
  if (ex instanceof Java.type("jp.co.hitachi.soft.ucnp.base.common.UCNPUserE
xception")) {
    var ex2 = ex.getCause();
    if (ex2 instanceof Java.type("javax.ws.rs.WebApplicationException")) {
      if (ex2.getResponse().getStatus() == 404) {
        errmsg = "Not found";
      }
    }
  }
}
```

(4) setAuthentication method

This method sets basic authentication information.

Specify the `Authorization` HTTP header by using the specified user name and password.

(a) Format

```
RestClient setAuthentication(String user, String password);
```

(b) Arguments

- user

This argument specifies the name of the user used for basic authentication.

- password
  This argument specifies the password of the user used for basic authentication.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(5) setMethod method

This method sets the method to be used to execute a URL call.

The method set by default when this method is not called is *RestClient-instance*`.METHOD_GET`.

(a) Format

```
RestClient setMethod(int method);
```

(b) Arguments

- method
  One of the following values is specified:
  - *RestClient-instance*`.METHOD_GET`: When the `GET` method is specified
  - *RestClient-instance*`.METHOD_POST`: When the `POST` method is specified

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(6) setPostContent method

This method sets the content to be sent when a URL call is executed by using the `POST` method.

(a) Format

```
RestClient setPostContent(String content);
```

(b) Arguments

- content
  This argument specifies the content to be sent when a URL call is executed.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(7) setPostContentType method

This method sets the type of content to be sent when a URL call is executed by using the `POST` method.

The content type set by default when this method is not called is `text/json`.

(a) Format

```
RestClient setPostContentType(String type);
```

(b) Arguments

- type
  This argument specifies the type of content to be sent when a URL call is executed.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(8) setProxy method

This method sets the proxy to be used when a URL call is executed.

When this method is not invoked, a direct connection is made to the called URL without using a proxy.

(a) Format

```
RestClient setProxy(String host, int port, String user, String password);
```

(b) Arguments

- host
  This argument specifies the host name of the proxy.
- port
  This argument specifies the port number of the proxy.
- user
  This argument specifies the name of the user to be specified when authentication is necessary for the proxy. If authentication is not necessary for the proxy, specify `null`.
- password

This argument specifies the password of the user to be specified when authentication is necessary for the proxy. If authentication is not necessary for the proxy, specify `null`.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(9) setReturnType method

This method sets the type of return message from the server when a URL call is executed.

The type specified with this method determines the interpretation and return value of the return message.

(a) Format

```
RestClient setReturnType(int type);
```

(b) Arguments

- type
  This argument specifies the type of the return message. The following types can be specified for this argument:
  - *RestClient-instance*`.RETURNTYPE_STRING`: When the return message type is character string
  - *RestClient-instance*`.RETURNTYPE_JSON`: When the return message type is JSON
  - *RestClient-instance*`.RETURNTYPE_XML`: When the return message type is XML

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

(10) setUrl method

This method sets the called URL to be used when a URL call is executed.

If this method is not invoked, the cached value of the JavaScript Plugin `#url` (the value set in the **URL** text box in the **Attribute Settings** window) is set as a default value.

(a) Format

```
RestClient setUrl(String url);
```

(b) Arguments

- url
  This argument specifies the called URL.

(c) Return values

The caller's `RestClient` object is returned.

(d) Exception

None

5.13 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.

5.13.1 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:

```
[I/O-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)

5.13.2 Items in mapping list file

The following table describes details about the items output to the mapping list file.

Table 5–9: Items output to mapping list file

Item	Description

I/O Plugin Name	The name of the plugin.
	The names of each I/O plugins are show below.
	Data Store Plugin
	`ucnpDataStore`
	Automatic Operation Property Output Plugin
	`ucnpJP1AOPropertyOutput`
	Automatic Operation Service Execution Plugin
	`ucnpJP1AOSubmitTask`
	Automatic Operation Window URL Creation Plugin
	`ucnpJP1AOUrlOutput`
	JP1 Event Status Change Plugin
	`ucnpJP1EvChangeStat`
	JP1 Event information output plugin
	`ucnpJP1EvInfoOutput`
	Service Support Window URL Creation Plugin
	`ucnpJP1IMSSUrlOutput`
	JavaScript Plugin
	`ucnpJavaScriptTask`
	I/O Plugins of the User Plugins
	Specified Plugin name

Parameter Type	A character string indicating whether the mapping information relates to input from a Guide Part or output from a plugin.
	For an input parameter from a Guide Part:
	`input`
	For an output parameter from a plugin:
	`output`
	If there are no plugin parameters, an empty character string is output.

Parameter Name	The name of the plugin parameter. If there are no plugin parameters, an empty character string is output.
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	The Part ID of the Guide Part that passes a value to or receives a value from the plugin parameter. An empty character string is output when: • There are no plugin parameters • There are no Guide Parts that pass values to or receive values from the plugin parameter

5.13.3 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.

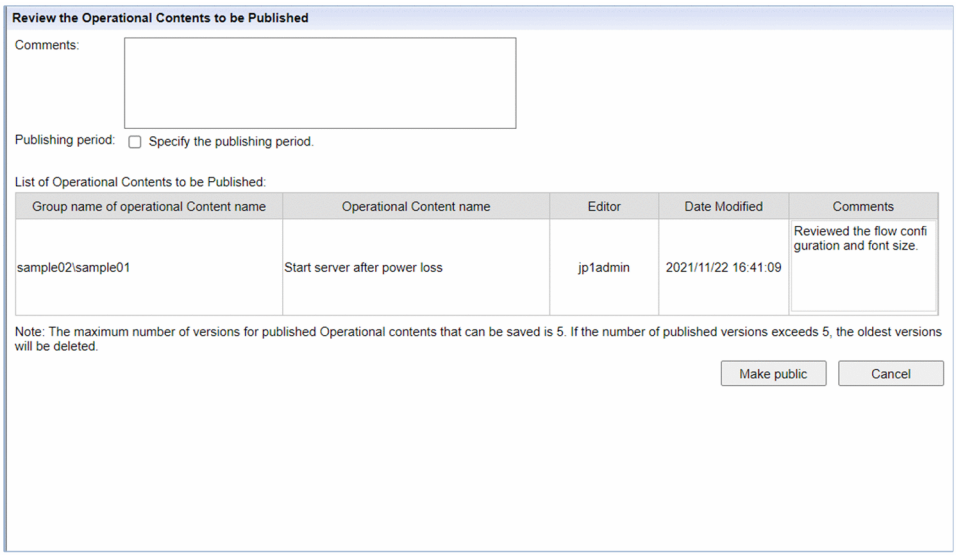
The selected piece of Operational Content is published.

> **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



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.

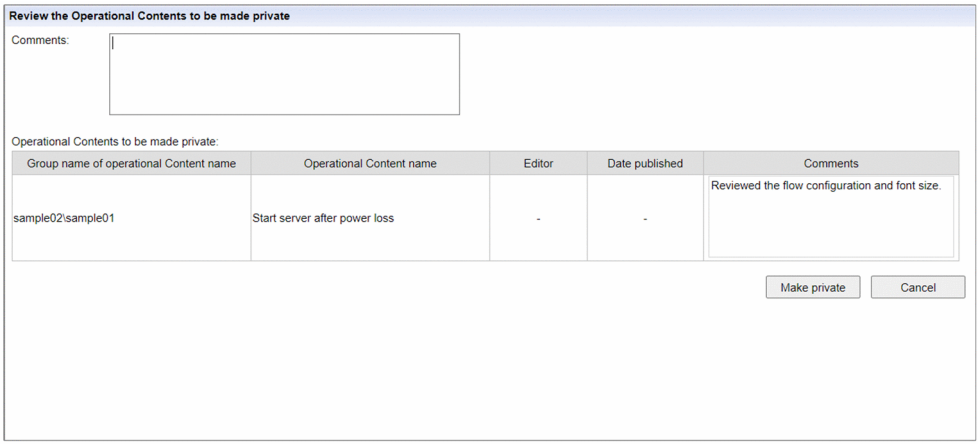
6.2.1 Making Operational Content private

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



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 *2.9.7 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.

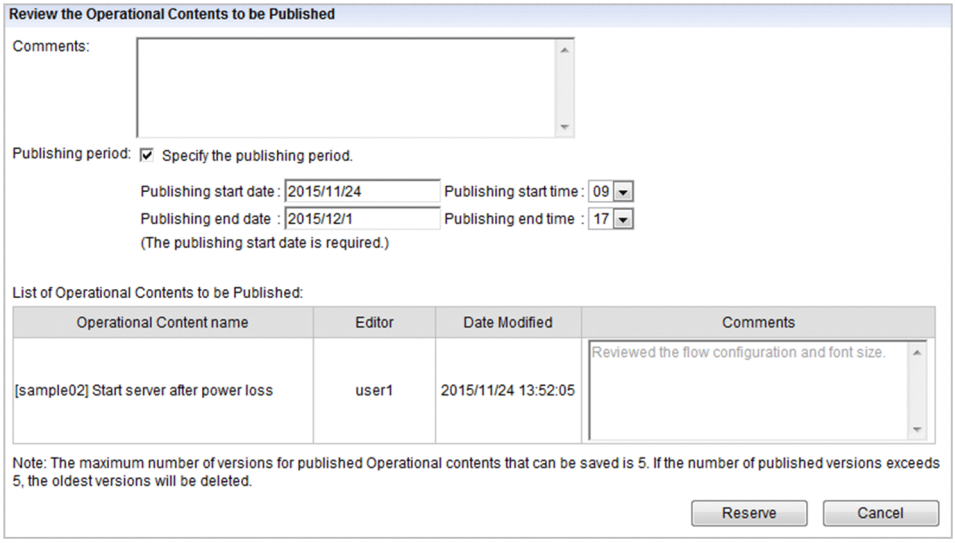
6.3.1 Scheduling the time to publish Operational Content

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



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.

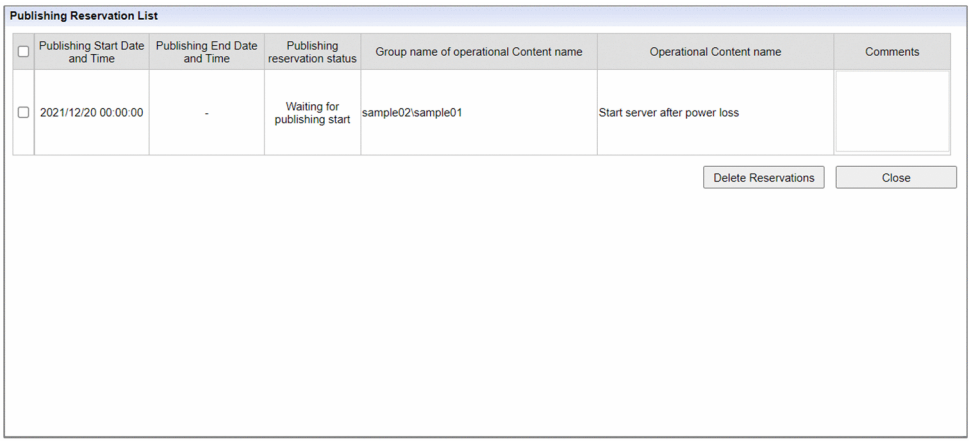
6.4.2 Removing Operational Content from the publishing reservation

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



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) Selecting an Operational Content to change the group

1. In the menu area of the Operational Content Editing Window, select the check box for an Operational Content whose group you want to change, and then select the **Change Groups** menu item.

   A dialog box appears for you to enter a new group name.

2. In the dialog box, enter a new group name, and then click the **OK** button.

   The group of the selected Operational Content changes to the new group.

(2) Selecting multiple Operational Contents to change the common part of their group names

1. In the menu area of the Operational Content Editing Window, select the check boxes for multiple Operational Contents for which you want to change the common part of their group names, and then select the **Change Groups** menu item.

   A dialog box appears for you to enter a new common part of the group names.

2. In the dialog box, enter a new common part of the group names, and then click the **OK** button.

   The common part of the group names of the selected Operational Contents changes to the new part.

6.5.2 Integrating the group of Operational Content

1. In the menu area of the Operational Content Editing Window, select the check boxes for multiple Operational Contents whose groups you want to integrate, and then select the **Integrate Groups** menu.

   A dialog box appears for you to enter a new group to integrate.

2. In the dialog box, enter the name of a group to integrate, and then click the **OK** button.

The groups of the selected Operational Contents change to the new group at once.

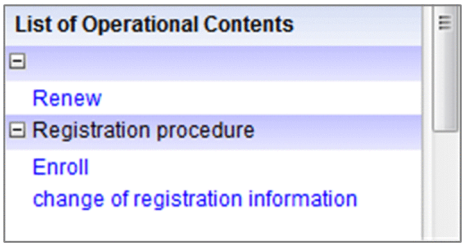
If only one Operational Content is selected, the group of the Operational Content changes to the new group.

6.5.3 Notes on changing or integrating the groups of Operational Contents

The following provides notes on changing or integrating the groups of Operational Contents:

- 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:

6.5.4 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.

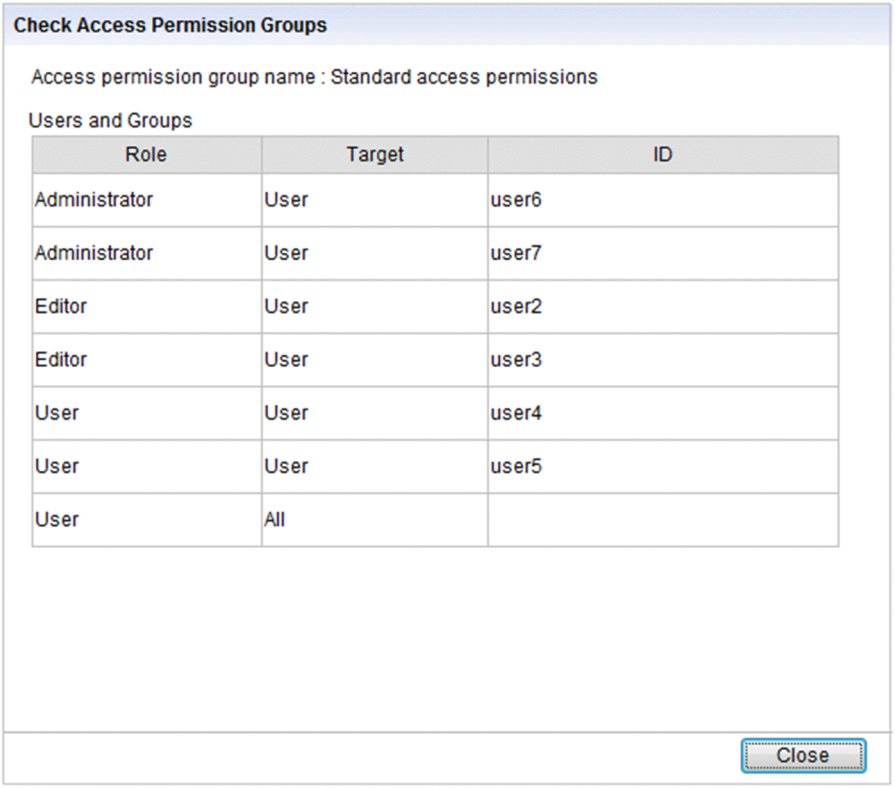
3. In answer to the query in step 2, if such users are registered, in the **JP1 resource groups registered for the Operational Content** list of the **Resource Settings** window, select the check boxes of those JP1 resource groups.

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.

6.5.5 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



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

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

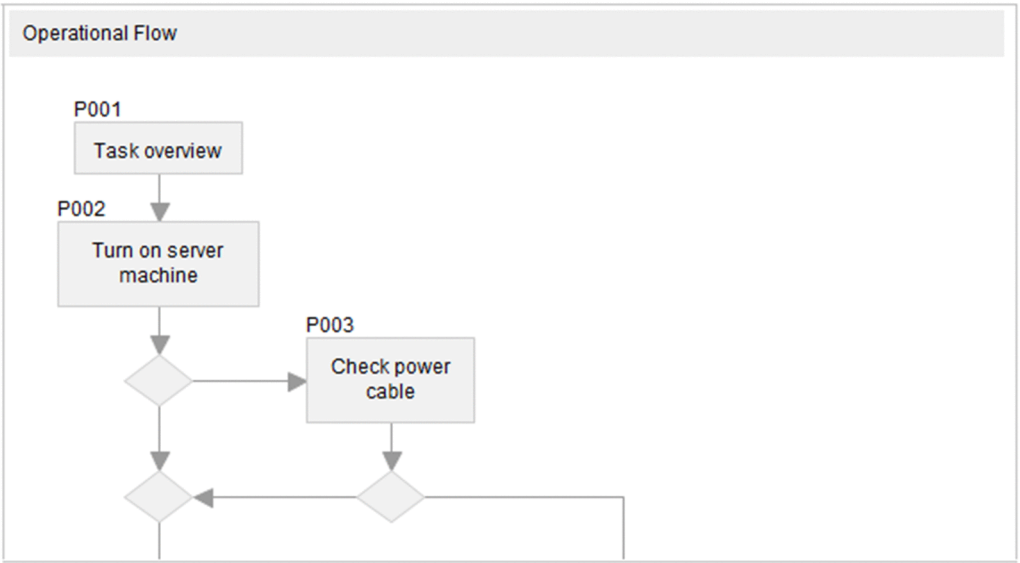
Date modified:

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



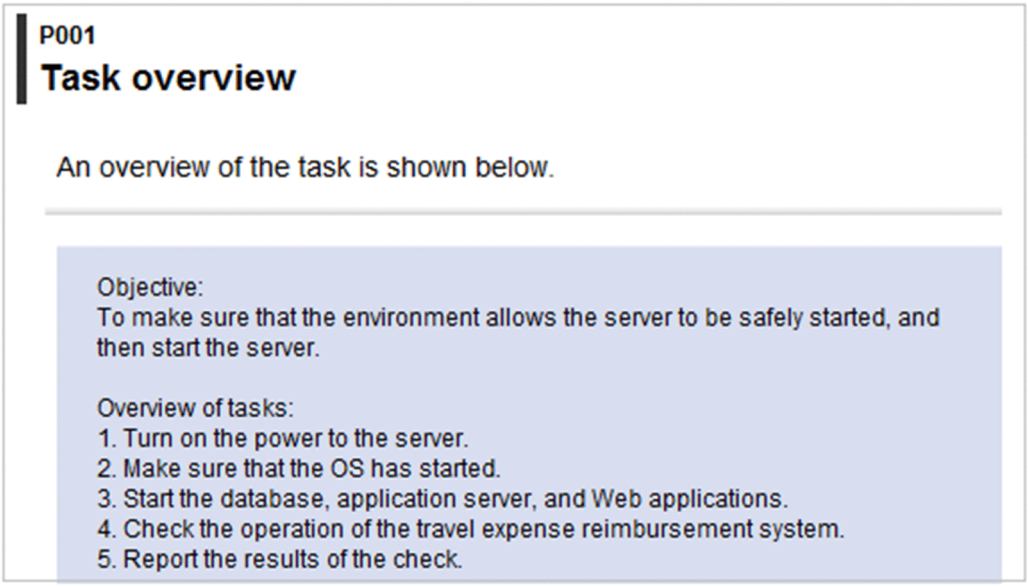
Node ID:

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 Print 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)

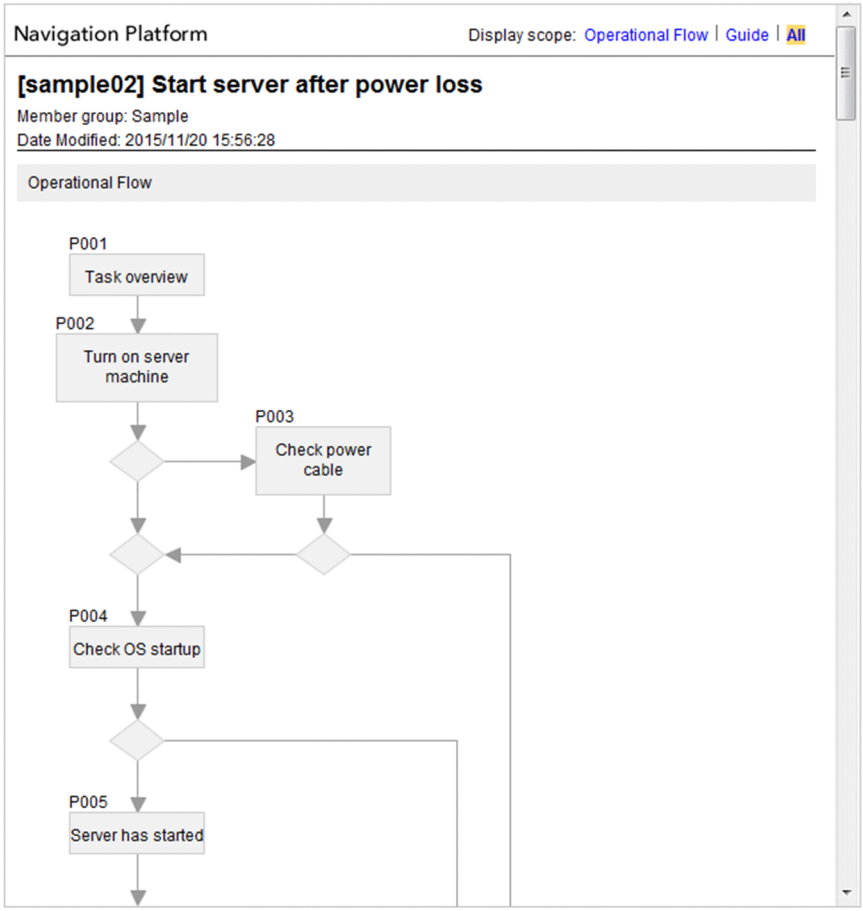
4. From the **Display scope** menu, select the display scope of the print window.
   To display the operational flow area only, select **Operational Flow**. To print the guide area only, select **Guide**. In the initial status, **All** is selected.

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.
- Regardless of the whether attributes are set, an HTML part is displayed without the parameters embedded into the HTML source strings.
- 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.
- 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.
- If your web browser is Microsoft Edge or Google Chrome, enable the **Background graphics** setting.

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, Content Creator (when JP1/Base is used for user authentication), 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, Content Creator, or Content Editor permission is required.

  To publish Operational Content: Content Manager permission is required.
- Renaming Operational Content:

  Content Manager or Content Creator 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.

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

- 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**

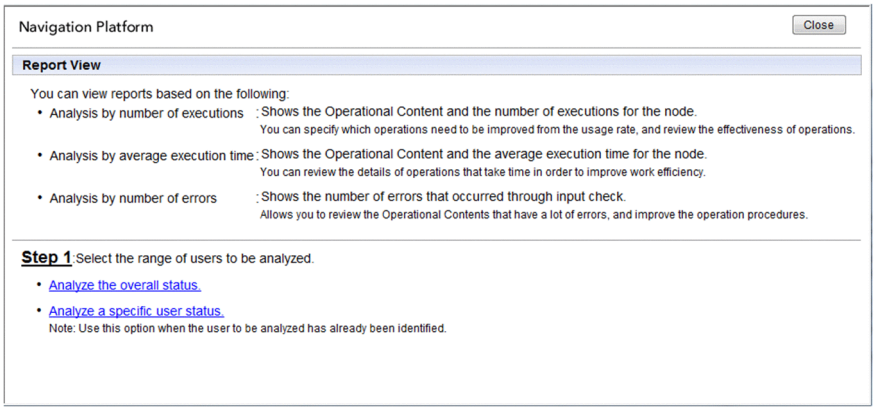
6. Click the **Analyze** button.
   The analysis result of each piece of Operational Content is displayed at the bottom of the reporting window.

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.**.

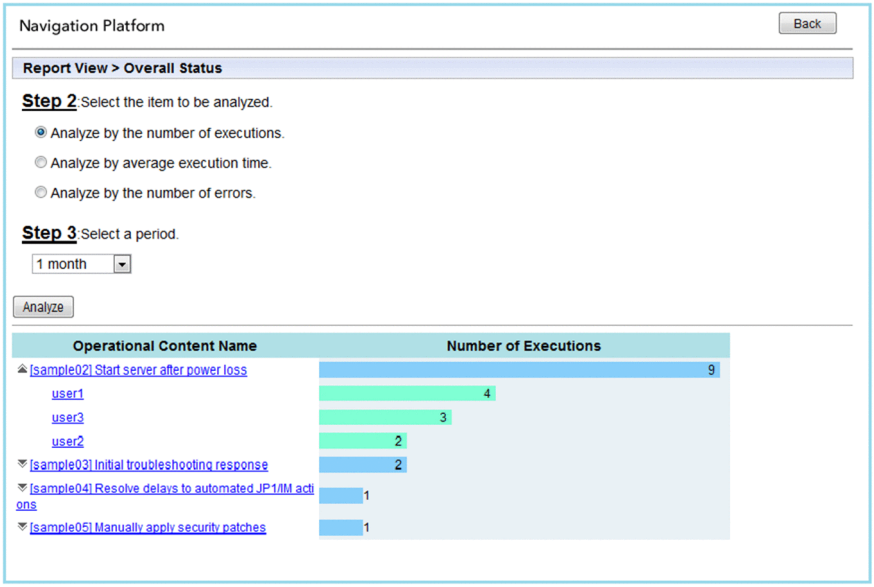
(2) Close button

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.

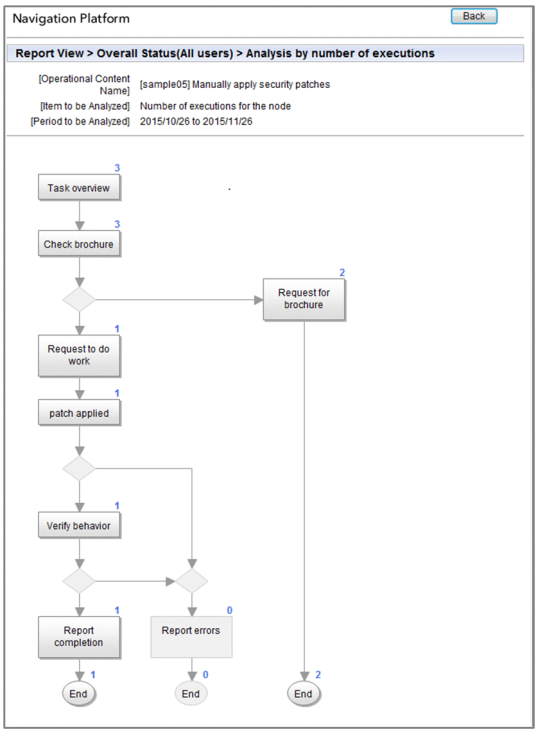
(6) Back button

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)	Navigation Platform	Navigation Platform
Terminal Node		

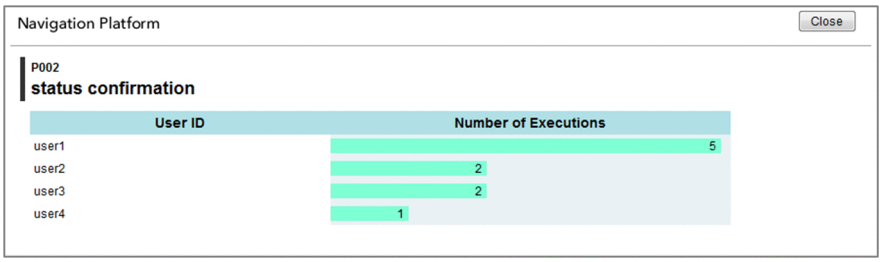
(3) Back button

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

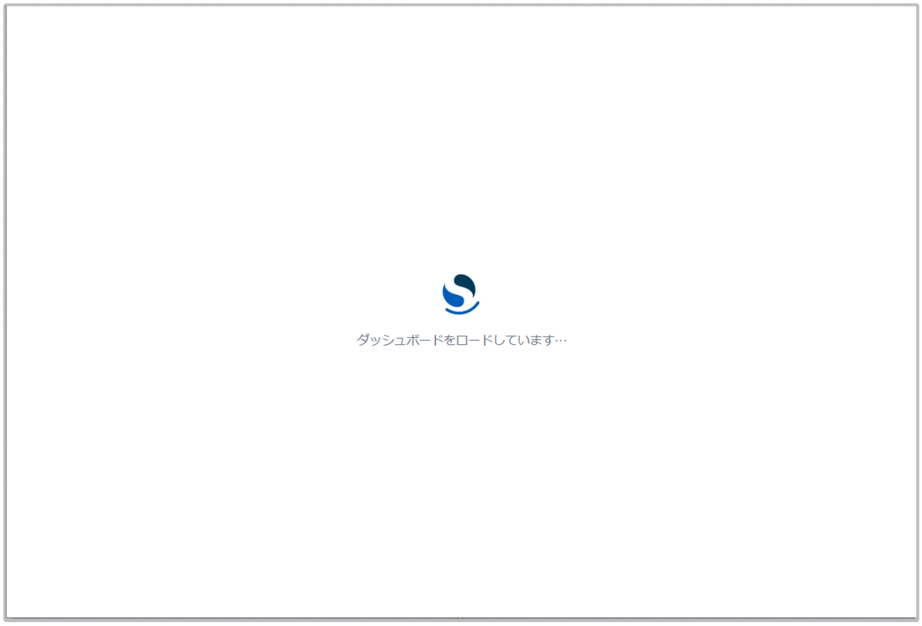
To access a Dashboard window:

Tip

- The web browsers that you can use to access the Dashboard window from a machine are Microsoft Edge and Google Chrome.
- No more than two people can access the Dashboard window at the same time.
- Users whose user IDs are set in the `ucnp.base.server.dashboard.auth.userids` property in the user property file (`ucnp_user.properties`) are allowed access to the Dashboard window.

1. From the **Tools** menu in the header area of the Operational Content Execution Window, click the **Display the Operation Log Dashboard** menu item.
   The authentication window opens.
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

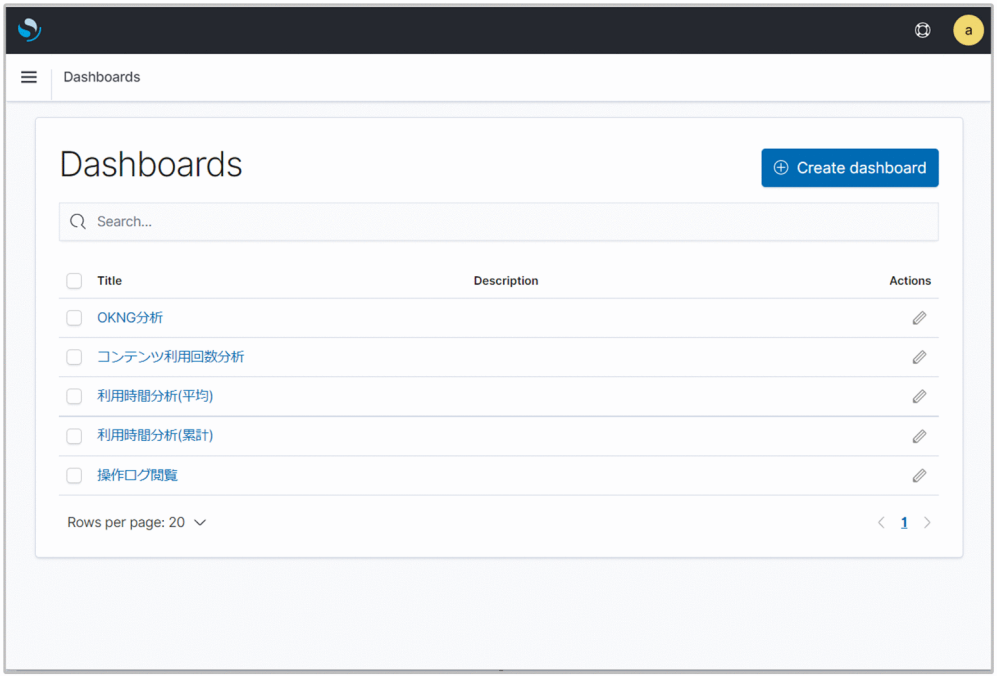


When loading of the analysis results of operation logs is completed, the Select Dashboard window opens.

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)

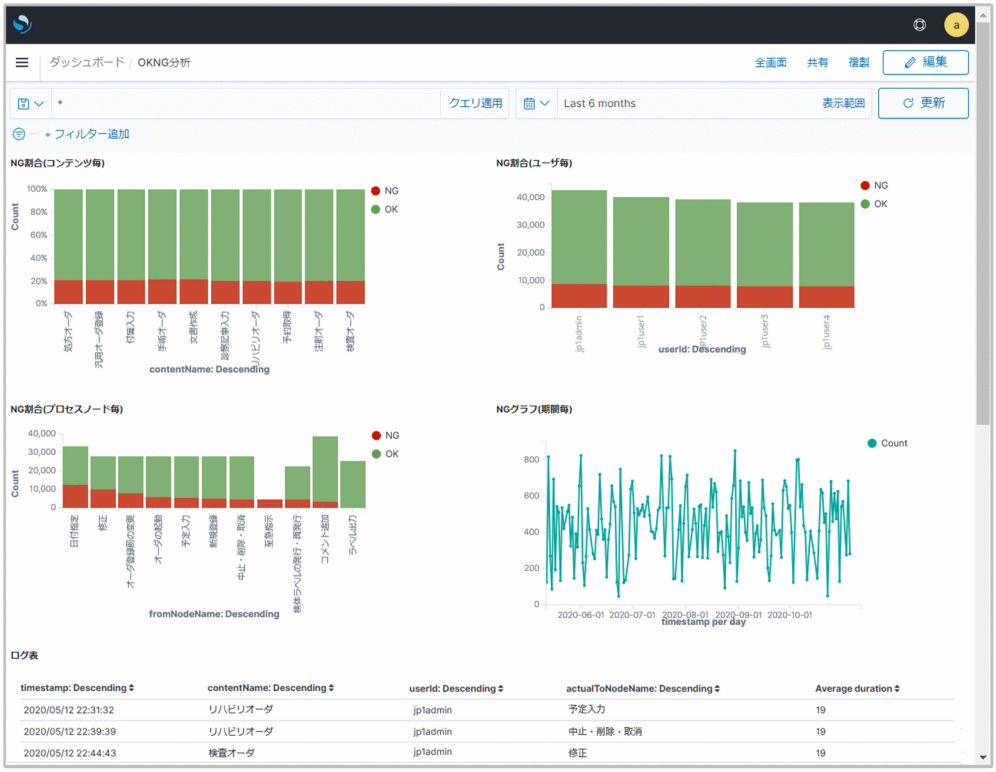
Select this item to view all operation logs used for the analysis.

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



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**
>
> 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**
>
> 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**
>
> The number of NG error flags contains all error flag values (WARNING and CANCEL) other than OK.

(4) NG graph (by period)

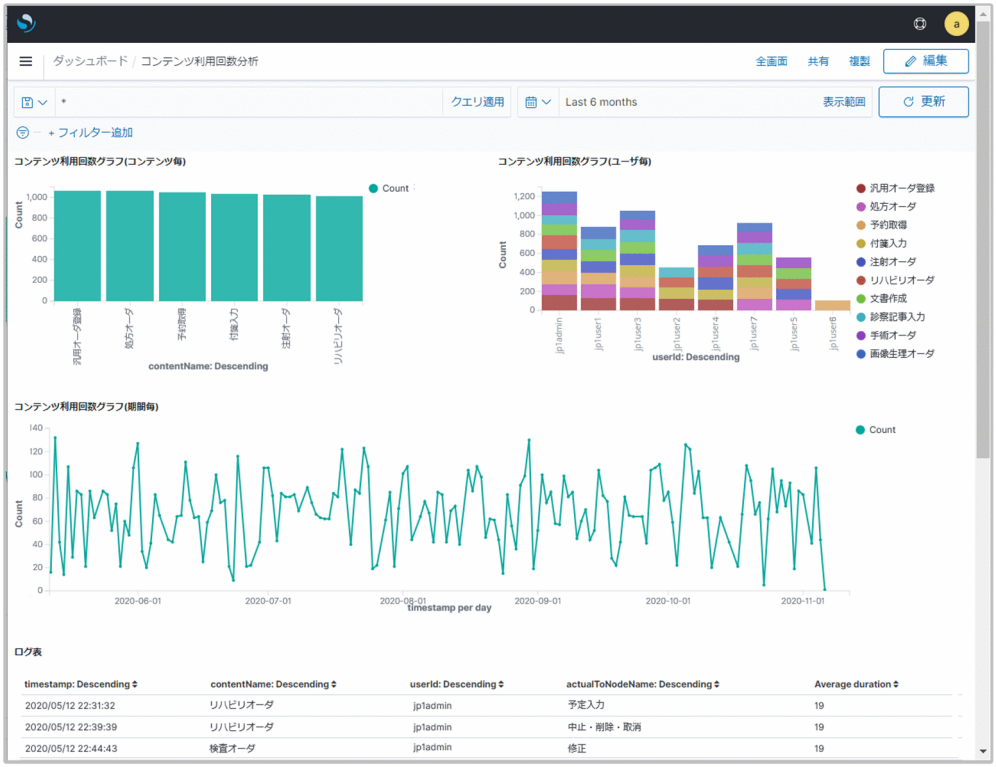
The vertical axis shows the number of NG error flags in the operation logs, and the horizontal axis shows the periods.

> **Important**
>
> 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



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.

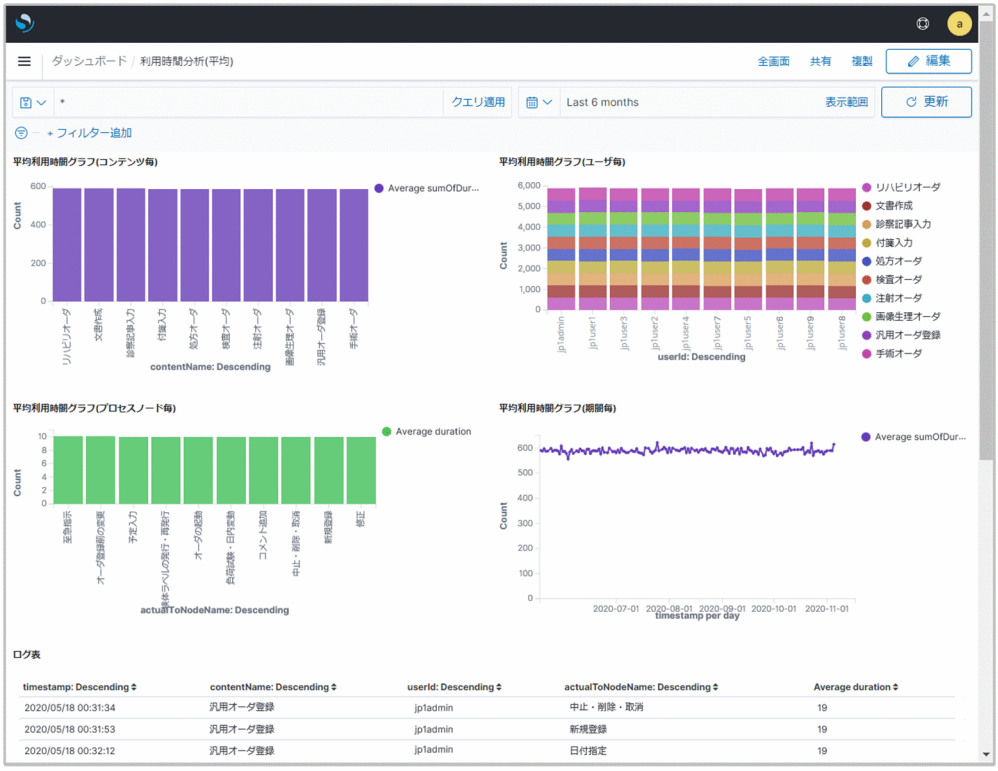
(4) Log table

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



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.

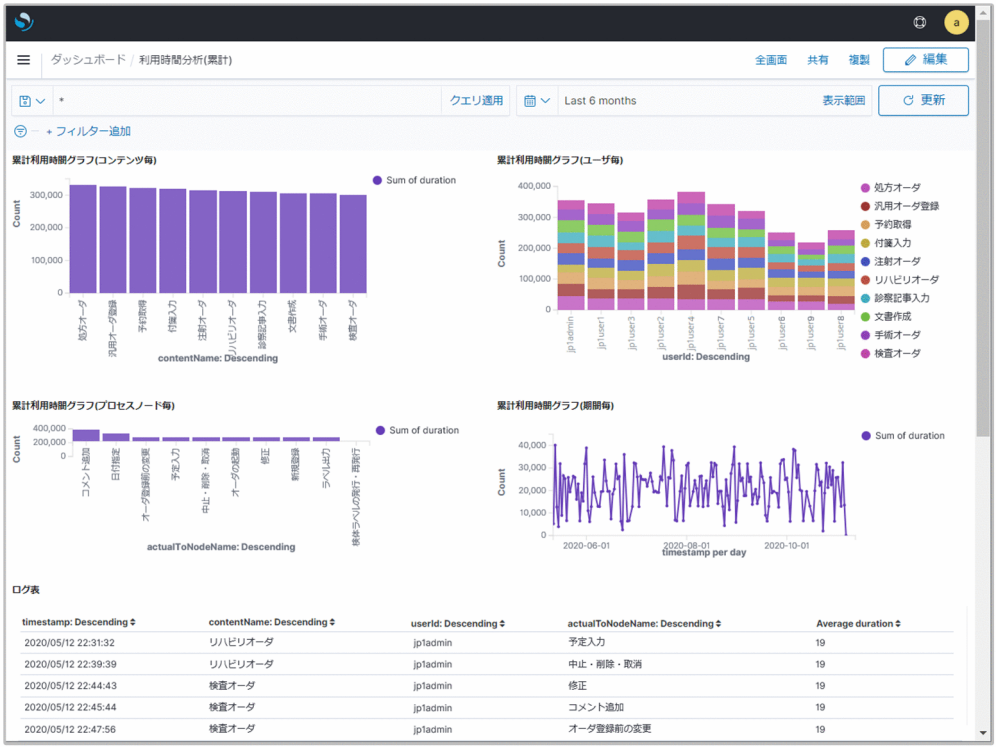
(5) Log table

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



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.

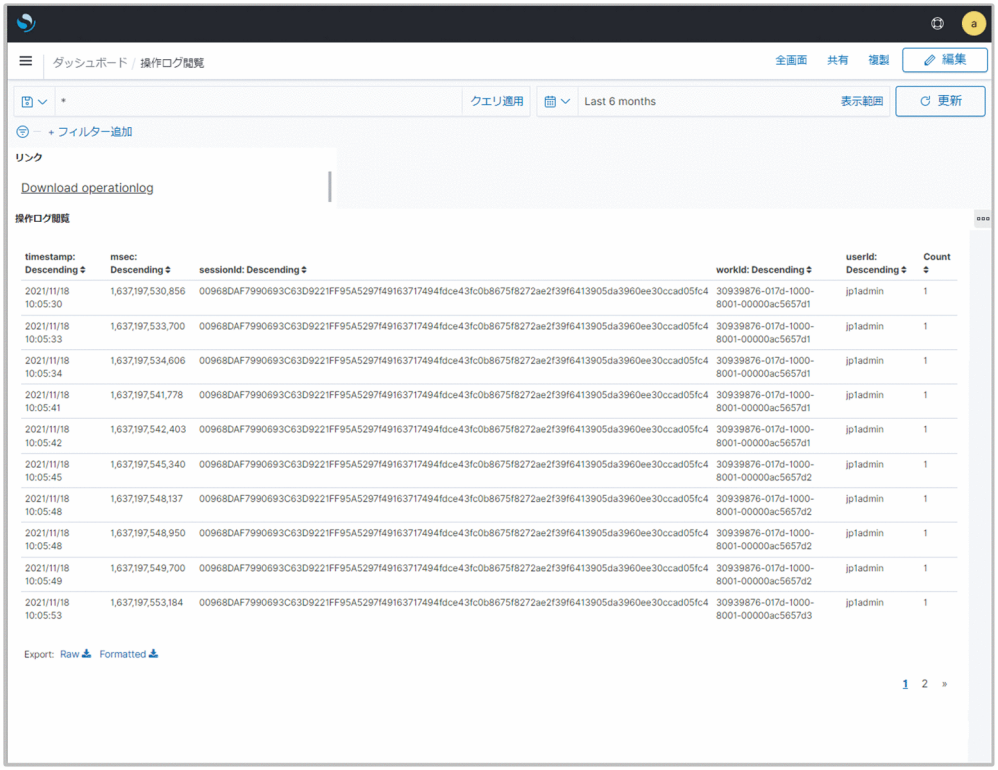
(5) Log table

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



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.

> **Note**
>
> The data you can download is in zipped files that were uploaded by the `npuploadoplog` (upload operation logs) command.

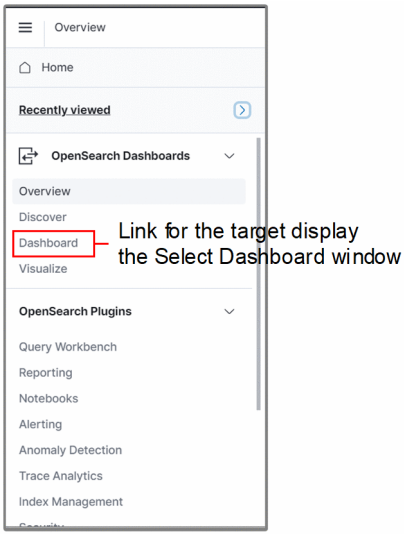
(2) View operation logs

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) Displaying the Select Dashboard window

Figure 6–18: **Dashboard** link



To display the Select Dashboard window, click the menu icon at the upper left of the window, and then click the **Dashboard** link.

(2) Selecting the target display range

To select the range of analysis results to be displayed, use the window that opens when you click the **Display scope** link located at the top right of the window.

Figure 6–19: **Display scope** link

Clicking the clock **Display scope** link at the top right of the window opens the Display Range Selection window.

You can specify the beginning and end of the target display range by using the window displayed by selecting one of the following three links. When you specify the beginning and end of the target display range and then click the **Update** button, the analysis result for the specified target display range is regenerated and displayed in the Dashboard window.

- **Absolute** link
- **Relative** link
- **Now** link

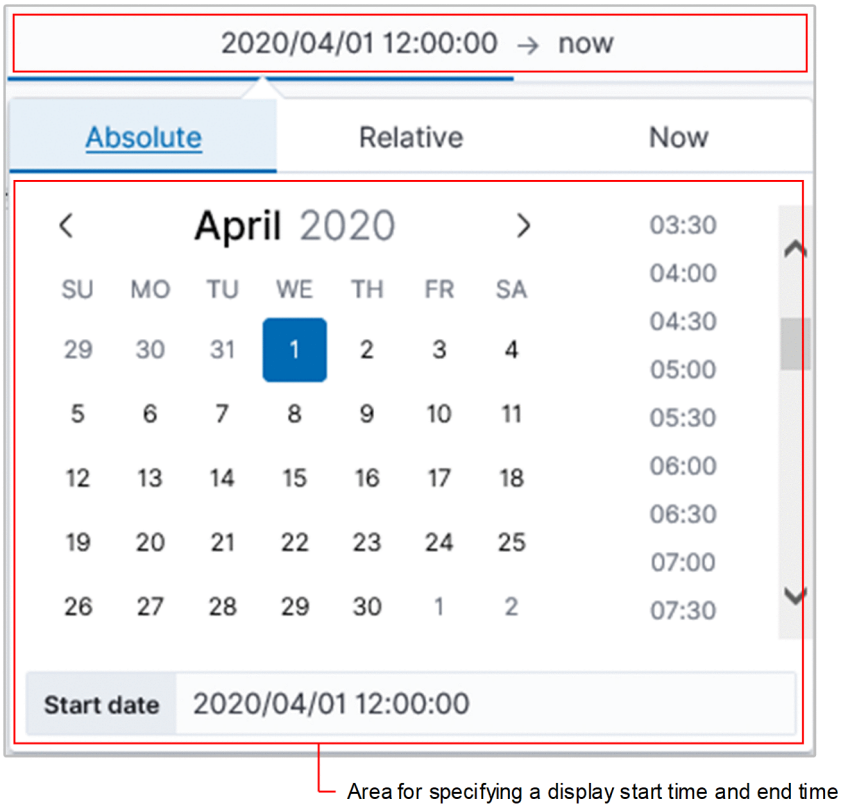
By default, **6 Months ago** of the **Relative** link is specified as the beginning, and the **Now** link is specified as the end of the target display range.

You can also specify a date and time earlier than the current date and time as the end of the target display range.

(a) Specifying the target display range from the Absolute link

In a window displayed when you select the **Absolute** link, you can specify absolute data and time as the beginning or end of the target display range.

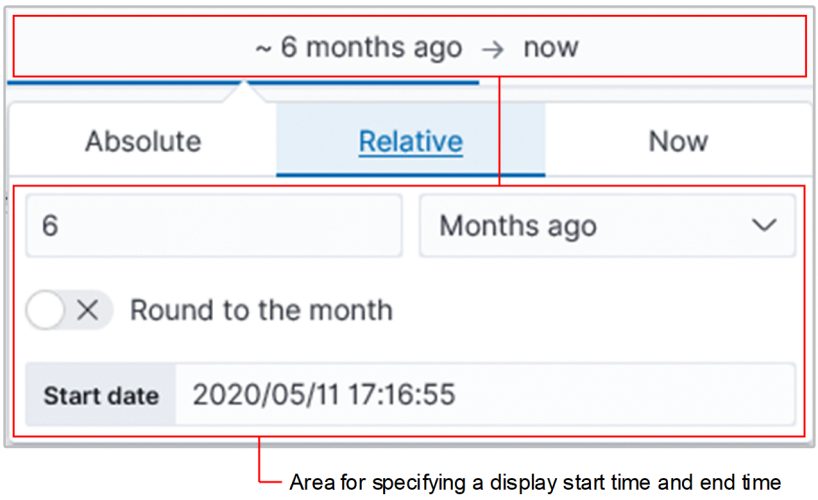
Figure 6–20: Window that is displayed when the **Absolute** link is selected



(b) Specifying the target display range from the Relative link

In a window displayed when you select the **Relative** link, you can specify date and time relative to the current date and time as the beginning or end of the target display range. By enabling `Round to the month`, you can specify the first day of the specified month.

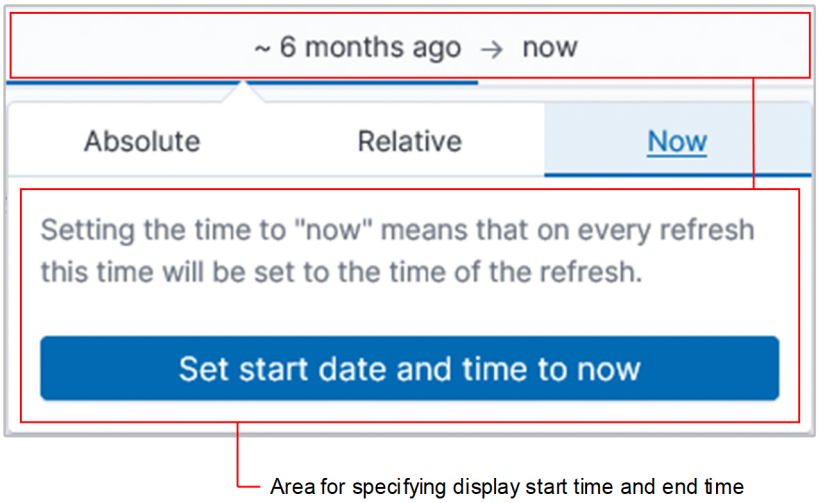
Figure 6–21: Window that is displayed when the **Relative** link is selected



(c) Specifying the target display range from the Now link

If you click **Set start date and time to now** or **Set end date and time to now** in a window displayed when you select the **Now** link, you can specify the current date and time as the beginning or end of the target display range.

Figure 6–22: Window that is displayed when the **Now** link is selected



Specifying a display start time and a display end time as an absolute time and then clicking the **Go** button regenerates the analysis results for the specified target display range and displays them in the Dashboard window.

(3) Analysis data filter

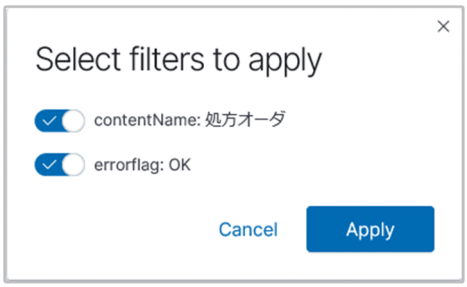
You can filter the analysis results being displayed in the Dashboard window.

(a) Filter setup

Clicking on a graph allows you to set filters for values on the horizontal axis or the vertical axis (when the axis is color-coded).

If the vertical axis is color-coded, you are prompted to select values on the horizontal and vertical axes to set filters. Select values on which you want to set filters and then click the **Apply** button, which results in filters being set on the selected values. If you click the **Cancel** link, no filter is set.

Figure 6–23: Example of a window to select filters to apply



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

Clicking the filter addition icon sets up a filter using the value in the clicked cell.

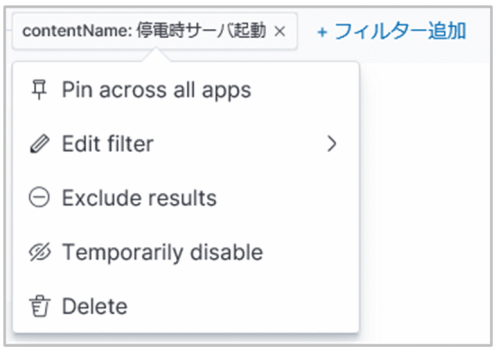
(b) Filter operation

When a filter is set up, the set filter is displayed in the upper section of the window.

Figure 6–25: Example of a set filter that is displayed when a filter is set up

Moving the mouse pointer to a filter displays actions that can be used to change the filter settings.

Figure 6–26: Actions displayed when the mouse pointer is moved to a filter



- **Pin across all apps**
  If you click this action, the filter whose status can be enabled for all Dashboard windows selectable in the Select Dashboard window becomes enabled, and the Dashboard windows show up again. After the filter is enabled, the action label changes to **Unpin**.
- **Exclude results**
  If you click this action, the reversal of the filter condition becomes enabled, and the Dashboard windows show up again. After the reversal of the filter condition is enabled, the action label changes to **Include results**.
- **Temporarily disable**
  If you click this action, the filter becomes enabled and the Dashboard windows show up again. After you enable the filter, the action label changes to **Re-enable**.
- **Delete**
  Clicking this icon deletes the filter.

Important

- 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

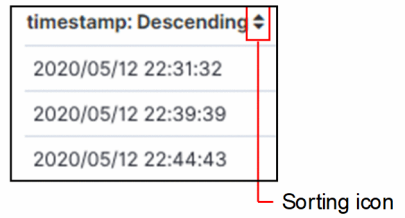
Dragging the mouse pointer over a graph whose horizontal axis indicates elapsed time (timestamps) regenerates the analysis results in the specified format using the period between the drag start and end times as the display range and displays those results in the Dashboard window.

(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.

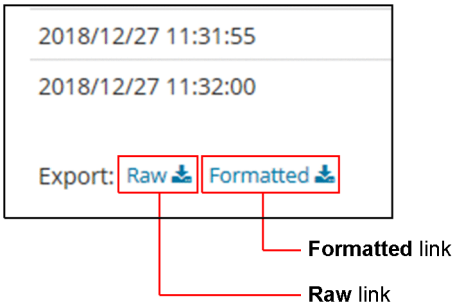
Figure 6–27: Sorting icon



(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

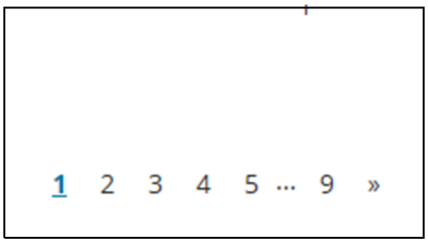
Example of a converted value of the msec column:

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.

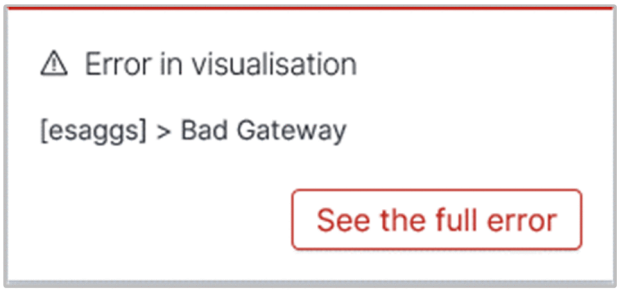
Figure 6–29: Pager display example



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 an error is displayed in a Dashboard window.

Figure 6–30: Example of a window in which an error is displayed



(1) Action to be taken when the Bad Gateway 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, it is possible that there is not enough space available in the storage for the Dashboard function. In this case, you have to recheck the amount of memory required to use the Dashboard function, and edit the setting that specifies the amount of memory needed by the storage service of the dashboard server.

For details about how to estimate the amount of memory needed to use the Dashboard function and how to edit the setting that specifies the amount of memory needed by the storage service of the dashboard server, see the manual *JP1/Navigation Platform Setup and Operations Guide*.

(3) Action to be taken when the Authentication Exception message is displayed

When this message is displayed, it means that the session timed out after you displayed the Dashboard window. In this case, access the login window of Navigation Platform, log in to Navigation Platform again, and then try accessing the Dashboard window.

6.10.10 Actions to be taken when the Dashboard window remains unresponsive after you operate it

The possible causes are explained in the following. Take corrective action appropriate to the cause.

Cause 1

The session might have timed out.

Corrective action

Access the login window of Navigation Platform and try logging in again.

Cause 2

The dashboard server might be down.

Corrective action

Start the dashboard server.

6.10.11 HTTP status codes returned and the actions to be taken when the Dashboard window does not appear

This subsection describes the HTTP status codes returned and the actions to be taken when the Dashboard window does not appear.

(1) Action to be taken when the status code 502 Bad Gateway is returned

When this status code is returned, Navigation Platform is up and running, but the dashboard server is down. Start the dashboard server.

When the dashboard server service is configured to start automatically, wait awhile and then access the Dashboard window.

(2) Action to be taken when the status code 403 Forbidden is returned

When this status code is returned, the user ID of the user accessing the Dashboard window is not included in the list of user IDs of users who are allowed access to the Dashboard window. Check the settings specified in the `ucnp.base.server.dashboard.auth.userids` property in the user property file (`ucnp_user.properties`). This property sets the list of user IDs of users who are allowed access to the Dashboard window.

(3) Action to be taken when the status code 401 Unauthorized is returned

When this status code is returned, it means that you tried accessing the Dashboard window either while you were logged out of Navigation Platform or after the session had timed out. In this case, access the login window of Navigation Platform, log in to Navigation Platform again, and then try accessing the Dashboard window.

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.

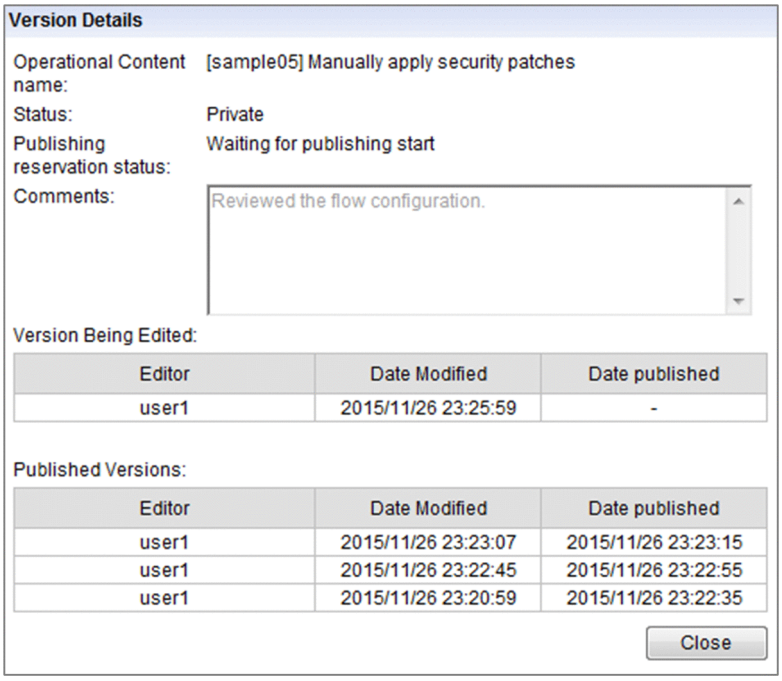
2. In the menu area, select the **Version Details** menu.

   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 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, Content Creator (when JP1/Base is used for user authentication), 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 Creator permission or 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 differenced, 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

- 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.

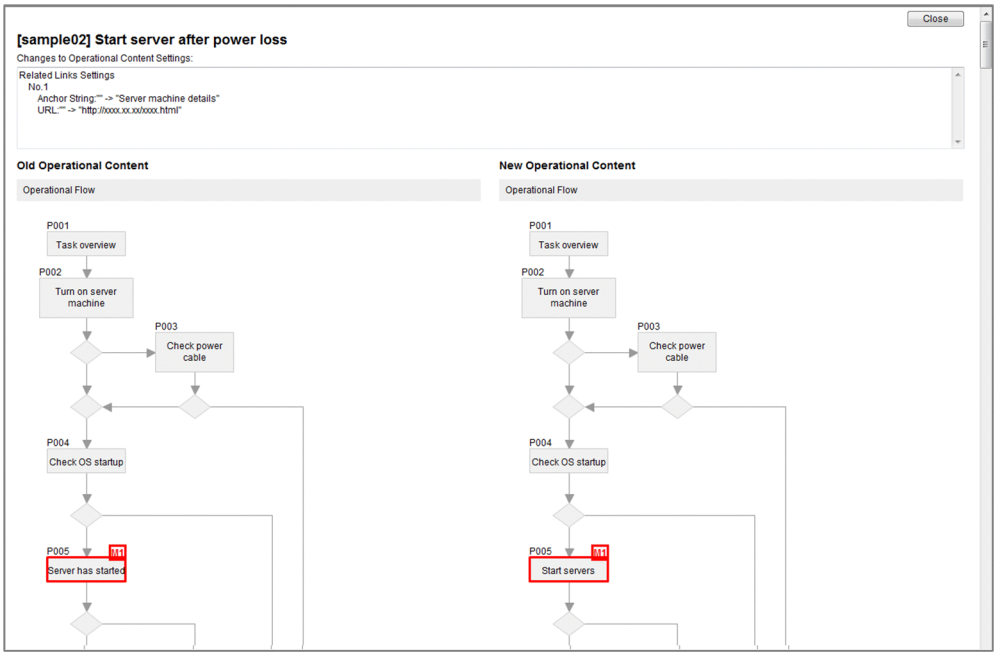
2. On the toolbar, click Differences (**Differences** button).

   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

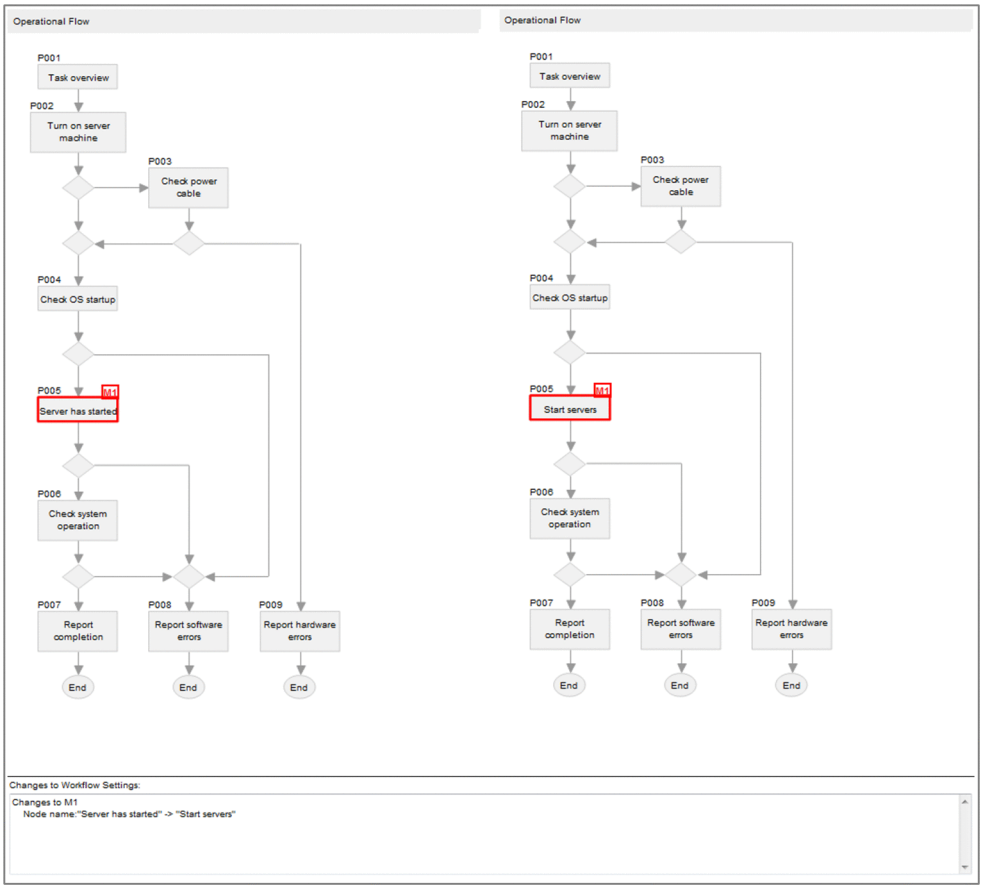
Operational Content name:

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



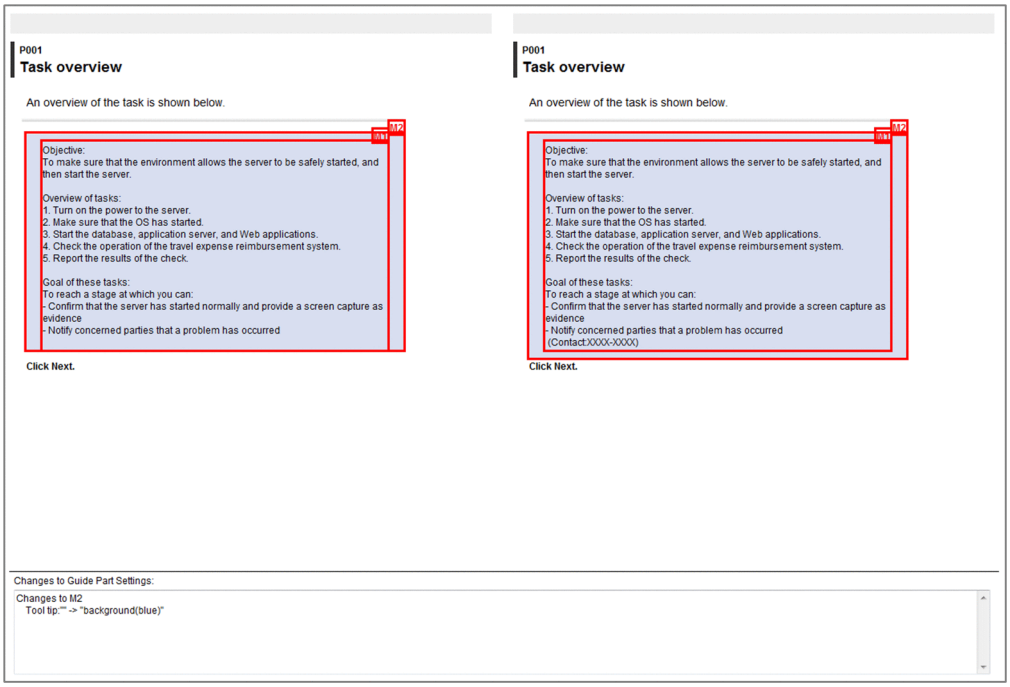
Operational Flow:

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
- JP1 resource group settings

(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
- 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

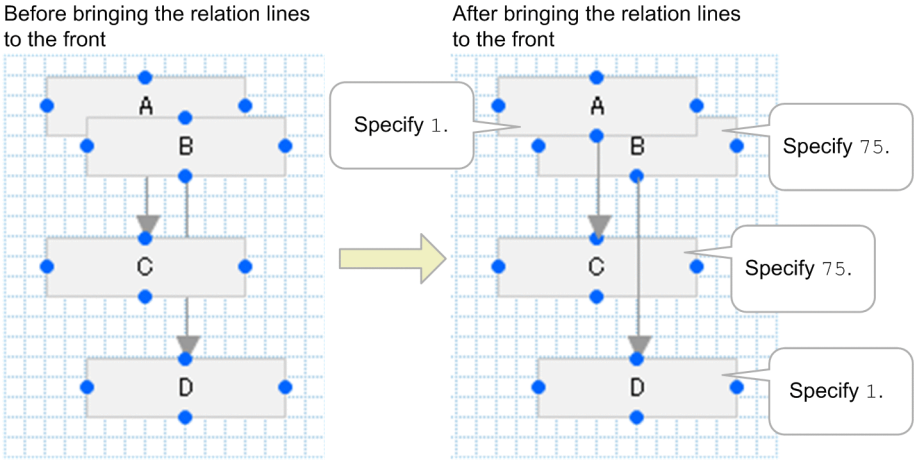
1. Double-click the node or part you want to send to the back.
   The **Attribute Settings** window appears.
2. In the **Attribute Settings** window, in the **Front/back order** text box, enter `100` to update the display order.
3. Double-click another node or flow part
4. In the **Attribute Settings** 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.

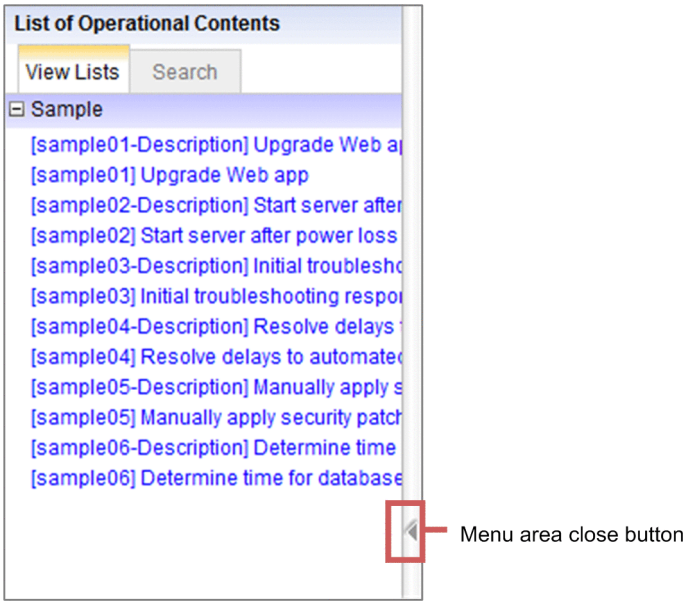
7.3.3 Checking node IDs and part IDs

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

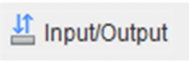
You can adjust the width of the operational flow area and guide area by dragging the bar between the areas.

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.

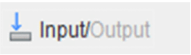
To show and hide those mapping lines:

1. Change the guide area to mapping mode.
   Plugin Parts appear in the guide area.

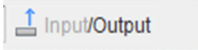
2. On the toolbar, click 

(**Input/Output** button).

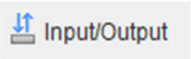
   Each time you click the button, the shape of the button and displayed mapping lines change as follows:

   - 

     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. In addition, when the guide area is in mapping mode, you can copy and paste only JavaScript Plugin Parts.

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 Replacing all character strings inside an Operational Content

By using the **Replace** window in the Operational Content Editing Window, you can simultaneously replace character strings for all the setting items within an Operational Content that are subject to replacement.

The following figure shows the **Replace** window.

Figure 7–3: **Replace** window

For details about the setting items in the Operational Content Editing Window that are subject to replacement, see the manual *JP1/Navigation Platform Setup and Operations Guide*.

You can simultaneously replace character strings inside an Operational Content as follows:

1. On the toolbar, click the **Replace** button.

2. In the **search string** text box and the **replacement string** text box in the **Replace** window, type in a string before replacement and a string after replacement, respectively, which must not exceed 256 characters.

   You cannot specify the following characters:

   - Control characters (ASCII codes 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x7F)

3. In the **Replace** window, click the **Replace** button.

   All the character strings for the items within an Operational Content that are subject to replacement are simultaneously replaced with the specified character string. Afterwards, the number of character strings replaced is displayed along with a message notifying the completion of replacement (KDCZ00345-I message).

   Under the following circumstances, an error occurs and the simultaneous replacement of character strings is not performed:

   - The character string before replacement or the one after replacement contains control characters (ASCII codes 0x00 to 0x09, 0x0B, 0x0C, 0x0E to 0x7F).
   - The specified character string before replacement or the one after replacement exceeds 256 characters.
   - An empty character is specified as the character string before replacement.

7.9 Canceling operations

On the toolbar, click the **Undo** button to cancel the last operation performed (and resume the status before the operation).

7.10 Redoing canceled operations

On the toolbar, click the **Redo** button to redo an operation that was canceled by clicking the **Undo** button.

Appendix

A. Version Changes

This appendix provides the revision history of this manual for each version.

A.1 Changes in version 12-60

- The following operating system is now supported:
  - Microsoft(R) Windows Server(R) 2022
  - Windows(R) 11
- The following web browser is now supported:
  - Microsoft Edge

  The following web browser was removed from the supported web browsers:
  - Windows(R) Internet Explorer(R) 11

  Following this change, the following information was added or modified:
  - Web browsers supported by Navigation Platform
  - Notes on the web browsers used
  - Examples of URL with parameters specified
  - Explanations of the samples of Operational Content
  - Notes on the characters that can be displayed on the screen
  - Notes on creating the Operational Content for iPad
  - The **Logout** button in the Operational Content Editing Window
  - The Operational Content Execution Window (Preview)
  - Notes on results of printing
  - Browsers that can access Dashboard windows
- The limits on the functions of the following web browser were removed:
  - Google Chrome

  Following this change, the following information was modified:
  - Notes on the web browsers used
- The following parameter values were deleted:
  - `close_only` and `logout_close` in the `ucnpCloseBtn` parameter
- HTTPS is now supported.
  Following this change, the following information was modified:
  - Basic URLs
- JavaScript Plugins can now be executed when returning to the previous window.
  Following this change, the following information was added:
  - The **Execute when return.** check box in the **Attribute Settings** window (JavaScript Plugin Part)
- A description of sample content that includes JavaScript Plugins was added.
- The same name can now be used for Operational Content between different groups.

Following this change, the following information was modified:

- Adding Operational Content
- Copying Operational Content
- Group name in the Operational Content Editing Window
- The **Review the Operational Contents to be Published** window
- The **Review the Operational Contents to be made private** window
- The **Publishing Reservation List** window

- JP1 resource groups can now be set at the same time for multiple Operational Contents.
- The design and layout of the Dashboard window were changed.

  Following this change, the following information was modified:

  - Actions to be taken when an error is displayed in a Dashboard window

A.2 Changes in version 12-50

- In the Operational Content Execution Window and the Operational Content Editing Window, users can now set a hierarchical group to which Operational Contents belong. Additionally, in the Operational Content Editing Window, users can now change the groups of multiple Operational Contents to the same group (or integrate groups) at once.

  Following these changes, the following information was added or modified:

  - A description of how to handle a group name specified in the **Member group name** text box in the **Add Operational Content** window and the **Copy Operational Content** window, if the name includes two consecutive backslashes (`\\`)
  - A description of how hierarchical groups are displayed in the **View Lists** tab in the menu area of the Operational Content Execution Window and the Operational Content Editing Window
  - The **Change Groups** and **Integrate Groups** menu items in the menu area of the Operational Content Editing Window
  - The **Execution settings** tab in the **Operational Content Settings** window

- For cases where JP1/Base is used for user authentication, Content Creator, a user who has permission to access an Operational Content as a creator (with the JP1 permission level `HNP_Creator`), was added.

  Following this change, the following information was added or modified:

  - Tasks that Content Creators perform in a flow from creating to publishing Operational Contents
  - JP1 resource groups that appear in the **Add Operational Content** window and the **Copy Operational Content** window when a Content Creator logs in
  - JP1 resource group check boxes that can be selected in the **Resource Settings** window when a Content Creator logs in

- The **Store label information too.** check box was added to the **Attribute Settings** windows for check box parts and radio button parts. This check box is used to specify whether to connect the displayed string and the value with a linefeed code (`\r\n`) and store them as a cache value.

- Users can now create Operational Contents for offline execution and configure them so that they can be executed in an offline environment. Additionally, JavaScript Plugins can now contain client-side JavaScript.

  Following these changes, the following information was added:

  - A note about JavaScript Plugin parts that contain client-side JavaScript
  - The **Execute in the browser** check box in the **Attribute settings** window (JavaScript Plugin part)

- Setting the default value of the input parameter in the **Attribute Settings** window (JavaScript Plugin part)
- A note about whether to select the **Execute in the browser** check box in the **Attribute Settings** window (JavaScript Plugin part) when the JavaScript Plugin parts use JavaScript API provided by Navigation Platform
- Information about whether each method of `JavaScriptPluginManager` (JavaScript Plugin Manager class) can be used in JavaScript that runs on a web browser (on the client-side)
- A note about the return value of the `getParam` method
- A note about the methods of `RestClient` (REST caller class)

- Automatic Operation Service Execution Plugin parts now can accept property values including a linefeed (`\n`) or tab (`\t`).

  Following this change, the following information was modified:

  - Unacceptable characters for the **Property Value** text box in the **Attribute Settings** window

  Additionally, a description indicating that properties with the data type of composite cannot be used was removed.
- Google Chrome was added to the web browsers that can be used to access the Dashboard window from a machine.

  A note was added about support for Windows(R) Internet Explorer(R) 11.
- The design and layout of the Dashboard window were changed. Additionally, the following specifications were changed:
  - A menu icon was added at the upper left of the Select Dashboard window to display commands to navigate between the windows of the Dashboard window.
  - A change was made so that clicking on a graph can allow setting filters for values on the horizontal axis or the vertical axis (when the axis is color-coded).

A.3 Changes in version 12-10

- The following operating system is now supported:
  - Microsoft(R) Windows Server(R) 2019
- The following operating systems are no longer supported:
  - Microsoft(R) Windows Server(R) 2012
  - Microsoft(R) Windows(R) 7
- The following web browser is now supported:
  - Google Chrome
- iPadOS, instead of iOS 12, is now the OS supported on iPads.
- Notes on operating Windows(R) Internet Explorer(R) 11 were added.
- Information regarding limited availability of functions when Mobile Safari is used was added.
- It is now possible to replace all strings inside Operation Contents by using the Replace window in the Operational Content Editing Window.
- The mode of management of users of the Dashboard function was modified.

  Following this change, the following information was added or modified:

  - The following property was added to the user property file (`ucnp_user.properties`). This property sets user IDs of users who are allowed access to the Dashboard window.

    - `ucnp.base.server.dashboard.auth.userids` property

- Changes were made to the specifications so that the following menu item is displayed only when the user in question is allowed access to the Dashboard window:

  - **Display the Operation Log Dashboard** menu item

- A note on what happens when the **Start Editing** button is not clicked was added to the description of the toolbar in the Operational Content Editing Window.
- The color palette is now available in the Attribute Settings window (static-text parts in the guide area) to specify colors for the displayed character strings.
- It is now possible to embed parameters into an HTML source string specified in the Attribute Settings window (HTML parts in the guide area).
- It is now possible to customize the CSS style of the task information items displayed in the JP1/AO window showing the task status that is displayed by an Automatic Operation Window URL Creation Plugin part.

  Following this change, the **CSS for Task Details Window** text box was added to the Attribute Settings window (Automatic Operation Window URL Creation Plugin parts) so that CSS style can be specified for the display items to be customized.
- Information regarding I/O Plugins, which are part of System Plugins, was added.
- A note on displaying the print window was added.
- The following operation-related specification changes were introduced following the changes made to the design and layout of the Dashboard window:
  - Specification of the target display range
  - Modification of filter settings

  Furthermore, the following operation is no longer supported:
  - Acquisition of a shared URL
- The following information concerning the Dashboard window was added:
  - Actions to be taken when an error is displayed in the Dashboard window
  - Actions to be taken when the Dashboard window remains unresponsive after you operate it
  - HTTP status codes returned and the actions to be taken when the Dashboard window does not appear

A.4 Changes in version 12-00

- The following products are no longer available in JP1/Navigation Platform 12-00 and later versions:
  - Hitachi Navigation Platform
  - Hitachi Navigation Platform for Developers
- The following OS is no longer supported:
  - Microsoft(R) Windows Server(R) 2008 R2
  - Windows(R) 8
- The following Web browsers are no longer supported:
  - Windows(R) Internet Explorer(R) 8
  - Windows(R) Internet Explorer(R) 9
  - Windows(R) Internet Explorer(R) 10
- The supported version of iOS was changed from *10.3* to *12*

- It is now possible to specify whether to display the character strings that have been entered in the static-text parts (guide area) in the Operational Content Execution Window. In response to this change, the **Display in the Operational Content Execution Window** check box was added to the **Attribute Settings** window (static-text parts in the guide area).
- JavaScript Plugins were added to System Plugins so that JavaScript written by the user can be executed on the server. Furthermore, an API (JavaScript API) that can be used from JavaScript Plugins was added.
- Changes were made to the specification of the values passed from Guide Parts to Plugin Parts when radio button parts, check box parts, or hyperlink parts are connected to the input parameters of an Automatic Operation Service Execution Plugin part.
- Improvements were made to the design and layout of the Dashboard window.
- Changes were made to the description regarding the display start time and the display end time, which can be specified by accessing the following links:
  - **Relative** link
  - **Absolute** link

A.5 Changes in version 11-50

- The supported version of iOS was changed from *6.1* to *10.3*.
- Notes related to Mobile Safari settings were changed.
- Notes on Mobile Safari operations were added.
- The **Display the Operation Log Dashboard** menu item was added.
- An explanation of the **Set URL** button was added. As a result, the explanations of the following items were modified:
  - 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)
- An explanation of the **File Management/Registration** button was added.
- A method of using dashboard functions for analyzing the operation logs of the Operational Content was added.

B. Reference Material for This Manual

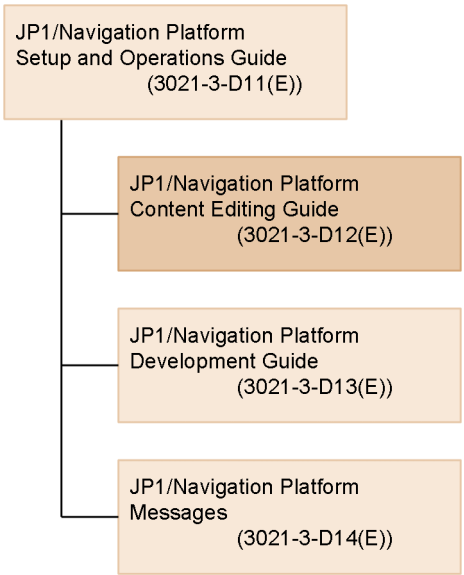
This appendix provides reference information, including various conventions, for this manual.

B.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.



- *JP1/Navigation Platform Setup and Operations Guide* (3021-3-D11(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.
- *JP1/Navigation Platform Content Editing Guide* (3021-3-D12(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.
- *JP1/Navigation Platform Development Guide* (3021-3-D13(E))

  This manual describes how to develop plugins and custom windows for Navigation Platform.
- *JP1/Navigation Platform Messages* (3021-3-D14(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, *JP1 Version 10*, *JP1 Version 11*, and *JP1 Version 12* 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))
- *JP1 Version 12 JP1/Integrated Management 2 - Manager Configuration Guide* (3021-3-D52(E))
- *JP1 Version 12 JP1/Integrated Management 2 - Manager Command and Definition File Reference* (3021-3-D55(E))
- *JP1 Version 12 JP1/Service Support Operator's Guide* (3021-3-D72(E))
- *JP1 Version 12 JP1/Automatic Operation Administration Guide* (3021-3-D04(E))

B.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/Integrated Management 2 - Manager
	JP1/IM-V	JP1/Integrated Management - View
		JP1/Integrated Management 2 - 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.

B.3 Conventions: Acronyms

This manual also uses the following acronyms:

Acronym	Full name or meaning
J2EE	Java 2 Platform, Enterprise Edition

B.4 Conventions: KB, MB, GB, and TB

This manual uses the following conventions:

- 1 KB (kilobyte) is 1,024 bytes.
- 1 MB (megabyte) is $1{,}024^2$ bytes
- 1 GB (gigabyte) is $1{,}024^3$ bytes.
- 1 TB (terabyte) is $1{,}024^4$ bytes.

C. 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 Creator

For cases where JP1/Base is used for user authentication, a user who has the creator's access permissions for Operational Contents.

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 JP1/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 JP1/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 JP1/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** pallette 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.

JavaScript Plugin

A plugin provided by Navigation Platform so that server-side JavaScript can run on a server or client-side JavaScript can run on a web browser (on a client) by using the value entered into Operational Contents by the user as a parameter.

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 and JP1/Integrated Management 2 - 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 and JP1/Integrated Management 2 - 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 JP1/Navigation Platform and JP1/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*.

Offline Plugin

A plugin that does not communicate with a server. Offline Plugins include the following:

- Data Store Plugin
- JavaScript Plugin#

#

If using JavaScript Plugin offline, it is necessary to select the **Execute in the browser** check box in the **Attribute Settings** window of the JavaScript Plugin part in advance.

Online Plugin

A plugin that is not an Offline Plugin.

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** pallette 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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