
FuretUI Documentation

Release 1.1.0

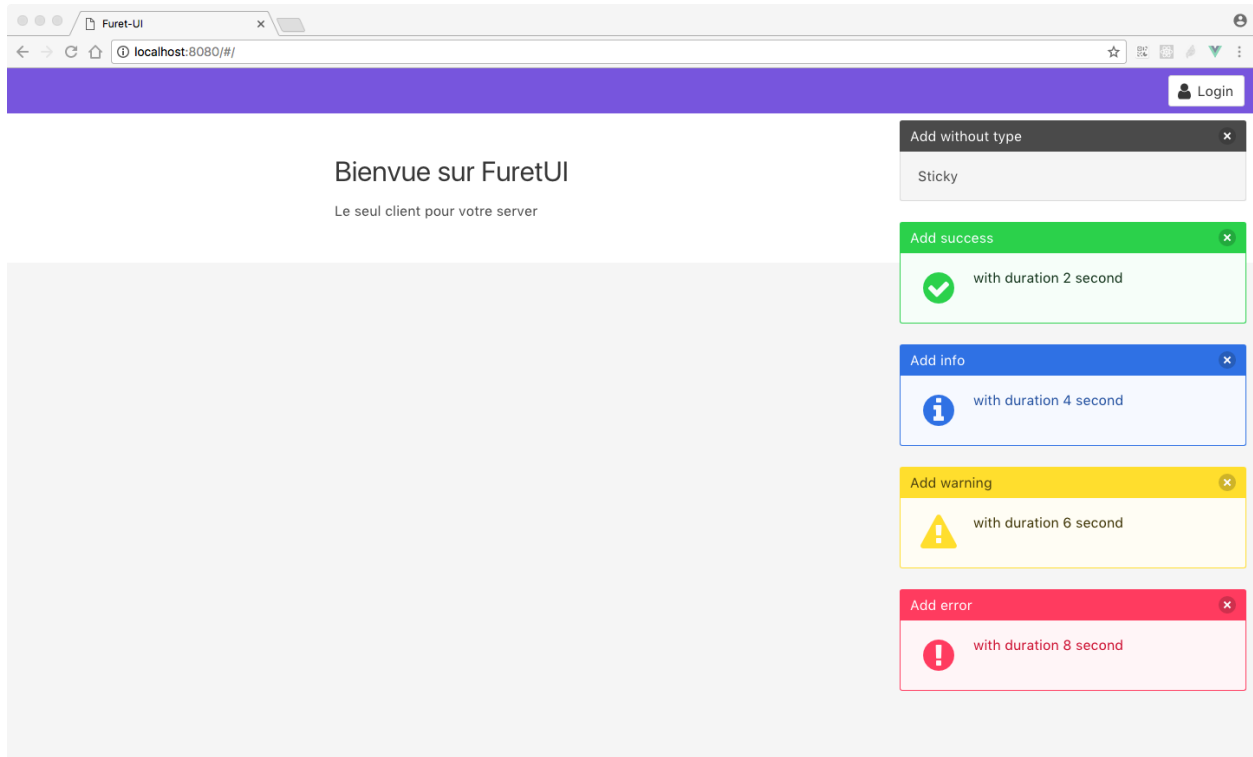
Jean-Sébastien Suzanne

Jul 22, 2017

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Information about the FuretUI project.

Project Homepage

FuretUI is hosted on [github](#) - the main project page is at http://github.com/AnyBlok/furet_ui. Source code is tracked here using [GIT](#).

The most recent published version of this documentation should be at <http://furet-ui.readthedocs.io/en/latest/index.html>.

Project Status

FuretUI is currently in development status and is expected to be fairly stable. Users should take care to report bugs and missing features on an as-needed basis. It should be expected that the development version may be required for proper implementation of recently repaired issues in between releases; the latest master is always available at https://github.com/AnyBlok/furet_ui/archive/master.zip.

Installation

Install latest versions of FuretUI from github (need **npm**):

```
git clone https://github.com/AnyBlok/furet_ui.git
cd furet_ui
npm install
npm run build-prod
```

..warning:

```
``build-prod`` return a minimify build
```

Unit Test

Run the test with npm:

```
npm run test
```

AnyBlok is tested using [Travis](#)

Run the mock server from the project:

```
npm run build
virtualenv develop
source develop/bin/activate
pip install -r requirement.txt
python server.py
```

Contributing (hackers needed!)

FuretUI is at a very early stage, feel free to fork, talk with core dev, and spread the word!

Author

Jean-Sébastien Suzanne

Contributors

[Anybox](#) team:

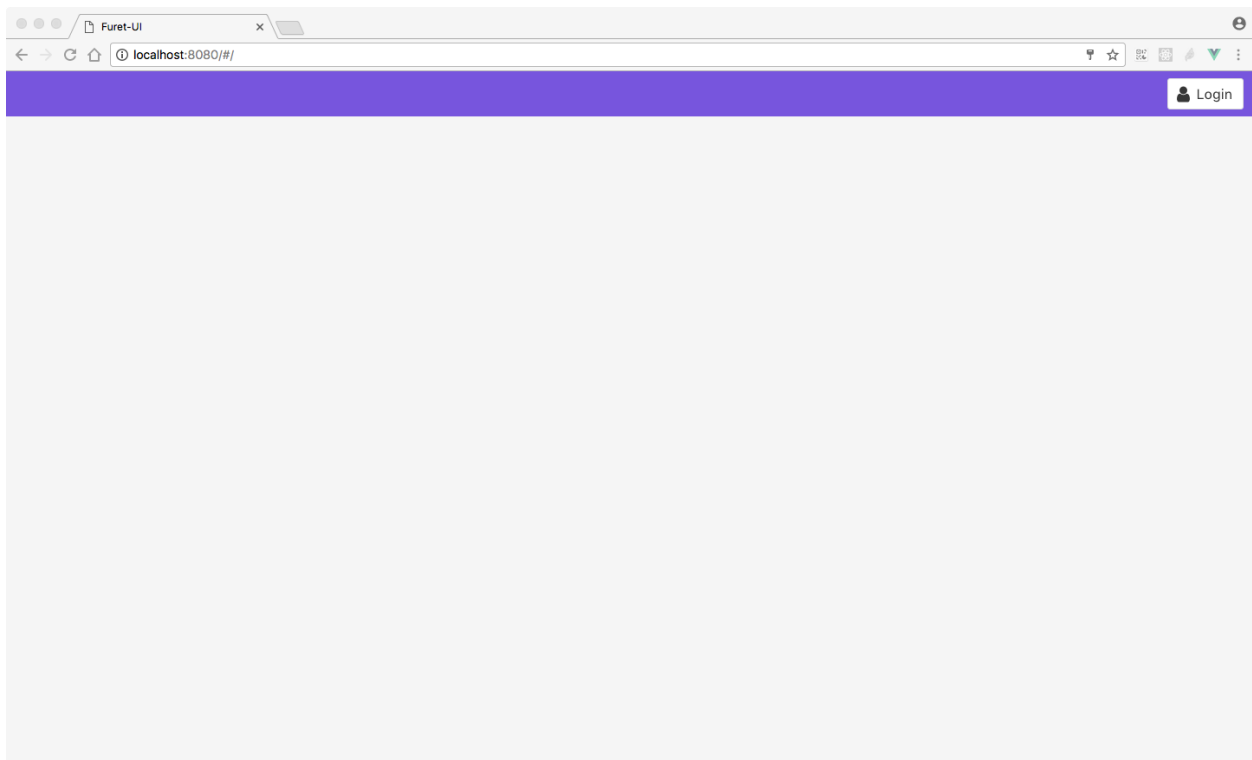
- Jean-Sébastien Suzanne
- Simon ANDRÉ

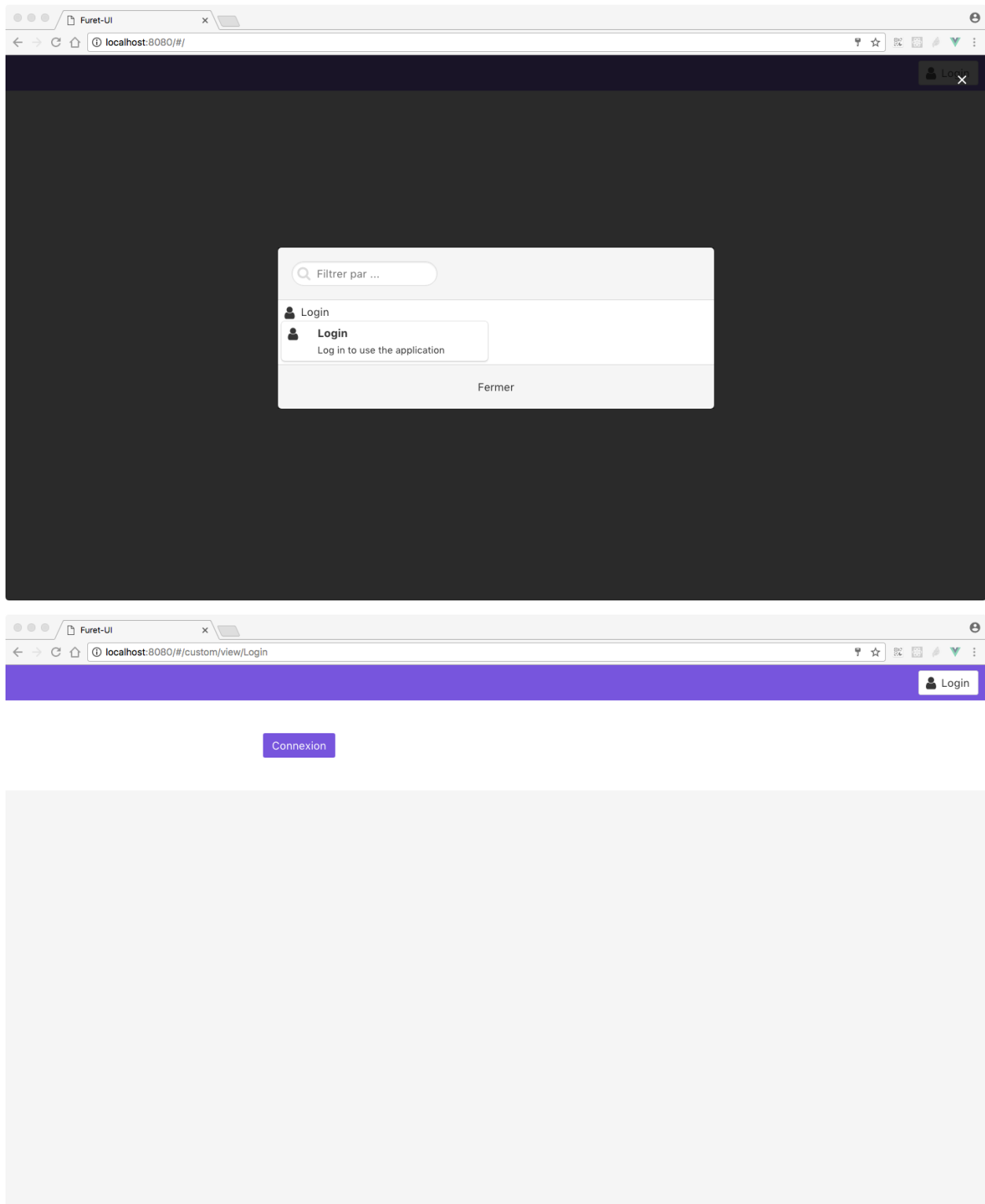
Bugs

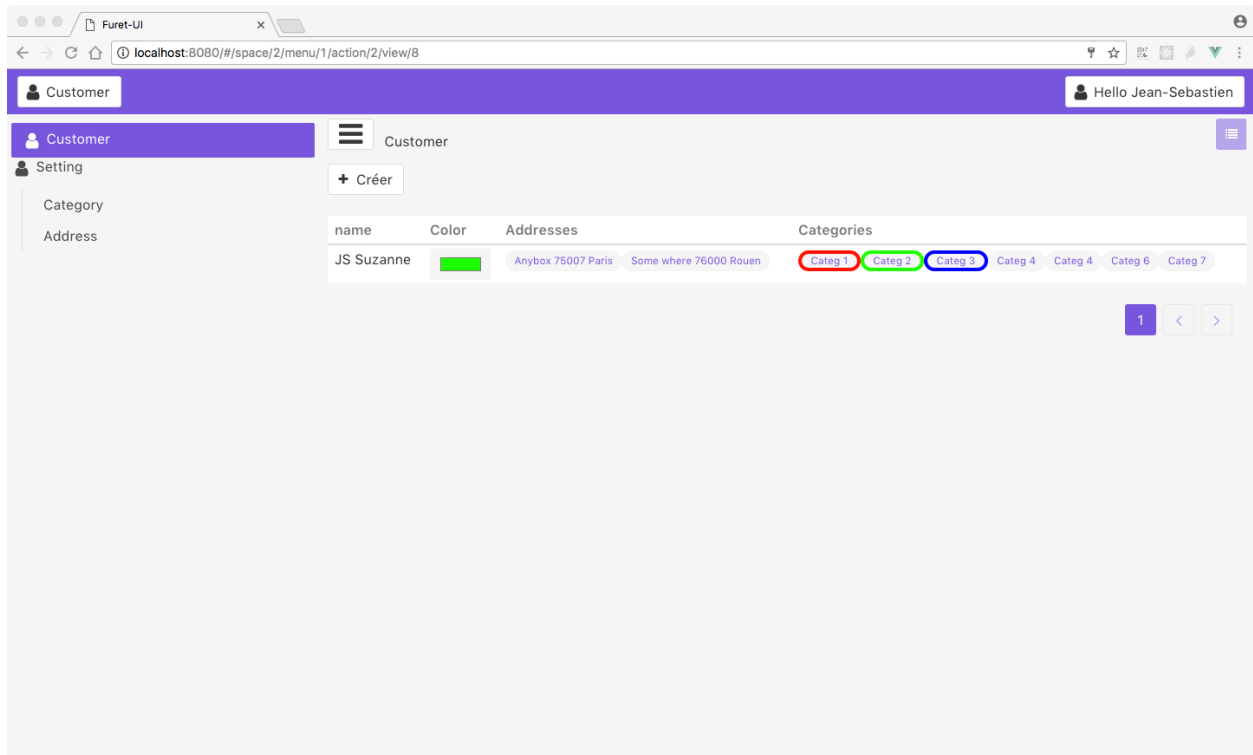
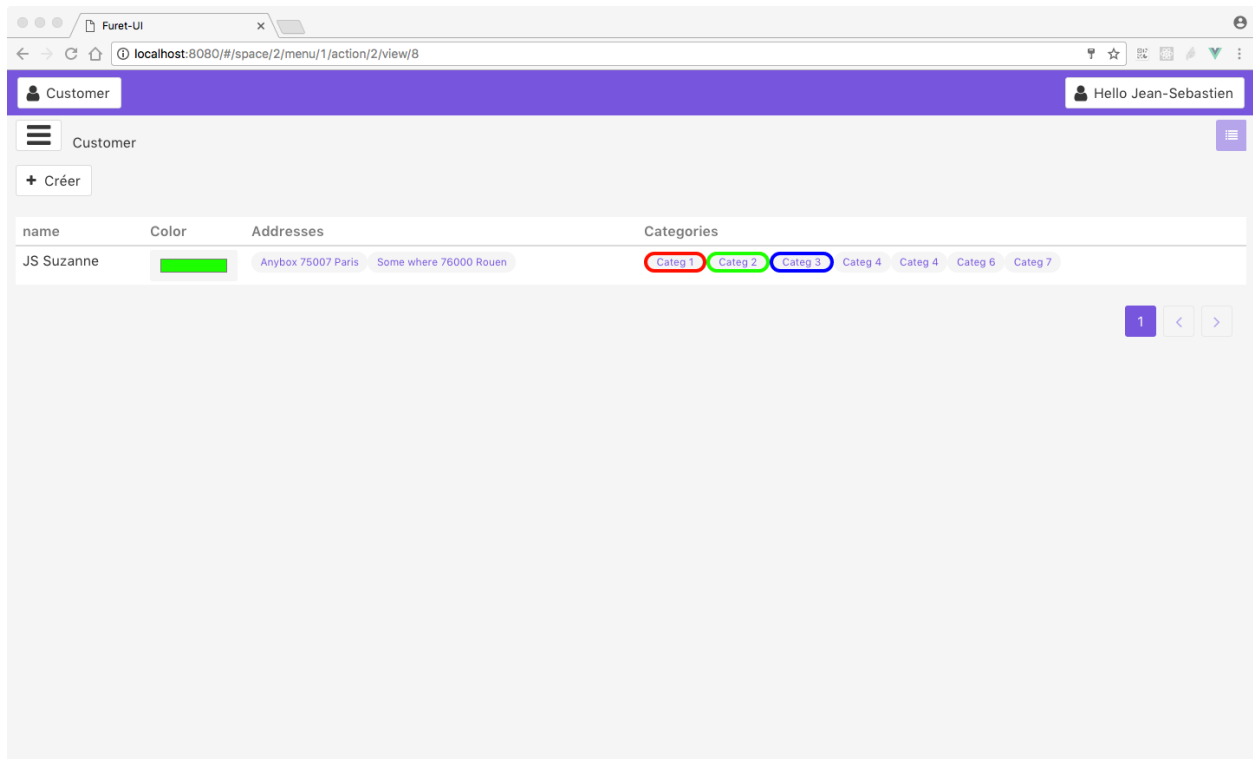
Bugs and feature enhancements to FuretUI should be reported on the [Issue tracker](#).

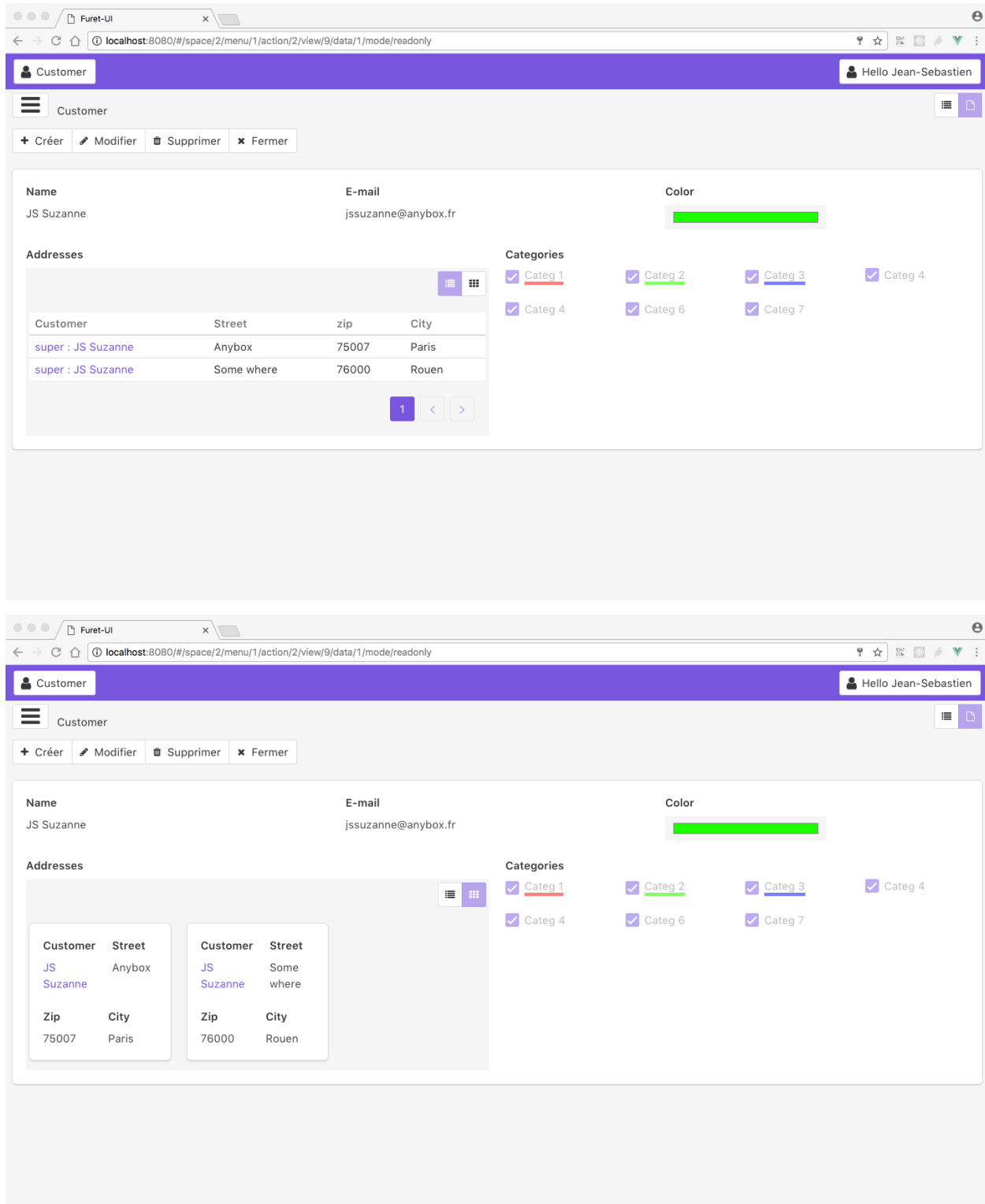
CHAPTER 2

Some picture









The screenshot shows a web browser window with the URL `localhost:8080/#/space/2/menu/1/action/2/view/9/data/1/mode/readonly`. The page title is "Customer". The user is logged in as "Hello Jean-Sebastien". The form contains the following fields and sections:

- Name:** JS Suzanne
- E-mail:** jssuzanne@anybox.fr
- Color:** A green color picker.
- Addresses:** A section with a "Fermer" button and a table of addresses.
- Categories:** A list of checkboxes for categories 1 through 7.

Customer	Street
JS Suzanne	Some where
Zip	City
76000	Rouen

Categories:

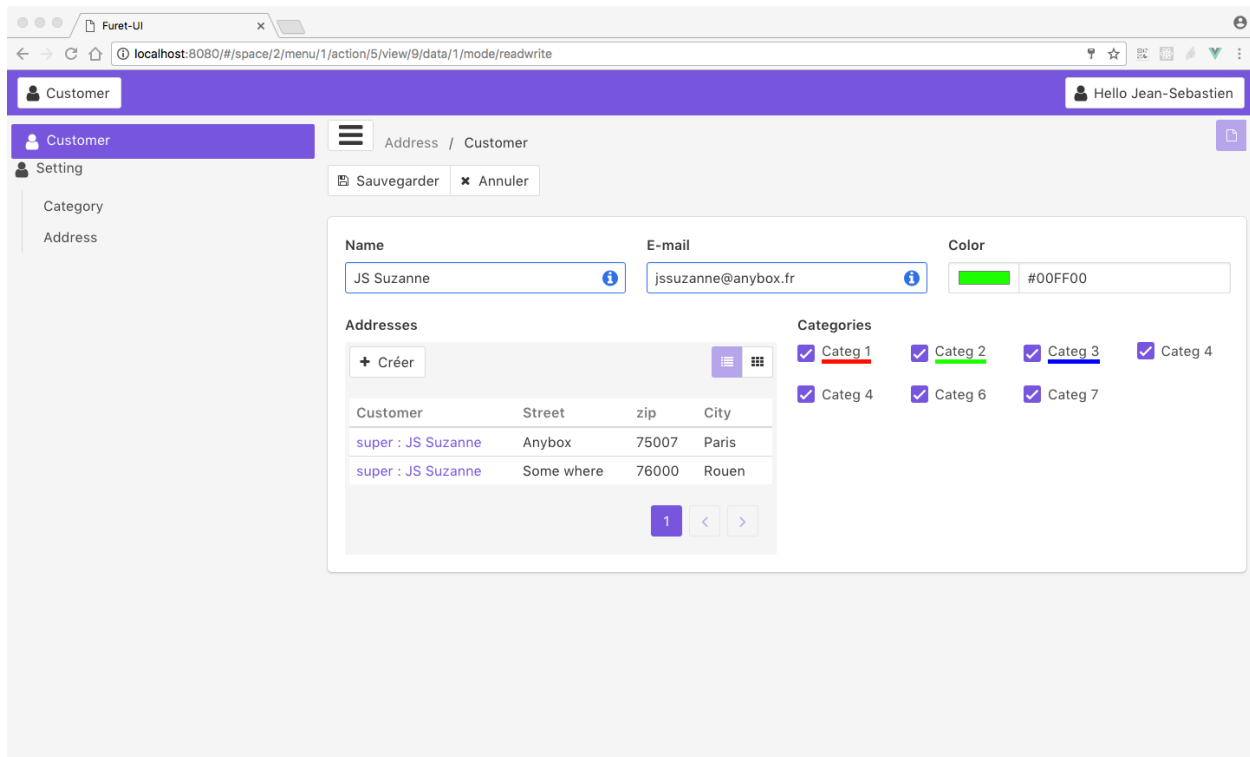
- ☒ Categ 1
- ☒ Categ 2
- ☒ Categ 3
- ☒ Categ 4
- ☒ Categ 4
- ☒ Categ 6
- ☒ Categ 7

The screenshot shows a web browser window with the URL `localhost:8080/#/space/2/menu/4/action/4/view/13/data/1/mode/readonly`. The page title is "Customer". The user is logged in as "Hello Jean-Sebastien". The form contains the following fields and sections:

- Customer:** JS Suzanne
- Street:** Anybox
- Zip:** 75007
- City:** Paris

Categories:

- ☒ Categ 1
- ☒ Categ 2
- ☒ Categ 3
- ☒ Categ 4
- ☒ Categ 4
- ☒ Categ 6
- ☒ Categ 7

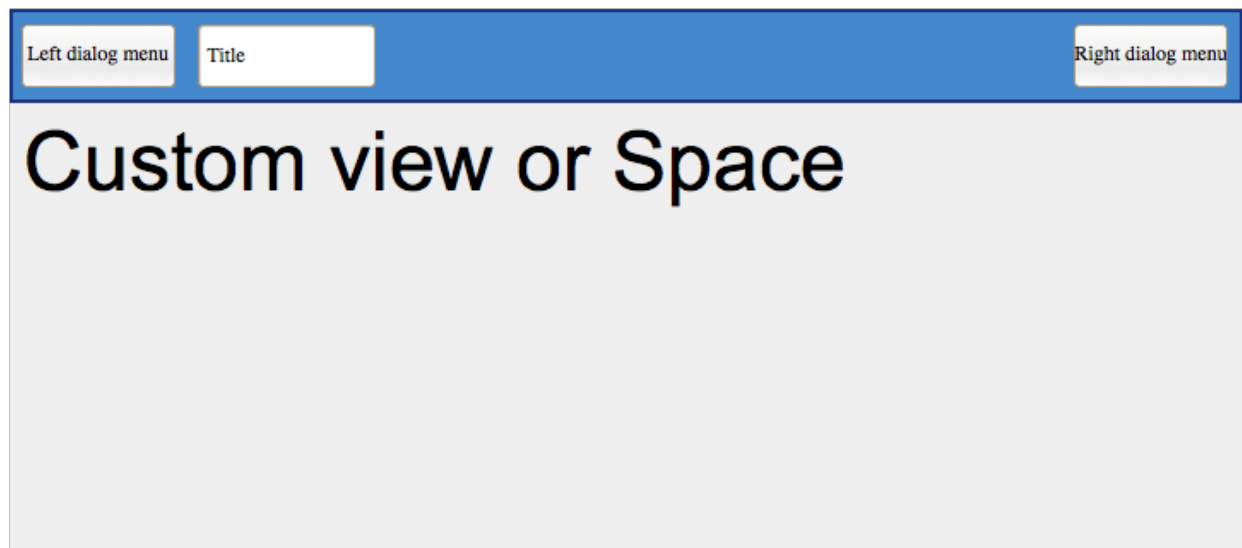


Contents

- *API*
 - *APP*
 - *Right and Left Menu*
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 - *Views*
 - * *Unknown*
 - * *List*
 - * *Form*
 - * *Thumbnail*
 - *Field*
 - * *Simple*
 - * *Relation ship*
 - *Plugin*

APP

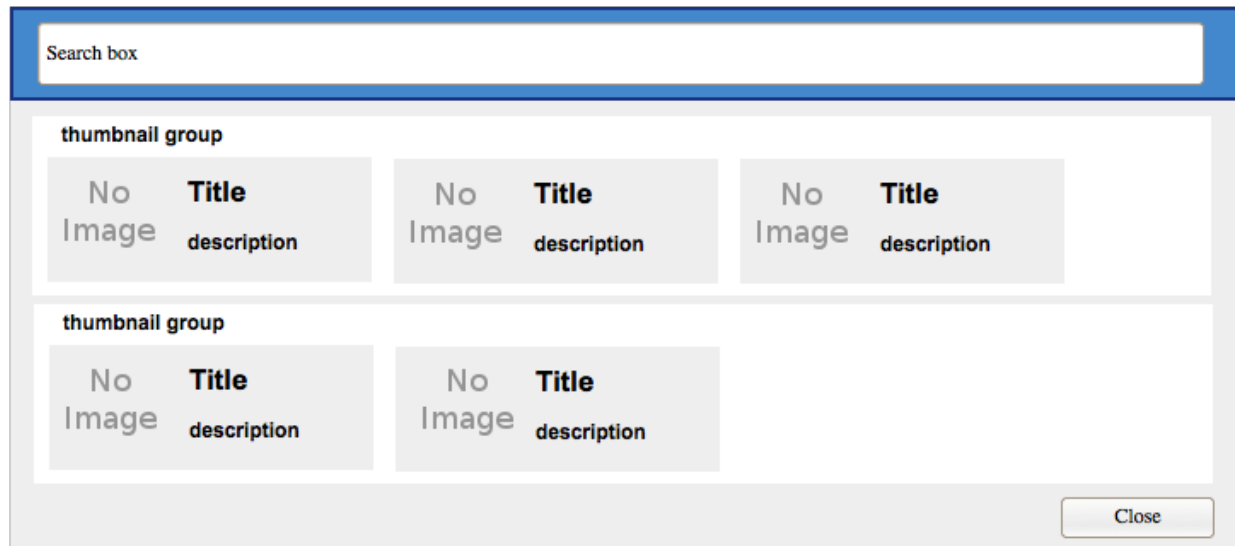
Render the application, need the providers for theme and redux storage



```
<furet-ui />
```

Right and Left Menu

It is a Modal menu. It is a thumbnail render, the thumbnail can be filtered by a searchBox



```
<furet-ui-appbar-left-menu />  
<furet-ui-appbar-right-menu />
```

Space

A space is an environnement for a specific behavior. Each space can defined menus, actions, views



```
<furet-ui-space
  v-bind:spaceId="..."
  v-bind:menuId="..."
  v-bind:actionId="..."
  v-bind:viewId="..."
/>
```

Picture

Render a picture, the picture can be come from:

- font-icon: font-awesome class

```
<furet-ui-picture type="font-icon" value="fa-user" />
```

Views

List the type of view available for the server.

The view type can be:

- standard: List, Form, Thumbnail

- custom: Login, Logout

All the view are present in the plugin system of FuretUI.

Unknown

Replace the wanted view if no view are available

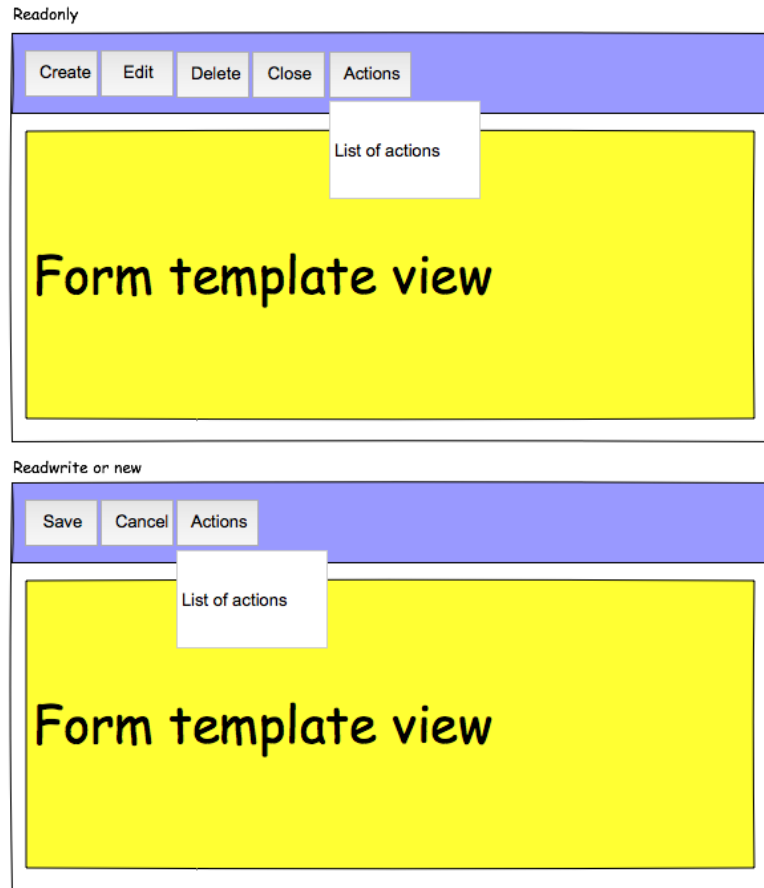
List

Render a list of data

The image displays two examples of a list view in FuretUI. The top example shows a basic list with a 'Create' button, an 'Actions' dropdown menu, and a 'Search box'. The bottom example shows a more complex list with 'Create', 'Delete', 'Actions', and 'More' buttons, each with a dropdown menu, and a 'Search box'. Both lists contain eight yellow 'Line' items.

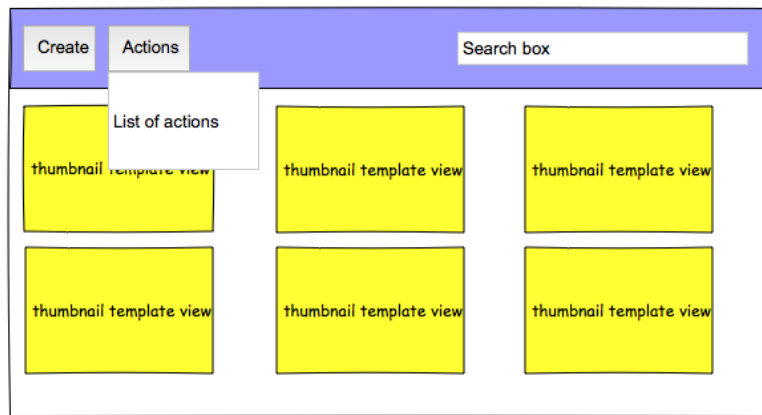
Form

Render a react template, the template come from serveur and stock in the redux store



Thumbnail

Render a react template, the template come from serveur and stock in the redux store



Field

Each field must be defined by views type.

Simple

The list are:

- Boolean
- Color
- Date
- DateTime
- Float
- Integer
- File
- JSON
- Mail

- Password
- RichText
- Selection
- String
- Text
- Time
- URL

Relation ship

Relation ship are particular field which link two model.

The list are:

- Many2One
- **Many2Many**
 - List,
 - Thumbnail
 - **Form**
 - * checkbox
 - * tags
- One2Many

Plugin

It is not a composent, it allow to save some function / object / class. This function / object / class are used and can be overwrite easily to change the behavior.

```
import plugin from './plugin';

const func = (props) => {...}
plugin(['path', 'to', 'save', 'in', 'plugin'], {Hello: func});

plugin.get(['path', 'to', 'save', 'in', 'plugin', 'Hello']);
```

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 - * *CLEAR_CLIENT*
 - *leftmenu, rightmenu*

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- * *CLEAR_LEFT_MENU, CLEAR_RIGHT_MENU*
- *global*
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- *View definition for store*
 - * *List*
 - * *Thumbnail*
 - * *Form*

CHAPTER 4

Store and Flow

client

Add any information about a custom client:

```
store.state.client: {  
  ``custom view name``: {  
    ``params of the custum view``,  
  },  
  ...  
}
```

UPDATE_CLIENT

Add params for a custom view:

```
{  
  type: 'UPDATE_VIEW_CLIENT',  
  viewName: ``custom view name``,  
  ``params ...``,  
}
```

CLEAR_CLIENT

Clear all the params:

```
{  
  type: 'CLEAR_CLIENT'  
}
```

leftmenu, rightmenu

It is the same for the both. The define dialog menu:

```
store.state.[ leftmenu | rightmenu ] = {
  value: {
    label: ``label of the selected menu``,
    image: {
      type: [ font-icon ],
      value: ``value in function of type to display the image``,
    },
  },
  values: [
    {
      label: ``label of the selected menu``,
      description: ``Description of the menu``,
      image: {
        type: [ font-icon ],
        value: ``value in function of type to display the image``,
      },
      type: [ SPACE | CLIENT ]
      id: ``space id or custom view name in function of type value``
    },
  ],
}
```

UPDATE_LEFT_MENU, UPDATE_RIGHT_MENU

Update the menu definition or selected menu:

```
{
  type: [ UPDATE_LEFT_MENU | UPDATE_RIGHT_MENU ],
  value: {
    label: ``label of the selected menu``,
    image: {
      type: [ font-icon ],
      value: ``value in function of type to display the image``,
    },
  },
  values: [
    {
      label: ``label of the selected menu``,
      description: ``Description of the menu``,
      image: {
        type: [ font-icon ],
        value: ``value in function of type to display the image``,
      },
      type: [ SPACE | CLIENT ]
      id: ``space id or custom view name in function of type value``
    },
  ],
}
```

Note: value and values is not required

CLEAR_LEFT_MENU, CLEAR_RIGHT_MENU

Clear the menu:

```
{
  type: [ CLEAR_LEFT_MENU | CLEAR_RIGHT_MENU ]
}
```

global

Define the context of the application:

```
store.state.global = {
  title: ``title of the application``,
  modal_custom_view: ``the current modal custom view``,
  breadscrums: [
    {
      path: ``the path of the previous action``,
      label: ``label display in the breadcrumb``,
      changes: ``the changes did during the action``,
      position: ``to order the Array``,
    },
    ...
  ],
}
```

UPDATE_GLOBAL

Update the global values:

```
{
  type: 'UPDATE_GLOBAL',
  ``params``,
}
```

Warning: Used for title or modal_custom_view.

CLEAR_GLOBAL

Clear all the parameter in global:

```
{
  type: 'CLEAR_GLOBAL',
}
```

ADD_IN_BREADCRUMB

Add new entry at the end of the breadcrumb:

```
{
  type: 'ADD_IN_BREADSCRUMB',
  path: ``the path to save``,
  label: ``the label to display``,
  changes: ``the state data changes to save``,
}
```

REMOVE_FROM_BREADSCRUMB

Remove the breadcrumb entries if the position is higher than the wanted position:

```
{
  type: 'REMOVE_FROM_BREADSCRUMB',
  position: ``the position to delete``
}
```

CLEAR_BREADSCRUMB

Clear all the breadcrumb entries:

```
{
  type: 'CLEAR_BREADSCRUMB',
}
```

ADD_NOTIFICATION (mutation)

Add new notification in the notification stack:

```
{
  type: 'ADD_NOTIFICATION',
  process: 'commit',
  id: ``unique id``
  title: ``title of the notification``
  message: ``html template of the message``,
  has_icon: ``display icon only for notification type success, info, warning or_
↪error``,
  notification_type: [ ' ' | success | info | warning | error ],
}
```

Warning: If you need duration, you must use the action not the mutation

ADD_NOTIFICATION (action)

Add new notification in the notification stack:

```
{
  type: 'ADD_NOTIFICATION',
  process: 'dispatch',
  id: ``unique id``
}
```

```

title: ``title of the notification``
message: ``html template of the message``,
has_icon: ``display icon only for notification type success, info, warning or_
↪error``,
notification_type: [ '' | success | info | warning | error ],
duration: ``number of the duration before remove, null for sticky``,
}

```

REMOVE_NOTIFICATION

Remove from notifications stack the notification id:

```

{
  type: 'REMOVE_NOTIFICATION',
  id: ``id of the notification``,
}

```

data

Save all the data for furet_ui:

```

store.state.data = {
  actions: {
    ``action id``: {
      label: ``Label of the action``,
      views: [
        {
          viewId: ``view id``,
          type: ``type of view``,
        },
        ...
      ],
    },
    ...
  },
  views: {
    ``view's id``: {
      model: ``model's name``,
      ``view params which depend of the type of the view``
    },
  },
  data: {
    ``Model name``: {
      ``data id``: {
        ``data``,
        ...
      },
      ...
    },
    ...
  },
  changes: {
    new: {
      ``Model name``: {

```

```
        ``data id``: [ 'DELETED' || { ``data`` } ],
        ...
    },
    ...
},
``Model name``: {
    ``data id``: [ 'DELETED' || { ``data`` } ],
    ...
},
...
},
spaces: {
    left_menu: [
        ``menu params``,
        ...
    ],
    right_menu: [
        ``menu params``,
        ...
    ],
}
}
```

the left and right menu definition is the same:

```
[
    {
        label: ``displayed label``,
        image: {
            type: [ 'font-icon' ],
            value: ``value of the icon``,
            actionId: ``action id``,
            id: ``id of the menu``,
            submenus: [
                ``Same menu definition, to use the submenus don't put actionId``,
                ...
            ],
        },
    },
]
```

UPDATE_ACTION

Add action definition:

```
{
    type: 'UPDATE_ACTION_MANAGER_ADD_ACTION_DATA',
    actionId: ``action id``,
    label: ``Label of the action``,
    views: [
        {
            viewId: ``view id``,
            type: ``type of view``,
        },
        ...
    ],
}
```

UPDATE_VIEW

Update the data of one view:

```
{
  type: 'UPDATE_VIEW',
  viewId: ``view id``,
  model: ``model name``,
  ``params of the view``,
}
```

UPDATE_DATA

Update the data:

```
{
  type: 'UPDATE_DATA',
  model: ``Model name``,
  data: {
    ``data id``: {
      ``params``,
    },
    ...
  },
}
```

DELETE_DATA

Delete some data:

```
{
  type: 'DELETE_DATA',
  data: {
    ``Model name``: [
      ``data id``,
    ],
  },
}
```

UPDATE_CHANGE

Modify current change:

```
{
  type: 'UPDATE_CHANGE',
  model: ``Model name``,
  dataId: ``data id``,
  fieldname: ``name of the field``,
  value: ``new value to save``,
}
```

REPLACE_CHANGE

replace the change by another:

```
{
  type: 'REPLACE_CHANGE',
  changes: ``object``,
}
```

CLEAR_CHANGE

replace the change by another:

```
{
  type: 'CLEAR_CHANGE',
}
```

CREATE_CHANGE_X2M

Add new change in the new entry, use by One2Many and Many2Many:

```
{
  type: 'CREATE_CHANGE_X2M',
  model: ``model name``,
  dataId: ``id of the data to create``
}
```

UPDATE_CHANGE_X2M

Modify current change in new if exist or in the normal place:

```
{
  type: 'UPDATE_CHANGE_X2M',
  model: ``Model name``,
  dataId: ``data id``,
  fieldname: ``name of the field``,
  value: ``new value to save``,
}
```

UPDATE_CHANGE_X2M_DELETE

Remove the change in the new entry if exist else add the 'DELETED' in the normal place for the model and the dataIds:

```
{
  type: 'UPDATE_CHANGE_X2M_DELETE',
  model: ``Model name``,
  dataIds: [
    ``data id``,
    ...
  ],
}
```

UPDATE_SPACE

Update the space data:

```
{
  type: 'UPDATE_SPACE',
  spaceId: ``
  left_menu: [
    ``menu params``,
    ...
  ],
  right_menu: [
    ``menu params``,
    ...
  ],
}
```

CLEAR_DATA

Clear all the data:

```
{
  type: 'CLEAR_DATA'
}
```

View definition for store

Note: the params are different for each view type

List

```
label: ``label of the view``,
model: ``model name``,
creatable: ``true display the create button``,
deletable: ``true display the delete button``,
selectable: ``true display the check box``,
onSelect: ``view id to use if the line is clicked``,
empty: ``html template displayed when no data``,
headers: [
  {
    name: ``column name``,
    label: ``Label of the column``,
    component: ``the vue component name``
    sortable: ``true: the column is sortable``
    numeric: ``true the value is a numeric``
    invisible: ``condition to determinate if the field is displayed or not``
  },
  ...
],
search: [
```

```
{
  key: ``key used by the server to filter the data``,
  label: ``Label display of the key``,
  type: ``what ever if you need to split the filter``,
  operator: ``what ever if you want define this``,
  value: ``the value``,
},
...
],
buttons: [
  {
    label: ``Label of the button``,
    buttonId: ``id of the button``,
  },
  ...
],
onSelect_buttons: [
  {
    label: ``Label of the button``,
    buttonId: ``id of the button``,
  },
  ...
],
fields: [
  ``column name``,
  ...
],
],
```

Thumbnail

```
label: ``label of the view``,
model: ``model name``,
creatable: ``true display the create button``,
deletable: ``true display the delete button``,
onSelect: ``view id to use if the line is clicked``,
border_fieldcolor: ``color to display can be hard coded or come from a field or eval_
↪some condition``,
background_fieldcolor: ``color to display can be hard coded or come from a field or_
↪eval some condition``,
search: [
  {
    key: ``key used by the server to filter the data``,
    label: ``Label display of the key``,
    type: ``what ever if you need to split the filter``,
    operator: ``what ever if you want define this``,
    value: ``the value``,
  },
  ...
],
template: ``template definition``,
buttons: [
  {
    label: ``Label of the button``,
    buttonId: ``id of the button``,
  },
  ...
],
```



```
],
fields: [
  ``column name``,
  ...
],
```

Note: For the template see the template page [Template](#)

Form

```
label: ``label of the view``,
model: ``model name``,
creatable: ``true display the create button``,
deletable: ``true display the delete button``,
editable: ``true display the edit button``,
onClose: ``view id to use if the close button is clicked``,
template: ``template definition``,
buttons: [
  {
    label: ``Label of the button``,
    buttonId: ``id of the button``,
  },
  ...
],
fields: [
  ``column name``,
  ...
],
```

Note: For the template see the template page [Template](#)

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- `/furetui/field/x2m/get/views`
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- `/furetui/data/delete`
- `/furetui/data/call`
- *Default route for login and logout*
 - * `/furetui/client/login`
 - * `/furetui/client/logout`

CHAPTER 5

Client / Server Api

All the route use the **POST** method and the **JSON** rendering. They must all return list of store mutation. See the store page:

```
[
  ``store mutation``
    OR / AND
  ``translation definition``
    OR / AND
  ``locale``
    OR / AND
  ``client path for vue-router``
]
```

/furetui/init/required/data

First query called by FuretUI. The goal of this query is to initialize the client:

Warning: Return quick data, allow to display quickly the UI

/furetui/init/optionnal/data

Second call. The goal is to load heavy data to improve the client and allow a degradate mode

Note: The query can be slower than required data because the main data is already present and this application may be usable.

/furetui/homepage

Called, when the router path is /

/furetui/button/<buttonId>

Called, when the button is clicked with params in body:

- viewId
- model
- dataIds
- options

/furetui/custom/view/<viewName>

Called when the custom view is called, is not required to respond to this query

/furetui/view/<viewId>

Called when the view have been selected or changed.

/furetui/space/<spaceId>

Called when the view space been selected or changed.

optionnal values in body:

- spaceId
- menuId
- actionId
- viewId
- dataId
- mode

/furetui/action/<actionId>

Called when the view action been selected or changed.

optionnal values in body:

- spaceId
- menuId

- actionId
- viewId
- dataId
- mode

/furetui/field/x2x/search

Call to by Many2One and Many2ManyTags to search the remote value
the value in body are:

- model
- value
- fields

Warning: the wanted result is not a classical response

```
{
  ids: [ data id, ...
    ], data: [
      store mutation, OR / AND
      translation definition OR / AND
      locale OR / AND
      client path for vue-router
    ],
}
```

/furetui/list/x2m/get

Call to by One2Many and Many2Many to get children values
the value in body are:

- model
- viewId
- dataIds

/furetui/field/x2m/get/views

Call to by One2Many and Many2Many to get the children views
the value in body:

- viewIds

`/furetui/data/create`

Call to save an unexisting data

the value in body are:

- model
- data
- changes: all the change not only for this data
- fields
- **path: optionnal**
 - spaceId
 - menuId
 - actionId
 - viewId

Warning: Don't forget to change path to pass in RO mode

`/furetui/data/read`

Call to read entries in function of filter

the value in body are:

- model
- viewId
- filter
- fields

`/furetui/data/read/<dataId>`

Call to read only one entry

the value in body are:

- model
- viewId
- new
- fields

/furetui/data/update

Call to save an existing data

the value in body are:

- model
- dataId
- data
- changes: all the change not only for this data
- fields
- **path: optionnal**
 - spaceId
 - menuId
 - actionId
 - viewId

Warning: Don't forget to change path to use the good dataId and RO mode

/furetui/data/delete

Call to remove an existing data

the value in body are:

- model
- dataIds

Warning: Don't forget to call the mutation to remove the dataIds also on furetui client

/furetui/data/call

Call to remove an existing data

the value in body are:

- model
- search
- value

Warning: It is not a classical response, the goal it to define the available filter for search view

Default route for login and logout

The view can be overwriting this route can be deprecated.

`/furetui/client/login`

Call when the FuretUI user click on the `connection` button. The server may check the identity of the user and this access righth. The server:

`/furetui/client/logout`

Call when the FuretUI user click on the `Logout` thumbnail. The server may close the session of the user. The server:

Warning: Dont forget to remove all the data

Contents

- *Template*

CHAPTER 6

Template

The templates are used by `Form` and `Thumbnail` views, the template describe the view to display. The template come from the server and must apply some rules.

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- *RELEASE*
 - *1.1.0 (2017-07-22)*
 - *1.0.0 (2017-07-22)*

1.1.0 (2017-07-22)

- Fix some documentation
- Rename Text to RichText
- Add Field Text

1.0.0 (2017-07-22)

First release:

- Add some fields
- Add some views
- Add notifications
- Add vuejs, vuex, vue-i18n, vue-router
- Add Bulma, buefy

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