

Ozone User's Guide

DOD GOSS

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1. Introduction

1.1. Overview

This guide provides an introduction and instructions for using the OZONE Widget Framework (OWF) general features and functions. Separate guides explain administrative features and configuration settings.

OWF can operate with the Store or independently. This document will explain both behaviors if OWF operates differently when used independently or as an integrated program with the Store.

1.2. Objectives

OWF operates as a framework that allows users to create custom layouts and workflows for the listings that they acquire from the Store or an administrator. The framework allows information from different agencies and servers to communicate inside a browser window without sending information back to the respective systems.

While the Store can operate independently, using it with OWF provides users with one location for everything they need to do their jobs, from searching and discovering new tools, to starting and managing those tools or building their own workflows.

1.3. Document Scope

This guide is intended for OWF users with basic user privileges. It describes Dashboards, Widgets and the Dashboard Builder, as basic users can do this action. Note: Administrative tools and features are described in the Administrators' Guides.

1.4. Related Documents

Table 1. Related Documents

Document	Purpose
Quick Start Guide	Walkthrough of basic OWF functions such as using widgets; unpacking the OWF bundle; setting up a local instance of OWF; installing security certificates; truststore and keystore configuration.
User's Guide	Understanding the OWF user interface; adding, deleting, modifying widgets and using intents; accessing and using the Store; using dashboards; creating, deleting, adding, switching, modifying dashboard pages; defining accessibility features such as high-contrast themes.
Administrator's Guide	Understanding administrative tools: adding, deleting, and editing users, groups, widgets, and dashboards; creating default content for users, groups and group dashboards.

Document	Purpose
Configuration Guide	Overview of basic architecture and security; OWF installation instructions; instructions for modifying default settings; database set up and logging guidance; framework and theme customization instructions; OWF upgrade instructions; directions for adding and deleting help content.

1.5. Basic Architecture

The Store and OWF consists of a number of components that were designed to be independently deployed or located on the same server. The simplest deployment scenario places them all on the same physical machine. These components are shown in detail in the below diagram:

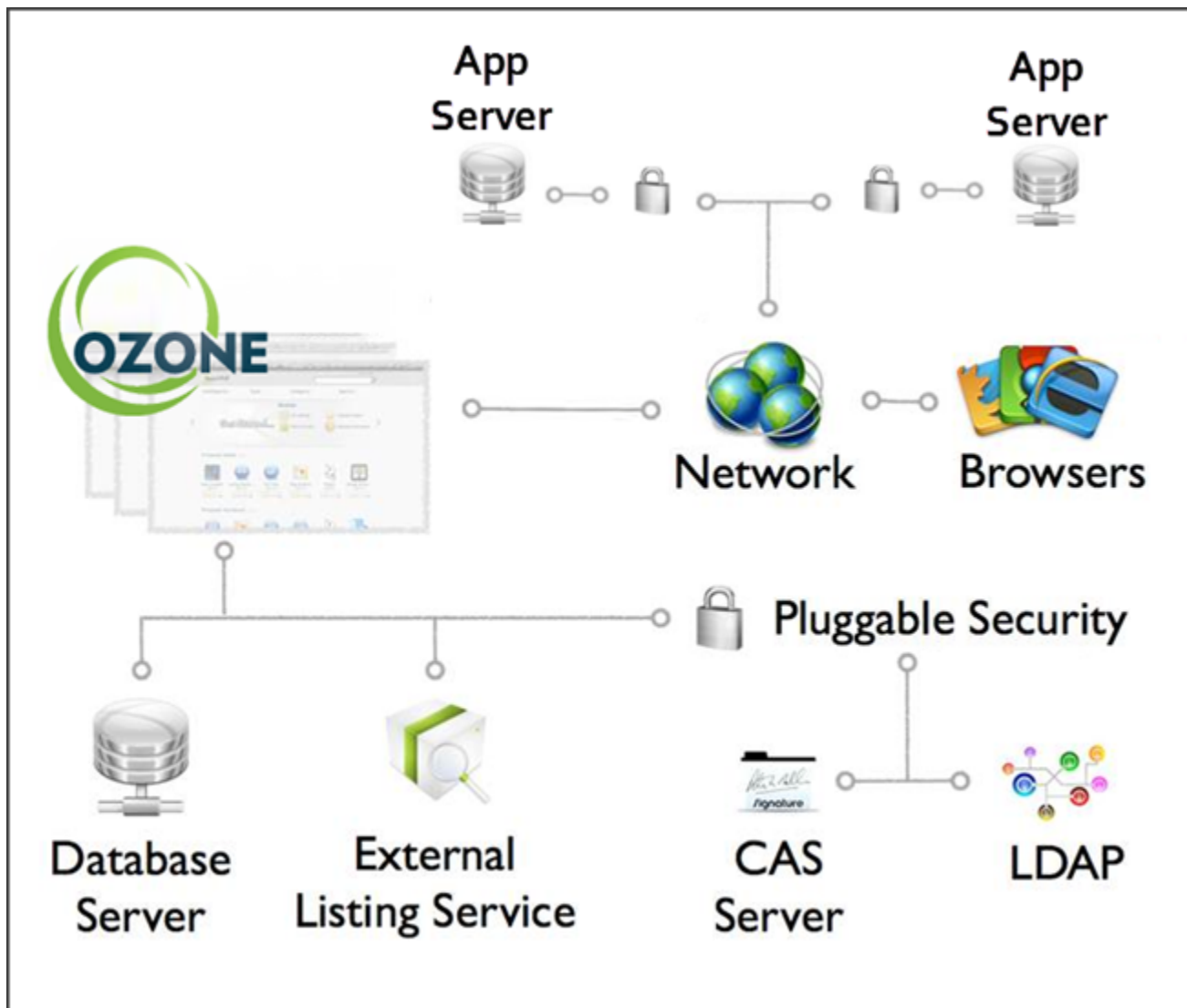


Figure 1. Basic system architecture diagram



OWF may run on a Python (version greater than 3.6.x) compliant Server Such as Gunicorn or Waitress or a WSGI compliant application server that can host the Ozone application. Additionally, the CAS server and LDAP components are examples of possible security integrations—the Pluggable Security component acts as an adapter to integrate with many different enterprise security solutions.

2. Getting Started

This section provides a brief overview of the main features and functions in the Store. You can find more details about each topic in later sections, use this section to obtain a basic understanding of the software.

2.1. Use OWF and the Store

When the Store is used inside OWF the product is called OZONE. Both products can be used independently. The following section explains how each product functions. When used together, use the Store button on the OWF Toolbar to toggle between them.

2.1.1. OWF Overview

A framework that allows information from different agencies and servers to communicate inside a browser window without sending information back to the respective servers.

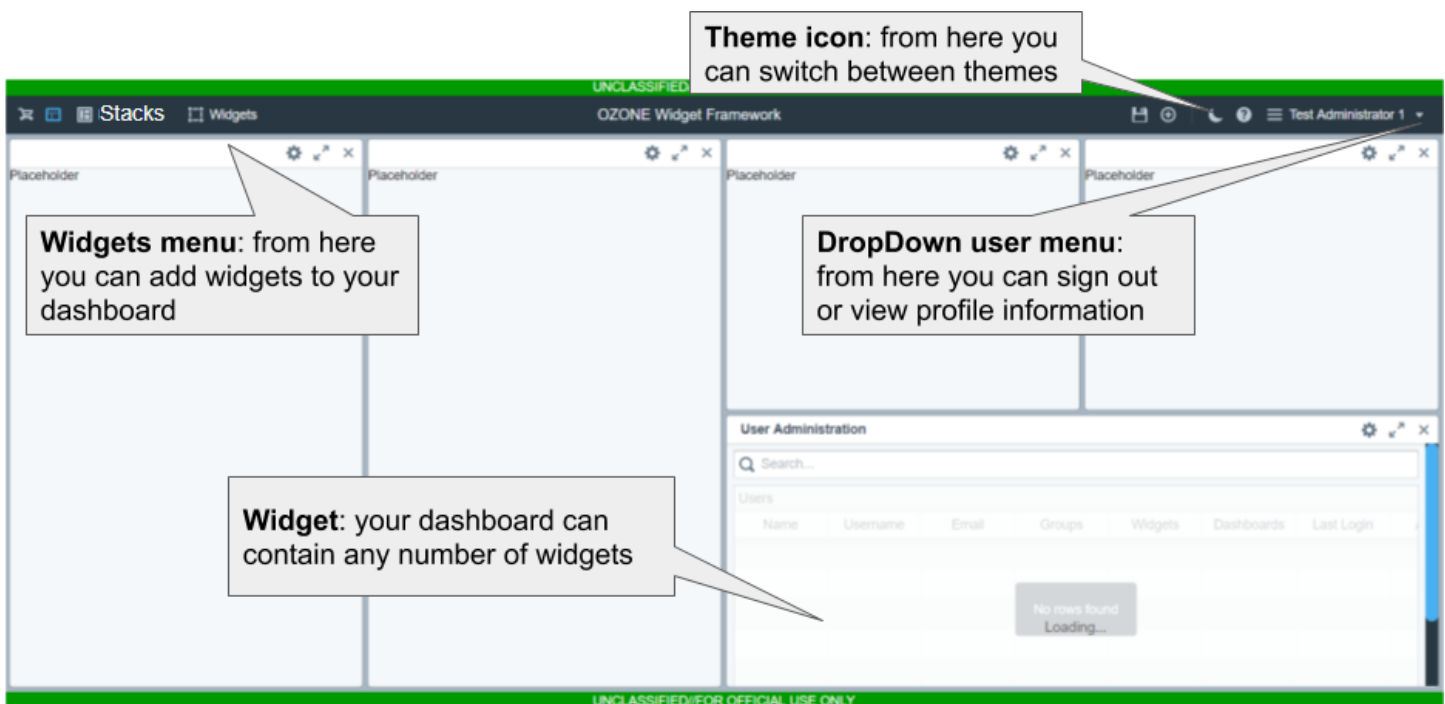


Figure 2. OWF at a Glance

2.2. Product Components

2.2.1. OWF Banner

From the OWF Toolbar, users can open widgets and dashboards, connect to a Store (if configured), adjust settings and open Online Help. The OWF drop-down User Menu, located on the right, contains options for the profile information, sign-out and About OWF window.

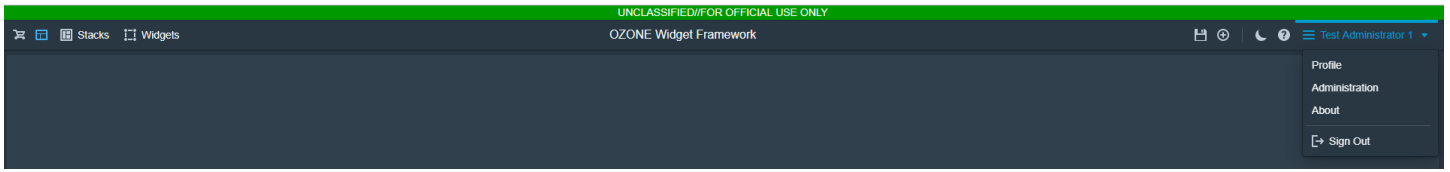


Figure 3. OWF Banner

2.2.1.1. Toolbar

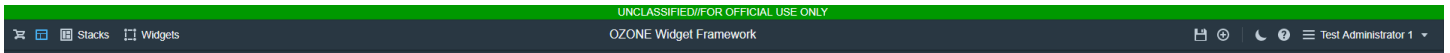


Figure 4. OWF Toolbar

The following buttons are found on the toolbar:

Stacks — Stacks

Opens the Stacks Menu used to find, start and manage stacks. Use the menu to get details about a stacks and dashboards, discover new dashboards in the Store and access the Dashboard Builder. For more information Stacks Menu, see section Stacks Menu.

Widgets — Widgets

The Widgets window displays all available widgets. Use this feature to start or add widgets to a dashboard. For more information see section Widget Menu.

Store

Connects the user to a Store or Stores. When launched, a user can search from an assortment of available listings and add any of those listings to their Widgets Menu see section Dashboards Menu. See the Store User's Guide for more details about finding listings in the Store.



The Store button will only appear in the toolbar if it has been configured by a system administrator.

Online Help

Repository of instructional guides and video tutorials.

Save

Saves the current state of the dashboard and all it's contained widgets.



— New Widget Panel

Allows the user to add an empty widget panel that can be fit, tabbed accordion or portal



— Theme

Allows the user to change between themes

Drop-down User Menu

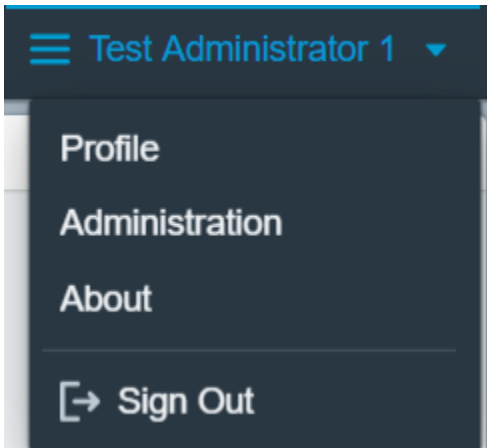


Figure 5. OWF Drop-down User Menu Options

Access the drop-down User Menu by clicking on the username in the upper-right of the page. The following elements reside in the OWF User Menu:

Profile

User identification including the username, full name, e-mail and list of groups of which the user is a member.

Administration

Allows for the addition of administration widgets that manage the widgets, dashboards, users, groups and system configuration.

About

Displays customizable information about the product.

Sign Out

Used to sign out of the framework in accordance with the security protocols that were used for the initial sign-in.



This feature is configurable by an administrator and may not appear on some versions of OWF.

3. Dashboards

A dashboard is a screen where you can organize your tools. To include multiple layouts on one dashboard, use the Dashboard Builder (see [Chapter 4, Create a Dashboard](#)).

Each time a saved dashboard loads, the screen and widget layout will maintain the same look as the last time you accessed the dashboard. Dashboards and their respective configurations are limitless; you can and probably will have a variety of different dashboards, all of which render and function independently.

You'll receive dashboards in one of the following ways:

- Create your own
- Add one from the Store
- Assigned by an administrator
- Assigned to a group that has access to the dashboard

Group assigned dashboards provide identical dashboards for each member of a group. Each group member can customize their instance of a pre-configured dashboard. If you change your copy of an dashboard that someone else owns, you can restore it to its default states.

3.1. Dashboard Overview

Dashboards are individual layouts associated with a stack. Dashboards can be created, added, restored and deleted by the user. Users can customize dashboards to include user preferred layouts and widgets.

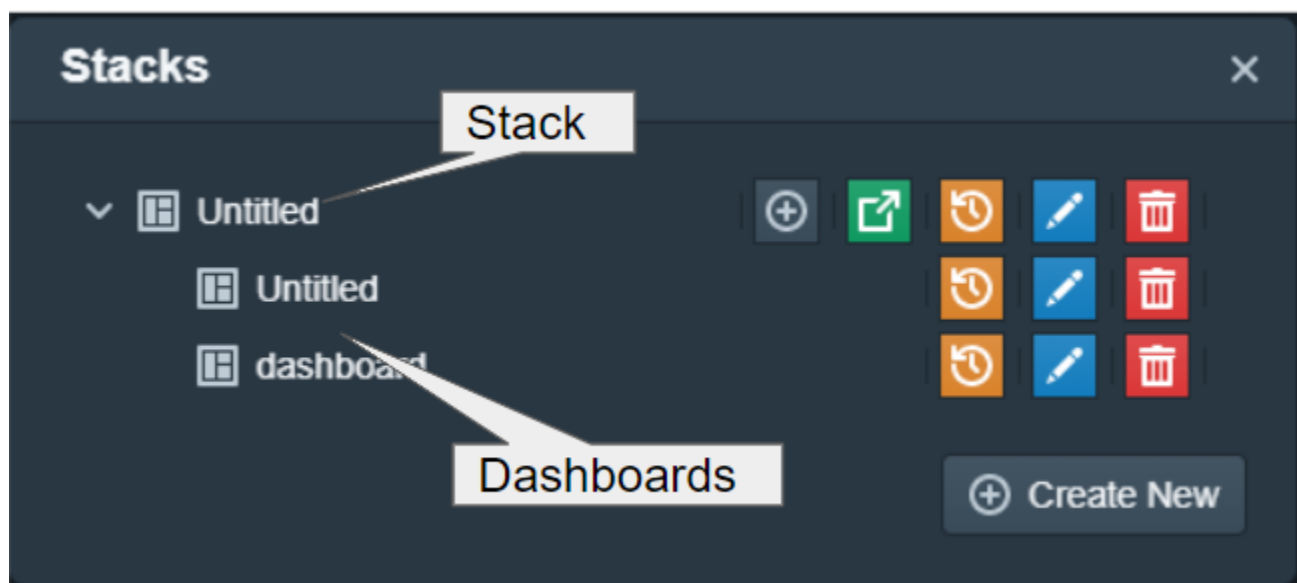


Figure 6. Differentiating Dashboards from Stacks

Stacks can have multiple dashboards. Use the feature to compile resources and make similar things easy to access. Stacks and their associated dashboards appear in the Stacks menu.

Consider using dashboards to divide a stack into specific sub-tasks. For example, the Disaster Recovery stack has dashboards filled with useful tools related to disaster recovery. A user who needs this stack to do their job might need the data from the following dashboards:

- Fire and Rescue Units
- Water and Food Supplies and Distribution Centers
- Traffic and Road Monitoring Services

To save time searching for individual dashboards, a user can create one stack that contains dashboards with related or useful tools. This provides an access point for all of your tools relating to a task.

You'll receive stacks with dashboards one of the following ways:

- Create your own
- Add it from the Store
- Receive it through administrator assignment

You can **Restore**, **Edit** and **Delete** your personal copies of a dashboard. For more information on managing stacks and dashboards, see [Section 3.2.6, "Edit Stack or Dashboard"](#)

- An administrator can assign a dashboard to you. If you customize the layout and add or remove associated widgets, those changes will only affect your dashboard (Everyone else in the system won't see the changes. If you want to share your changes, see [Section 3.2.4, "Push/Share Dashboards"](#)).
- If you add a copy of a dashboard from the Store and then its owner updates it and pushed the updated dashboard to the Store, you'll automatically receive the change(s).



Sync between OWF and the Store must be enabled.

- Restoring a dashboard returns it to its current default state. If the dashboard owner updated the dashboard after it was added to your instance of Ozone, the restored version may look different than the one that you originally received.

3.2. Stacks Menu

The Stacks Menu lists all of the user's stacks. From the Stacks Menu, users can start a dashboard, create new ones or search for dashboards in the Store. Dashboards can be shared, restored, edited or deleted through the manager buttons in the Dashboards Menu.

To open the Stacks menu, click [**stacks**] in the OWF Toolbar.

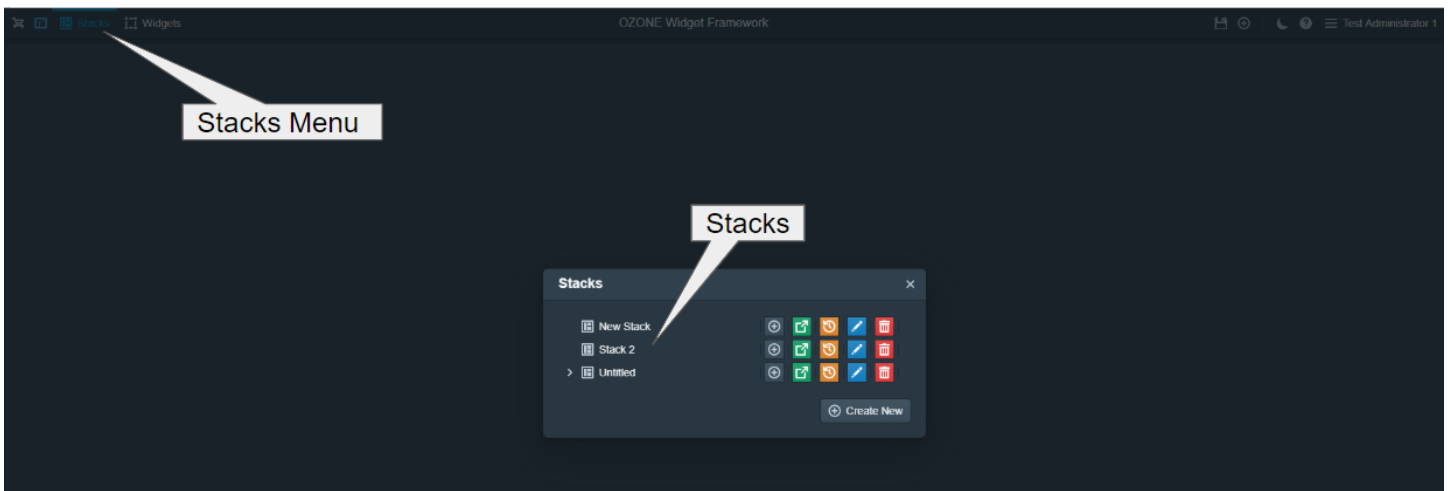


Figure 7. Stacks Menu

The Stacks Menu contains the following features:

— Expand

Is used to display additional dashboards that exist for a stack if a stack consists of more than just the default dashboard.

— Share

Marks the given stack as shared.

— Create New

Enables the user to create a new dashboard for a given stack.

3.2.1. Start Stacks and Dashboards

To open a stack:

1. Click the [**stacks**] button in the toolbar to open the Stacks Menu.
2. Double-click a stack, if it has only one dashboard, it will automatically start the default dashboard.
3. If the stack has more than one dashboard, then clicking the stack's icon will open a display of all the stack's dashboards. Click a dashboard to automatically start a dashboard.

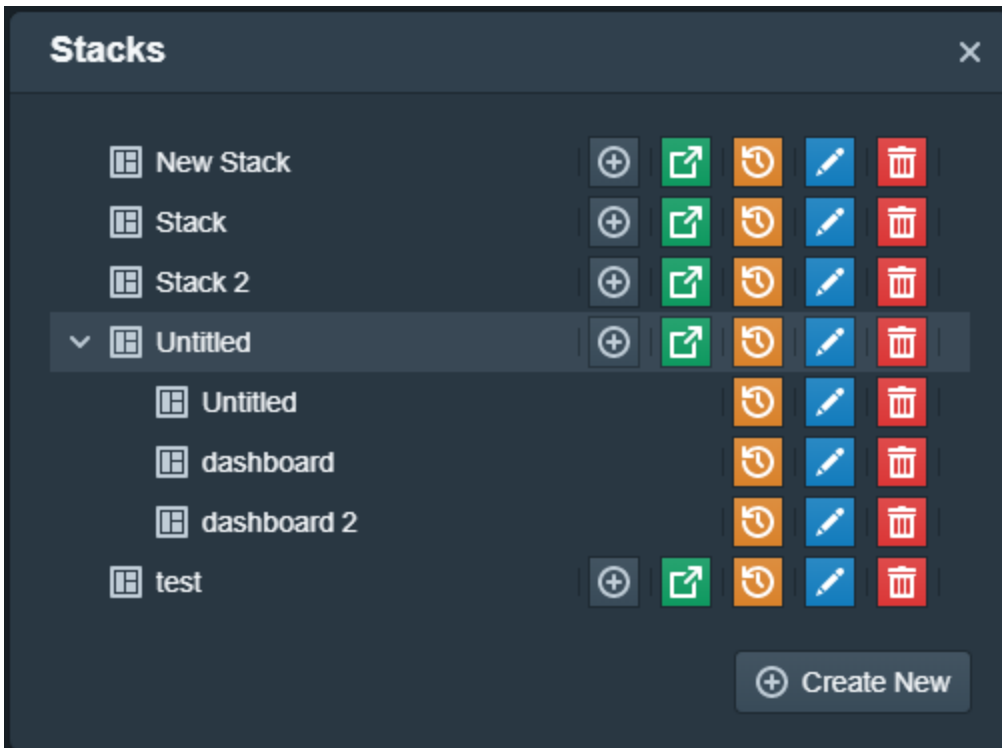


Figure 8. A Stack with three dashboards

3.2.2. Dashboard Buttons in Stacks Dialog

You'll probably use the Stacks Menu most frequently to start dashboards, as described in Start Dashboards. However, you can access a number of other useful features for managing dashboards from the Stacks Dialog.

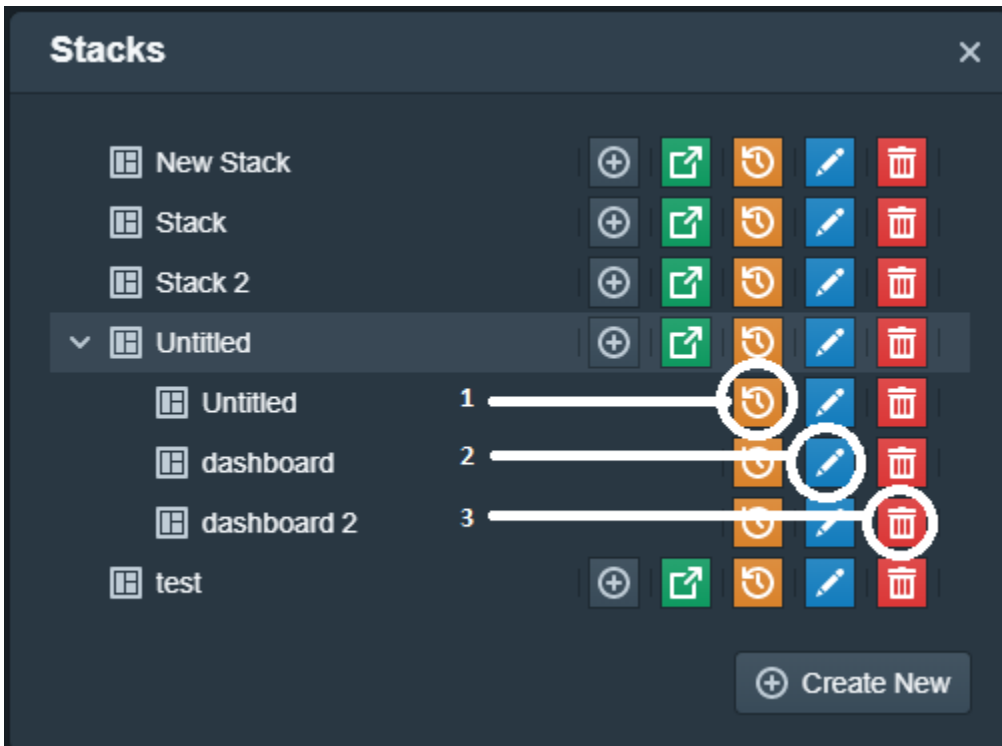


Figure 9. Dashboard Buttons on Stacks Dialog

Dashboard Information Window



The window that displays the dashboard's description and the following features that are described in detail in the following sections:

1. Restore — to current default state, see [Section 3.2.5, “Restore a Stack or Dashboard”](#)
2. Edit — see [Section 3.2.6, “Edit Stack or Dashboard”](#)
3. Delete — see [Section 3.2.8, “Delete a Dashboard”](#)

3.2.3. Add a Dashboard to a Stack

All stacks created in OWF start as one dashboard stacks. The Add a Dashboard feature allows users to add another layout which can contain the same widgets in a different layout or different widgets. This gives you a means to associate tools without trying to cram them all on one screen. The following section explains how to add dashboards to an existing stack:

To add a dashboard to a stack:

1. Click the **[Stacks]** button ( **Stacks**) on the toolbar to open the Stacks Menu.
2. Click the **[Add]** button () next to the stack that you would like to add a dashboard to. A dialog will open.
3. Give the dashboard a title (*required*), icon URL (*optional*) and a description (*optional*) and choose a layout.



If you choose a custom layout, see [Chapter 4, Create a Dashboard](#).

4. When finished, click **[OK]**. To add widgets to the dashboard, you have to start them on the dashboard (see [Section 3.2.1, “Start Stacks and Dashboards”](#)).

When the Stacks Menu is reopened, the dashboard will appear in a list below the parent dashboard's icon. To access this list, click once on the parent dashboard.

3.2.4. Push/Share Dashboards

Dashboards are frameworks that allow information from different places to communicate in a customizable environment. Good dashboards will bring together the tools you need to accomplish a task. They'll be arranged in a way that makes them easy to use and understand. If you make something that does this, you can share it with other users in one of two ways depending on the way your system is configured:



3.2.4.1. Push Dashboards to the Store

The Push to Store feature sends dashboard data from OWF to a connected Store. The data is sent as a JSON file and contains the following dashboard information:

- Stack and Dashboard title, icon and description
- Dashboard layout data
- Widget definition(s)

In order to push to the Store, OWF must be connected to a Store and the user must be the owner of the dashboard. If the user is not the owner, the **[Push to Store]** button will not appear as one of the Dashboard Manager Tools because users can only push dashboards to the Store that they own.

To push a dashboard to the Store:

1. Click the **[Stacks]** button () on the toolbar to open the Stacks Menu.
2. Click the **[Share]** button (). This action sends the dashboard data to the Store.



If OWF is connected to more than one store, the user must click on the Store where they intend to send the dashboard.

If the Stack is successfully added to the Store, the screen will switch to the Stack's listing page in the Store and the following messages will appear:

You successfully added a Stack to this store



If an error occurs, ask an administrator to check its widgets' URLs first. The Store requires that widgets use fully qualified URLs.

Example: <https://myserver.com:8443/owf/path-to-widget/widget.html>).

3. Click the Submit button to send the Stack listing and any of its required widget listings to a Store administrator for approval.
 - a. After a Store administrator approves the dashboard, it will be available in search results for Store users.
 - b. For more information about editing the dashboard in the store, see [Section 3.2.6, "Edit Stack or Dashboard"](#)



Administrators can change ownership using the Dashboard Editor. For more information, see the *Ozone Administrators Guide*.





To use this feature, sync with the Store must be enabled. This should be enabled by default. If it is not, see instructions in the *Ozone Configuration Guide*.

3.2.5. Restore a Stack or Dashboard

A user can receive an dashboard through administrator assignment or through the Store. Once added, the user can modify their personal copy of the dashboard in OWF. The Restore feature reverses these changes and returns the dashboard to the current default state. If the dashboard's owner made changes after the user received the dashboard, then the restored version of the dashboard will differ from the one that originally appeared in the user's Dashboard Menu. If a user restores a stack with multiple dashboards, then all of the dashboards in the stack are restored. Dashboards in a stack can be individually restored.



To restore a stack or a dashboard to its current default state:

1. Click the [**Stacks**] button ( **Stacks**) on the toolbar to open the Stacks Menu.
2. Click the [**Restore**] button ().
3. The stack and all associated dashboards will return to its current default state.

3.2.6. Edit Stack or Dashboard

The edit dashboard feature allows users to change a dashboard's title, icon and description. Layouts are only editable for dashboards in a stack; single stack layouts are not editable. If a single stack added a dashboard, then the layout for either stack (the original and the added dashboard) are editable.

To edit a stack:

1. Click the [**Stacks**] button ( **Stacks**) on the toolbar to open the Stacks Menu.
2. Click the [**Edit**] button ().
3. A Dialog window will open:
 - a. Update the Title, icon URL or description
4. Click [**OK**]. If editing a dashboard, this will load the Dashboard Builder. See section [Chapter 4, Create a Dashboard](#) for instructions.
5. Make changes to the dashboard's layout, then click the Save button.




Changes made to a stack or dashboard only affect the user's personal copy of the stack or dashboard. If the user is the dashboard's owner and makes changes to the stack or its dashboards, then the next time they push the stack to the Store the changes are sent to the Store. Users who have this dashboard will see these changes applied to their personal copies of the stack and dashboards.



An error message will appear if the user attempts to save the dashboard with an unauthorized layout assignment. An example of an unauthorized layout assignment is if the user has a Tabbed layout pane with multiple widgets and then attempts to assign a Fit layout to that pane. The multiple widgets cannot fit into one Fit pane and the user will receive an error when attempting to Save the layout.




3.2.7. Rename a Dashboard

To rename an dashboard:

1. Click the [**Stacks**] button ( **Stacks**) on the toolbar to open the Stacks Menu.
2. Expand the Stack containing the dashboard to rename using the [**Expand**] button ().
3. Click the [**Edit**] button () next to the dashboard you wish to rename.
4. This opens the Dashboard editing dialog. Modify the Title field and click [**OK**].

3.2.8. Delete a Dashboard

To delete a stack or a dashboard:

1. Click the [**Stacks**] button ( **Stacks**) on the toolbar to open the Stacks Menu.
2. Expand the Stack containing the dashboard to delete using the [**Expand**] button ().
3. Click the [**Delete**] button () next to the dashboard you wish to delete.
4. A warning message will appear.
5. Click [**OK**] to confirm the deletion.


If the stack is used by only the owner, the stack will be deleted from the system along with all associated dashboard. If the stack has more than one user (i.e. other OWF users received this stack through the Store) the user deleting the stack is deleted from the list of the stack's users and the stack remains in the OWF system.

If the stack owner deletes a dashboard, other users of this stack will not be affected by this change until the owner pushes the stack to the Store. When a stack with deleted dashboards is pushed to the Store, all the stack's users will see the dashboards disappear from their copies of the stack.

4. Create a Dashboard

Ozone includes a new intuitive Dashboard Builder where you can design and customize dashboards on the fly without the need to access a builder specific view while working within a dashboard.

To create a new Stack:


1. Click the **[Stacks]** button ( **Stacks**) on the toolbar to open the Stacks Menu.
2. Click **[Create New]** at the bottom of the screen to open the Create New Stack window.
3. Give the Stack:

- a. *(required)* A title



The Stack cannot be saved without a title.

- b. *(optional)* An image URL that appears in the Stacks window.
 - c. *(optional)* A description
4. Choose a layout for the Stack. Click the radio button beside the selected layout method. Layout options include:
 - a. **[Choose a template]** — Choose one of the pre made layouts.
 - b. **[Copy the layout of an existing Dashboard]** — Clicking this causes a drop-down menu to appear below the selection title. Choose a dashboard from this menu. The new dashboard will adopt the layout of the selected dashboard. However, it will not copy the widgets associated with that layout.
 - c. **[Create a new layout]** — Opens the Dashboard Builder allowing the user to create a new layout. More information on creating a new layout is found in section Use the Dashboard Builder.
 5. Click **[OK]**. The dashboard will automatically open.
 6. To add widgets to the Dashboard, click the widget button on the OZONE Toolbar and select widgets by clicking them. If the Dashboard has more than one pane, click the pane where the widget will open.

Next time the Dashboard menu is opened, it will contain this dashboard. This dashboard belongs to the user who created it and it cannot be shared with other OWF users until it is shared with the Store. To do this, open Dashboards and click the **[Details]** button on the Dashboard, then, select **[Share]** ().



Creating a new Stack, in effect, creates a one-dashboard stack. The Stack and the single Dashboard share the same title, description and icon. The layout assigned to this Stack applies to the single Dashboard rather than the Stack. Users can add additional dashboards, and therefore additional layouts, to this Stack. When more than one Dashboard is added to a Stack, the user has the ability to change the single Dashboard's properties. Also each Dashboard is edited independent from other pages or the parent Stack.

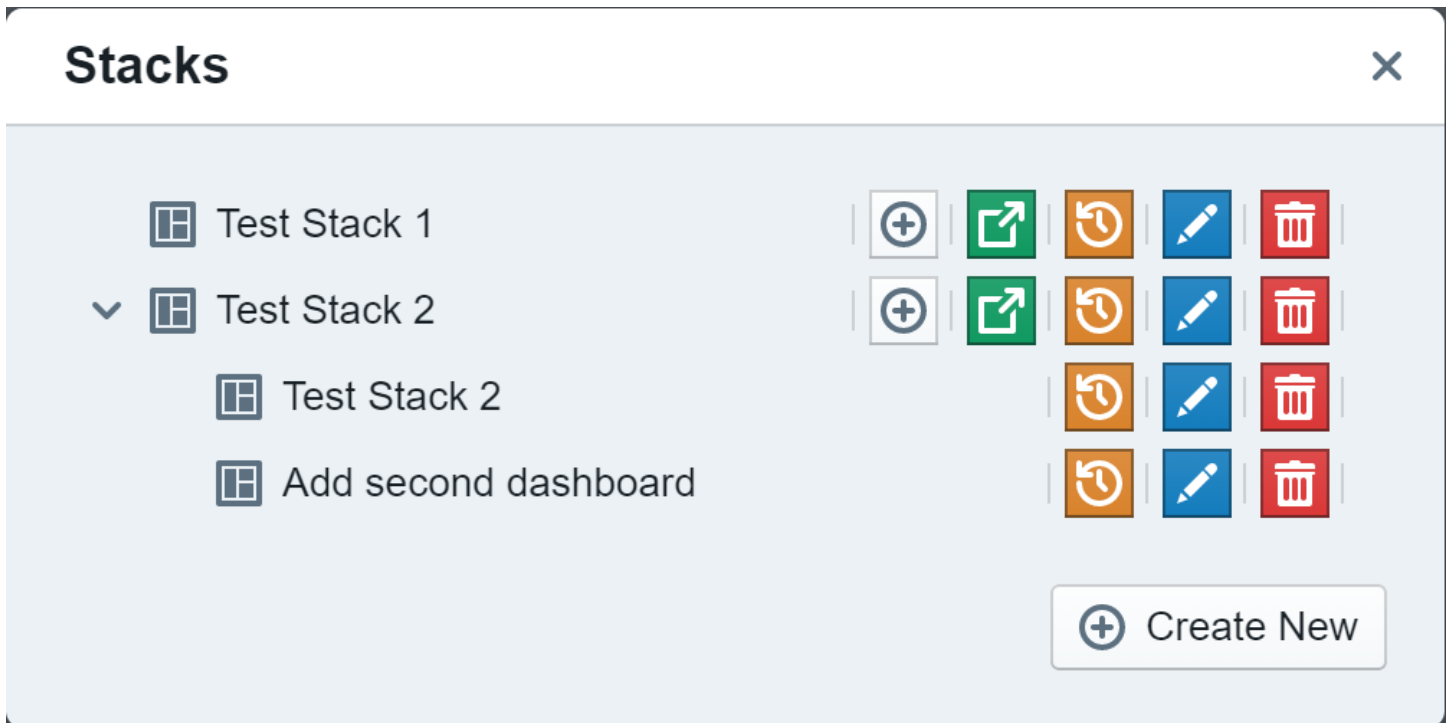



Figure 10. Stacks dialog

Create New Stack



Title (required)








Create a new Stack

Icon Url

/images/dashboard.png

Description

☒ Choose a premade layout









Figure 11. Pre-made Layout Templates

Descriptions and instructions for adding widgets to the four layouts are explained in the following sections. Information on customizing dashboard layouts can be found in section [\[use-dashboard-builder\]](#).

4.1. Dashboard Builder Components

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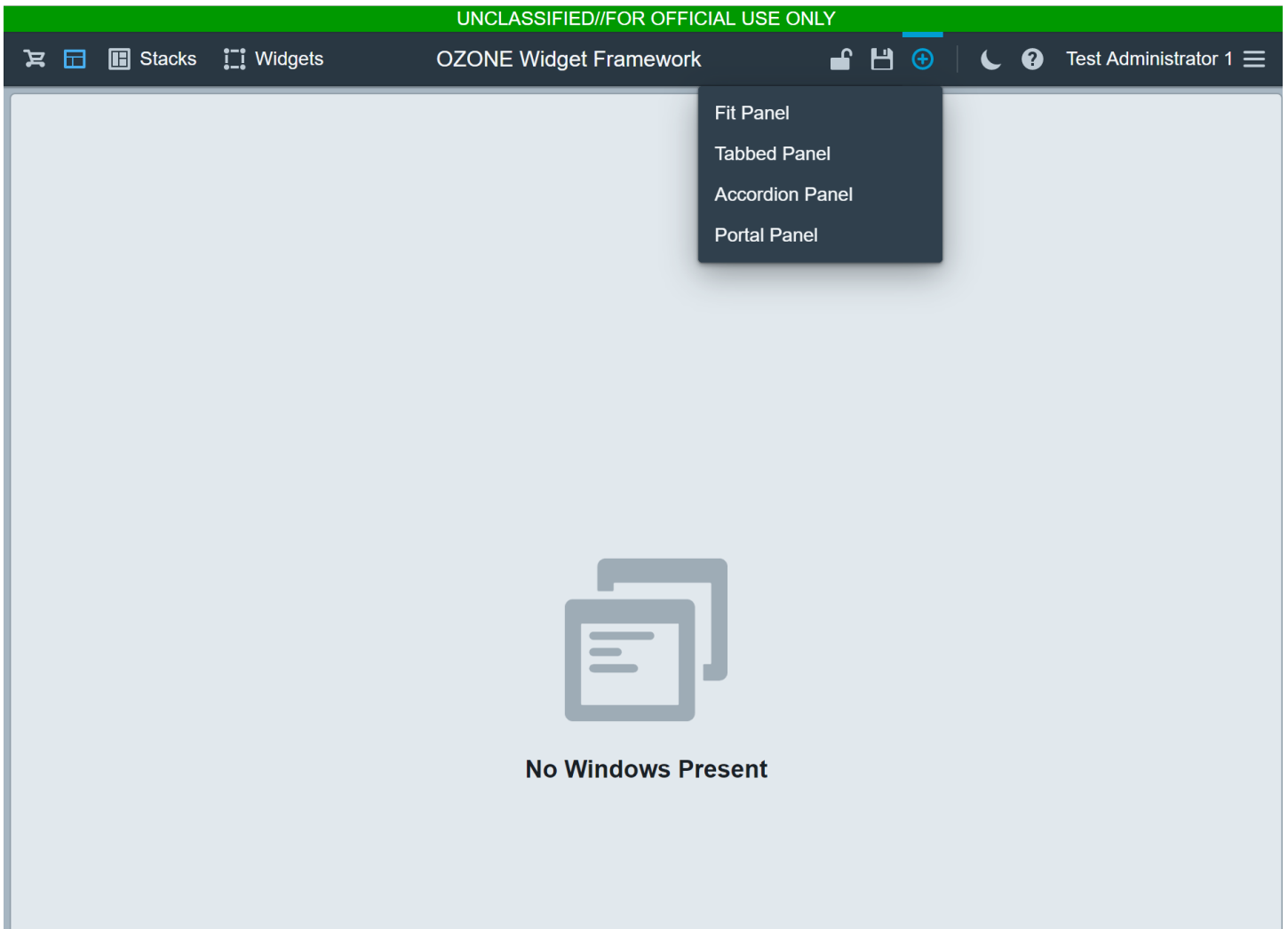


Figure 12. Dashboard Builder

The Dashboard Builder allows users to create custom layouts for their dashboard.

When you open a dashboard, it has the potential to display a variety of information. What the user sees depends on the dashboard layout. There are four layout/pane types. Each type can be used as the only layout for the Dashboard or used as a portion of the dashboard configuration. The four types are included in a list of dashboard layout templates users can select from when creating their own Dashboards.

The types along with other Dashboard Builder tools are described in the following sections.

4.2. Dashboard Layout/Panel Types

Ozone supports four different layout/pane types and any conglomeration of those types. Each type is described in this section. During the design process, any of the layouts can comprise a whole dashboard or a panel within the dashboard:

Accordion panel

See [Section 4.2.2, "Accordion Layout"](#) for more details.

Portal panel

See [Section 4.2.3, “Portal Layout”](#) for more details.

Tabbed panel

See [Section 4.2.4, “Tabbed Layout”](#) for more details.

Fit panel

See [Section 4.2.5, “Fit Layout”](#) for more details.

In this new builder, a user has the ability to change any selected panel/widget and configure it to display in any available panel type. The panel setting can be changed by selecting the gear box and making the choice you desire. If you have multiple widgets open in this panel, all corresponding widgets will be converted.

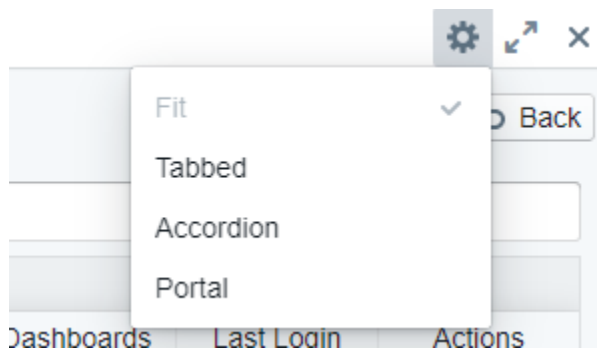


Figure 13. Change panel layout

4.2.1. Free-form Layout

Free-form layouts, similar to the desktop on computers, allow the user to open widgets from the Widget Sidebar and arrange widgets freely. These layouts are fully customized and allow the ability to mix and match panels / widgets. This is the base configuration of all available widgets and is constantly customizable.

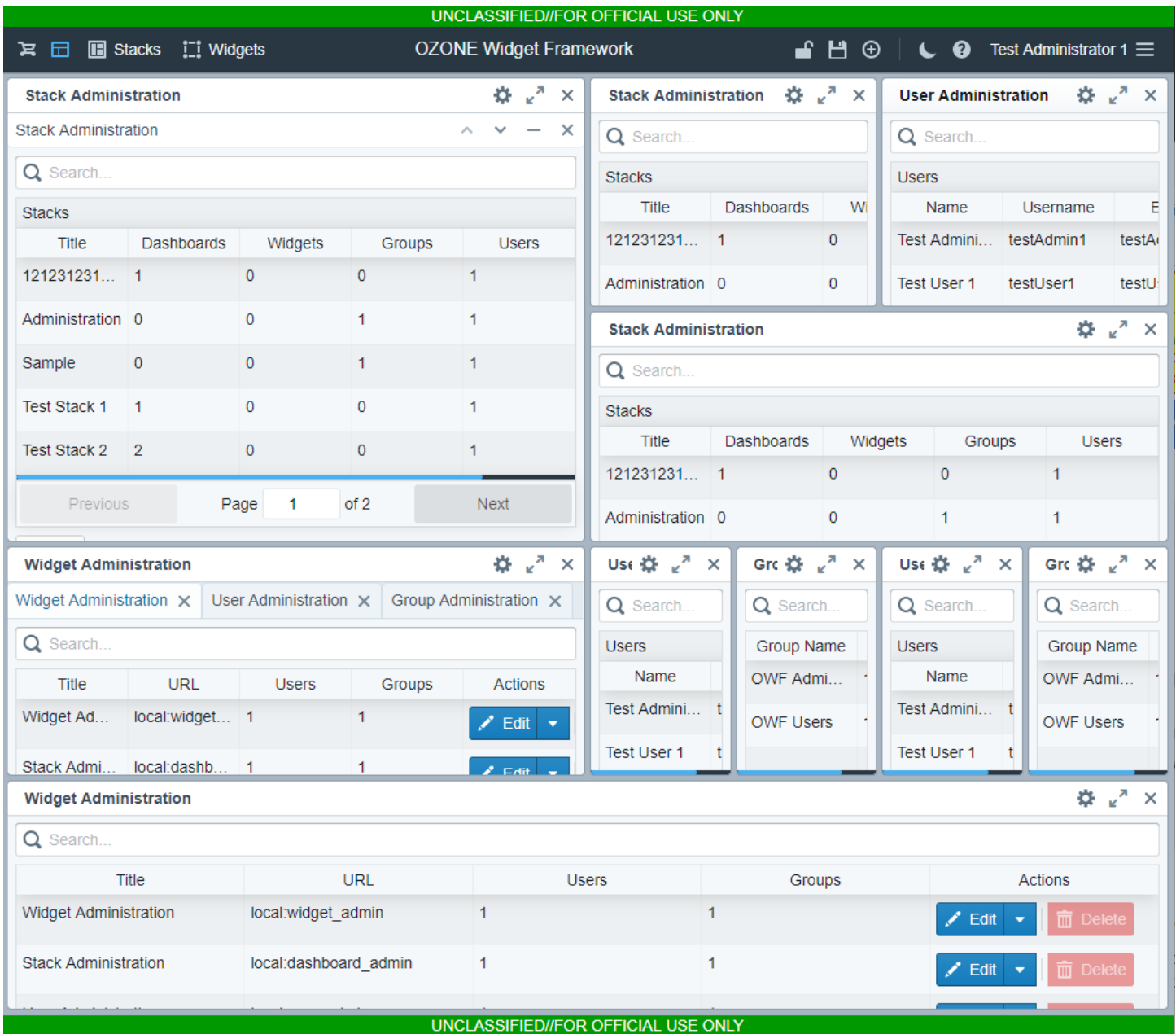


Figure 14. Free-form Layout

4.2.2. Accordion Layout

Accordion layouts display widgets in equal, horizontal panes. When a widget is added to the dashboard, all the widgets are resized to display equally in the Ozone window. The Ozone window does not scroll. Each individual widget (as shown below) will scroll using its own scroll bar.

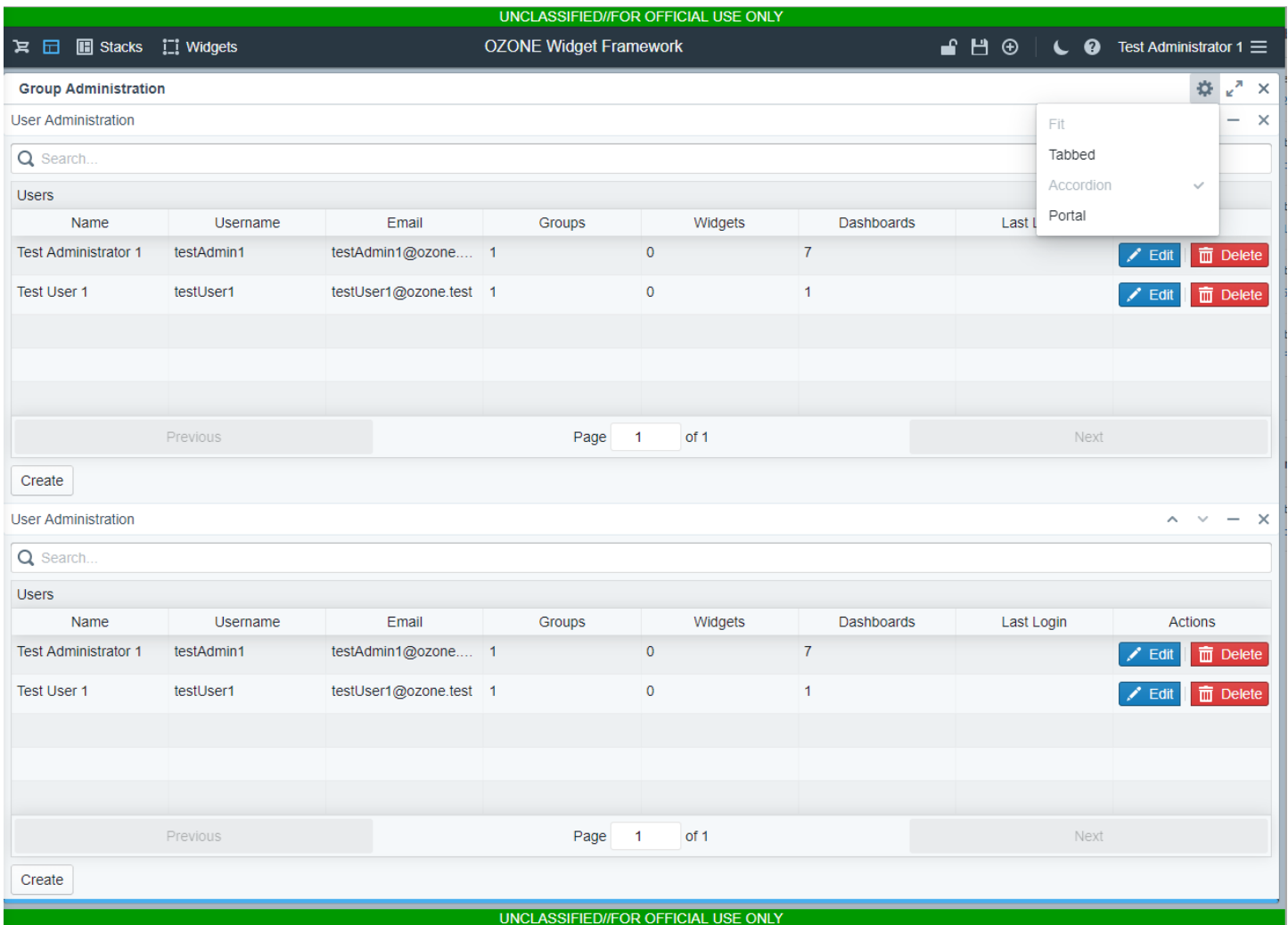


Figure 15. Accordion Layout

4.2.3. Portal Layout

Portal layouts comprise a column-oriented layout that organizes widgets of varying heights. Each new widget loads above the first one on the screen. The user drags a dividing bar to specify widget's height. The widgets and the Ozone window scroll.

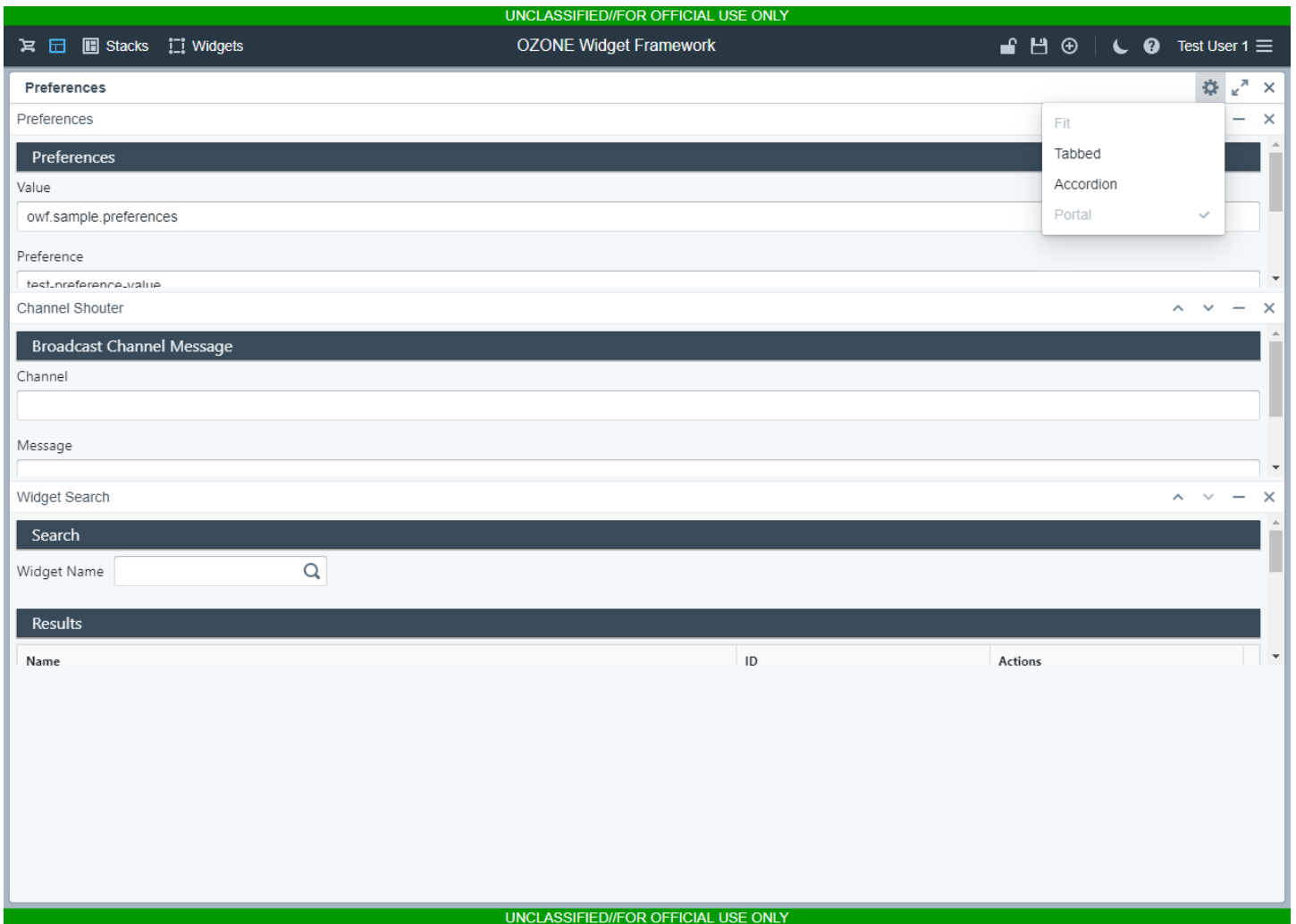


Figure 16. Portal Layout

4.2.4. Tabbed Layout

Tabbed layouts display one widget per screen. Like browser tabs, the tabs at the top of the screen switch from one widget to another.

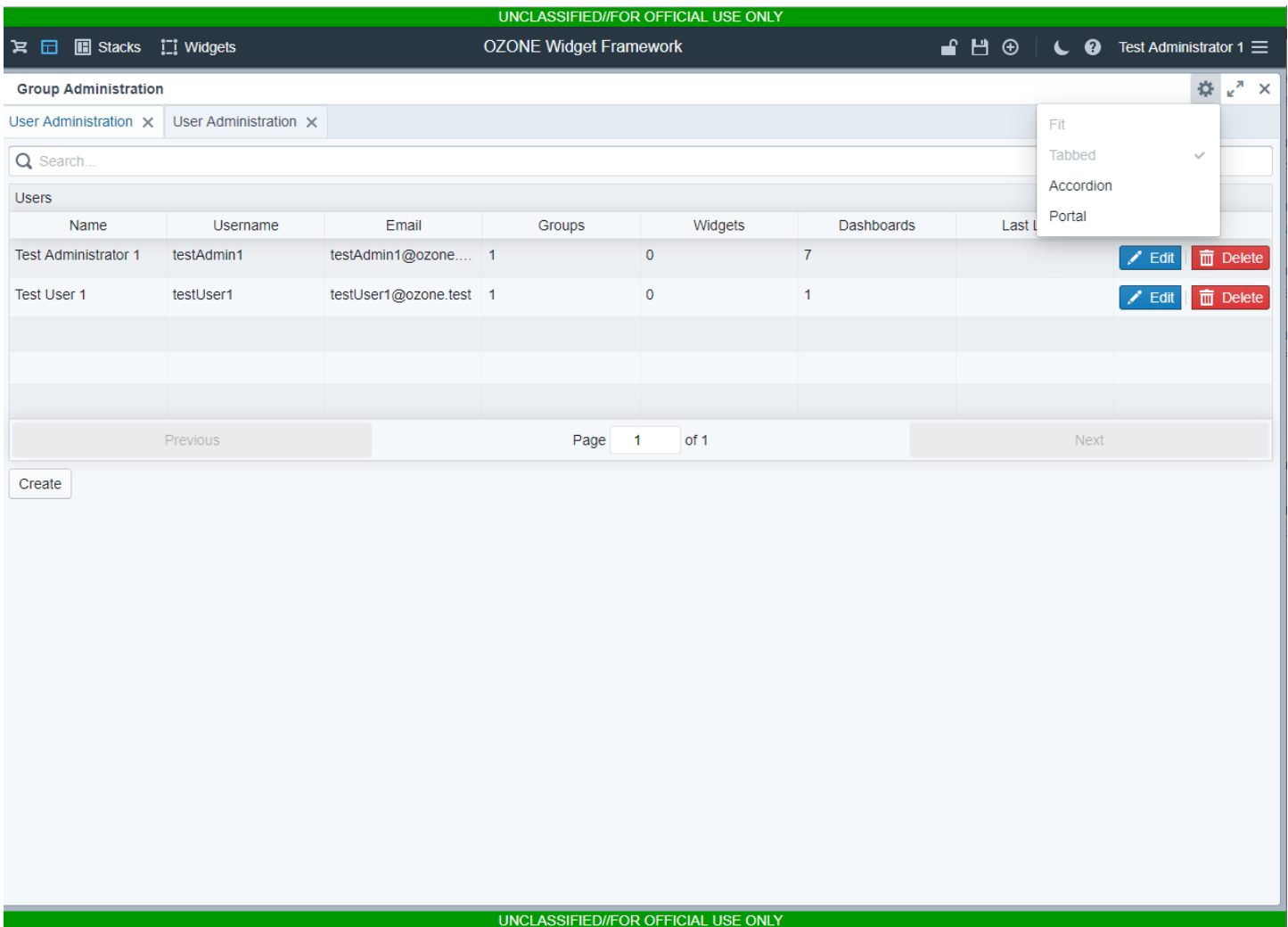


Figure 17. Tabbed Layout

4.2.5. Fit Layout

Fit layouts allow a user to place a single widget on the screen. An open widget shows no border or chrome and will occupy the full size of the available framework. Think of it like making a PowerPoint presentation full-screen within the designated Ozone window. If a user wishes to open an additional widget, they will be notified that the initial widget will be replaced by the new one.



Some widgets are opened automatically by other widgets. In these cases, the widgets will "float" on top of the dashboard.

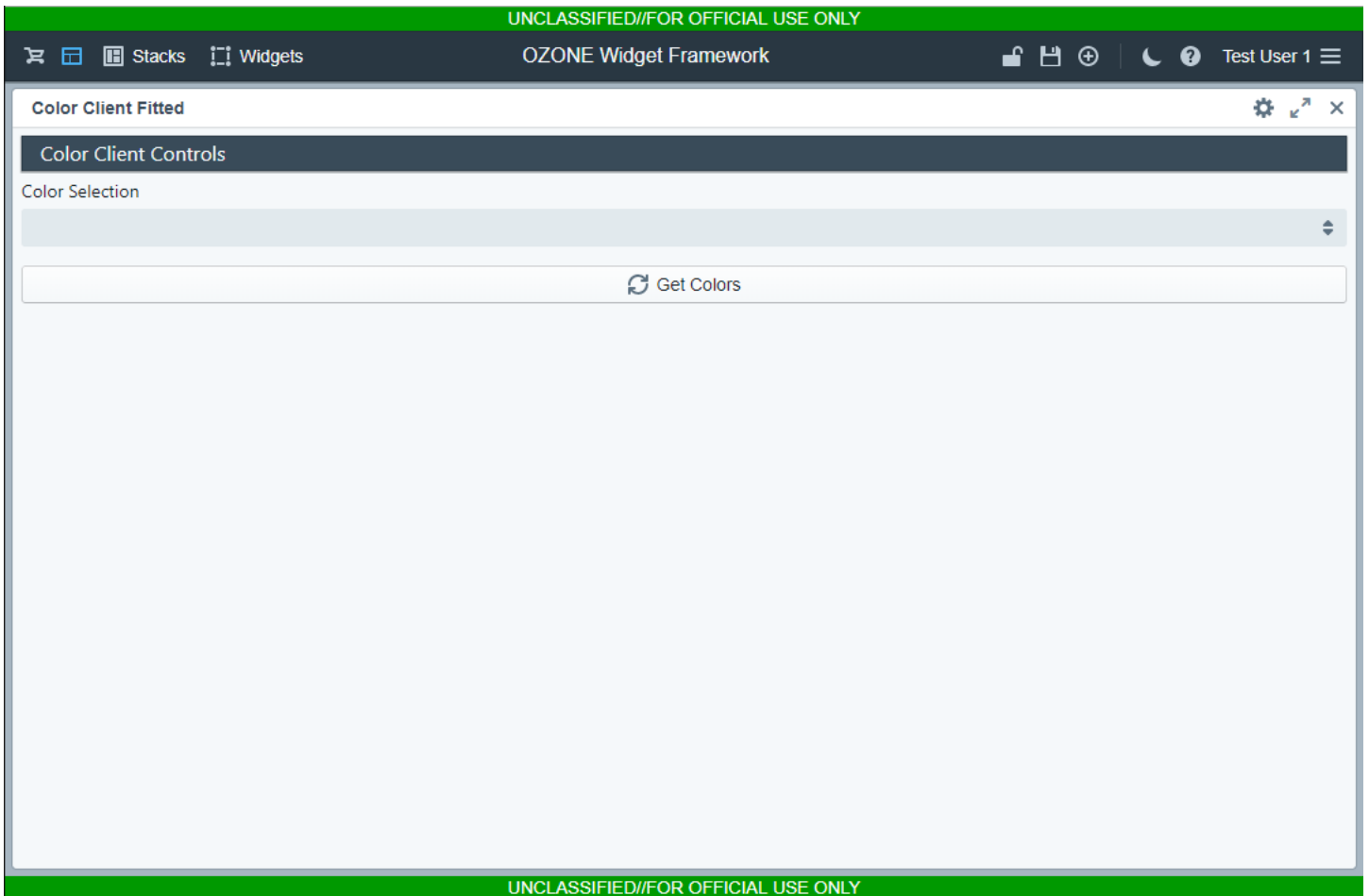


Figure 18. Fit Layout

4.3. Additional Dashboard Builder Tools



— Lock/Unlock Dashboard

Use this button to restrict changes to the dashboard layout and the widgets displayed on it. When the dashboard is locked, widgets cannot be added, removed, or moved and sections cannot be edited.



— Save Dashboard

Use this button to save changes made to the dashboard and layout. Alternately, if the auto save feature is enabled, the dashboard will be automatically saved at an interval specified by the administrator (*defaults to 15 minutes*).

5. Widgets

5.1. Definitions

Widget

A widget is a lightweight, single-purpose app that offers a summary or limited view of a larger dashboard. In OWF, a widget is a global description for a piece of Web content that can be configured by the user and displayed within a dashboard.

Singleton Widget

Singleton widgets allow only one instance of the widget to open in a dashboard. (Users can open multiple instances of regular widgets on each dashboard.) If a Singleton widget is open on a dashboard and a user tries to open another instance of the widget, the open instance will move to the forefront of the screen. Administrators may make a widget a Singleton for numerous reasons. For example, preventing users from opening multiple instances per dashboard may reduce confusion, increase performance (if the widget uses a substantial amount of memory), or address another need.

Background Widget

Background widgets run but do not appear on a user's dashboard. They often serve as caching and logging tools that do not have a user interface. Background widgets can be obtained from a Store server or configured by an OWF administrator. Most users will not be aware that Background widgets are running in their instance of OWF. However, Background widgets will appear on the Widget Switcher. Closing them may interrupt data transfer from other widgets. Use the Widget Switcher to close Background widgets. After selecting a Background widget, a warning message will appear. To close the widget, select OK. If the Background widget is visible (an administrator has not hidden it from the Widgets menu), a user can restart it by dragging it from the Widget menu to a dashboard.



Background widgets do not appear on the Ozone dashboard. These widgets will often interact with other widgets and can be used for caching and logging.

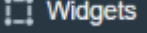
Required Widgets

In the Store, listings can designate that specific listings are required by other listings. For example, the Store Tracking listing may require the Compass Listing. This is how the relationship works when you add those listings to your Ozone as widgets:

- When you add Store Tracking to your Ozone, you will also add Compass.
- If you delete Store Tracking, you'll keep Compass.
- If you delete Compass, Store Tracking will delete too.

You must create the "required relationships" in the Store. Ozone supports the relationships but it does not have a means to create them.

5.2. Widget Menu

Users access their widgets from the Widgets Menu by clicking the **[Widgets]** button () in the toolbar. Once open, the Widgets Menu appears as a sidebar.

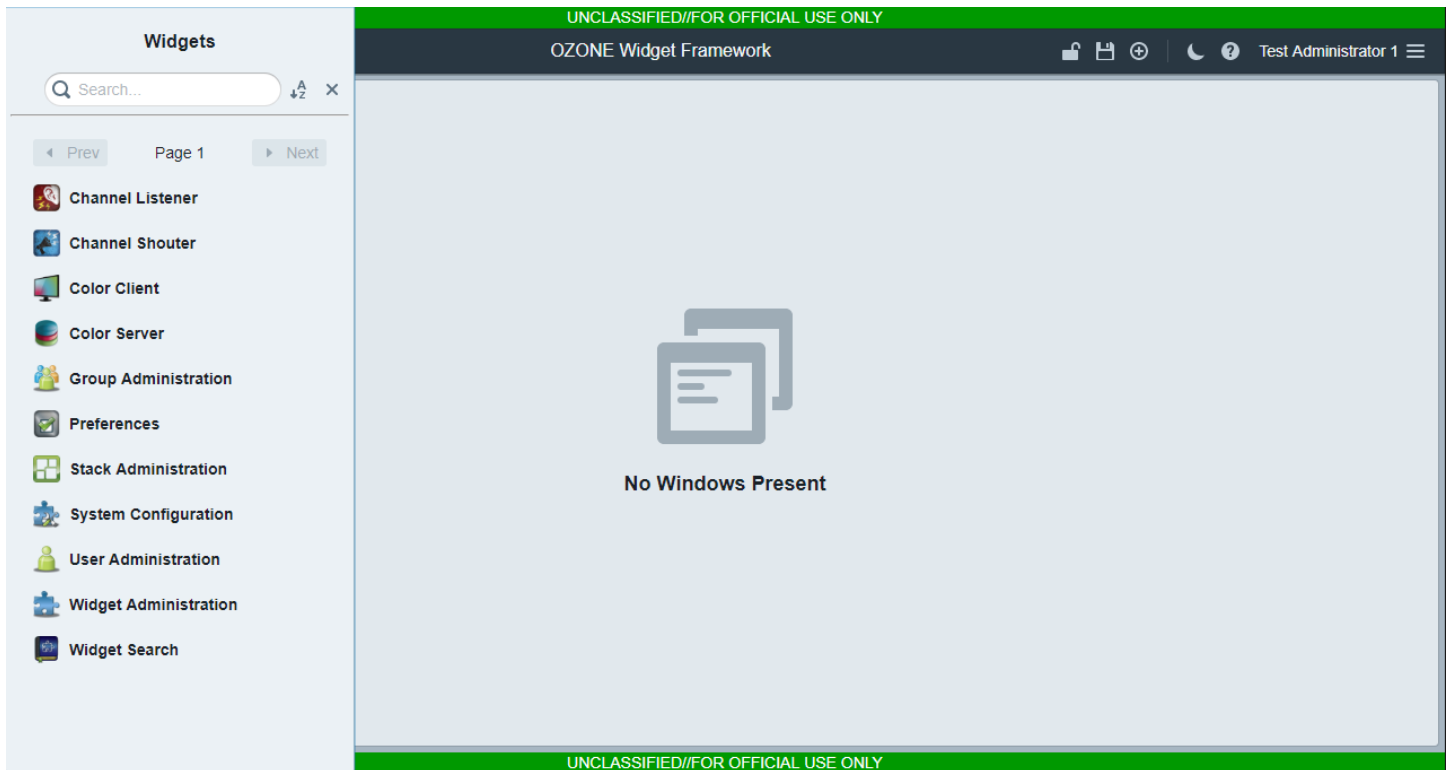


Figure 19. Widgets Sidebar

The widgets sidebar contains the following features:



Type a widget title to search for it. This search is not case sensitive.



Sort alphabetically (ascending/descending).



Exits the Widget window.

The Widgets Menu displays the widgets's title and icon. Hovering over a widget will show a **[Delete]** button to remove this widget from the sidebar. Clicking the btn:[Delete] button will delete the widgets from the user's OWF and it is no longer displayed in the Widgets menu. For more information on deleting widgets, see [Section 5.4, "Delete Widgets"](#).

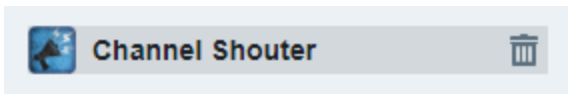



Figure 20. Hovering over a Widget

5.2.1. Search for Widgets

Ozone provides a search feature allowing users to search for widgets in the Widgets sidebar. Located in the upper-right portion, this field filters the list of widgets by title. Users can search the widgets title; the search feature is case insensitive. The Widgets Menu will refresh and display all widgets that meet the search criteria.



5.2.2. Sort in the Widget Menu

To sort widgets in the Widgets Menu:

1. Open the Widgets Menu by clicking the **[Widgets]** button () on the toolbar.
2. Click the sort buttons to sort the widgets in ascending or descending order.

5.3. Start Widgets

Widget will automatically start when you add them to a dashboard or start a dashboard where the widget was already added. Thus, you must add widgets to a dashboard to start them. To do that:

1. Click the **[Stacks]** button () on the toolbar to open the Dashboards Menu. Select the dashboard where the widget will run.
2. Next, click the **[Widgets]** button () on the toolbar to open the Widget Menu.
3. Double click to start or drag widgets from the menu into the dashboard. The widgets will start in the highlighted dashboard pane.
4. Repeat steps 2 and 3 to add more widgets to the dashboard.

5.3.1. Intents: Widgets that use them

When a widget sends an intent request, a pop up window appears displaying all of the open widgets that can receive the requested intent action and data for an intended purpose (graphing, displaying, etc.).

Select a widget to accept the requested intent:

- Click one of the widgets displayed on the window

OR

- Click the widget link to send the information to a widget that is not open on the screen.




Checking the **[Remember this decision]** box will allow the selected widgets to automatically open the requesting widget's data. This function will continue until the user breaks the connection by closing either the sending widget or the receiving widget.

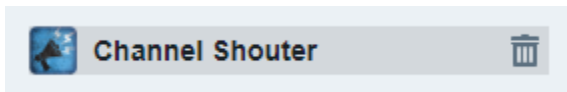
After a user selects a receiving widget, the intent data is automatically sent to and processed by the receiving widget. To place the widget on the Dashboard, click or drag it from the menu into the dashboard. Once the receiving widget is in place and open in the dashboard, it will receive the sending widgets intent request.

5.4. Delete Widgets

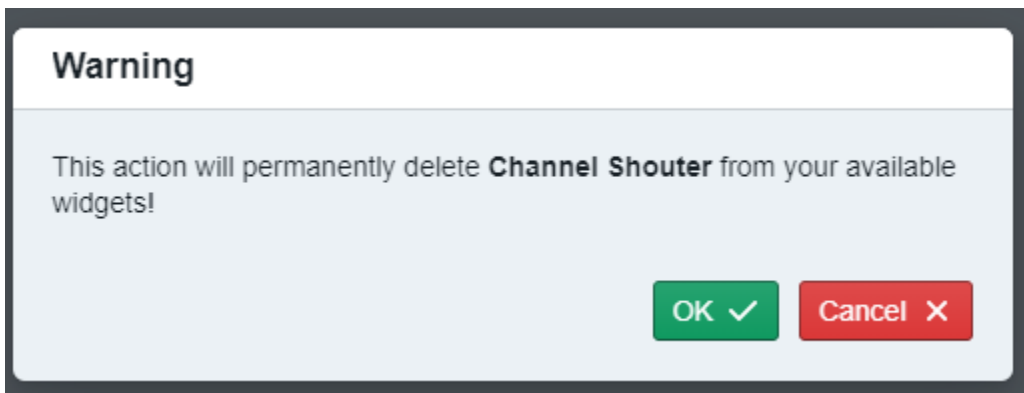
Users can remove any directly assigned widgets from their instance of OWF. This action will not delete the widget from OWF, it only deletes the widget for that user. Only administrators can delete widgets from the system.

To delete a widget from a user's instance of OWF:

1. Click the **[Widgets]** button ( **Widgets**) on the toolbar to open the Widget Menu.
2. Hover over the selected widget, and click the **[Delete]** trash can icon:



3. Click **[OK]** on the warning pop-up.



Users cannot delete widgets that have been given to them through a group assignment.

5.4.1. Deleting Required Widgets

Like any other widget, required widgets can be deleted from the Widgets Menu. If a user deletes a required widget, any widgets that require the deleted widget will automatically be deleted after the system displays a warning notification. Other widgets that are related to the dependent widgets will remain. For example, Jane's Tool Set widget requires the Search Filtering Tool, the Chat Client and the Traffic Monitoring widgets. If the

Search Filtering widget is deleted, the Jane's Tool Set widget will also be deleted.

6. Intents

Intents are the instructions for carrying out a widget's intentions. There are three main aspects to intent:

Action

The widgets action. For example, think of actions as verbs like **view**, **share**, **edit**, etc.

Data Type

The type of data that is requested or sent.

Send/Receive

The direction of the intent request. A widget can send, receive or send and receive an intent request.



This information is only metadata used as a placeholder. For any intents to function in Ozone, a developer has to code the actual function into a widget. Instructions for doing this are found in the *Ozone Developer's Guide*.

Intents allow users to determine how widget(s) use and share data. This binding capability enables a widget that collects data to easily send that data to a widget that displays data in an understandable way.

Example:

The NYSE widget records daily stock exchange rates. It stores the data as a giant file that is difficult to read and understand. To make the data useful, the NYSE widget has a **send** intent that allows it to identify widgets that can graph data. Any widget that has can **receive** graphing intents will appear. Then, the user decides which graphing widget they want to send the NYSE widget's data.

Widgets may have multiple intents associated with them. Users cannot create widget intents. Administrators and developers (logged in as administrators) add widget intents through the Ozone interface. Developers also add the intents through widget descriptor URLs.

6.1. Add Intents to Listings

When an OZONE Widget is created in the Store, there are no intents associated with it. Users/listing owners can create, edit and delete intents for OZONE Widgets using the Create/Edit Listing page in the Store. The following instructions reference using the Store to create an intent.

To add an intent:

1. Open the Create/Edit Listing Page.
2. On the Create/Edit Listing page, select listing type: **Widget**
3. Click the **[New Intent]** button. This opens the "Add Intent" form.
4. Select the intent's action and data type from the drop-down menus, select the direction(s) of the intent,

then click [OK]. *(The following sections will describe each of these actions.)*

The Store ships with the following Actions:

Edit

Allows widgets the ability to edit a specified data type.

Pick

Allows widgets the ability to pick files from their service to use in a client widget.

Save

Allows widgets the ability to save data.

Share

Allows widgets the ability to share a specified data type.

Subscribe

Allows widgets the ability to subscribe to a specified data type.

View

Allows widgets the ability to view a specified data type.

The Store ships with the following Data Types:

Audio

Audio files

Image

Image files

JSON

JSON documents

Text

Textual information

URI

Uniform Resource Identifier

Video

Video files

Widgets can send and receive intents:

Send

Allows widgets to send information to other widgets.

Receive

Allows widget to receive information to from other widgets.

Users cannot create new intents. Administrators must create the new intents. See the *Store Administrator's Guide* for details.

6.2. Edit & Delete Intents

To edit or delete a listing's Intent, start by editing the listing:

1. Open the Edit Listing Page in the Store.
2. On the Edit Listing page, scroll to the Intents section.
3. Hover over the Intent to see the editing and deleting functions.
4. Click the [**Edit**] button (pencil icon) to edit the intent.
or
Click the [**Delete**] button (minus sign icon) to delete the intent.

7. Additional Features

7.1. User Profile

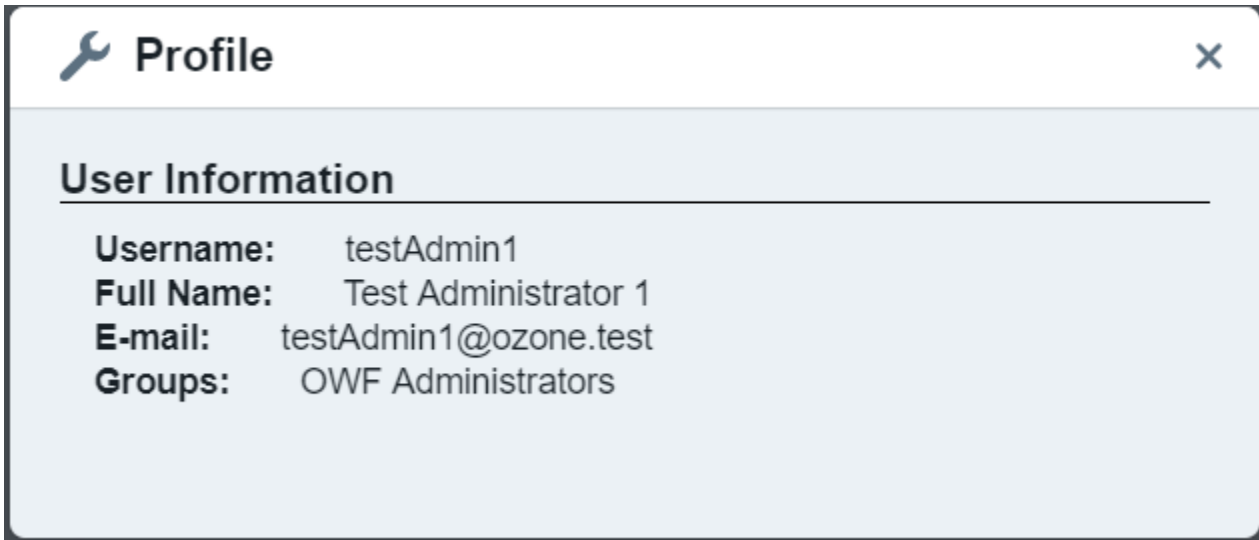


Figure 21. Ozone Profile Information

In Ozone, users cannot customize their User Information. They can only view it.

To access the profile in Ozone, click the **[Profile]** option from the drop-down User Menu.

The Ozone Profile page shows User identification including:

- Username
- Full name
- E-mail
- A list of the user's groups

7.2. Themes

In addition to the default light theme, Ozone provides an alternate dark theme.

To switch between the light and dark themes, click the moon icon in the top right menu or press *Alt+Shift+T*.

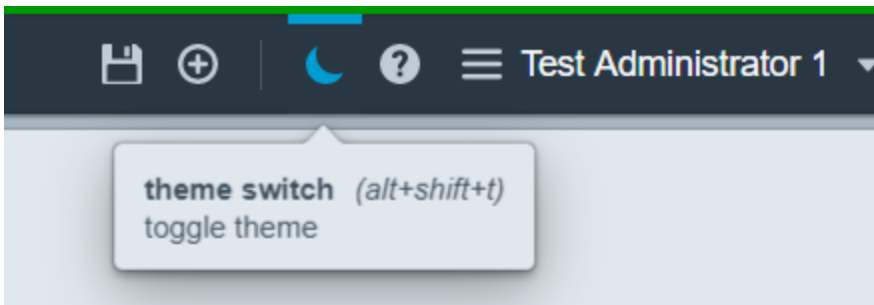


Figure 22. Change theme

7.3. About Window

Assessed by clicking the drop-down User Menu on the right-side of the screen, the About window displays information that can be customized by an administrator:

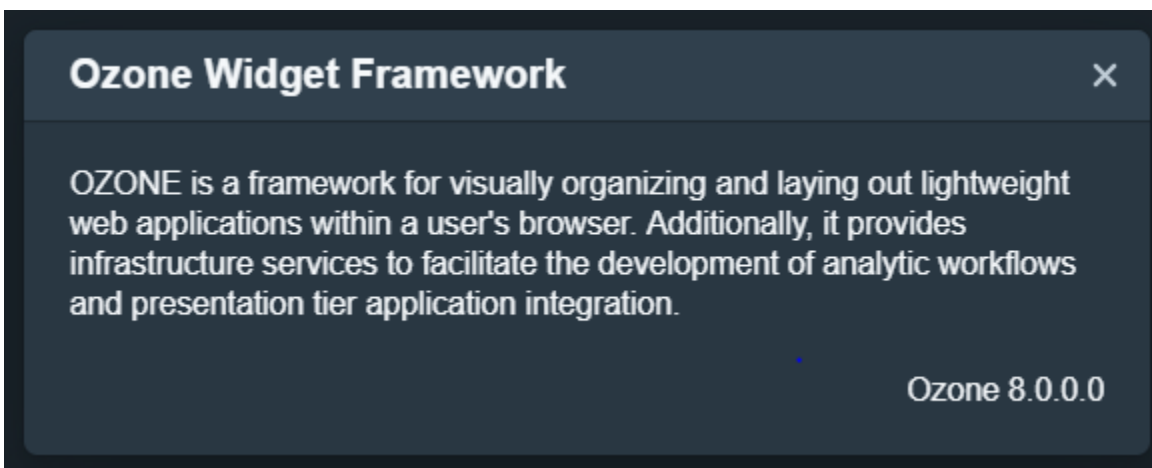


Figure 23. Ozone About window

Glossary

Accordion (layout)

Display widgets in equal, horizontal panes that do not scroll (each individual widget may scroll using its own scroll bar).

Affiliated Store

A store that another organization uses for their system. When a local store is connected to an affiliated store, users in the local store can search for and add listings from the affiliated store (assuming the user has proper authentication for the affiliated store).

App

Deprecated term for a Stack.

App Component

Deprecated term for a widget.

Dashboard

An organized collection of widgets with a customizable layout.

Filters

A feature used to reduce the number of search results by type or category.

Fit (layout)

Allows a user to place a single widget on the screen.

Help

Repository of instructional guides and video tutorials.

Intent

Instructions for carrying out a widget's intentions.

Listing

Any software dashboard or widget that a user enters into the Store is called a "Listing." Listings can be a various types of Web content.

Marketplace

A searchable catalog of shared listings of widgets and dashboards (also referred to as the Store).

OWF

Abbreviation for Ozone Widget Framework.

Pages

Deprecated term for a dashboard.

Portal (layout)

A column-oriented layout that organizes widgets of varying heights. Each new widget loads above the first one on the screen. The user drags a dividing bar to specify widget's height. The widgets and the Ozone window scroll.

Required Listings

An association between Listings. *Example: if Listing A needs Listing B to function, Listing B is a Required Listing.*

Stack

A collection of Dashboards (pages). Allows administrators and users to group Dashboards into folder-like collections that allow for easy transition from one to another.

Store

Commonly used term for the Ozone Marketplace.

Tabbed (layout)

Display one widget per screen, with tabs the top of the screen to switch from one widget to another.

Toolbar

The navigation bar at the top of the application. It links to a user's stacks, widgets, the Store, online Help and options from the drop-down User Menu.

User

A person signed into the Ozone application, usually referring to a person without administrative privileges.

Widget

A light-weight, single-purpose Web application that offers a summary or limited view of a larger Web application and may be configured by the user and displayed within a Dashboard.

Widget Menu

The Widgets Menu displays all available widgets. Use this feature to start or add widgets to a dashboard.