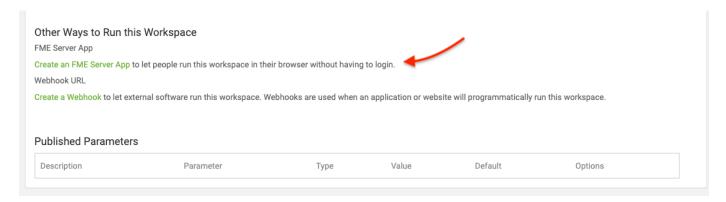
Getting Started with FME Server Apps

Introduction to FME Server Apps

FME Server 2019+ has the ability to create web based 'Apps' - which is a method to allow users to run a workspace without needing login access to FME Server. When you choose to create an App, FME Server will generate an app page with a valid token with the necessary permissions.

Creating an App (FME 2019.1+)

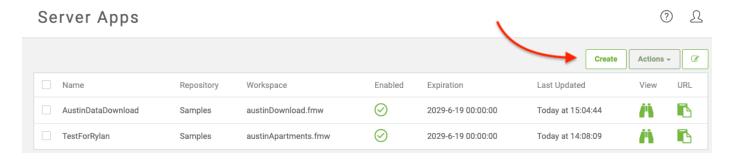
You can create an app from the Run Workspace page, under the Advanced parameters.



Alternatively, select 'Server Apps' from the navigation panel. This will also allow you to manage or see any existing apps.



From the Server Apps page, click 'Create' in the top right.



This will open the Edit page for Server Apps.

Required Parameters

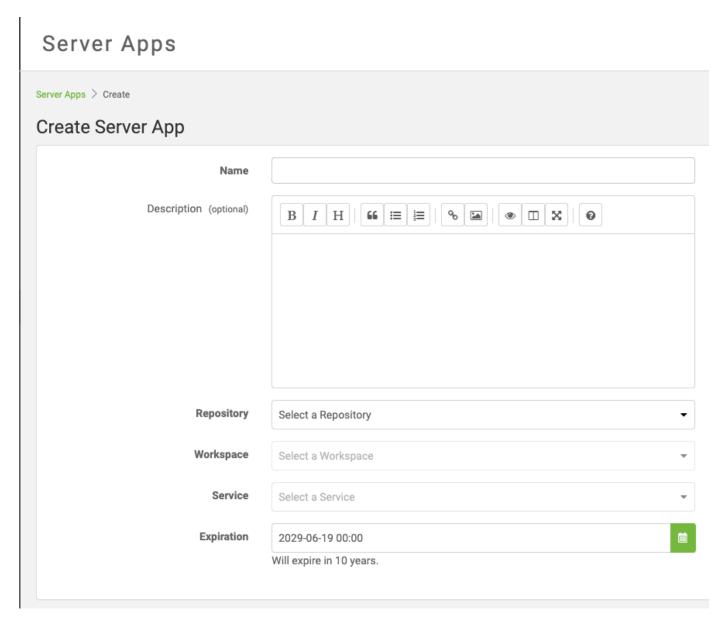
There are a few parameters you will *need* to set to configure your app.

Name: This name will become part of the URL for the app and will also be used within FME Server for managing your apps.

Workspace: This is the workspace that the app will be running. If it contains any published parameters, these will become available to manage in an additional dialog box.

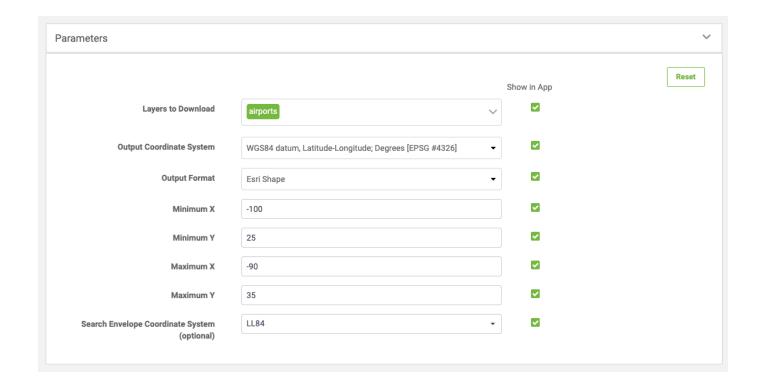
Service: Choose from the Job Submitter, Data Download or Data Streaming service (dependent on what the workspace was registered with when published)

Expiration: Behind the scenes, FME Server creates a token that is used to authenticate the app. The token automatically has the necessary permissions required for the user to run the application.



Workspace Parameters

If your workspace includes parameters, an additional dialog box will be available allowing you to control which parameters are available to the end user and what the default values will be.



Optional Parameters

There are also a few *optional* parameters you can set to enhance the look of your app:

Description: Provide a description to give users more information or instructions/expectations for use.

Title: The title will be displayed at the top of the app and in the browser tab.

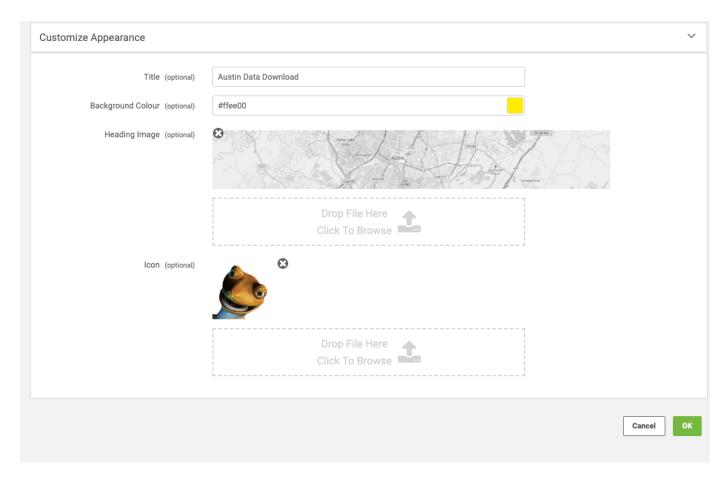
Background Color: The background color will be displayed at the top of the app.

Heading Image: The heading image will be used at the top of the app. There is a 250kb file size limit for the heading image.

Austin.png

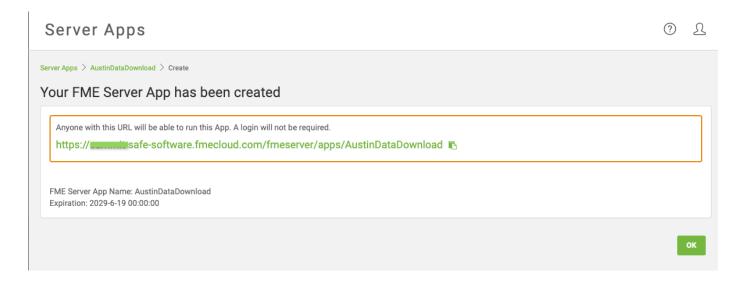
Icon: The icon will be visible in the browser tab. There is a 50kb file size limit for icon images.

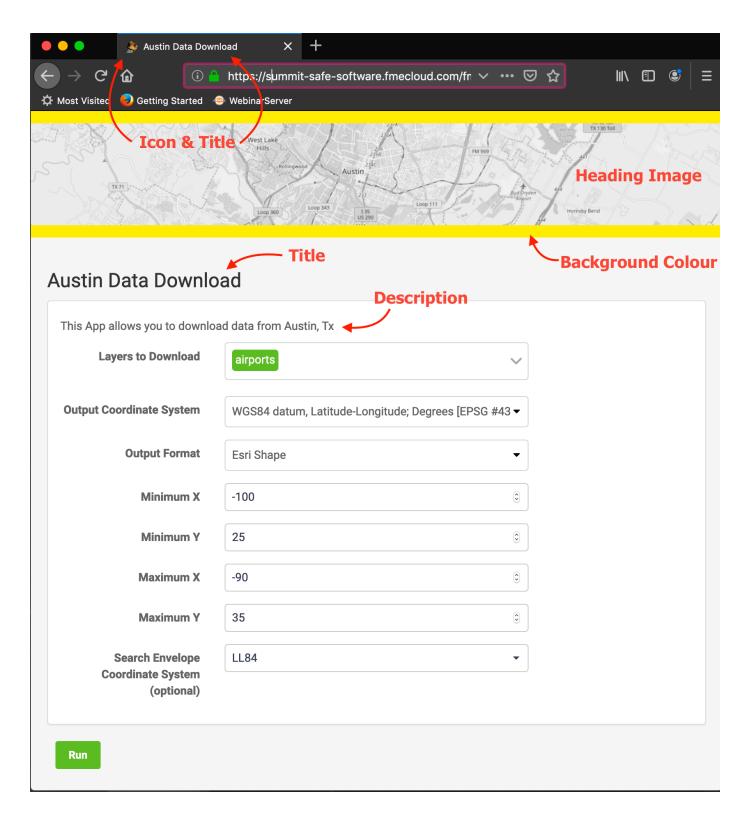
Safe_Logo.png



When you have finished configuring your app, press OK.

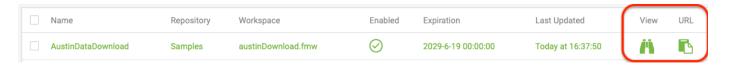
This will take you to a page where you will be given the URL to your app. You can copy the URL to give to your end users, and will be accessible as long as the token hasn't expired.





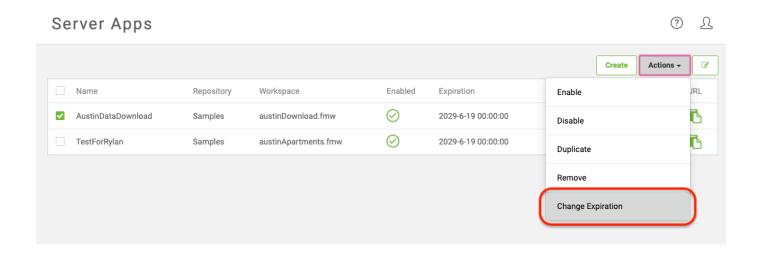
Accessing an App

If you navigate away from this page, you can view or copy the URL from the main **Server Apps** page.



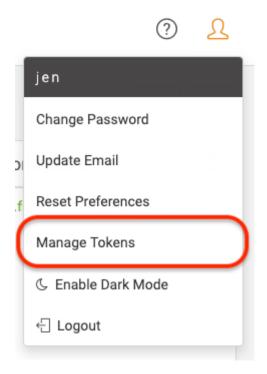
Changing an App's Expiration

If you need to change the expiration date of an app, select it, and choose 'Change Expiration' from the Actions dropdown menu.



Alternatively, as the expiration is managed by the token that is created to authorize usage of the app, you can configure expiration using the **Token Management** page.

To access this, click on Manage Tokens from the User Settings dropdown (top right of the FME Server Web Interface).



On this page you should see the token created for your app. Click it to edit it's parameters.



Here you can edit the token description, enable or disable the token (disabling will mean your app no longer works) and change the expiration date.

