



White Paper

Fabasoft Folio Upload Application

Fabasoft Folio 2019

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1 Introduction

This document describes the parameters of the application *Upload contents and create objects* (FSCVENV@1.1001:UploadFilesApp) and usage purposes.

2 Software Requirements

System environment: All information contained in this document implicitly assumes a Microsoft Windows environment or a Linux environment.

Supported platforms: For detailed information on supported operating systems and software see the software product information on the Fabasoft distribution media.

3 Overview

The application *Upload contents and create objects* (FSCVENV@1.1001:UploadFilesApp) can be used to upload contents and create objects. It is not necessary that a client side stub is installed in the client to manage the file upload.

The creation process as well as the deletion process are managed in an own transaction which is committed immediately. The main transaction is not committed at any time.

If the parameters `venv_object` and `venv_view` are defined, the created objects are shared into the list defined due to these parameters.

4 Prerequisites

To use applications without a client side stub, the following settings are necessary:

- On the “Hints” tab of an *application view* an entry with the “Show Simple Mode” hint is required, which applies to the view.
- On the “Branches” tab of an *application view* a branch is required, which calls the `FSCVENV@1.1001:ExportApp` application and applies to the view. In the *Hints* field the “Hyperlink” entry has to be selected.
- On the “User Interface” tab of an *application view* the control has to be selected, using the `UseStub=false` parameter in the *Argument 2* field.

Note: The `COATTREDIT@1.1:CTRLCont` control is used for object lists, the `COATTREDIT@1.1:CTRLBase` control is used for content properties and the `COATTREDIT@1.1:CTRLPict` control is used for Images.

5 Parameters

The following parameters are available:

Parameter Name	IN/OUT	Type	Optional	Explanation
<code>venv_object</code>	IN	OBJECT	Yes	This parameter can be used to specify an object with object list in the Fabasoft Folio Domain. This object combined with the

				<p>parameter <code>venv_view</code> defines a set of values used to be displayed in the list of the application.</p> <p>Example: <i>Desk Object</i> (COOSYSTEM@1.1:RootObject) of the user</p>
<code>venv_view</code>	IN	OBJECT	Yes	<p>This parameter can be used to specify an attribute definition. Combined with the parameter <code>venv_object</code> it defines a set of values used to be displayed in the list of the application.</p>
<code>venv_title</code>	IN	STRING		<p>This parameter is used to specify the title of the application. This text is displayed in the header of the web browser for example.</p>
<code>venv_description</code>	IN	STRING		<p>This parameter is used to specify a description for the application. This text is displayed above the fields, the user can modify.</p>
<code>venv_listtitle</code>	IN	STRING	Yes	<p>This parameter can be used to specify a title for the object list displayed in the area below the fields the user can modify.</p>
<code>venv_objectclasslist</code>	IN	OBJECT-LIST		<p>This parameter is used to specify a list of object classes. Thus the type of objects that can be created during the upload can be restricted.</p> <p>If a user uploads a file, the file extension is compared with the object classes passed in this parameter. The file extension has to match with the file extension of the specified object classes otherwise the file cannot be uploaded.</p> <p>Note: If this parameter is undefined the settings of the object list passed in the parameter <code>venv_view</code> are taken.</p> <p>Example: The parameter <code>venv_objectclasslist</code> is undefined and in the parameter <code>venv_view</code> the object <i>objchildren</i> (COOSYSTEM@1.1:objchildren) is specified. The user uploads a file with the extension TXT. The file extension is compared with the extensions of object classes allowed to be created. If more object classes match the</p>

				file extension the first object class in the list is taken. An object of this object class is created.
<code>venv_createdobjects</code>	OUT	OBJECT-LIST		This parameter contains the list of objects that were created because of uploading files.
<code>venv_singleupload</code>	IN	STRING	Yes	Set this parameter to <code>true</code> , if only one file should be uploaded. In this case the object list and the "Upload" button are not displayed.
<code>venv_nexttitle</code>	IN	STRING	Yes	This parameter can be used to specify the title of the "Next" button.

6 Usage of the Upload Application

The application *Upload contents and create objects* can be included in other applications. This chapter gives an example of the look and feel of the application and describes possible user actions.

The description above the input fields and the title of the list can be specified using the corresponding parameters described in chapter 5 "Parameters".

The objects displayed in the list are specified with the parameters `venv_object` and `venv_view`, e.g. the object list of a folder.

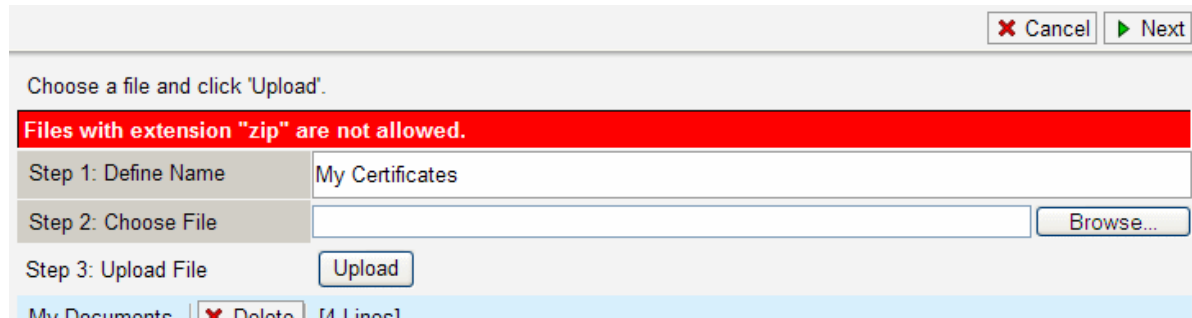
6.1 Uploading Files

Perform the following steps to upload a file:

1. Define the file name.
2. Click "Browse". You can browse for a file in the local file system of your computer.
3. Click "Upload" to upload the file. Click "Yes" to confirm the upload.

The file is uploaded and an object of the object class combined with the file extension of the file is created. The object is displayed in the list of the application.

Note: The file extension of the uploaded file has to match with the object classes that are allowed to be created. If the creation of a file with a particular extension is not allowed the following message is displayed: "Files with extension '...' are not allowed."



6.2 Deleting Files

Perform the following steps to delete a file:

1. In the list of the application select the check box of the file that should be deleted.
2. Click "Delete" to delete the file. Click "Yes" to confirm the deletion.

The file is deleted.

6.3 Downloading Files

Perform the following steps to download a file:

1. Localize the file in the list of the application.
2. Click on the name of the file.

The download dialog is opened. The file can be opened or saved in the local file system of your computer.

6.4 Complete or Cancel the Upload Application

The upload process is completed when clicking "Next".

Click the "Cancel" button to cancel the whole upload process. All files uploaded are deleted and changes in the list of the application are not saved.