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# **FuretUI Documentation**

***Release 1.3.0***

**Jean-Sébastien Suzanne**

**Aug 14, 2017**



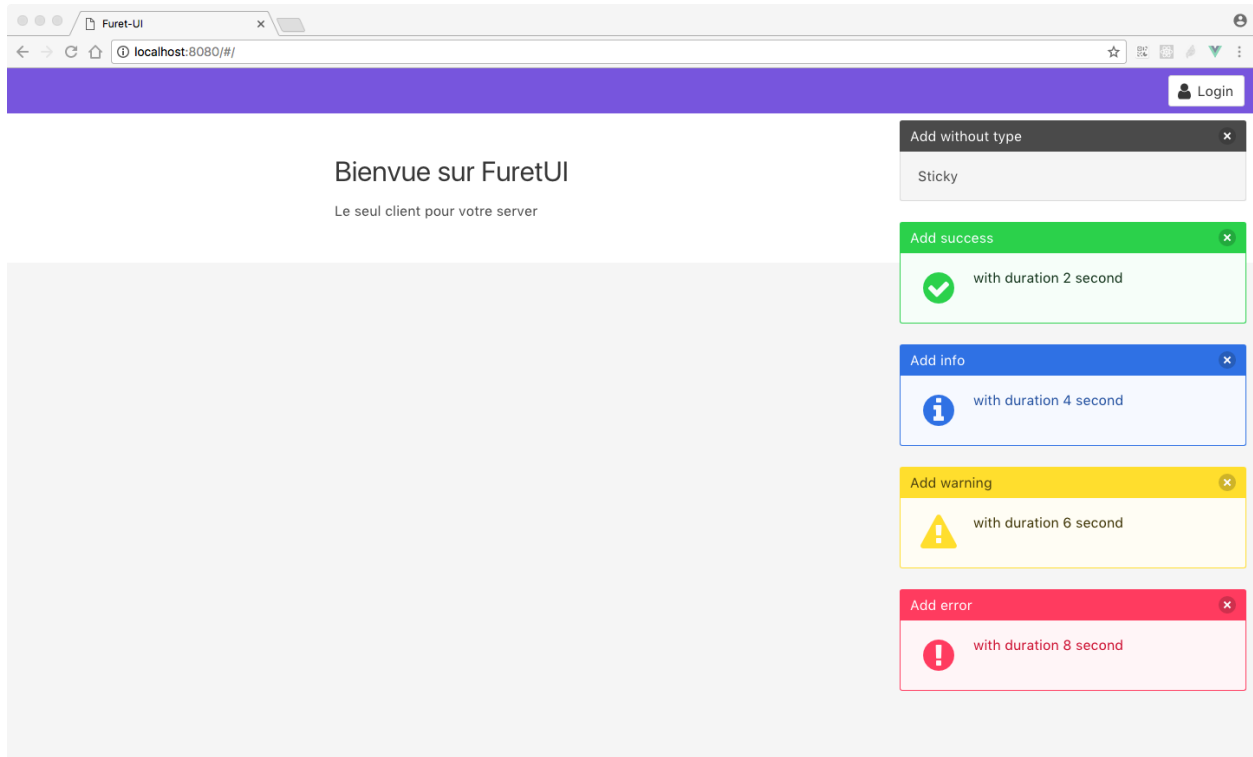
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Information about the FuretUI project.

## Project Homepage

FuretUI is hosted on [github](#) - the main project page is at [http://github.com/AnyBlok/furet\\_ui](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](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](#).

### Contents

- *Add FuretUI in your own project*



## CHAPTER 2

---

### Add FuretUI in your own project

---

FuretUI don't give a final web client, You have to create the **html** page. In this page you must:

- 1. create page: (css, html, js)
- 2. load furetui components
- 3. load your own components
- 4. create the FuretUI Client

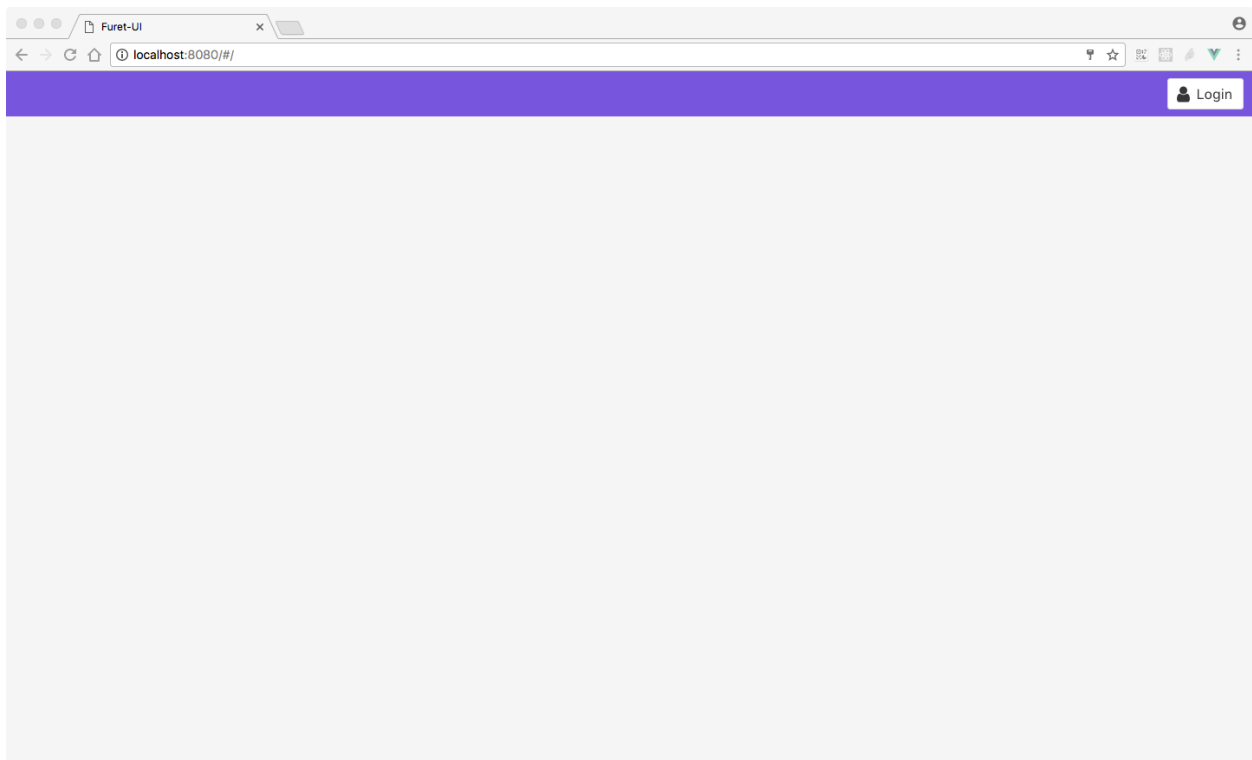
Example:

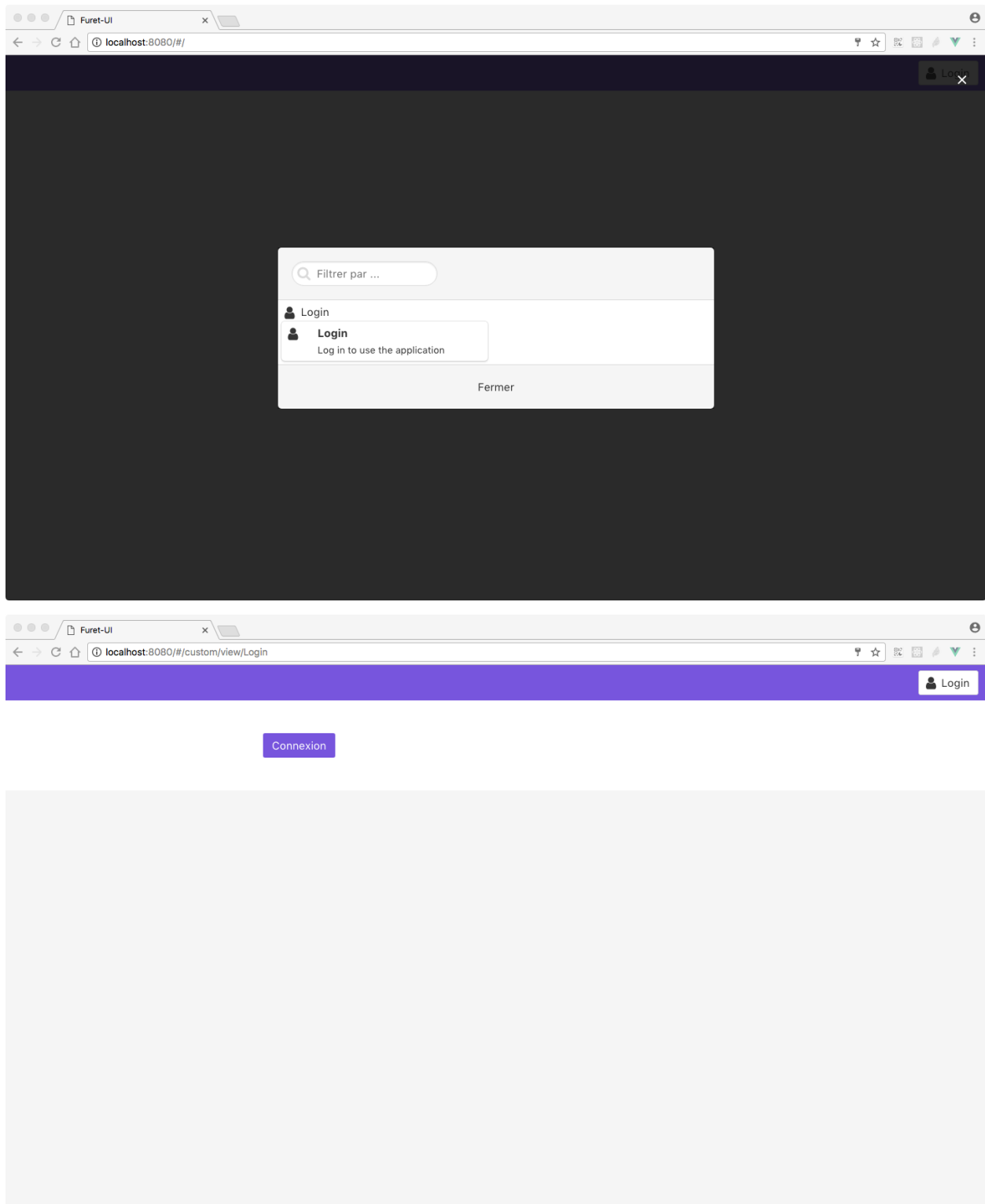
```
<!DOCTYPE html>
<html>
  <head>
    <meta http-equiv="content-type" content="text/html; charset=utf-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1, maximum-
↪scale=1.0, user-scalable=no"/>
    <title>Your title</title>
    <!--
      Your css files
    -->
  </head>
  <body>
    <!-- the entry point of the client -->
    <div id="anyblok-furetui-app"></div>
    <!--
      Your js files
    -->
    <!--
      Furet UI bundles
    -->
    <!--
      Your components for FuretUI
    -->
    <!-- creation of the client -->
    <script type="text/javascript">
```

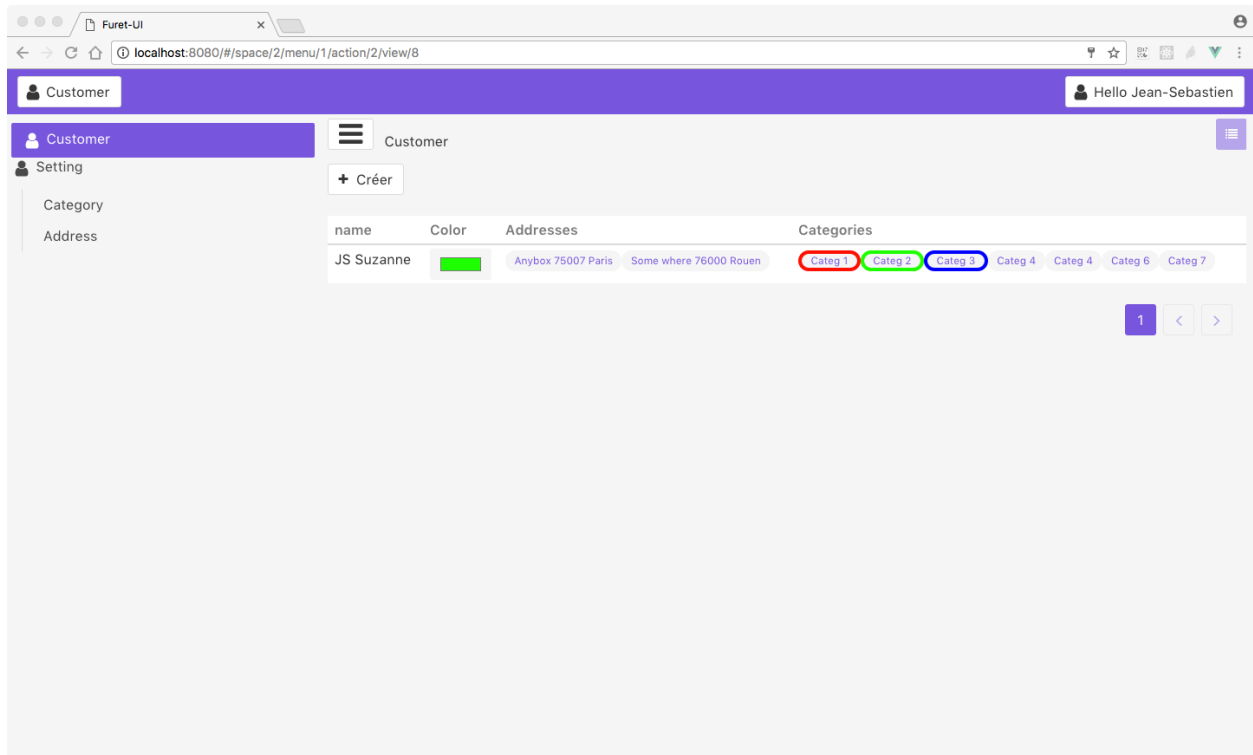
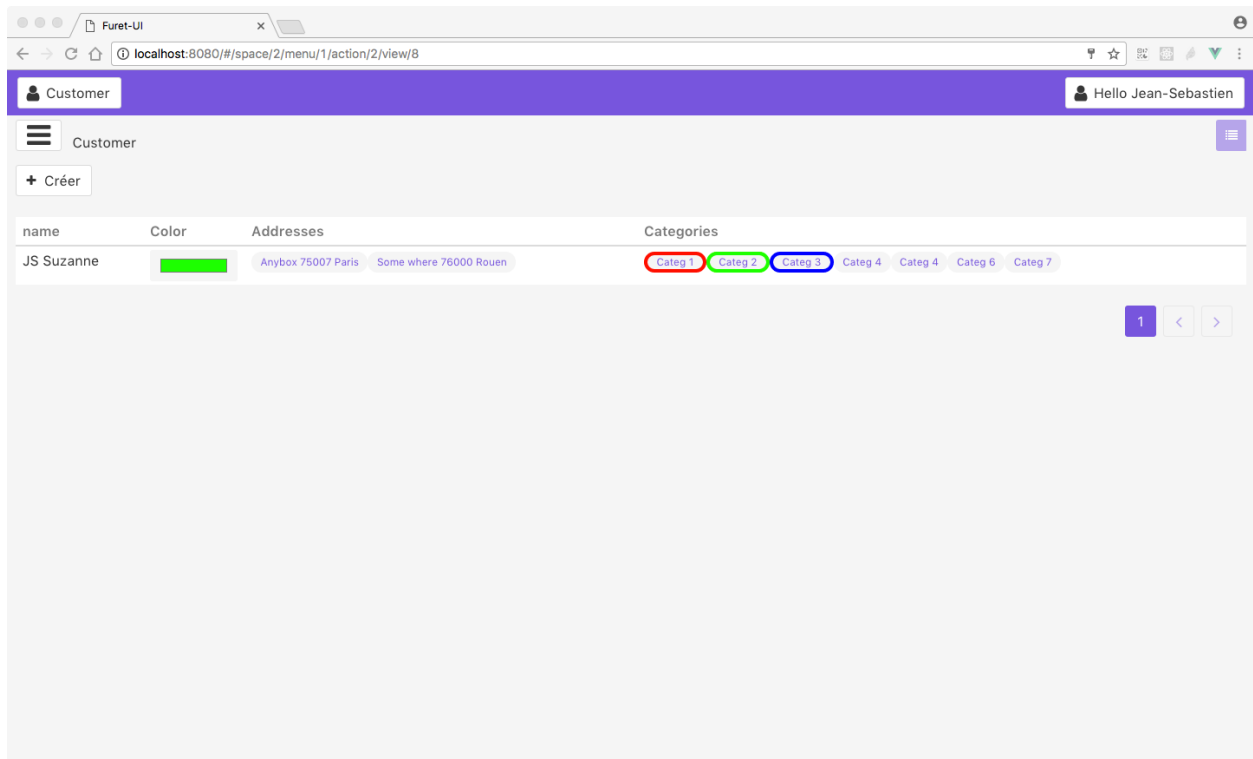
```
        createFuretUIClient('#anyblok-furetui-app');  
    </script>  
</body>  
</html>
```

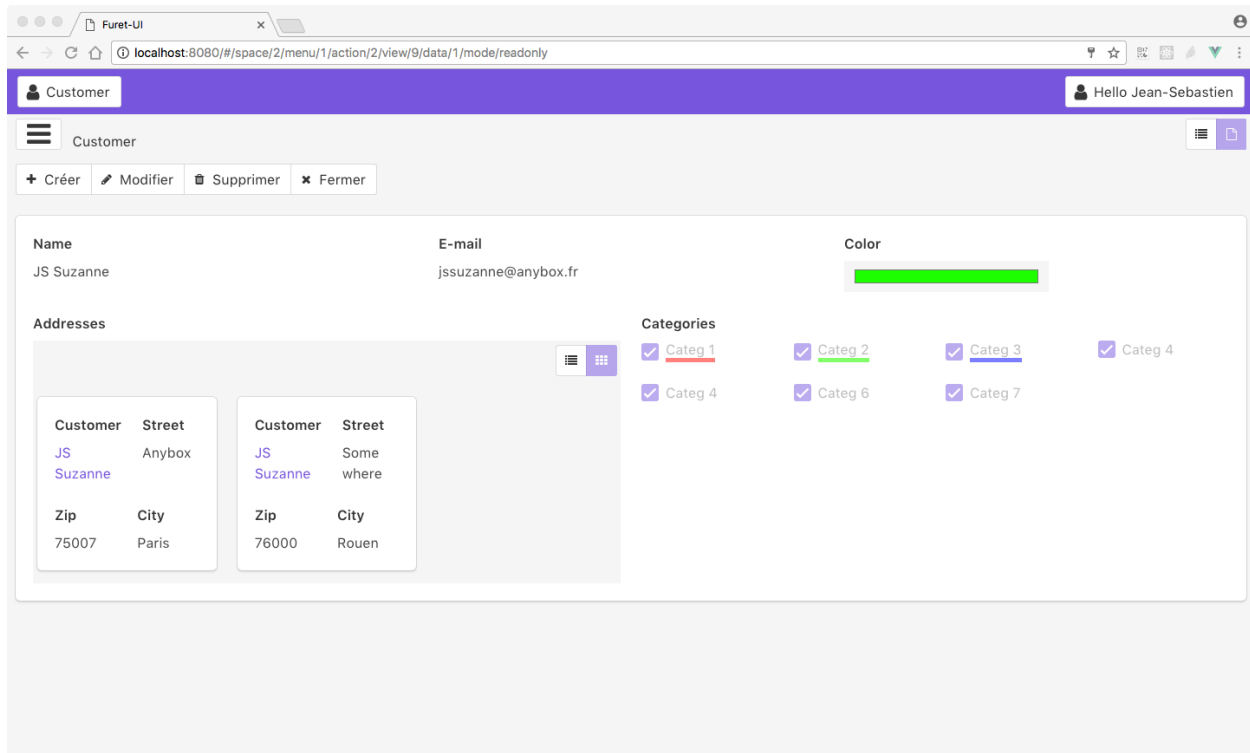
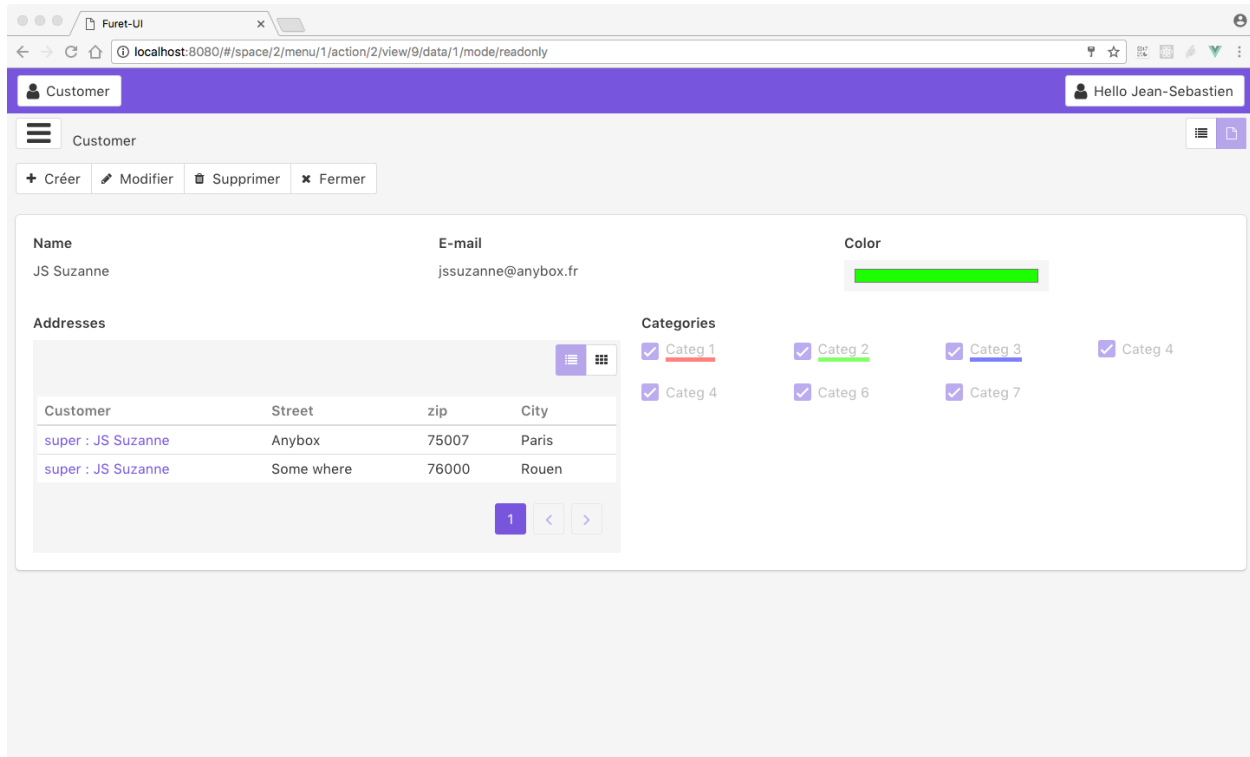
## CHAPTER 3

Some picture







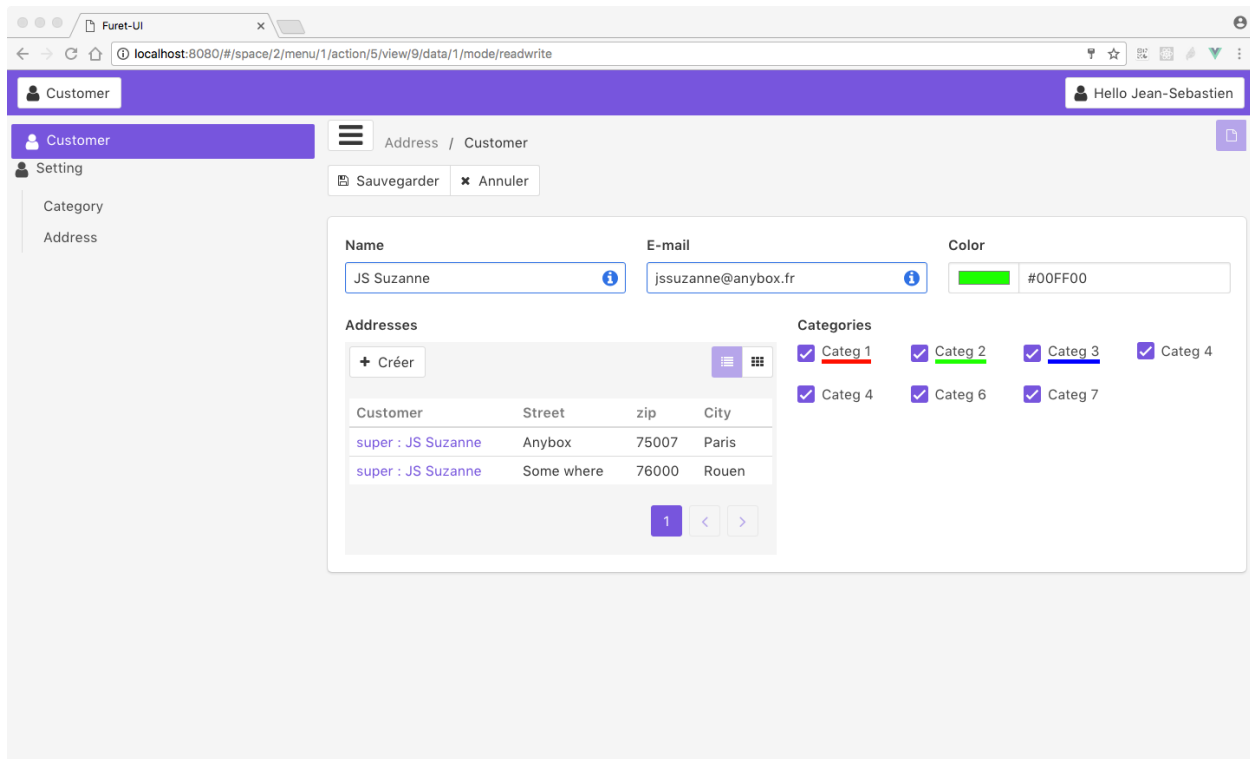


The screenshot shows a web browser window with the URL `localhost:8080/#/space/2/menu/1/action/2/view/9/data/1/mode/readonly`. The page title is "Customer". The user is logged in as "Hello Jean-Sebastien". The form has a sidebar with a menu containing "Customer", "Setting", "Category", and "Address". The main content area displays the "Customer" form with the following fields:

- Name:** JS Suzanne
- E-mail:** jssuzanne@anybox.fr
- Color:** A green color picker.
- Addresses:** A list of addresses with a "Fermer" button. The first address is "JS Suzanne" with "Some where" as the street, "76000" as the zip, and "Rouen" as the city.
- Categories:** A list of categories with checkboxes: "Categ 1", "Categ 2", "Categ 3", "Categ 4", "Categ 4", "Categ 6", and "Categ 7".

The screenshot shows the same FuretUI interface but in "edit" mode. The URL is `localhost:8080/#/space/2/menu/4/action/4/view/13/data/1/mode/readonly`. The sidebar menu is the same. The main content area displays the "Customer" form with the following fields:

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



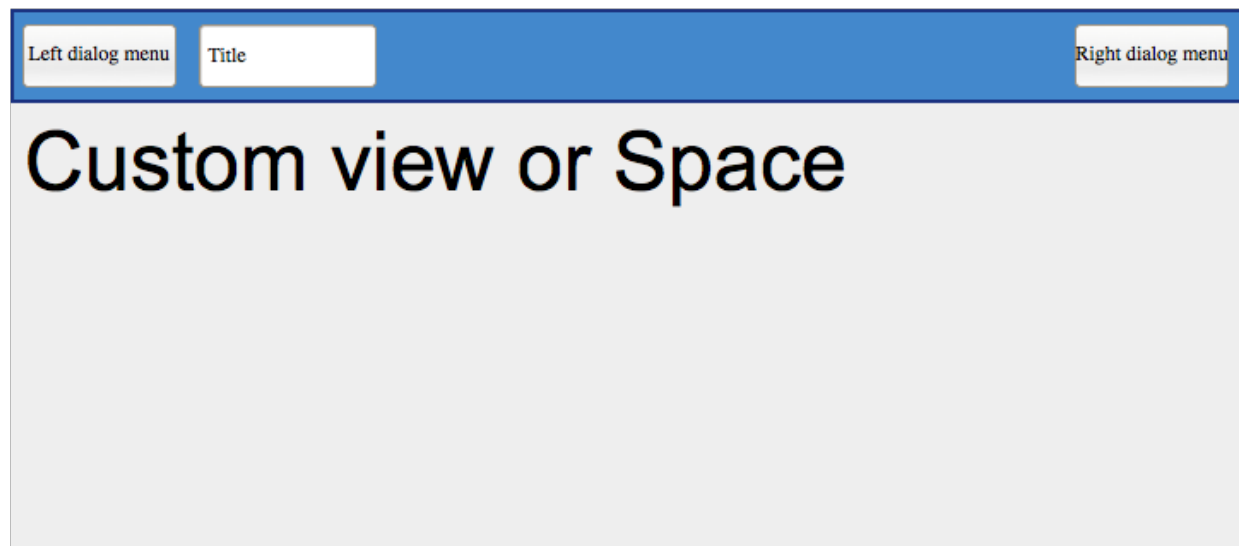
## Contents

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



## APP

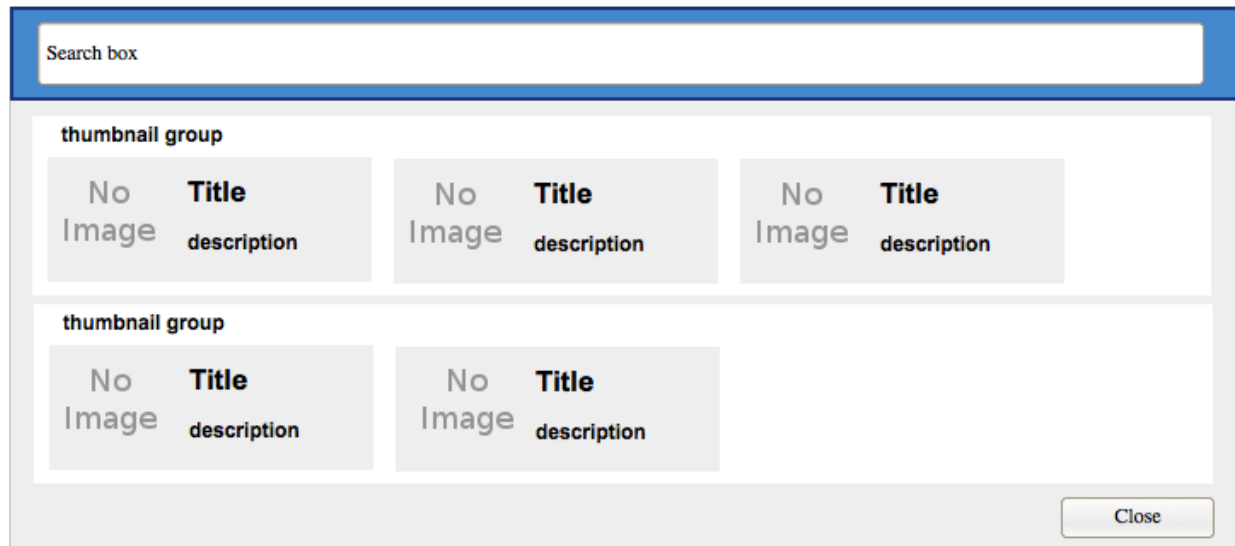
Render the application, need the providers for theme and redux storage



```
<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

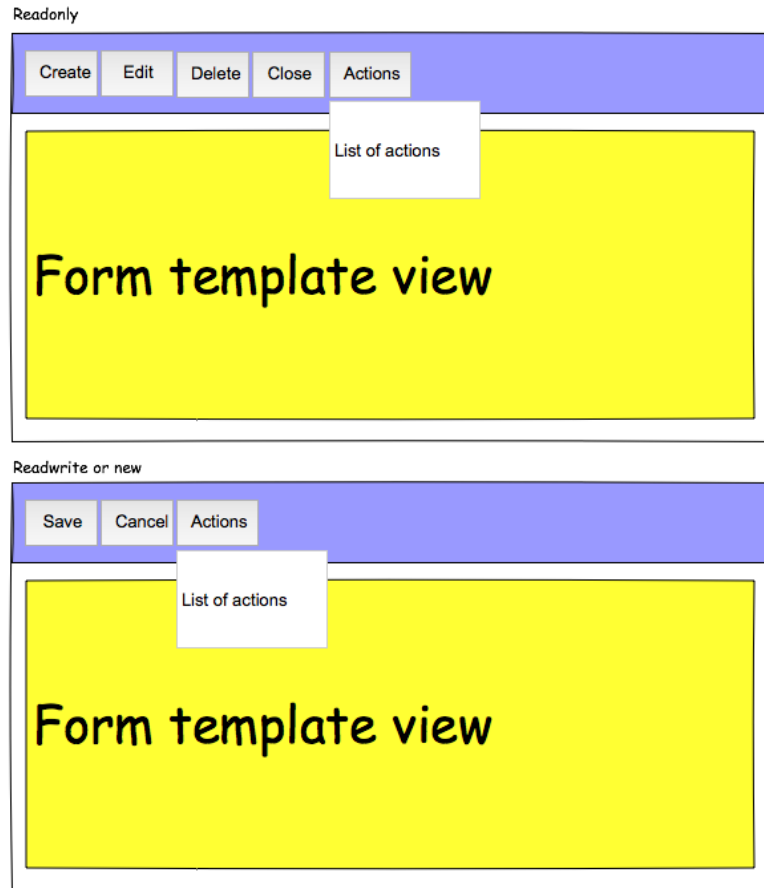
## List

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.

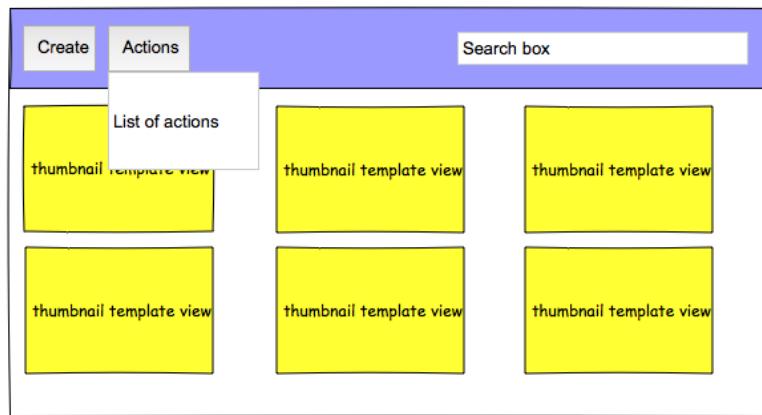
## Form

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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- *Store and Flow*
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- *dispatchAll method*
  - \* *UPDATE\_LOCALES*
  - \* *SET\_LOCALE*
  - \* *UPDATE\_ROUTE*
  - \* *RELOAD*



## 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\_BREADSCRUMB

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``
    },
},
client: {
    ``custom view name``: {
        ``params of the custum 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\_CLIENT

Add params for a custom view:

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

## 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 nomal 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](#)

## dispatchAll method

The `dispatchAll` is called by the api and do the dispatch to the store. But some type are not in the store and was computed directly by this method.

## UPDATE\_LOCALES

Update translation for one locale:

```
{
  type: 'UPDATE_LOCALES',
  locales: [
    {
      locale: ``the local to modify fr | en | ...``
      messages: ``object of translation``
    },
    ...
  ]
}
```

## SET\_LOCALE

Force the current locale of furetui:

```
{
  type: 'SET_LOCALE',
  locale: ``the local to modify fr | en | ...``
}
```

## UPDATE\_ROUTE

Change the current route in router:

```
{
  type: 'UPDATE_ROUTE',
  name: ``route name``,
  params: {
    ``route param``,
    ...
  }
}

or

{
  type: 'UPDATE_ROUTE',
  path: ``path in router``
}
```

## RELOAD

Reload the furetui client

### Contents

- *Client / Server Api*
  - /furetui/init/required/data
  - /furetui/init/optionnal/data
  - /furetui/homepage
  - /furetui/button/<buttonId>
  - /furetui/custom/view/<viewName>
  - /furetui/view/<viewId>
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  - /furetui/list/x2m/get
  - /furetui/field/x2m/get/views
  - /furetui/data/create
  - /furetui/data/read
  - /furetui/data/read/<dataId>
  - /furetui/data/update
  - /furetui/data/delete
  - /furetui/data/search

- *Default route for login and logout*

- \* `/furetui/client/login`

- \* `/furetui/client/logout`



## CHAPTER 6

---

### 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.

The params in body are:

- `route_name`: an existing route name in `route.js`
- `route_params`: the information linked

**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

<b>Warning:</b> 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/search

Call to remove an existing data

the value in body are:

- model
- search
- value

**Warning:** It is not a classical response, the goal is 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 right. 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:** Don't forget to remove all the data

#### Contents

- *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.

### Contents

- *RELEASE*
  - *1.3.0 (2017-08-14)*
  - *1.2.0 (2017-07-23)*
  - *1.1.0 (2017-07-22)*
  - *1.0.0 (2017-07-22)*



### 1.3.0 (2017-08-14)

- Pass route params when call `/furetui/init/required/data`
- Add `RELOAD` command in `dispatchAll`, to reload all furetui
- FIX Field Boolean
- Fix content in Form / Thumbnail views
- FIX `fields.common`

### 1.2.0 (2017-07-23)

- Add two / way instance creation to allowed import other component
- Add documentation to start client

### 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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