
FuretUI Documentation

Release 1.3.0

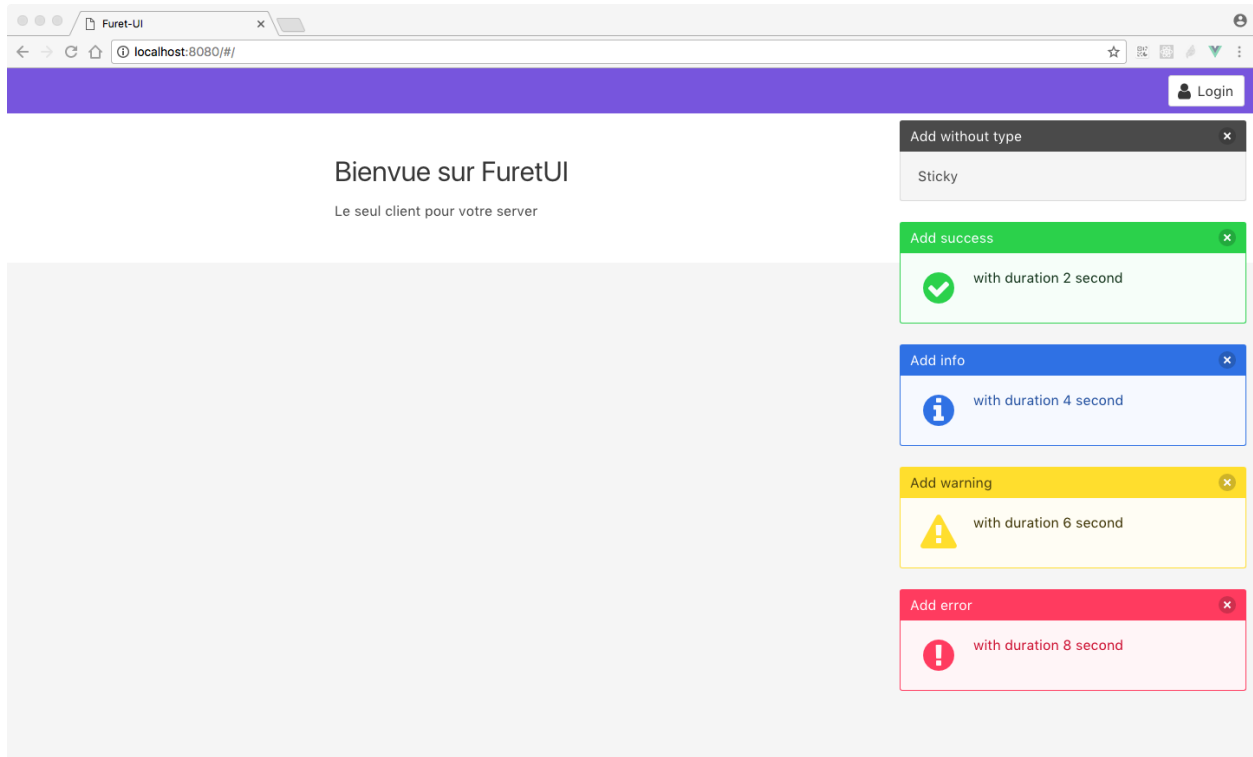
Jean-Sébastien Suzanne

Apr 16, 2019

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Information about the FuretUI project.

1.1 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>.

1.2 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.

1.3 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
```

1.4 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
```

1.5 Contributing (hackers needed!)

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

1.6 Author

Jean-Sébastien Suzanne

1.7 Contributors

[Anybox](#) team:

- Jean-Sébastien Suzanne
- Simon ANDRÉ

1.8 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 -->
```

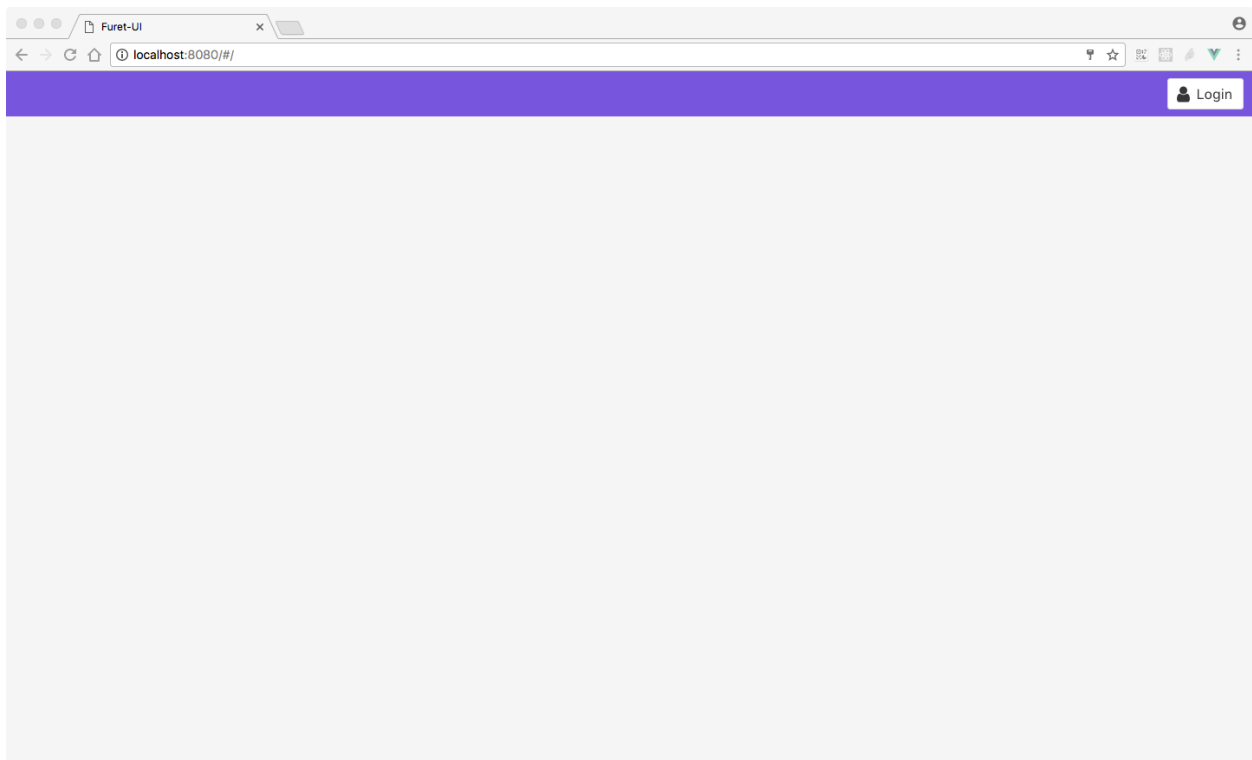
(continues on next page)

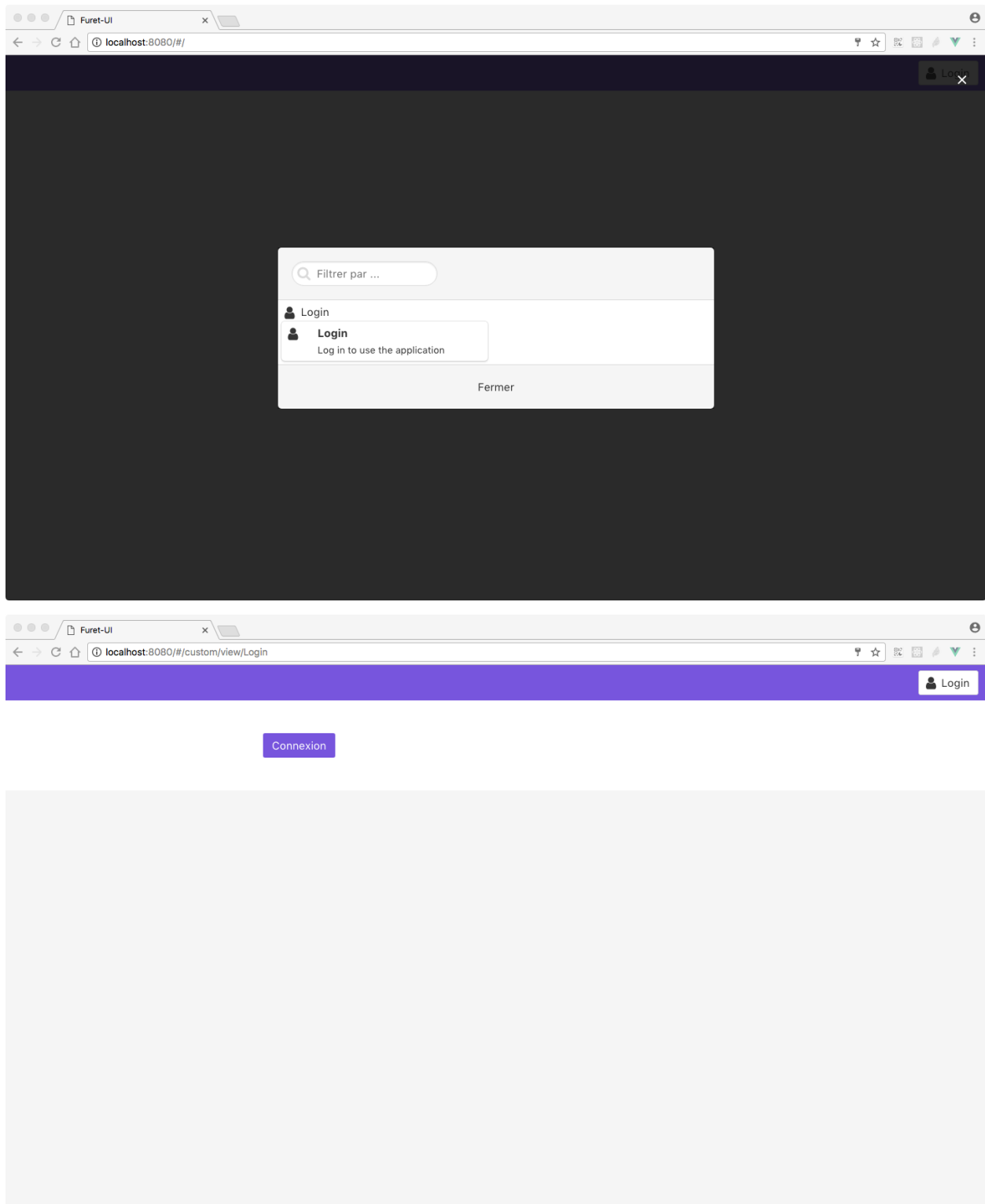
(continued from previous page)

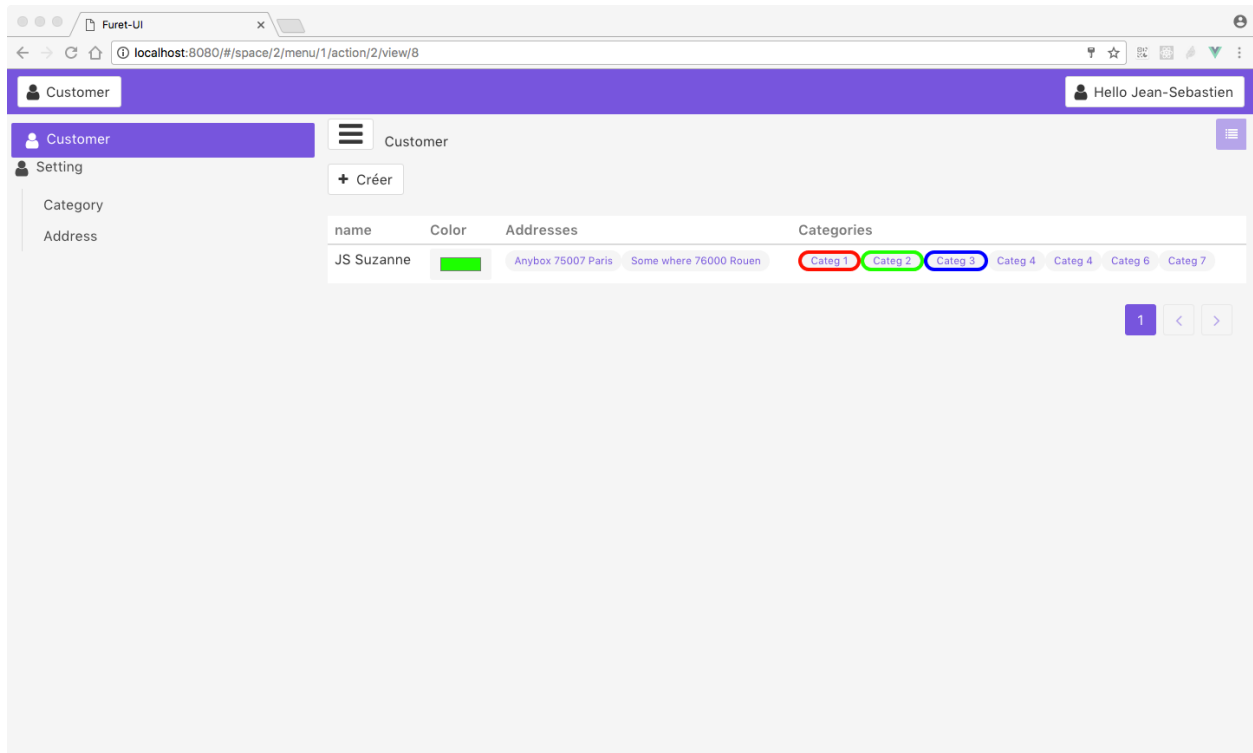
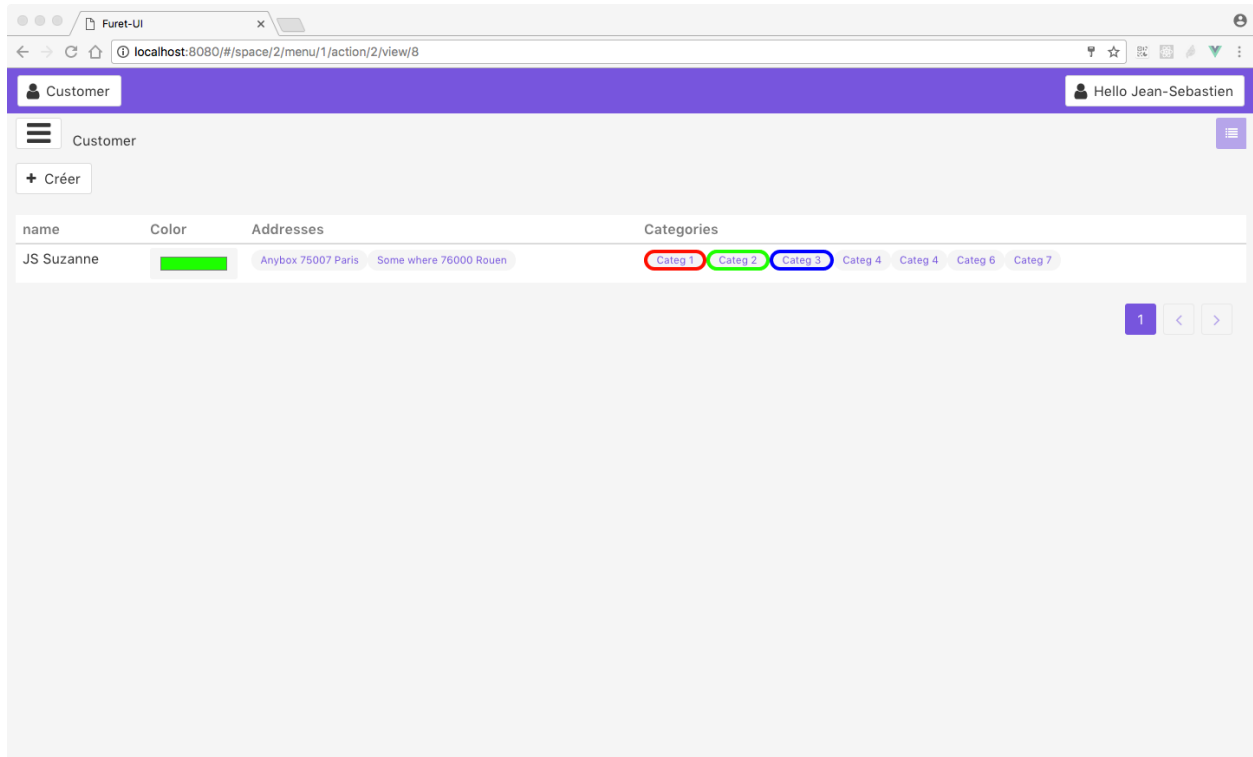
```
<script type="text/javascript">
  createFuretUIClient('#anyblok-furetui-app');
</script>
</body>
</html>
```

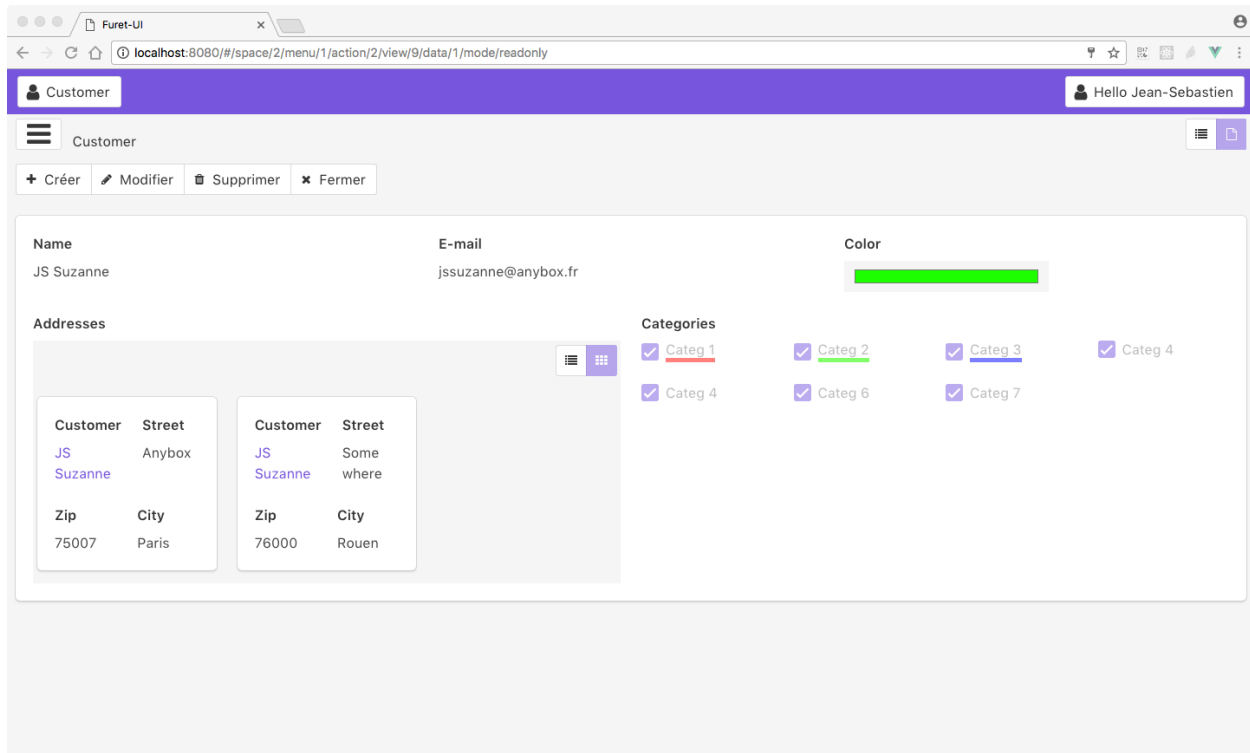
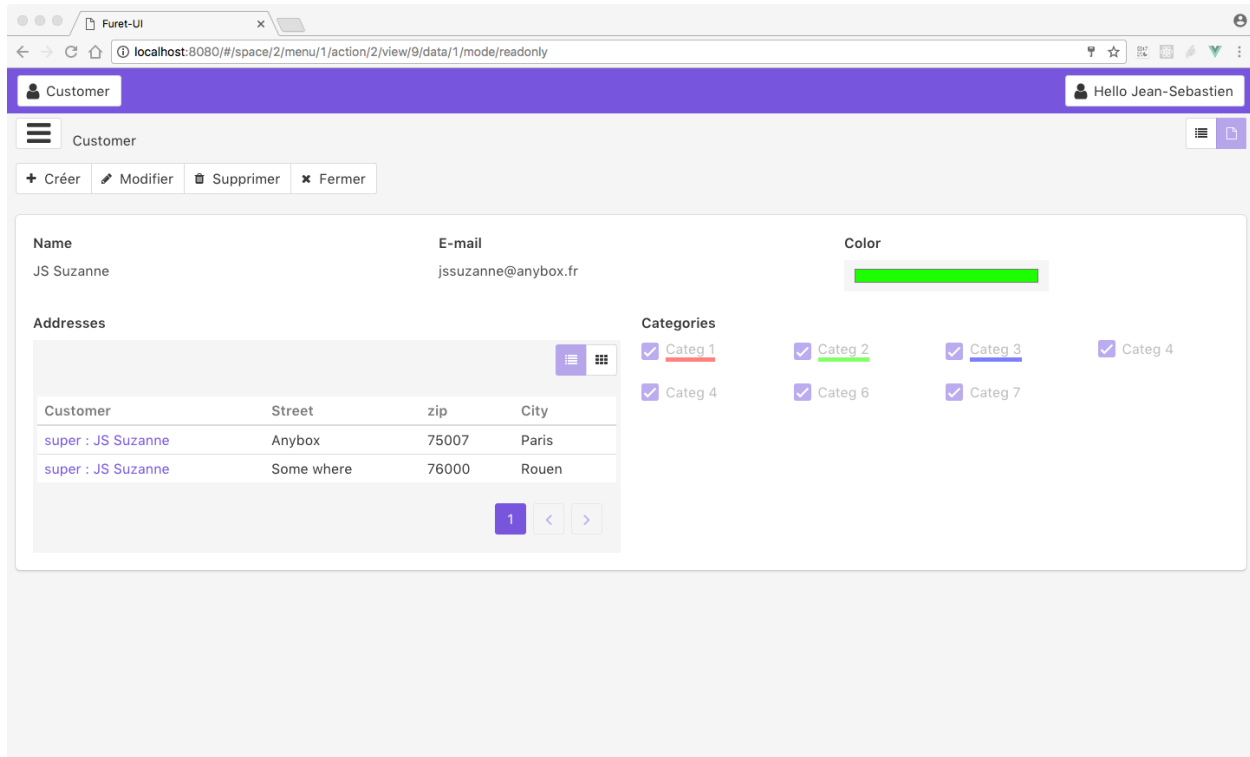
CHAPTER 3

Some picture









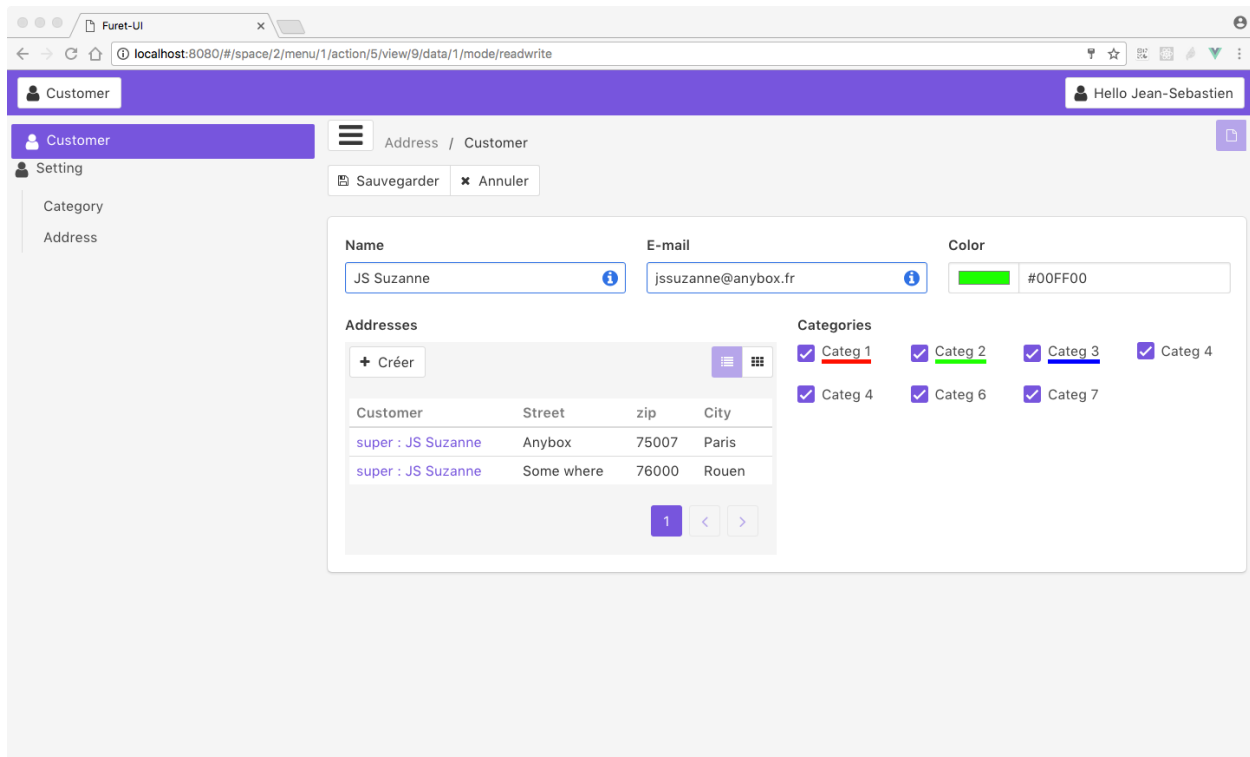
The screenshot shows a web browser window with the URL `localhost:8080/#/space/2/menu/1/action/2/view/9/data/1/mode/readonly`. The page title is "Customer". The user is logged in as "Hello Jean-Sebastien". The form contains the following fields:

- 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:

Customer	Street
JS Suzanne	Some where
Zip	City
76000	Rouen
- Categories:** A list of checkboxes for categories: 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 page title is "Customer". The user is logged in as "Hello Jean-Sebastien". The form contains the following fields:

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

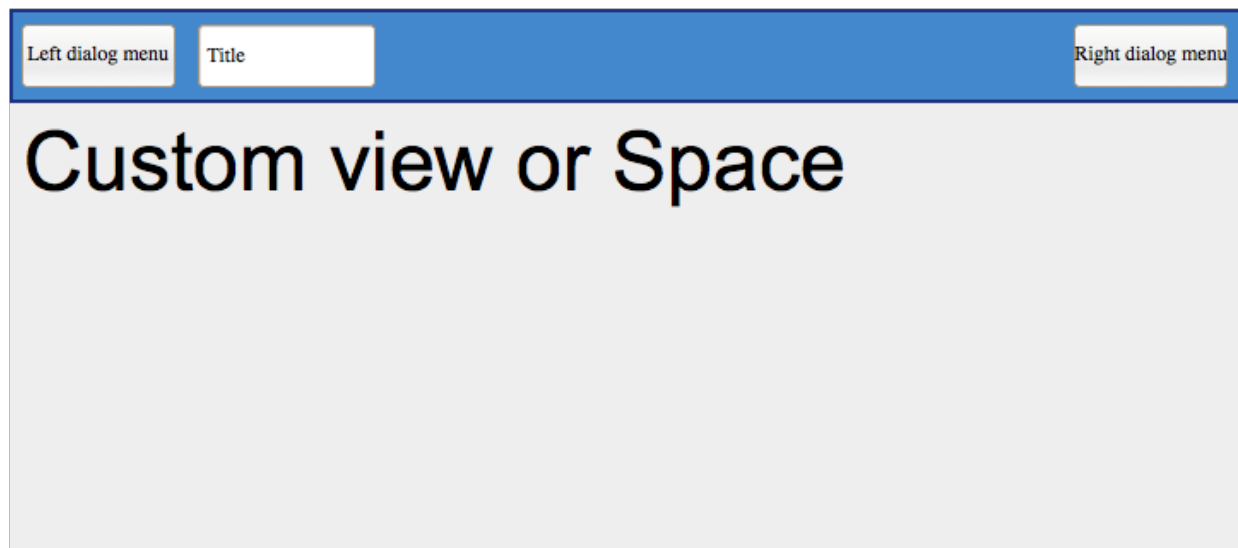


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 - *Right and Left Menu*
 - *Space*
 - *Picture*
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 - * *Unknown*
 - * *List*
 - * *Form*
 - * *Thumbnail*
 - *Field*
 - * *Simple*
 - * *Relation ship*
 - *Plugin*

4.1 APP

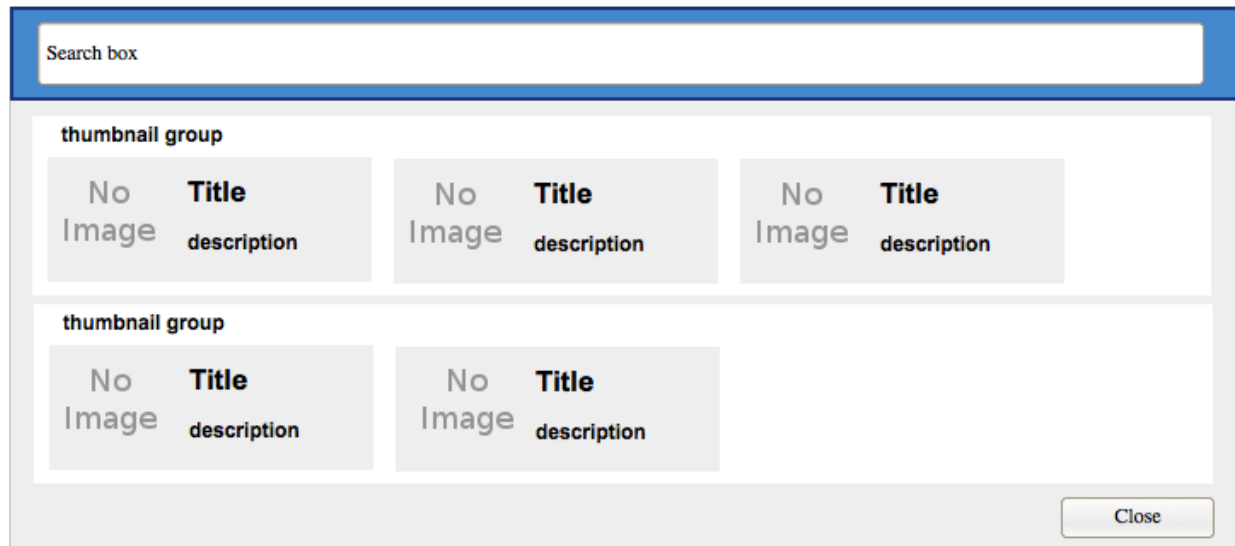
Render the application, need the providers for theme and redux storage



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

4.2 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 />
```

4.3 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="..."
/>
```

4.4 Picture

Render a picture, the picture can be come from:

- font-icon: font-awesome class

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

4.5 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.

4.5.1 Unknown

Replace the wanted view if no view are available

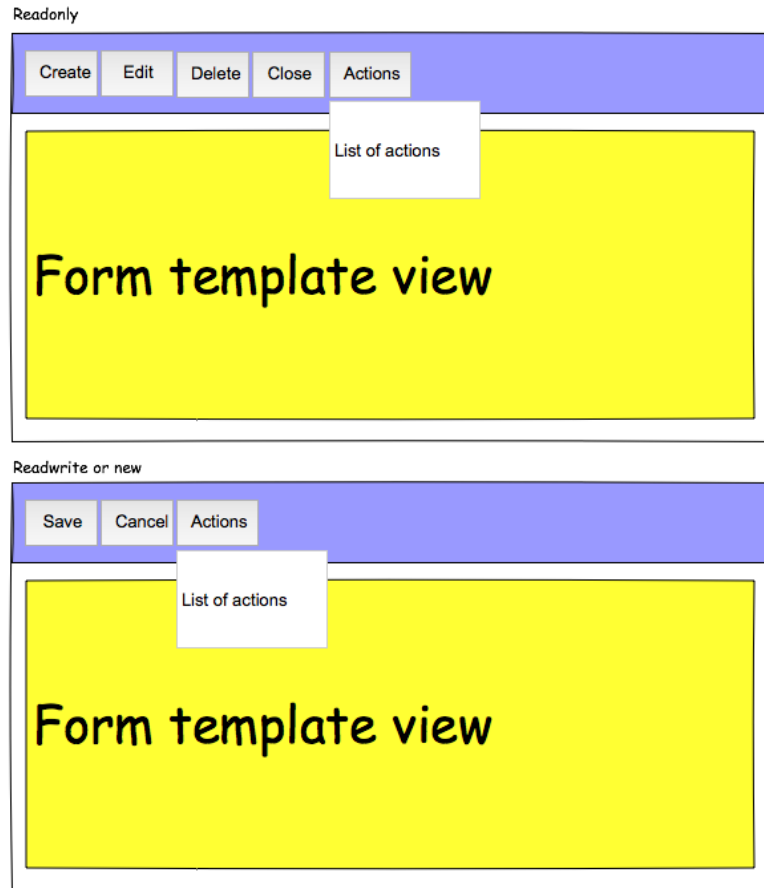
4.5.2 List

Render a list of data

The image displays two examples of the FuretUI List view. The top example shows a header bar with a 'Create' button, an 'Actions' dropdown menu, and a search box. Below the header is a list of eight yellow rows, each labeled 'Line'. The bottom example shows a more complex header bar with 'Create', 'Delete', 'Actions', and 'More' buttons, each with a dropdown menu, and a search box. Below the header is a list of eight yellow rows, each labeled 'Line' and preceded by a blue checkmark icon. The 'Actions' and 'More' dropdown menus are open, showing a 'List of actions' option.

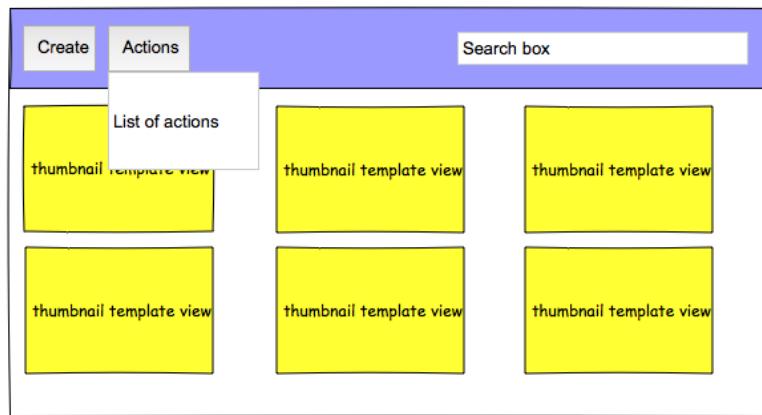
4.5.3 Form

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



4.5.4 Thumbnail

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



4.6 Field

Each field must be defined by views type.

4.6.1 Simple

The list are:

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

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

4.6.2 Relation ship

Relation ship are particular field which link two model.

The list are:

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

4.7 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_GLOBAL*
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- * *REMOVE_FROM_BREADSCRUMB*
- * *CLEAR_BREADSCRUMB*
- * *ADD_NOTIFICATION* (*mutation*)
- * *ADD_NOTIFICATION* (*action*)
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 - * *UPDATE_ACTION*
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 - * *UPDATE_LOCALES*
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 - * *UPDATE_ROUTE*
 - * *RELOAD*

5.1 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``
    },
  ],
}
```

5.1.1 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

5.1.2 CLEAR_LEFT_MENU, CLEAR_RIGHT_MENU

Clear the menu:

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

5.2 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``,
    },
    ...
  ],
}
```

5.2.1 UPDATE_GLOBAL

Update the global values:

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

Warning: Used for title or modal_custom_view.

5.2.2 CLEAR_GLOBAL

Clear all the parameter in global:

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

5.2.3 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``,
}
```

5.2.4 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``
}
```

5.2.5 CLEAR_BREADSCRUMB

Clear all the breadcrumb entries:

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

5.2.6 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

5.2.7 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``,
}
```

5.2.8 REMOVE_NOTIFICATION

Remove from notifications stack the notification id:

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

5.3 data

Save all the data for furet_ui:

```
store.state.data = {
  actions: {
    ``action id``: {
      label: ``Label of the action``,
```

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```

        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 custom 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``,
        ...
      ],
    },
  },
],
```

5.3.1 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``,
    },
    ...
  ],
}
```

5.3.2 UPDATE_VIEW

Update the data of one view:

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

5.3.3 UPDATE_CLIENT

Add params for a custom view:

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

5.3.4 UPDATE_DATA

Update the data:

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

5.3.5 DELETE_DATA

Delete some data:

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

5.3.6 UPDATE_CHANGE

Modify current change:

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

5.3.7 REPLACE_CHANGE

replace the change by another:

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

5.3.8 CLEAR_CHANGE

replace the change by another:

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

5.3.9 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``
}
```

5.3.10 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``,
}
```

5.3.11 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``,
    ...
  ],
}
```

5.3.12 UPDATE_SPACE

Update the space data:

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

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```

    right_menu: [
      ``menu params``,
      ...
    ],
  }

```

5.3.13 CLEAR_DATA

Clear all the data:

```

{
  type: 'CLEAR_DATA'
}

```

5.4 View definition for store

Note: the params are different for each view type

5.4.1 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: [

```

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```
{
  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``,
  ...
],
```

5.4.2 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](#)

5.4.3 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](#)

5.5 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.

5.5.1 UPDATE_LOCALES

Update translation for one locale:

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

5.5.2 SET_LOCALE

Force the current locale of furetui:

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

5.5.3 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``
}
```

5.5.4 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>
 - /furetui/space/<spaceId>
 - /furetui/action/<actionId>
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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``
]
```

6.1 /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

6.2 /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.

6.3 /furetui/homepage

Called, when the router path is /

6.4 /furetui/button/<buttonId>

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

- viewId
- model
- dataIds
- options

6.5 /furetui/custom/view/<viewName>

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

6.6 /furetui/view/<viewId>

Called when the view have been selected or changed.

6.7 /furetui/space/<spaceId>

Called when the view space been selected or changed.

optionnal values in body:

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

6.8 /furetui/action/<actionId>

Called when the view action been selected or changed.

optionnal values in body:

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

6.9 /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
  ],
}
```

6.10 /furetui/list/x2m/get

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

- model
- viewId
- dataIds

6.11 /furetui/field/x2m/get/views

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

- viewIds

6.12 /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: optional**
 - spaceId
 - menuId
 - actionId
 - viewId

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

6.13 /furetui/data/read

Call to read entries in function of filter
the value in body are:

- model
- viewId
- filter
- fields

6.14 /furetui/data/read/<dataId>

Call to read only one entry
the value in body are:

- model
- viewId

- new
- fields

6.15 /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

6.16 /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

6.17 /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

6.18 Default route for login and logout

The view can be overwriting this route can be deprecated.

6.18.1 /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:

6.18.2 /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)*

8.1 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 contant in Form / Thumbnail views
- FIX `fields.common`

8.2 1.2.0 (2017-07-23)

- Add two / way instance creation to allowed import oter component
- Add documention to start client

8.3 1.1.0 (2017-07-22)

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

8.4 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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