V10x User Reference

UI Runtime Console

By CMiC



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Contents

UI CONSOLE – V10X TOOL	1
Overview – UI Console	1
SETUP FOR UI CONSOLE	3
GRANT USER UI CONSOLE PRIVILEGES	3
Configuration Privileges – Tab	
System Privileges – Tab	5
UIC GROUP MAINTENANCE	5
CUSTOMIZING & EDITING CONSOLES.	7
LOADING & SAVING CONSOLES	7
Terms: Named Console & Base Console Level, User's Set of Consoles	7
System Levels & System Level Objects	8
Load Console – Part 1	8
Saving Customized Consoles – [Save] vs [Save As]	9
Load Console – Part 3: Customizing Consoles as Administrator	
DELETING CONSOLES & REMOVING CUSTOMIZATIONS	
Deleting Consoles	
Removing Customizations (Deleting Variants)	
Console Tabs	14
Overview – Console Tabs	
Add New Tab	
Delete Tab	
Rename & Reorder Tabs	
CONSOLE REGIONS	
Overview – Regions	
Add & Delete Region	
Edit Region Content	
TARGET GROUP MAINTENANCE	
Create New Target Group	
Delete Target Group	
Add Target or URL to Target Group	
Delete Target or URL from Target Group	
Mobile Consoles	
Create Mobile Console	
Specify Mobile Version of Console	
Remove Mobile Version Association from Named Console	
USER CONSOLE SETTINGS – POPUP	29
LAUNCHING USER CONSOLE SETTINGS POPUR	20
DEFAILTS - TAR' SET USER'S DEFAILT CONSOLE & PROJECT & CHANGE PASSWORD	29 29
YOUR CONSOLES – TAB: LAUNCH OTHER CONSOLES & DELETING CONSOLES	30
Launch a Different Console	
Delete a Named Console & All Variants	
APPENDIX	31
A B B B B B B B B B B B B B B B B B B B	

Scr	cript to Publish Console Customizations	.31
PUBL	LISHING CONSOLE CUSTOMIZATIONS	.31

UI Console – v10x Tool

Overview – UI Console



Sample of a customized UI Console, with user defined tabs, a Menu region, and a Dynamic region.



Sample of a customized UI Console, displaying a tab for Human Capital Management related news.

A User Interface Console is a customizable, named object that functions like a window into the CMiC Enterprise system, or into any other system that may be reached via an internet or intranet address. Customized Consoles are designed to facilitate a user's tasks in Enterprise by providing menus and applications relevant to them, and to facilitate the making of informed business decisions by providing information relevant to their particular needs. To achieve this, UI Consoles, or Consoles for short, contain tabs, and the tabs contain customizable regions, such as: a Treeview region to launch Enterprise

applications, and a Dynamic region to display the launched applications. Additionally, regions can display things like a company's intranet home page, custom logs, custom dashboards, RSS feeds, or websites.

As an example, to further illustrate the potential of a customized Console, one tab could be customized to facilitate a user's PM related tasks, a second tab could facilitate a user's tasks related to PM Reports, a third tab could display the company's intranet home page, and a fourth tab could display web feeds.



Sample of a tab displaying some KPIs.

To further aid the making of informed business decisions, Enterprise Console also includes intuitive Dashboard and Log Building solutions that are second to none in helping users bridge the gap between data and usable information in a manner that is flexible and accurate. More specifically, Enterprise Console can be configured to display customized logs of crucial information, and display Key Performance Indicators (KPIs) via dials, graphs (CMiC Analytics), alerts, and dashboards.

Setup for UI Console

Grant User UI Console Privileges

For a target user to create and edit Consoles, and to use the **Embedded HTML** and **Notes** content types in a Console's regions, an administrative user with the rights to alter a user's security settings must grant the target user the relevant privileges. The screen, shown in the following screenshots, to alter the relevant security settings is **User Maintenance** (standard Treeview path: **System** > **Security** > **Users** > **User Maintenance**).

USER MAINTENANCE		Table Mode 🕞 Exit 🕃 🅐 🛆 🛛 🗸
Level name (mine,all,uic code,user id) -	Required	
USER		
* User MIKEFER	Save/Refresh	
General Assign Roles Syste	em Privileges Configuration Privileges Consolidations Access	Company Access Employee Security Compliance Security
CONFIGURATION PRIVILEGES	Configuration Pr	ivileges tab
View 👻 🐺 🌇 Freeze 🚡 D	letach 🔯 Search 💩 Workflows 🛛 🖛 🔒 Report Options 🔽 🏨 Exp	ort O ECM Documents 국 산 User Extensions
* Code	* Name	Select privilege allowing user to
CONSOLEDT	CONSOLE: Allow User To Edit Console Definition.	create & edit III Consoles
UIHTMLREG	CONSOLE: Allow to create/edit region with embedded HTML.	
UILOUTEDT	UI Layout Builder: Allow User To Edit Layout Definition	privilege allowing user to
UIADDLEUDF	UI Lite Editor: Allow User To Add User Defined Fields Via Lite Editor.	create & edit Embedded
UIRLITEEDT	UI Lite Editor: Allow User To Edit Program Definition Via Lite Editor.	HTML regions
UIMOVECUST	UI Lite Editor: Allow User to Move Customizations To Other Levels	
UILOGCRT	UI Logs: Allow User To Create A New Log.	
UILOGEDT	UI Logs: Allow User To Edit Log Configuration.	
UILOGSRC	UI Logs: Allow User To Register New Log Data Source.	
UIPRGEDT	UI Program Builder: Allow User To Edit Program Definition	
CHGCUSTLVL	UI Runtime: Allow User To Change Customization Level.	
UITRVEDT	UI Treeview Builder: Allow User To Edit Treeview Definition	
EDIT PRIVILEGE LEVELS		
View - Y 🖬 Freeze 🖷 D	etach 🛛 🛱 Search 🚓 Insert Record 📲 Insert Multiple Records 👼	Delete Record 💩 Workflows 🛛 🖛 😝 Report Options 🖌 💌 🎽
Level Type	Level Name Insert Record: U	used to insert records that specify
User	NATALIE USEr(s), site(s), o	x group(s) user has rights to
Configuration Group	ADMIN	

Configuration Privileges - Tab

Grant Privilege to Access UI Console

From the User Maintenance screen, search for and select the target user. The security setting that grants a user rights to UI Console is found on the screen's **Configuration Privileges** tab, shown in the previous screenshot, and it is titled **CONSOLE: Allow User To Edit Console Definition**. Ensure that this privilege's checkbox is checked so that the target user has rights to run UI Console.

Grant Embedded HTML Privilege

A second privilege for UI Console is available, just below the privilege to run UI Console, titled **CONSOLE: Allow to create/edit region with embedded HTML**. It allows a user to create an Embedded HTML region on a Console's tab.

Grant Configuration Level Privileges for UI Console

In the **Edit Privilege Levels** section, encircled by the green oval, click **Insert Record**. For the new row, assign the user a **Level Type** privilege and a corresponding **Level Name** privilege.

The first field, **Level Type**, specifies the level at which the target user is able to customized a Console. The following table provides details about the available **Level Type** privileges:

Level Type (Customization Level)	Details
User	User Level: privilege to manage Consoles for individual users.
UIC Group	Group Level: privilege to manage Consoles for a UIC. For details about setting up UIC Groups, please refer to the following section, <u>UIC Group Maintenance</u> .
Site	Site Level: privilege to manage Consoles for all users at the Site Level (aka System/Client Level).

The values available for the second field, **Level Name**, depend on the value selected for the **Level Type** field. The **Level Name** field specifies the User ID, Site, or UIC Group for which the target user may customize Consoles. The following table provides details about the available **Level Name** privileges:

Level Name [Set of User(s)]	Details
mine	If User is selected for the first field, <i>mine</i> means "my User ID"; if Site is selected for the first field, <i>mine</i> means "my site"; if Group is selected for the first field, <i>mine</i> means "my group".
<user id=""></user>	If User is selected for the first field, User IDs are available, along with the " mine " and " all " options.
<uic code="" group=""></uic>	If Group is selected for the first field, UIC Group codes are available, along with the " mine " and " all " options.

To review, if **Level Type** is "**User**" and **Level Name** is "**mine**" the user can customize Consoles for themselves; and if **Level Type** is "**Site**" and **Level Name** is "**mine**", the user can customize Consoles for everyone at the Site Level.

Shown in the below screenshot, after privileges to UI Console are granted, the [Edit Mode] button used to launch UI Console tool becomes available to the user.

CMIC Logged in as - MIKEFER1	after privileges to UI Console are granted, button to launch UI Console becomes available to user
ENTERPRISE V10X PM ENTERPRISE CLASSIC V10X Edit Mode	

System Privileges - Tab

USER MAINTENANCE	///////////////////////////////////////		Tabl	e Mode 🕞 Exit	
USER System	Privileges tab				
* User DEMO	Save/Refresh				
General Assign Roles Sys	stem Privileges Configuration Privileges	Consolidations Access	Company Access	Employee Security	Compliance Security
View 👻 🍸 🏠 Freeze	Detach 🛛 🖉 Search 💩 Workflows 🖛 🗧	Report Options 🛛 👻 🌉 Ex	port 🛛 🖓 ECM Docum	ients 🛛 👻 💆 User Exten	sions
uicon 🔸	using filter				
* Code	* Name		Select		
UICONSNOTE	UI CONSOLE: Allow User to Add/Edit Notes.				
UICONSNOTH	UI Console: Allows the User to Edit/Remove N	Notes created by other Users.			

Grant Privileges for Notes Content Type

There are two privileges relates to the **Notes** content type. To quickly find them, use the Filter option on the Block Toolbar, as shown in the above screenshot.

The **UI Console: Allow User to Add/Edit Notes** privileges allows a user to add and edit notes in a Console region with the **Notes** content type.

The **UI Console: Allow the User to Edit/Remove Notes created by other Users** privileges allows a user to edit and remove notes created by other users, in Console regions with the **Notes** content type.

UIC Group Maintenance

ι	JI CONFIG	URAT	ION GROUPS			🖁 Save 🕞 Exit	(i) (2 🛆	₽ ⊽ 0
US		En Free	ze 코 Detach - 전 Search - 류, Incert Pe	ord – 🗃 Tosert Multiple Records – 🚐 Delete Record	©. Warkflows ↓ → Report Options ↓ ■ Export	. ECM Docume	nts 🛛 👻	Q Ilser	Extensions
	* Code		Name	Description	all unitions [. Chitchirobrons] . El chart	gr cem bocanie		8 8 03C	Extensions
	ADMIN		Admin	Testing Group - ADMIN					
	HRGRP		HR Group	HR Group					
	KMGRP		Keith's testing group	Used by Keith for Testing					
	QAGRP		QA - Testing Group	Testing Group					
	SAAS		SaaS Configuration	Users belonging to this group are going to se					
US	ER DETAIL		members of selected UIC group						
1	′iew ▼ 🕴 🛉	Fo Free	ze 📲 Detach 🛛 🗖 Search 🖶 Insert Re	ord 📲 Insert Multiple Records 🛛 🖶 Delete Record	\otimes_{\otimes} Workflows $ \bullet $ \ominus Report Options $ \bullet $ \blacksquare Export	Sec M Docume	nts 🕶	्र ते ते User	Extensions
	User ID MIKEFER1 DENNISL JESSICA NATALIA JCRANE	× .							

Sample of User Interface Configuration screen; Program Name: SDUICONFIGGROUP; Standard/Default Treeview path: System > Setup > User Interface Configuration

The User Interface Configuration screen is the maintenance screen for User Interface Configuration Groups (UIC Groups). UIC Groups are used to group users for the purpose of assigning them a customized Console, a customized Treeview, or a customized screen (via Lite Editor) at the Group Level.

For instance, Human Resources personnel can be added to a UIC Group titled "HRGRP", and when a customized Console, Treeview or screen is created for the group, the customized version would be saved at the Group Level, for the HRGRP UIC Group.

User Group – Section

The **User Group** section lists all of the created UIC Groups. For the UIC Group selected in this section, the **User Detail** section displays its members.

Add UIC Group

To add a UIC Group, click [Insert Record] on the User Group section's Block Toolbar. For the Code field, provide an identifying code for the UIC Group; for the Name field, provided a name for the UIC Group; and for the Description field, provide a description for the group. Click [Save] to commit the addition.

Edit UIC Group Name or Description

Select the group's row, using the section area (framed by red rectangle in previous screenshot), then edit the group's name or description using the **Name** or **Description** fields. Click [**Save**] to commit the changes.

Delete UIC Group

Select the group's row, using the section area (framed by red rectangle in previous screenshot), then click [**Delete Record**] on the **User Group** section's Block Toolbar. Click [**Save**] to commit the deletion.

User Detail – Section

The User Detail section displays members of the UIC Group selected under the User Group section.

Add Member to UIC Group

To add a member to a selected UIC Group, click [**Insert Record**] on the **User Detail** section's Block Toolbar. Select a User ID from the list of values. Click [**Save**] to commit the addition.

Delete Member from UIC Group

Select the member's row, using the section area (framed by red rectangle in previous screenshot), then click [**Delete Record**] on the **User Detail** section's Block Toolbar. Click [**Save**] to commit the deletion.

Customizing & Editing Consoles

Loading & Saving Consoles

Terms: Named Console & Base Console Level, User's Set of Consoles



When launching Enterprise, if a user has more than one Console available, the user selects which Console to load.

Named Console

A Named Console is any Console that is visible and available to users, and is not a Console named and provided by CMiC. A Named Console is created by starting with an existing Console, making customizations to it, and saving the customized version with a new name by using [Save As] instead of [Save]. The customization level at which a new Named Console is saved is referred to as the "Base Console Level".

Named Consoles appear in lists of Consoles for users, such as the list of Consoles available to users when logging into the system, as shown above.

Base Console Level

The level at which a new Named Console is created is referred to as the "Base Console Level". This is the level at which a Named Console was first created.

When variants of a Named Console at its Base Console Level are created, by saving variants using the **[Save]** option to save them with the same name, but at different customization levels (as shown below), the variants are considered customizations to the Named Console. This is necessary to know when deleting customizations to a Named Console, and when deleting a Named Console and all of its variants entirely, as per the following section: <u>Deleting Consoles & Removing Customizations</u>.

	Console: CONSOLE	Customized by: USER MIK	EFER1
« XPROJECTS HCM INTRANET JB DASHBOAT	RD + - M	More Edit Options	ave Save As Cancel
	Save Console	*	
	* LevelType Configurat	ation Group 💌	
	* LevelName HRGRP	•	
			OK Cancel

System Levels & System Level Objects

When a customized Console is saved, it is saved at a particular Enterprise system level, for a particular system level object (Site, UIC Group, or User ID). The following table provides details about the system levels, their objects, and the availability of Consoles for particular system level objects:

System (Customization) Level	System Level Object(s)	Console Availability & System Level Objects
Site Level	Only 1 object at the Site Level, <i>the Site</i> , which is the Enterprise system.	A Console at the Site Level is available to all Enterprise users.
Group Level	UI Configuration Groups: UIC Groups group users in order to assign them customized Consoles.	A Console at the Group Level is tied to a particular UIC Group, and it is only available to members of that UIC Group.
User Level	User IDs	A Console at the User Level is tied to a particular User ID, and it is only available to that user.

Since a Console is saved for a particular user, User Interface Configuration group (UIC Group), or at the Site Level, the user can save a customized Console without changing the name and overwriting the Console it was based on, using [**Save**] instead of [**Saves As**]. This is possible because a Console is not only distinguished by its name, but also by the System Level Object (Site, UIC Group or User ID) for which it was saved. As long as the modified Console is going to be saved for a different System Level Object, using [**Save**] results in a variant being created, without overwriting the loaded Console. As would be expected, if the modified Console is loaded and saved for the same System Level Object, using [**Save**] results in the loaded Console being overwritten.

Example

If you log into Enterprise with a Console that is at the Site Level, use the UI Console tool to modify it, then use [**Save**] to save it at the Group Level for a particular UIC Group, the loaded Console at the Site Level remains unmodified, and a variant is created for the particular UIC Group. Behind the scenes, the system is able to distinguish between the two, and it will load the variant for members of the UIC Group, and it will load the Site Level version for all other users.

Load Console – Part 1

The first step in editing a Console or creating a customized version of a Console is to log into Enterprise with the relevant Console.

When this UI Console tool is launched to edit a Console or to create a customized version of a Console, the Console selected when you logged into the system is the one to be edited or used as the starting point (base) for a customized version.

There are additional factors that must be considered when loading a Console for editing or customization, to ensure that the Console being loaded is at the required level (Site, UIC Group, User). To understand what factors need to be considered, it is necessary to understand the options for saving an edited or customized version of a Console.

Saving Customized Consoles – [Save] vs [Save As]

Save As Named Console		
* Console Name	CONSOLE	
* Console Description	Standard Console	
* LevelType	User 💽 🗲 Sa	ved at User level,
* LevelName	MIKEFER1 - foi	user MIKEFER1

UI Console was designed to be versatile. One of the intended results of this versatility is that UI Console allows for the simplification of a user's set of Named Consoles. This simplification for end-users, however, comes at the cost of a steeper learning slop for administrators.

Specifically, UI Console provides 2 saving protocols for maintaining sets of Named Consoles for users (set of Consoles made available to users for selection), as shown by the following example, and detailed in the following sections:

Saving Protocol 1: Hierarchical Set of Named Consoles

Saving Protocol 2: Flat Set of Named Consoles

Saving Protocols Overview – Examples

The following are examples of the sets of Named Consoles available to user "BillyB" created using the 2 saving protocols. Note, user "BillyB" is a member of the "AP Console" UIC Group.

Saving Protocol 1 Example: Hierarchical Set of Named Consoles

Using this saving protocol, user "BillyB" would only see the following 2 Consoles, and the Console loaded for this user would be the customized version for the user, as explained by the following section: *Load Console – Part 2: Hierarchy for Determining Which Console is Loaded*.

User's Set of Consoles	Base & Variant Levels	Notes
1 Standard Cancele	Site (Base Console Level)	Site Level version is not
1. Standard Console	User – BillyB (Variant Level)	customized version is
2 AD Consolo	Group – AP Group (Base Console Level)	Group Level version is not
2. AI Console	User – BillyB (Variant Level)	customized version is

Saving Protocol 2 Example: Flat Set of Named Consoles

Using this saving protocol, user "BillyB" would see the following 4 Consoles, with each Console being at only one customization level.

User's Set of Consoles	Levels
1. Standard Console – Site	Site (Base Console Level)
2. Standard Console - BillyB	User – BillyB (Base Console Level)
3. AP Console	Group – AP Group (Base Console Level)
4. AP Console - BillyB	User – BillyB (Base Console Level)

Load Console – Part 2: Hierarchy for Determining Which Console is Loaded

When a user logs into Enterprise, the user selects which Named Console to use from the list of Named Consoles that apply to the user. The system assumes that all Named Consoles potentially have variant versions for the user, thus, the first thing the system does is it checks if there is a variant version of the selected Console at the User Level for the user. If none is found, the system then checks if there is a variant of the selected Console at the Group Level for the user's UIC Group. If none is found again, the system uses the selected Console at the Site Level.

The first customized version the system encounters in the preceding order is the version loaded for the user, and if no customized version is found, the Console loaded is a Site Level Console. The system does not check if there is a version of the selected Console at the Site Level, since all users have access to Consoles at the Site Level.

Saving Protocol 1: Hierarchical Set of Named Consoles (Each Named Console Can Have Variants at Various Customization Levels)

NOTE: These two suggested saving protocols are intended to give you an idea of a consistent protocol your company could establish to maintain its set of Named Consoles. One of them may be adopted, or your company could choose to create its own protocol that is a combination of the two.

This saving protocol for creating Consoles is used by administrators that wish to have a smaller, neater set of Named Consoles, to simplify the choosing of Consoles by not cluttering LOVs with irrelevant Consoles (e.g., Consoles at the System Level would not be relevant to users that have customized versions).

NOTE: By design, administrators were intended to create and edit Consoles at the Site and Group Level, and variants at the User Level were intended to be created by users themselves, not by administrators. However, an administrator can create and edit a variant for a single user by adding the user to a UIC Group, in which case the user would be the sole member of the group.

Create Variant

To save a customized version of a loaded Console, use [Save] instead of [Saves As] to save it for a particular user or group. Since the modified Console is not saved with a new name, it does not become a new Named Console. It becomes a variant of the Named Console on which it was based, and the loaded Console remains unmodified. Behind the scenes, the system is able to distinguish between the two, as they are associated to different system level objects (Site, UIC Group, User ID). When a user logs in, if the system finds a customized version for the user, it loads the customized version, otherwise it loads the Site Level version.

NOTE: Due to the order in which variants are searched and loaded, explained in the preceding <u>Load</u> <u>Console – Part 2: Hierarchy for Determining Which Console is Loaded</u> section, if variants of a particular Named Console exist for a user at the User Level and at the Group Level, only the User Level version is loaded, since User Level variants are searched for first and the first variant found is loaded. Thus, for each Named Console, a user can have either a User Level variant or a Group Level variant, but not both.

Create New Named Console

If a new Named Console is required in the set of Named Consoles, use [**Save As**] to save the customized Console with a new name. As expected, since the Console is saved with a new name, it becomes a Named Console, visible to the users for which it was saved (if saved at Site Level, available to all users; if saved at Group Level, available to all members of group; if saved at User Level, available to that user).

Edit Console

To edit a Named Console, load the Console for the relevant system level object (Site, UIC Group or User ID). For details about ensuring that the correct Console is loaded, by adhering to a rule, please refer to the *Load Console – Part 3: Customizing Consoles as Administrator* section.

When saving the modified Console, save it for the same system level object using [**Save**]. The result is that the loaded Console is overwritten with the modified version.

NOTE: Due to the order in which variants are searched and loaded, explained in the preceding <u>Load</u> <u>Console – Part 2: Hierarchy for Determining Which Console is Loaded</u> section, if variants of a particular Named Console exist for a user at the User Level (created by user himself/herself) and at the Group Level, only the User Level version is ever loaded, since User Level variants are searched for first, and the first variant found is the one that gets loaded. Thus, for each Named Console, a user can have either a User Level variant or a Group Level variant, but not both.

Saving Protocol 2: Flat Set of Named Consoles (Each Named Consoles is at Single Customization Level)

If administrators wishes to have variant Consoles and the Consoles they were based on in the set of Named Consoles, use [**Save As**] instead of [**Save**] to save new variant Consoles with a different name. As expected, since the variant is saved with a new name, it becomes a Named Console, completely detached from the Console on which it was based. To distinguish between the base and variant versions, include the system level object's name for which the variant was saved.

To summarize, if this option is used, the set of Named Consoles will contain the base Consoles and all of their variants, and the name used to save them is used to distinguish them. Since variants are in the set of Named Consoles, variants are also Named Consoles.

Create New Named Console – Base or Variant

To create a new Named Console, based on the loaded Console, use [**Save As**] to save the modified Console with a new name. As part of the name, specify the system level object (UIC Group, or the Site) for which it was created. Since the Console is saved with a new name, it becomes a Named Console, visible to the users for which it was saved.

Edit Console – Base or Variant

To edit a Named Console or a variant for a UIC Group or the Site, load the Console for the relevant system level object (UIC Group or the Site). For details about ensuring that the correct Console is loaded, please refer to the *Load Console – Part 3: Customizing Consoles as Administrator* section.

When saving the modified Console, saved it for the same system level object using [Save]. The result is that the loaded Console is overwritten with the modified version.

Load Console – Part 3: Customizing Consoles as Administrator

Since an administrator can also have customized versions of Consoles, at the User or Group Level, one of the following rules should be adopted and followed to ensure that when an administrator sets out to load a User or Group Level Console in order to edit it or create a customized version from it for other users, the selected Console is the expected version and not a customized version for the administrator.

Rule 1 – No Custom Consoles for Administrator

The administrator cannot have any customizations of Consoles at the User or Group Level, so that when a Console is loaded, the version for the administrator is not accidently loaded.

Rule 2 – Administrator Uses Second User ID to Manage Consoles

A second User ID can be used by the administrator for the sole purpose of managing Consoles, which would have no customized Consoles.

Customizing Consoles for UIC Groups as Administrator

In order for an administrator to load and save a customized Console for a UIC Group, the administrator must belong to that UIC Group, otherwise, that Console will not be available to the administrator.

A user can only belong to one UIC Group at a time, so, if the administrator belongs to a different UIC Group, the first step is to remove the administrator from that UIC Group. With the administrator not belonging to any UIC Group, add the administrator to the UIC Group for which a Console is to be modified.

If adhering to Rule 1, after the administrator saves the modified Console, the administrator should be removed from the UIC Group so that the administrator does not have a customized version of the Console at the Group Level.

Deleting Consoles & Removing Customizations

The following two subsections are about deleting Named Consoles and removing customizations to Named Consoles (deleting variants of Named Consoles).

To delete a Named Console and all of its variants from the system, refer to the following *Deleting Consoles* section.

To leave the Named Console that is at the <u>Base Console Level</u> in the system, but delete a variant version of it, refer to the following *Removing Customizations* section.

Deleting Consoles

This option is used to delete a Named Console at the Base Console Level, and all of its variants from the system.

As per the previous <u>*Terms: Named Console & Base Console Level, User's Set of Consoles*</u> section, the level at which a new Named Console is created is referred to as the "Base Console Level".

For a user to delete a Named Console and all of its variants, the user must have the Configuration Privilege required to edit Consoles for the system level object (Site, UIC Group, or UserID) the Named Console at the Base Console Level was created. So, if a new Named Console was created for a UIC Group titled "AP Console", for a user to delete that Named Console and any of its variants that may have been created at the User Level, the user must have the Configuration Privilege required to edit Consoles for the "AP Console" UIC Group.

The following are the steps for deleting a Named Console and all of its variants from the system:

Step 1: Launch User Console Settings Popup



Step 2: Delete Named Console

User Settings				
Defaults Your Consoles				
View 👻 🔚 Detach				
Console Name	Console Description			
AP	AP Console	Launch Now	Replace Current New Window	×
CONSOLE	Standard Console	Launch Now	 Replace Current New Window 	
CONSOLET2	Standard Console Test2	Launch Now	 Replace Current New Window 	×
CONSOLE_MIKE	User Level, Based on Standard (Launch Now	 Replace Current New Window 	×
CONSOLE_MOBILE	Console Mobile	Launch Now	 Replace Current New Window 	×
MYCUSTOMERCONSOLE	mY cUSTOMER cONSOLE	Launch Now	Replace Current New Window	×

Sample of User Console Settings popup.

The User Console Settings popup lists Consoles to which the user has rights.

If the user has the Configuration Privilege required to edit a Consoles for the system level object (Site, UIC Group, or UserID) the Console at the Base Console Level was created, a Delete icon (\bigotimes) is available for that Console. Clicking the Delete icon deletes the Console and all of its variants from the system.

Removing Customizations (Deleting Variants)

To delete just a variant version of a Named Console, which would be a variant of the Named Console that is not at its Base Console Level, follow the following steps.

Step 1: Load Console Variant to Delete

Log into the system with the variant of the Console that is to be deleted.

Step 2: Launch UI Console Tool



Step 3: Click [More Edit Options...]

CMiC Logged in as - MIK	Console: CONSOLE Customized by: USER MIKEFER1 FER1	
ADF FORMS RESOURCE PLANNER	OM JSP XPROJECTS HCM INTRANET JB DASHBOA	ARD + - More Edit Options Save Save As Cancel
Edit Region 🔻 Region Content 🔻	Edit Region 🔻 Region Content 💌	1
MENU	DYNAMIC	click for option to delete current variant Console

Step 4: Click [Remove Customizations]

С	MiC	Logged in as - MIKEF	ER1	Console: CON	SOLE (Ustomized by:		system le	vel obje	ect current Conso	ole is for	(UserID: Mik	(efer1)
ADF	FORMS RE	SOURCE PLANNER	OM JSP	XPROJECTS	нсм	INTRANET	JB DASHBOARD			More Edit Options	Save	Save As	Cancel
Actions Remove	Customizations			current C	onsole								
Console Mobile V	Logo Path /ersion	clic	k to delete t	his variant o	f Console	_	Edit						
None			•										
Tab Prop Display	perties Order Tab Name	2											
1	ADF												
2	Forms												
3	Resourc	e Planner											
4	OM JSP												
5	xProject	ts											
6	HCM												
7	Intranet	t											
8	JB Dash	board											

Console Tabs

Overview – Console Tabs



A Console contains one or more tabs, and when a Console is loaded, the first tab's contents are displayed. The displayed tab's title is in white, and the displayed regions are for that tab. Each tab has its own configurable regions, and tabs can be added and removed from a Console. Hence, the configuration of a Console primarily involves its tabs.

Add New Tab

To add a new tab, run UI Console by clicking the [Edit Mode] button. With the Console in edit mode, click the [+] button, shown below, and a pop-up will ask you to name the new tab:

SAAS STANDARD MENU CRM E-TIME ENTERPRISES OM STANDARD MORE Edit Op	tions
Add Tab	
* Tab Name HR-SELF SERVICE	
OK Cancel	

Delete Tab

To delete a tab, run UI Console by clicking the [Edit Mode] button. With the Console in edit mode, select the tab by clicking it (its text will become white), and click the [-] button. Click [OK] on the confirmation popup, and the selected tab will be removed.

NDARD MENU	J CRM E-TIME ENTERPRISE2 OM HR-SELF SERVICE	+ 🕞 More Edit Options
	Delete Tab	
	Are you sure you want to delete this tab ?	
		OK Cancel

Rename & Reorder Tabs

CMiC Log	ged in as - MIKEFER1			
ENTERPRISE V10X PM	OM HR SELF SERVICE E-TIME INTRANET	More Edit Options	Save Save As	Cancel
Edit Region 💌 🛸	Edit Region 🔻 Region Content 💌	click to reorder		
MENU	DYNAMIC	or rename tabs		

To rename a tab or to rearrange the order of the tabs, run UI Console by clicking the [Edit Mode] button, and with the Console in edit mode, click [More Edit Options].

CM	Logged in as - MIKE	FER1	00		
ENTERPRISE	V10X PM OM HR	SELF SERVICE E-TIME INTRANET	+ - More Edit Options	Save Save As Cancel	
Actions					
Remove Custon	izations				
Console Logo I	ath		Edit		
None Tab Properties Display Order	reorder tabs using Display Order c Tab Name Enterprise v10x PM	g olumn ame tabs using Name column			
3	OM				
4	HR Self Service				
5	E-Time				
6	Intranet				

As shown in the above screenshot, the **Display Order** and **Tab Name** columns become available to edit the order and name of the tabs. Simply edit the text of the fields under these columns to change the order and name of the tabs.

Console Regions

Overview – Regions

CMiC Logged in as -	MIKEFER1			
ENTERPRISE V10X PM OM	HR SELF SERVICE E-TIME INTRANET + - More Edit Options	Save	Save As	Cancel
Edit Region V Region Content V MENU indicates region's c	Edit Region Content DYNAMIC split or remove region ontent type			
Menu content type is used to display Treeview menus	Dynamic content type is used to display applications slected through Treeview menus			

Each tab is composed of different regions that can contain different content. A new region can be added by splitting a single region into two regions, using a region's **Edit Region** drop-down menu, and a region's content can be selected and defined using a region's **Region Content** drop-down menu.

Add & Delete Region

Add Region – Split Single Region into Two

Logged in as - MIKEFER1		••
ENTERPRISE V10X PM OM HR SELF SERVICE E-TIME	E INTRANET + - More Edit Options Sa	ve Save As Cancel
Edit Region Vertically	selected tab's single region	

A new region is added by splitting a selected region into two, horizontally or vertically. If a region is split horizontally, the resulting two regions are next to each other, *horizontally*. If a region, such as the one in the above screenshot, is split vertically, one of the regions will be over the other, *vertically*, as in the following screenshot.

CMiC Logged in as - MIKEFER1			••
ENTERPRISE V10X PM OM HR SELF SERVICE E-TI	IME INTRANET + - I	More Edit Options Save	Save As Cancel
Edit Region 🔻 Region Content 💌			
NO CONTENT	upper region		
Edit Region 🔻 Region Content 🔻		•	
NO CONTENT	lower region		

Delete Region

Edit Region 🔻 Region Content 💌	Edit Region 🔻 Region Content 💌
MENU	Split Region Horizontally
	Remove Region

To delete a region, click the region's Edit Region drop-down menu, and select its Remove Region option.

Edit Region Content

ENTERPRISE ADF XPROJE	CTS HTML TAB + -	
Edit Region - Region Content	-	
	Content Type CMiC Application CMiC Application Dynamic Region External URL History Region Embedded HTML UI Log Menu Notes Web Feed URL	V OK Cancel

A region's **Region Content** drop-down menu's options are used to edit and clear a region's content. Use option **"Edit Content**" to change the type of Region.

Menu – Content Type

The **Menu** content type is used to display a selected Treeview menu, which is used to select an Enterprise application to run. Applications selected through a Treeview are displayed by the **Dynamic Region** content

type, so a Menu region is typically paired with a Dynamic region. If a Console's tab has a Menu region, but no Dynamic region, the applications selected through the Menu region's Treeview will be displayed on a new tab of your web browser.

The Treeview menus used in Menu regions can also be customized. For details about customizing Treeviews, please refer to the Treeview Builder user guide.

To set a region's content to the **Menu** type, click the region's **Region Content** drop-down menu and select **Edit Content** from the drop-down. In the pop-up, as shown below, select **Menu** from the **Content Type** field.

			×
Content Type	CMiC Application		
	CMiC Application		
Application Pr	Dynamic Region External URL History Region Embedded HTML UI Log	▼ ▼	Cancel
	Menu MultiTarget		
	Notes Web Feed URL		

Then, select the menu type for the menu from the pop-up's **Menu Type** field, as shown below, and select the Treeview for the selected menu type using the **Menu Description** field.

		×
Content Type Menu		
Menu Type v10x Menu 💌		
Menu Description v10x Default Treeview Enterprise Edition		
Project Sensitive 🔲		
Button Menu 📃		
	ОК	Cancel

Button Menu Option

С	REGULAR MENU Ø	ວ (BUTTON MENU 📀
+	General Ledger	0	GENERAL LEDGER
+	Accounts Payable		
+	Accounts Receivable	0	ACCOUNTS PAYABLE
+	Fixed Assets		
+	Job Costing	0	ACCOUNTS RECEIVABLE
+	Subcontract Management		
+	Job Billing	0	JOB COSTING
+	Work Order Billing	0	
+	Change Management		SOBCONTRACT MANAGEMENT
+	Requisitions	0	CHANGE MANAGEMENT
+	Purchase Order		
+	Inventory	0	JOB BILLING
+	Equipment Costing		
+	Preventive Maintenance	0	WORK ORDER BILLING
+	Materials Management	-	
+	Payroll (US)	0	REQUISITIONS
+	Payroll	0	
+	Human Resources	•	I OKCHADE OKDER
Sai	nple of Treeview using a regular menu.	Sampl	e of Treeview using a Button menu.

The screenshots above illustrate the difference between the appearance of the regular menu and the Button menu. If you wish to use the Button Menu option for the Treeview, check the **Button Menu** check-box.

Dynamic Region – Content Type

The **Dynamic Region** content type is used to display an Enterprise application selected through a Treeview menu, which is contained by a region with the **Menu** content type, and it is used to display targets like dashboards.

To set a region's content to the Dynamic Region type, click the region's **Region Content** drop-down menu and select **Edit Content** from the drop-down. In the pop-up, as shown below, select **Dynamic Region** from the **Content Type** field.

Content Type Dynamic Region 💌	
Target External	
TargetName	OK Cancel

Display Enterprise Application Selected via Treeview

To have the Dynamic region display the application selected via the Treeview in a Menu region, simply leave the **Target Name** field blank. The system will automatically pair the Menu region with the Dynamic region.

NOTE: Only one Menu and Dynamic region pair can be used per Console tab.

Display Target

To have the Dynamic region display a target, such as a dashboard, select the **Target** radio button, and using the **Target Name** field, select the desired target.



Content Ty	pe CMiC Application 💌	
Application	Project Management	
	Project Management Delivery Management	OK Cancel
	Human Capital Management	
	Jasper Server	
	Jasper Report	
	Jasper Dashboard	
	Opportunity Management	
	SCRAD	
	Scheduling 2.0 Management	
	Employee Self Service	
	Prequalification Management	

The **CMiC Application** content type is used to display a selection of CMiC applications. With **CMiC Application** selected for the **Content Type** field, use the **Application** field to select the application to be displayed by the region.

UI Log Region – Content Type

Content Type UI Log	
Log Name Balance Types	
Uses Project Context	
	OK Cancel

The **UI Log** content type is used to display a UI Logs created through the UI Log Builder application. Use the **Log Name** field to select the log to be displayed by the region.

Embedded HTML – Content Type

The **Embedded HTML** content type is used to create a custom HTML region, using an HTML editor, as shown in the below screenshot.



The result of the above HTML code is shown in the following screenshot:

Edit Region 🔻 Region Content 🔻

A Short File

A Short Sample File

This is a short sample file to show you what some basic HTML codes look like.

Remember to use a paragraph tag between paragraphs.

User Privilege for Embedded HTML Content Type

To use the Embedded HTML content type, a user must have the privilege to do so. Please refer to this guide's <u>Grant Embedded HTML Privilege</u> section for further details.

Notes – Content Type

Content Type Notes	
Title	
	OK Cancel

The Notes content type is used to create a Console region for notes, as shown in the following screenshot:

MYN	NOTES			add note	Add Note
Number	User	Date	Note	adit ar dalata	Edit/Delete
1	Rafid Daud	6/18/2015	My first Note	corresponding note	→ /×
2	Rafid Daud	6/18/2015	Another note		/×

User Privilege for Notes Content Type

There are two user privileges related to the notes in a Notes region. For details, please refer to the <u>Grant</u> <u>Privileges for Notes Content Type</u> section of this guide.

Web Feed URL – Content Type

Content Type Web Feed URL	•	
URL		
Maximum number of entries		
		OK Cancel

The **Web Feed URL** content type is used to display a web feed, such as an RSS feed. Specify the feeds URL using the **URL** field, and use the **Maximum number of entries** field to specify the number of entries to show in the region.

History Region – Content Type

Content Type History Region	T		
History Region			
		OK Cancel	

The **History Region** content type is used to list all the programs called from the Treeview, as hyperlinks, in order to quickly re-launch used applications. A History region only displays the applications launched by the Treeview that is on the same Console tab that it is.

History	
Setup Maintain Companies Invoices Enter Invoices Payments Process Payments	click entry to re-launch screen

MultiTarget – Content Type

Content Type MultiTarget	
Tarnet Group Name	
	OK Cancel

The MultiTarget content type is used to display a user defined set of targets, such as dashboards and logs, and URLs in one region, without trying to fit them all in the region at the same time. The set of user defined targets and URLs is referred to as a Target Group, and these sets are maintained by the Target Group Maintenance screen. For details about creating and editing Target Groups, please refer to the <u>Target Group Maintenance</u> section of this guide.

Along the top of a MultiTarget region, the blue [<] and [>] buttons are used to navigate from one target in the Target Group to the other. Alternatively, the **Go To** drop-down list can be used to select which target in the group to display. The Auto-Refresh drop-down is used to select a refresh rate for the displayed target.

Go To AR Control file Au	uto-Refresh 30 seconds 🔽 🔶 MultiTarget r	egion's controls
MAINTAIN AR AR Control file PY control file	SS	
SELECTION CRITERIA		
* Company SWC 🔺 SWC Constru	Iction	Copy Control File
System Defaults Receipt Statement	Accounting	
👩 Search 🛛 🖶 Insert Record 🛛 🚛 Delete Rec	cord 💩 Workflows 🛛 👻 🔒 Report Options 🛛 👻 🖗 ECM 🗠	्र <u> </u>
Current Year And Period	2014 11 📝 Allow To Post To Future Period	
* AR AR	Accounts Receivable	Default Post Date Into Invoice Posting And Receipt Programs
* CR CR	Cash Receipts	Batch Control Total
* IR IR	Interest Receipt	Average Days To Pay Cutoff 0
	Default AR Dept From Customer	Allocate AP Discounts to Job

Target Group Maintenance

This section provides details about setting up the Target Groups used by the MultiTarget content type.

The MultiTarget content type is used to display a user defined set of targets, such as dashboards and logs, and URLs into one region, without fitting them into the region at the same time. The set of user defined targets and URLs is referred to as a Target Group, and these sets are maintained by the Target Group Maintenance screen.

The Target Group Maintenance screen's standard/default path is as follows: **System > Setup > Target Group Maintenance** (program name: STDTARGETGROUP).

TARGET GROUPS MAINTENANCE		💾 Save 🕞 Exit 🕢 🕐 🛆 🍞 🗢 🔾					
add new Target Group delete selected Target Group							
* Group * Auto-Refr Frequency	resh						
HR - News 10 Minutes HR - Dashboards 5 Minutes Accounting - News 10 Minutes Accounting - Dashboards 5 Minutes	selected group, displayed by below section						
DETAIL selection area add entry View - Y The Freeze The Detach Insert Record	Selection area add entry delete entry View * The Freeze Detach Search Insert Multiple Records En Delete Record Workflows * Person Person						
* Order * Description	Target	External URL					
10 Human Resources Professionals Association	A	http://www.hrpa.ca/Conf2016/Pages/default.aspx					
20 United States Department of Labor		http://www.dol.gov/odep/topics/ndeam/					
30 American Payroll Association		http://www.americanpayroll.org/home/					
40 Monster		http://www.monster.com/					

Create New Target Group

To create a new Target Group, click the [**Insert Record**] button on the **Group** section's Block Toolbar. With the new row, give the Target Group a name, and use the **Auto-Refresh Frequency** column to select how often the Target/URL should be refreshed.

Use the **Detail** section to add targets/URLs to the Target Group.

Delete Target Group

Select the Target Group using the selection area, framed by the red rectangle in the above screenshot, then click [**Delete Record**].

Add Target or URL to Target Group

Under the **Group** section, select the Target Group into which the target or URL will be inserted, using the selection area (framed by red rectangle). Click the [**Insert Record**] button on the **Detail** section's Block Toolbar. In the new row, enter the details for the target or URL, using the following table that provides details about its columns:

Column	Description
Order	Order in which items are displayed.
Description	Description about the target or URL.
Target	Either the Target field or External URL field is used; Select a created target, such as a dashboard or log, from the list.
External URL	Either the Target field or External URL field is used; Specify the desired URL.

Delete Target or URL from Target Group

Select the entry to delete using the selection area, then click the [Delete Record] button.

Mobile Consoles

Using UI Console, mobile versions of Named Consoles can be used instead when using Enterprise through a mobile device.

To create a mobile version of a Named Console, follow the instructions provided by the <u>*Customizing Consoles*</u> section, then follow these instructions when going to save the mobile version.

Create Mobile Console

Save As Named Console	
* Console Name CONSOLE_MOBILE	
* Console Description Console Mobile	
* LevelType User 🔻	
* LevelName ZOHREHV10X 🔻	
Mobile Version 🕑 of CONSOLE Standard Console	•
ок	Cancel

To save the customized Console as a mobile version of the Named Console, click [Save As]. In the Save As Named Console pop-up, shown below, check the Mobile Version check-box. Once the Mobile Version checkbox is checked, the corresponding field will default to the Console used as the base for the customized version, and the Console Name and Console Description fields will default to a recommended name and description for the new Named Console.

Since the **Mobile Version** check-box is checked, when a user on a mobile device logs into Enterprise with the Console for which this mobile version was created, the system will detect that a mobile device is being used and that a mobile version of the Console exists, and it will load the mobile version instead.

Specify Mobile Version of Console

« 5/	AAS STANDARD MENU	CRM ENTERPRISE1	ENTERPRISE2 ADF-OM	MOBILE CONSOLE	More Edit Options	Save	Save As	Cancel
Console	Logo Path							
Mobile	Version							
CONSOL	E_MOBILE Console Mobile	se	lected mobile version	1				
Tab Pro Display	perties Order Tab Name	of	this Named Console					
1	Enterprise v10							
2	Enterprise v10x							
3	SAAS							

To specify a mobile version of a Named Console, so that the mobile version is loaded whenever the Named Console is selected through a mobile device, log into Enterprise with the Named Console for which its mobile version will be specified. Click the [Edit Mode] button, at the end of the Console's tabs, and then click [More Edit Options]. As shown in the above screenshot, use the Mobile Version field to select the Console's mobile version, then click [Save].

Remove Mobile Version Association from Named Console

« SAAS	STANDARD MENU	CRM	ENTERPRISE1	ENTERPRISE2	ADF-OM	MOBILE CONSOLE	+	More Edit Options	Save	Save As	Cancel
Console Log	o Path										
Mobile Versi None	on	T)								
Tab Properti Display Orde	es er Tab Name		-								
1	Enterprise v10										
2	Enterprise v10x										

To remove the mobile version specification from a Named Console, log into Enterprise with the Named Console for which its mobile version specification will be removed. Click the [Edit Mode] button, at the end of the Console's tabs, and then click [More Edit Options]. As shown in the above screenshot, use the Mobile Version field to select None, then click [Save].

User Console Settings – Popup

Launching User Console Settings Popup



To launch the User Console Settings popup, click your username along the top of the Console (shown above).

Defaults – Tab: Set User's Default Console & Project, & Change Password

🖉 User Settings	
Defaults Your Consoles	
Default Project YR0036 Freshmart - Oceanview Grocery Sto	
Default Console CONSOLE Standard Console	Save Cancel
	Change Password

The **Defaults** tab, shown above, is used to set a user's default Console so that when logging into Enterprise, the screen to select the Console to load is skipped. This is done by selecting a default Console via the **Default Console** field and clicking [**Save**].

This tab is also used to set a user's default Project, via the Default Project field.

A user's password can also be changed on this tab, by click the Change Password link.

Your Consoles – Tab: Launch Other Consoles & Deleting Consoles

Ø	User Settings				1
ſ	Defaults Your Cons	oles			
	View 🔻 🖷 Detach				
Ľ	Console Name	Console Description			
L	AP	AP Console	Launch Now	Replace Current New Window	×
L	CONSOLE	Standard Console	Launch Now	Replace Current New Window	
l	CONSOLET2	Standard Console Test2	Launch Now	Replace Current New Window	×
l	CONSOLE_MIKE	User Level, Based on Standard	Launch Now	 Replace Current New Window 	×
	CONSOLE_MOBILE	Console Mobile	Launch Now	 Replace Current New Window 	×
	MYCUSTOMERCONSOLE	mY cUSTOMER cONSOLE	Launch Now	Replace Current New Window	×

The **Your Consoles** tab lists the Consoles available to the user. It is used to launch a different Console or to delete a Named Console and all of its variants from the system.

Launch a Different Console

To launch a different Console, select its corresponding "**Replace Current**" or "**New Window**" radio button and then its corresponding [**Launch Now**] button. The "**Replace Current**" option launches the Console using the current browser tab, and the "**New Window**" option launches the Console in a new browser tab.

Delete a Named Console & All Variants

For details about deleting a Named Console and all of its variants, please refer to the following section: *Deleting Consoles & Removing Customizations*.

Appendix

Publishing Console Customizations

Script to Publish Console Customizations

When customizing a Console, at any of the levels supported (Site, Group, User), that customization completely replaces the Original definition. The latest means that any change applied by the level that originally created the Console will no longer be seen by the customized levels. For example, if Customer applies customizations to the Standard console released by CMiC, and then in a later patch CMiC adds more tabs to the Console, those tabs will not be seen in the customized version.

When publishing Console customizations or Consoles created by any of the customization levels, a script needs be generated and then installed in the other environment or the same one if the idea is to use the script for copying customizations from one level to another.

NOTE: It is always recommended that environments be on the same patch level.

For generating the script to publish Console customizations, CMiC provides two files:

1. create_console_script.pl

2. create_console_script_ue.bat

The batch file calls the PERL script (.pl) and passes the string to connect to the database where data needs to be extracted from.

NOTE: The batch file needs to be adjusted to use the actual user's environment and to pass the proper connection string (the connection for the database where data is read from).

File(s) with extension **CONUE** (which stands for **CON**sole of User Extension) will be generated.

Modify Script: create_console_script_ue.bat

Below is a list of variables that need to be set in the create_console_script_ue.bat:

Variable	Description	Example
ORACLE_HOME	Path to the Oracle Home	set ORACLE_HOME=C:\Oracle
TNS_ADMIN	Path to the tnsnames.ora location	set TNS_ADMIN=C:\Oracle\NET80\ADMIN
perl_bin	Path(s) to the Perl's BIN folder. Can be separated by ";".	set perl_bin=Z:\Util\perl\5.6.1\bin;Z:\Util\perl\5.6.1\bin\MSWin3 2-x86
uigSchemaName uigSchemaPass DatabaseName	Database Connection string: UIG Schema Name, password and Database	perl %~dp0\create_program_script.pl uigSchemaName/uigSchemaPass@DatabaseName N Y

When running the BAT file, it first prompts for the customization level, possible options are S(Site) and G (group); by default it takes S (Site):

C:\cm32\v10_x\15\15.04450>c:\cm32\od\V10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site):

For any level selected, it will prompt for the Client Code, suggesting "DA" as default value for the Client Code. Press Enter if that is your client Code.

NOTE: DA is always the code for all single-tenanted systems.

C:\cm32\v10_x\15\15.04450}c:\cm32\od\V10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site): Enter Client Code - Press Enter for CMiC Client(DA): _

If Group Level is selected, it will prompt for the Group Code:

C:\cm32\v10_x\15\15.04450}c:\cm32\od\V10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site): G Enter Client Code - Press Enter for CMiC Client(DA): Enter Configuration Group Code: _

If User Level is selected, then it will prompt for the User ID:

C:\cm32\v10_x\15\15.04450}c:\cm32\od\V10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site): U Enter Client Code - Press Enter for CMiC Client(DA): Enter User ID: _

Once Level data has been entered, it will prompt for the name of the Console:

C:\cm32\v10_x\15\15.04450)c:\cm32\od\V10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site): Enter Client Code - Press Enter for CMiC Client(DA): Enter Console Name: CONSOLE

Example 1 – Generating for Site Level:

C:\cm32\v10_x\15\15.04450>c:\cm32\vd\U10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site): Enter Client Code - Press Enter for CMiC Client(DA): Enter Console Name: CONSOLE Generated - console_da.conue Notice how the file name has suffix "DA" as this is the Client Code

Example 2 – Generating for Group Level:

```
C:\cm32\v10_x\15\15.04450}c:\cm32\od\V10_X\Internal\Infrastructure\SQLAPItools\create_console_script_ue_devv10_x.bat
Enter Customization Level: S(Site) or G (Configuration Group) or U (User). Press Enter for S(Site): G
Enter Client Code - Press Enter for CMiC Client(DA):
Enter Configuration Group Code: ADMIN
Enter Console Name: CONSOLE
Generated - console_admin.conue Notice how the file name includes the Group Code as suffix
```

Installing files with extension CONUE

Files with extension CONUE could be manually run in any database by using the utility called CONUE_LOADER. The file for the utility is found in folder: \uig\sql (if using CMiC patch) or \External\Application\SQL\SYSTEM (if using SVN).

The utility CONUE_LOADER must be run via SQL*Plus, making sure you set the path in a way that it can find following files:

- conue_loader.sql
- files with extension "conue" to be run

Steps to Run Loader

- 1. Run command window.
- 2. Set the path if required by executing "set sqlpath=".
- 3. Connect to sql*plus to schema UIG.

4. Once in SQL*Plus, run CONUE_LOADER with the name of the CONUE file to be run passed as a parameter.

```
Connected to:
Oracle Database 11g Release 11.2.0.3.0 - 64bit Production
SQL> start conue_loader.sql console_da.conue_
```

You will be asked if you want to install the customization for a customization level different from which data was extracted.

SQL> start conue_loader.sql console_da.conue Do you want to run script for different Customization Level? Y/N:

For example, file was prepared by reading data from group ADMIN;

If you want to install customizations for the same group, you would answer N;

But if you want to install customizations to a different level, you would answer Y.

If you decided to install the customizations to a level different from where data was extracted, you will be prompted to answer questions about the customization level for installation.

Once the file installation is completed, spool files (*.lst) will be found in the same location where the command line was executed.

It is a good practice to open the spool file and review it, even if no errors were raised during the execution of conue_loader.

Index

A

Add & Delete Region	17
Add New Tab	14
Add Target or URL to Target Group	25
Appendix	

С

CMIC Application - Content Type	21
Configuration Privileges - Tab.	3
Console Regions	17
Console Tabs	14
Create Mobile Console	26
Create New Target Group	25
Customizing & Editing Consoles	7

D

Defaults - Tab: Set User's Default Console & Project, & Change Password	29
Delete a Named Console & All Variants	30
Delete Tab	15
Delete Target Group	25
Delete Target or URL from Target Group	25
Deleting Consoles	12
Deleting Consoles & Removing Customizations	12
Dynamic Region - Content Type	20

E

Edit Region Content	18
Embedded HTML - Content Type	21

G

Grant Configuration Level Privileges for UI Console	. 4
Grant Embedded HTML Privilege	. 4
Grant Privilege to Access UI Console	3

Grant Privileges for Notes Content Type	5
Grant User UI Console Privileges	3

Η

History Region - Content Type	.23
-------------------------------	-----

Ι

alling files with extension CONUE

L

Launch a Different Console	.30
Launching User Console Settings Popup	.29
Load Console - Part 1	8
Load Console - Part 2: Hierarchy for Determining Which Console is Loaded	.10
Load Console - Part 3: Customizing Consoles as Administrator	.11
Loading & Saving Consoles	7

M

Menu - Content Type	18
Mobile Consoles	26
Modify Script: create console script ue.bat	32
MultiTarget - Content Type	24

N

otes - Content Type	.22
---------------------	-----

0

Overview - Console Tabs	14
Overview - Regions	17
Overview - UI Console	1

P

blishing Console Customizations

R

Remove Mobile Version Association from Named Console	27
Removing Customizations (Deleting Variants)	13
Rename & Reorder Tabs	15

S

Saving Customized Consoles - [Save] vs [Save As]	9
Saving Protocol 1: Hierarchical Set of Named Consoles (Each Named Console Can Have Variants at Various Customization	
Levels)	.10
Saving Protocol 2: Flat Set of Named Consoles (Each Named Consoles is at Single Customization Level)	.11
Saving Protocols Overview - Examples	9
Script to Publish Console Customizations	.31
Setup for UI Console	3
Specify Mobile Version of Console	.26
System Levels & System Level Objects	8
System Privileges - Tab	5

T

Target Group Maintenance	24
Terms: Named Console & Base Console Level, User's Set of Consoles	7

U

UI Console - v10x Tool	
UI Log Region - Content Type	21
UIC Group Maintenance	
User Console Settings - Popup	

W

Web Feed URL - Content Type	23
V	
Y	