# **ATTACHMENT**

### msAttachment:

Attachment widget is used to select the audio, video, images and pdf files.

Some of the properties of attachment are mentioned below,

- ✓ Id\*
- ✓ Savefield
- ✓ Maximum limit
- ✓ Minimum limit
- √ Filesizekey\*
- √ Fileextensionkey\*
- ✓ Loop

### ID\*:

It specifies the input id of a particular widget. Each and every widget must have an UNIQUE id. Id should accept only the numbers, alphabets and underscore.

It does not allow to type special characters in an ID and not allow to type negative integers.

Mandatory: TRUE

## **Example:**

```
id - Test_123 (Will work)
id - Test-@@ (Will not accept as a widget id)
id = -123 or -test (Will not accept as a widget id)
```

### **SAVEFIELD\***:

This savefield property accept only the boolean values like, True or False. It is a mandatory field.

True - All the values are saved in database

False - Values are not saved in database

#### **MAXIMUM LIMIT:**

To set the maximum limit for a particular attachment widget. So that the user can select images, audio, video and pdf file, up to the maximum limit.

User cannot allow to select more than the maximum limit.

#### **Example:**

Maximum limit - 10 (So that, the user can select files up to the maximum limit)

#### **MINIMUM LIMIT:**

To set the minimum limit of a particular attachment widget. So that the user can select images, audio, video and pdf file, at least it should meet the minimum limit.

User cannot select files less than the minimum limit.

## **Example:**

Minimum limit - 2 (User can meet the minimum requirements (i.e) user can select at least 2 files)

#### **FILE SIZE KEY\*:**

In an attachment file size is configurable, user can select the image size in MB.

Mandatory: TRUE

### **Example:**

To configure **2MB for Image** (It does not allow more than 2MB)

To configure **5MB for Audio** (It does not allow more than 2MB)

To configure **5MB for Video** (It does not allow more than 2MB)

To configure **1MB for PDF** (It does not allow more than 2MB)

#### **FILE EXTENSION KEY\*:**

In an attachment, some of the extensions are to allow to select the images. User can use those 10 extensions only. Configured file extension are shown below,

- ✓ .xlsx
- ✓ .bmp
- ✓ .heic
- ✓ .jpeg
- ✓ .jpg
- ✓ .png

- ✓ .pdf
- ✓ .mp4
- ✓ .mp3
- ✓ .xls

Mandatory: TRUE

#### LOOP:

User can use this loop with in the attachment then, it should mention the loop id in a particular attachment's loop property.

User can mention the loop in ui and rule,

### **Syntax:**

**UI --> loop** (Loop id is unique and user defined)

**RULE --> screenid\_widgetid of loop** (Like this mentioned in rule)

Attachment widget works within the loop.

### **PARENT GROUP:**

Attachment widget is also used within the parent group, but should follow some rules like parent group id is properly mentioned in ui and rule.

User can mention the parent group in ui and rule,

#### **Syntax:**

**UI --> pgroup** (Parent group id is unique and user defined)

**RULE --> screenid\_parentgroupid** (Like this mentioned in rule)

Attachment widget will works within the parent group.

#### **ACTION NAME:**

Actions available for the attachment widget in framework 2.0 are mentioned below,

- Mandatory
- > Optional
- > Show
- > Hide
- > Enable
- Disable
- > Setmaximum

- > Setminimum
- > Setval

# **Mandatory\*:**

User must select a picture. They cannot skip this field, if they can try to skip means cannot allowed to submit the form.

Mandatory field is mentioned as red asterisk symbol.

### **Syntax:**

APPLY [Mandatory] ON [#screenid\_widgetid]

## **Example:**

APPLY [Mandatory] ON [#config\_test\_attach1]

# **Optional:**

User can select or they can skip a particular widget, Which is allowed to submit a form.

### **Syntax:**

APPLY [Optional] ON [#screenid\_widgetid]

# **Example:**

APPLY [Optional] ON [#config\_test\_attach1]

## **Show:**

This widget will show/display to the user, so that the user can select the images, files.

### Syntax:

APPLY [Show] ON [#screenid\_widgetid]

## **Example:**

APPLY [Show] ON [#config\_test\_attach1]

#### Hide:

This rule is to hide a mentioned widget. So it is not visible to the user.

#### **Syntax:**

APPLY [Hide] ON [#screenid\_widgetid]

# **Example:**

APPLY [Hide] ON [#config\_test\_attach1]

### **Enable:**

It enables the attachment, so the user can able to select the images, files and an enable action is used to activate the widget from disabled state.

### Syntax:

```
APPLY [Enable] ON [#screenid_widgetid]
```

## **Example:**

```
APPLY [Enable] ON [#config_test_attach1]
```

## **Disable:**

It disables the attachment widget. The user cannot select images and files and they appear blurred.

#### **Syntax:**

```
APPLY [Disable] ON [#screenid_widgetid]
```

### **Example:**

```
APPLY [Disable] ON [#config_test_attach1]
```

#### **Setmaximum:**

i) It will allow to select up to 10 images or audio file or video file or pdf, using static method.

#### **Syntax:**

```
APPLY [SetMaximum] ON [#screenid_widgetid] VALUE ["10"];
```

### **Example:**

```
APPLY [SetMaximum] ON [#config_test_1] VALUE ["10"];
```

ii) It will allow to select up to 10 images or audio file or video file or pdf, using variable method.

#### Syntax:

```
APPLY [SetValue] ON [$tempvariable] VALUE ["10"];
```

APPLY [SetMaximum] ON [#screenid\_widgetid] VALUE [\$tempvariable];

## **Example:**

```
APPLY [SetValue] ON [$test] VALUE ["10"];
```

APPLY [SetMaximum] ON [#config\_test\_date1] VALUE [\$test];

#### **Setminimum:**

i) User can select at least 2 images or audio file or video file or pdf, using static method.

### **Syntax:**

```
APPLY [SetMinimum] ON [#screenid_widgetid] VALUE ["2"];
```

### **Example:**

```
APPLY [SetMinimum] ON [#config_test_1] VALUE ["2"];
```

ii) User can select at least 2 images or audio file or video file or pdf, using variable method.

## Syntax:

```
APPLY [SetValue] ON [$tempvariable] VALUE ["2"];

APPLY [SetMinimum] ON [#screenid_widgetid] VALUE [$tempvariable];

Example:

APPLY [SetValue] ON [$test] VALUE ["2"];

APPLY [SetMinimum] ON [#config_test_img1] VALUE [$test];
```

### **Setvalue:**

1. The user can set the value to "static," which means that when the form is initially opened, it displays the mentioned image in a specific attachment.

But this is not constant, user can change/add the image or files by manually at run time.

```
Syntax:
```

```
Setvalue = "path"

APPLY [SetValue] ON [#screenid_widgetid] VALUE ["path"];

Example:

Setvalue = "path" (So, this value is reflected in the initial page of the form)

APPLY [SetValue] ON [#config_test_attach1] VALUE ["path"];
```

2. User can pass the values through variable,

### **Syntax:**

```
APPLY [SetValue] ON [$tempvariable] VALUE ["path"];

APPLY [SetValue] ON [#screenid_widgetid] VALUE [$tempvariable];

Example:
```

```
APPLY [SetValue] ON [$test] VALUE ["path"];

APPLY [SetValue] ON [#config_test_attach1] VALUE [$test];
```

#### **EVENT NAME:**

Events in rule files are,

- ✓ Load
- ✓ Change

## Load:

This event is should display all the values while loading on an initial page.

## **Syntax:**

```
APPLY [SetMinimum] ON [#screenid_widgetid] VALUE ["2"];
APPLY [SetMaximum] ON [#screenid_widgetid] VALUE ["10"];
```

## **Example:**

```
FIELD_BEGIN [NAME = "config_test"]

RULE_BEGIN [NAME = "Initial Load", ORDER = "1"]

APPLY [SetMinimum] ON [#config_test_1] VALUE ["2"];

APPLY [SetMaximum] ON [#config_test_1] VALUE ["10"];

RULE_END

FIELD_END
```

# **Change:**

Change event is triggered when the value of the widget is changed by the user.

### **Syntax:**

```
IF ((#screenid_widgetid != ""))
BEGIN
APPLY [Hide] ON [#screenid_widgetid];
END
ELSE
BEGIN
APPLY [Show] ON [#screenid_widgetid];
END
```

### **Example:**

```
FIELD_BEGIN [NAME = "config_test_1"]

RULE_BEGIN [NAME = "condition1", ORDER = "1"]

IF ((#config_test_1 != ""))

BEGIN
```

```
APPLY [Hide] ON [#config_test_2];
END
ELSE
BEGIN
APPLY [Show] ON [#config_test_2];
END
RULE_END
FIELD_END
```

# **ORIENTATION:**

In an application displays the form in 2 ways. They are,

- ✓ Vertical orientation
- ✓ Horizontal orientation

# **Vertical orientation:**

An application shows in portrait mode.

# **Horizontal orientation:**

An application shows in landscape mode.