

Uniface 10 Update

Henk van der Veer

Program Manager Uniface 10

UNIFACE

Agenda

▲ Herinnert u zich deze nog ... Uniface 10.00a

- Algemene User Interface concepten
- Eerste contouren van de Component Editor

▲ Vooruitblik op Uniface 10.00c

- Navigatie
- Define Data Structure Worksheet
- Property Inspector
- Property Editing
- Toolbox
- Write Script Worksheet

Uniface 10.00a

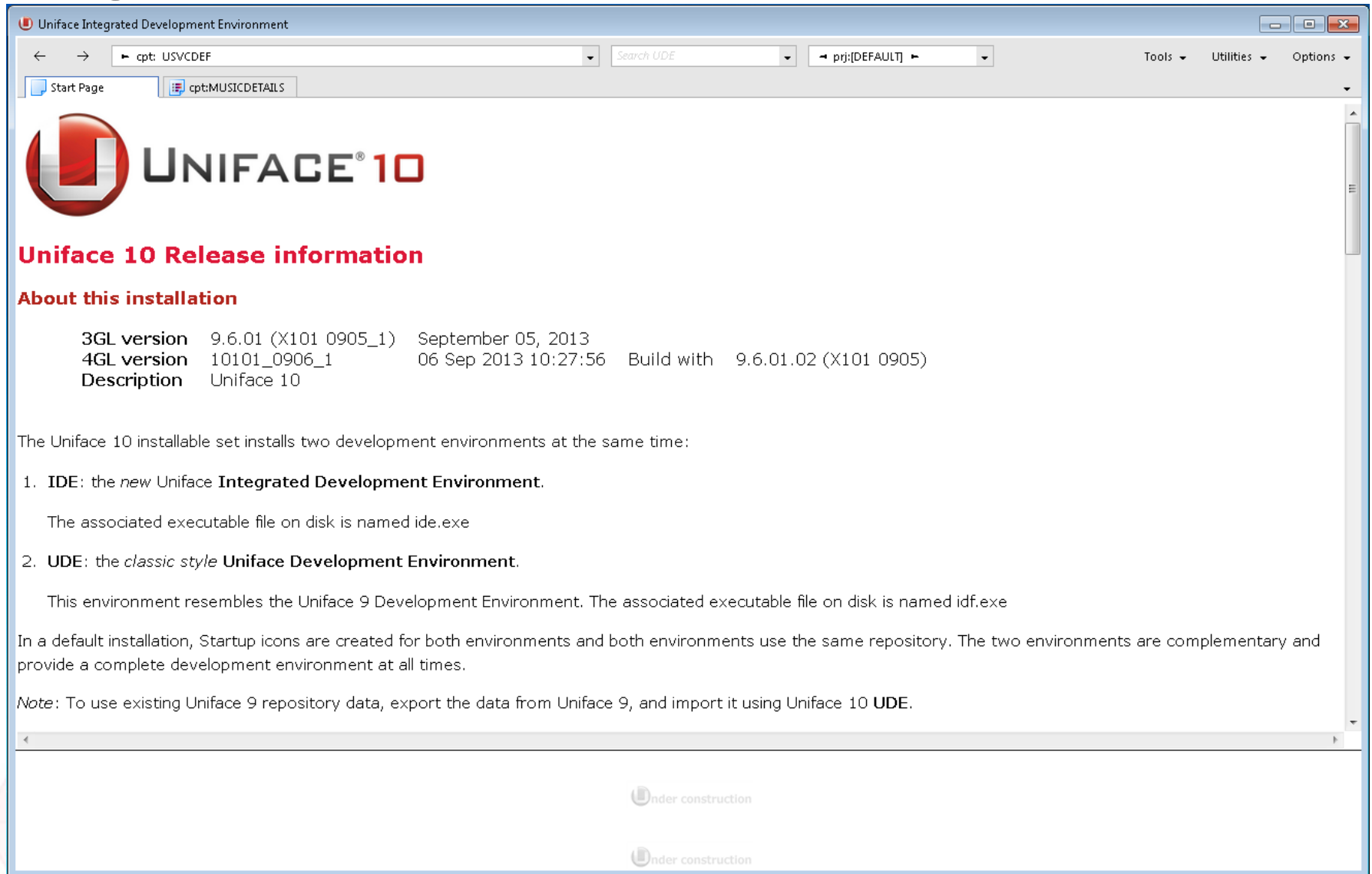
▲ Algemene User Interface concepten

- Header – Footer – Body – U-Bar
- Dual Monitor / SDI Support

▲ Eerste contouren van de Component Editor

- Task Driven Worksheets
 - Define Data Structure
 - Write Script
 - Design Layout


Algemene User Interface concepten



Uniface Integrated Development Environment

← → cpt: USVCDEF Search UDE prj:[DEFAULT] Tools Utilities Options

Start Page cpt:MUSICDETAILS



UNIFACE® 10

Uniface 10 Release information

About this installation

3GL version	9.6.01 (X101 0905_1)	September 05, 2013		
4GL version	10101_0906_1	06 Sep 2013 10:27:56	Build with	9.6.01.02 (X101 0905)
Description	Uniface 10			

The Uniface 10 installable set installs two development environments at the same time:

- IDE: the *new* Uniface Integrated Development Environment.**
The associated executable file on disk is named ide.exe
- UDE: the *classic style* Uniface Development Environment.**
This environment resembles the Uniface 9 Development Environment. The associated executable file on disk is named idf.exe

In a default installation, Startup icons are created for both environments and both environments use the same repository. The two environments are complementary and provide a complete development environment at all times.

Note: To use existing Uniface 9 repository data, export the data from Uniface 9, and import it using Uniface 10 UDE.

Under construction

Under construction

Header – Body – Footer – U-Bar

Uniface Integrated Development Environment

cpt: USVCDEF Search UDE prj:[DEFAULT]

Start Page cpt:MUSICDETAILS

Define Structure | Write Script | Design Layout

Under construction

Name	Inherits	Type	Description	Widget	Data I/O
MUSICDETAILS	1	Component	RIA: Details area		
ITEMS		Entity	DBMS: Item c		YDB(\$DEF)
MANUFACTURER	1	Field	Brand	STATICTEXT	Y
PRODUCT	1	Field	Product	STATICTEXT	Y
VARIATION	1	Field	Variation	STATICTEXT	Y
PRICE	1	Field	Price	STATICTEXT	Y
PRICE_DISCOUNT	0	Field	Price	STATICTEXT	Y
DESCRIPTION	1	Field	Description	STATICTEXT	Y
IMAGE	0	Field		PICTURE	N

Save Copy Build Help Actions

Object	Widget	Doc	Var
Property			Value
Object			
UNQNAME__			MUSICDETAILS
UDOTYPE__			Component
URI__			cpt:MUSICDETAILS
UDESCR			RIA: Details area
Source			
UTIMESTAMP			2011011212083751
PROJECTS__			
FILE_LOCATION__			c:\Some Folder\cpt\MUSI
FILE_VERSION__			2.4
FILE_TIMESTAMP__			1-12-1965
FILE_INSYNC__			0
Configuration			
UINHERIT			F
INHERITS__			1
TEMPLATENAME			
LIBRAR			
Behavior			
UTRANSACT			7
UNOSTATE			
USTATEMANAGEDBY			0
USCONTAINED			
Data(base) I/O			
FTYP			
RIBIN			
RIBOT			
Presentation			

Under construction

Under construction

Dual Monitor / SDI

The image displays the Uniface IDE interface in a dual-monitor configuration. The main window, titled 'Uniface Integrated Development Environment', shows a project named 'cpt: USVCDEF'. The left sidebar contains a tree view with categories like 'MUSICDETAILS', 'ITEMS', 'MANUFACTURER', 'PRODUCT', 'VARIATION', 'PRICE', 'PRICE_DISCOL', 'DESCRIPTION', and 'IMAGE'. The main workspace is divided into a table and a property window.

Name	Inherits	Type	Description	Widget	Data I/O
MUSICDETAILS	1	Component	RIA: Details z	NA	NA
ITEMS	1	Entity	DBMS: Item c		YDB(\$DEF)
MANUFACTURER	1	Field	Brand	STATICTEXT	Y

The property window on the right shows the following details for the selected object:

Property	Value
UNQNAME__	MUSICDETAILS
UNQNAME__	USVCDEF
UDOTYPE__	Component
URI__	cpt:USVCDEF
UDESCR	
UTIMESTAMP	2006102712262500
PROJECTS__	
FILE_LOCATION__	c:\Some Folder\cpt\USVC
FILE_VERSION__	2.4
FILE_TIMESTAMP__	1-12-1965
FILE_INSYNC__	0
UINHERIT	F
INHERITS__	1
TEMPLATENAME	
LIBRAR	
UTRANSACT	1
UNOSTATE	
USTATEMANAGEDBY	
USCONTAINED	
FTYP	
RIBIN	
RIBOT	

A second window, titled 'Uniface IDE - alternative window', is open in the foreground. It shows a similar interface but with a different project, 'cpt: USVCDEF'. The table in this window lists various entity and field definitions:

Name	Inherits	Type	Description	Widget	Data I/O
USVCDEF	1	Component		NA	NA
USUPERTYPEDEF	1	Entity			YDB(\$D
UFIELDDEF	1	Field			
UFUNCTIONSUBTYPE	1	Entity			YDB(\$D
UFIELDDEF	1	Field			
UCOMPONENTSUBTYPE	1	Entity			YDB(\$D
UFIELDDEF	1	Field			
UNONMODENTITYDE	0	Entity			NDB
UFIELDDEF	0	Field		EDITBC	N

Uniface 10.00a

▲ Algemene User Interface concepten

- Header – Footer – Body – U-bar
- Dual Monitor / SDI Support

▲ Eerste contouren van de Component Editor

- Task Driven Worksheets
 - Define Data Structure
 - Write Script
 - Design Layout

Define Data Structure

Uniface Integrated Development Environment

← → cpt: USVCDEF Search UDE prj:[DEFAULT] Tools Utilities Options

Start Page cpt:MUSICDETAILS

Define Structure Write Script Design Layout

Save Copy Build Help Actions

Name	Inherits	Type	Description	Widget	Data I/O
MUSICDETAILS	1	Component	RIA: Details area	NA	NA
ITEMS	1	Entity	DBMS: Item c	YDB(\$DEF)	
MANUFACTURER	1	Field	Brand	STATICTEXT	Y
PRODUCT	1	Field	Product	STATICTEXT	Y
VARIATION	1	Field	Variation	STATICTEXT	Y
PRICE	1	Field	Price	STATICTEXT	Y
PRICE_DISCOUNT	0	Field	Price	STATICTEXT	Y
DESCRIPTION	1	Field	Description	STATICTEXT	Y
IMAGE	0	Field		PICTURE	N

Property Value

- Object
 - UNQNAME__ MUSICDETAILS
 - UDOTYPE__ Component
 - URI__ cpt:MUSICDETAILS
 - UDESCR RIA: Details area
- Source
 - UTIMESTAMP 2011011212083751
 - PROJECTS__
 - FILE_LOCATION__ c:\Some Folder\cpt\MUSI
 - FILE_VERSION__ 2.4
 - FILE_TIMESTAMP__ 1-12-1965
 - FILE_INSYNC__ 0
- Configuration
 - UINHERIT F
 - INHERITS__ 1
 - TEMPLATENAME
 - LIBRAR
- Behavior
 - UTRANSACT 7
 - UNOSTATE
 - USTATEMANAGEDBY 0
 - USCONTAINED
- Data(base) I/O
 - FTYP
 - RIBIN
 - RIBOT
- Presentation

Under construction

Under construction

Define Data Structure

The screenshot displays the 'Define Data Structure' application interface. The main window is titled 'Data Structure' and contains a tree view of the data structure. The tree view shows a hierarchy starting with 'INDEXLIST', which includes 'PERSON.SALES', 'DESCRIPTION.MANAGER', 'MANAGER.SALES', and 'MANAGER.DUMMY2'. Each node has a description, a widget, and characteristics.

Frame structure	Inh...	Description	Widget	Characteristics
INDEXLIST	✓	Browse objects	-	Dynamic Server Page
PERSON.SALES	✓	Sales persons	Html grid	Database
DESCRIPTION.MANAGER	✓	-	Label	-
MANAGER.SALES	✓	Sales manager	Html row	Database
NAME	✓	Sales manager's na...	EditBox	Database
PERSON.INKOOOP	✓	Sales persons	Html grid	Not in Database
MANAGER.INKOOOP	✓	Sales manager	Html row	Database
NAME	✓	Sales manager's na...	EditBox	Database
?FIELD_1	✓	Enter 32 max	ComboBox	Database
DATEOFBIRTH	✓	Enter 32 max	EditBox	Database
PERSON.SALES	✓	Enter 32 max	Html grid	Database
MANAGER.DUMMY		Sales manager	Html row	Not in Database
NAME		Enter 32 max	EditBox	Not in Database
PERSON.LAYOUT		Enter 32 max	Html grid	Not in Database
MANAGER.DUMMY2		Sales manager	AttributesOnly	Not in Database
?FIELD_2		Sales manager's na...	Button	Control
DESCRIPTION		Enter 32 max	Button	Control
DATEOFBIRTH		Enter 32 max	Button	Control

The 'Asset Browser' on the left shows a list of assets with filters for Model, Template, and Layout. The 'Properties' panel on the right shows the properties for the selected 'INDEXLIST' widget, including Name, URL, Script Reference, Object Type, Inheritance, and Presentation options.

The 'Compile Component' window at the bottom shows the following error messages:

```
Compile Component: 'cpt:INDEXLIST'  
ERROR cpt:INDEXLIST/ent:PERSON.SALES/trg:exec/line:6 p;endparams Invalid direction (colon ':' missing).  
ERROR cpt:INDEXLIST/ent:PERSON.SALES/trg:exec/line:8 $windowproperties($instancename, "splitbar") =... Invalid direction (colon ':' missing).  
ERROR cpt:INDEXLIST/ent:PERSON.SALES/trg:exec/line:12 if (pTabId == "compiler") Invalid direction (colon ':' missing).  
ERROR cpt:INDEXLIST/ent:PERSON.SALES/trg:exec/line:16 $fieldhandle("FOOTERSTRIP")->$widgetoperation(... Invalid direction (colon ':' missing).
```

Write Script

The screenshot displays the Uniface Integrated Development Environment (UDE) interface. The main window is titled "Uniface Integrated Development Environment" and shows a project path of "cpt: USVCDEF" and "prj:[DEFAULT]". The "Write Script" tab is active, showing a tree view on the left with "MUSICDETAILS" expanded to "ITEMS". The right pane shows the script editor with two triggers: "ACCEPT" and "DELET".

```
trigger ACCEPT
#ifdefined frmEntity
; Generated three tier component: Delegate save() to FRM Subtype.
; This allows a uniform implementation that can be invoked
; by other objects too (for example, by an 'OK' Button).
if ($formmod)
$collhandle("<frmEntity>")->save()           ; save modifications
if ($status < 0)                             ; check negative status from Save()
return (-1)
endif
endif
endif

exit (0)
#else
#endif
end

trigger DELET
#ifdefined frmEntity
```

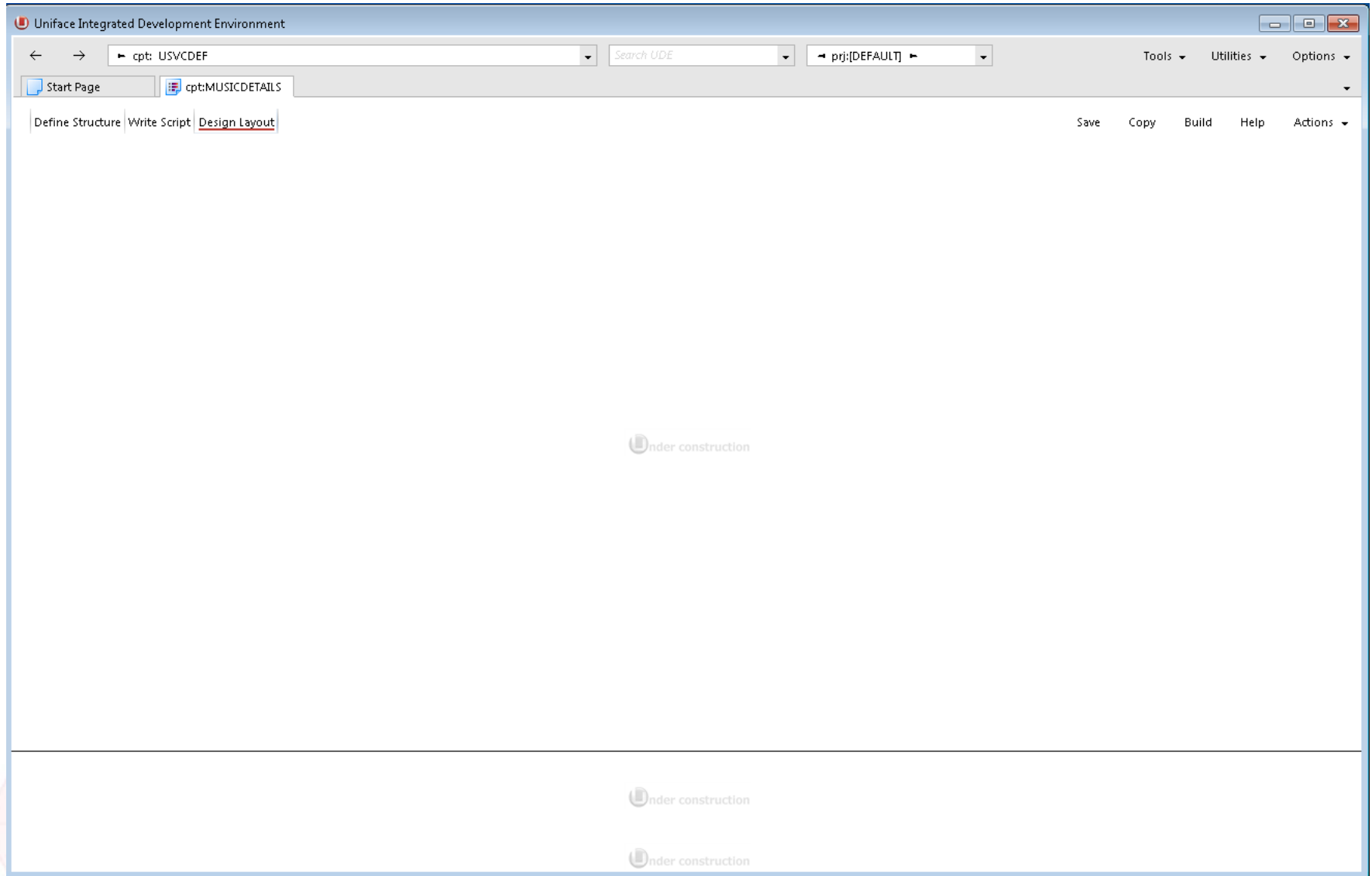
```
trigger GETOCC
read options "maxhits=1"

end

trigger PSLO
; Ignore non-database fields:
PRICE_DISCOUNT.<fentname> = ""
IMAGE.<fentname> = ""
end

trigger PRSO
variables
numeric discountedPrice
endvariables
```

Design Layout



Vooruitblik op Uniface 10.00c

- ▲ Navigatie
- ▲ Define Data Structure Worksheet
- ▲ Property Inspector
- ▲ Property Editing
- ▲ Toolbox
- ▲ Write Script Worksheet



Navigatie

- ▲ Openen component
- ▲ Rechtstreeks naar een trigger of veld



Navigatie

Description Property of field Total Cost of Entity
CART on Component MUSICCHECK

```
cpt:MUSICCHECK/ent:CART.MUSICSHOP/flld:TOTAL_COST
```

Detail Trigger of field Image of Entity ITEMS on
component MUSICLIST

```
cpt:MUSICLIST/ent:ITEMS.MUSICSHOP/flld:IMAGE/prop:detail
```



Vooruitblik op Uniface 10.00c

▲ Navigatie

- ▲ Define Data Structure Worksheet
- ▲ Property Inspector
- ▲ Property Editing
- ▲ Toolbox
- ▲ Write Script Worksheet



Terminology

Code Editor

Code

Worksheets

Layout

Script

Syntax

HTML/CSS

ProcScript

JavaScript



~~Triggers~~ Script Modules

▲ Trigger

ProcScript

▲ Operation

ProcScript

▲ Entry

ProcScript

▲ WebTrigger

JavaScript

▲ WebOperation

JavaScript



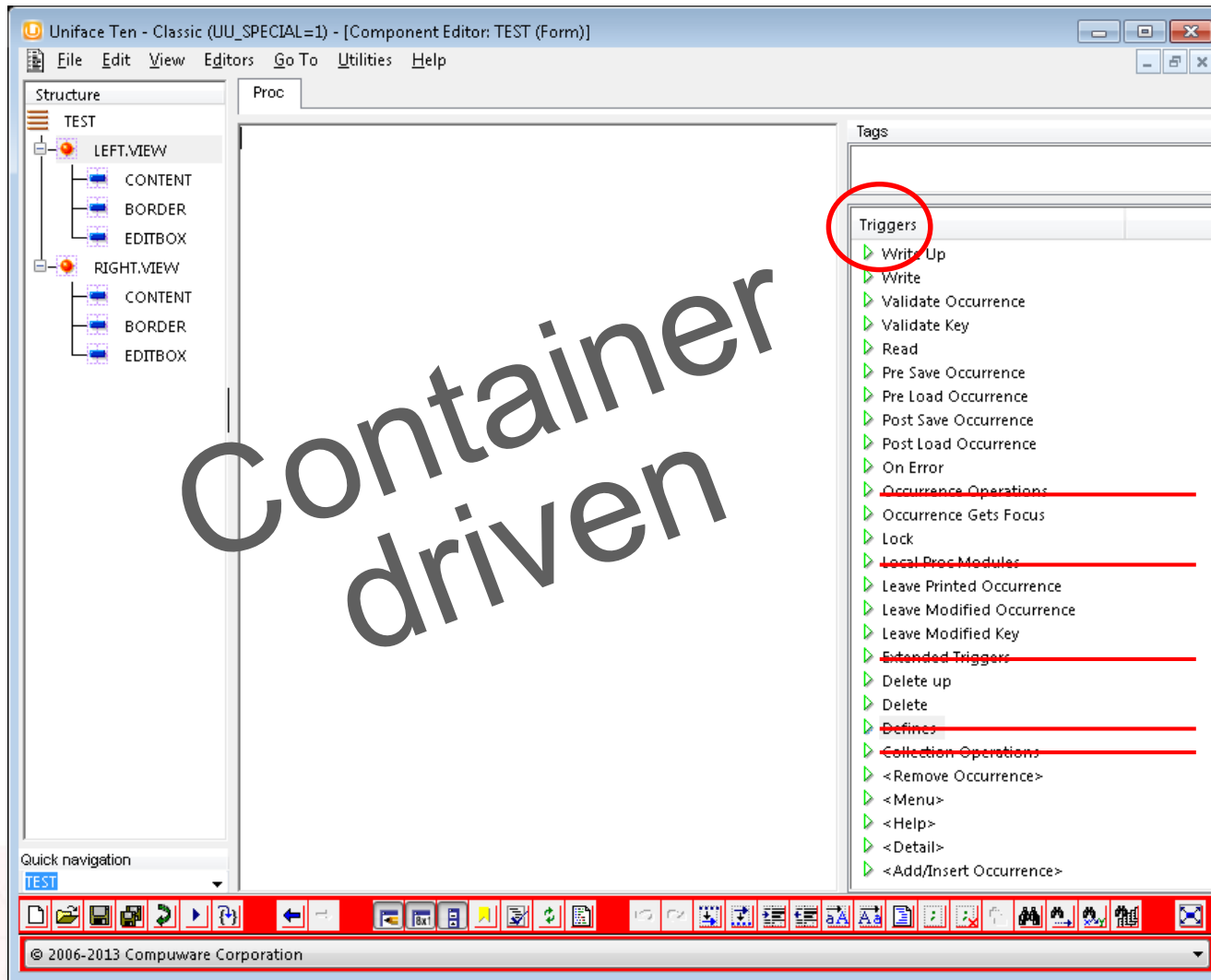
Code Containers

▲ Property in which code is stored

▲ Examples:

- **Standard Triggers**
- **Operations** *trigger*
- **Extended Triggers** *trigger*
- **Local Proc Modules** *trigger*

Uniface 9



Uniface 10: Script Module driven

- ▲ Single Script Editor per Development Object
- ▲ All Script Modules combined regardless of type

trigger detail
trigger onClick
operation setCurrent
operation init
entry ac_setViewData
entry addPaintNode
entry applyPrteferences

Script Module navigation

Uniface IDE

← → ▶ cpt: AAA_TEST01 ▶ Search IDE

ude:STARTPAGE cpt:UC_CPT cpt:AAA_TEST01

Define Structure Write Script Define Layout

Under construction

Structure

- aaa_test01
 - ent.notmodeled
 - btn1

Defines

Module Type	Name
Trigger	Accept
Trigger	Erase
Operation	operBla
Fragment	
Operation	<No name>
Entry	SomeEntry
Trigger	GetState

```
12 exit (0)
13 #else
14 #endif
```

```
... component: D
... rm implementat:
... o (for example
... ty>") ->save ()
```



UNIFACE

Enterprise Application Development