MMISP Frontend Documentation

Design Phase

MMISP Frontend Team

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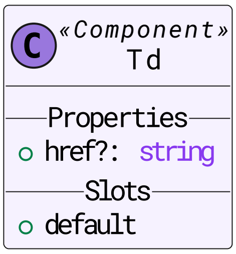
1. Components

1.1 Td



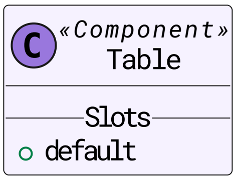
1.1.1 Props

href: `string | undefined`

1.1.2 Slots

default

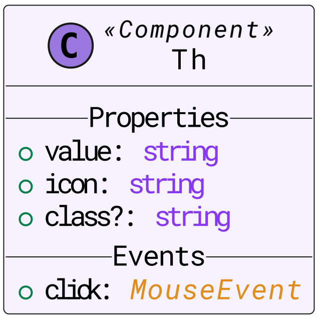
1.2 Table



1.2.1 Slots

default

1.3 Th



1.3.1 Props

value: `string`

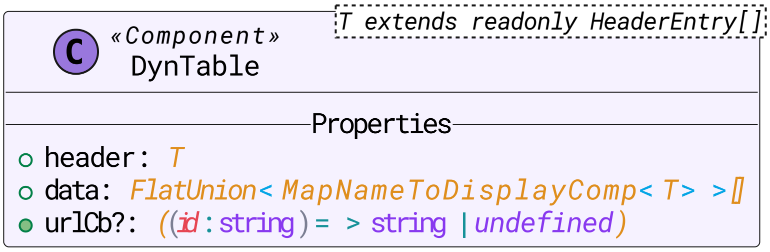
icon: `string`

class: `string | undefined`

1.3.2 Events

click: `MouseEvent`

1.4 DynTable


T extends readonly HeaderEntry[]
C
«Component»
DynTable
Properties
○ header: T
○ data: FlatUnion< MapNameToDisplayComp< T> >[]
● urlCb?: ((id : string) = > string | undefined)

1.4.1 Props

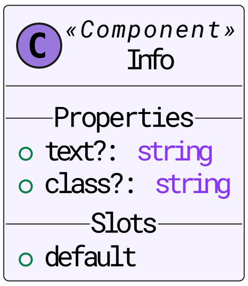
```
T extends readonly HeaderEntry[]
```

header: `T`

data: `FlatUnion<MapNameToDisplayComp<T>>[]`

urlCb: `((id: string) => string | undefined) | undefined`

1.5 Info



Displays a text with a default background color of surface1. Also sets the default padding and border radius. You can override this by passing your own classes.

1.5.1 Props

text: `string | undefined`

```
The text to be displayed.
```

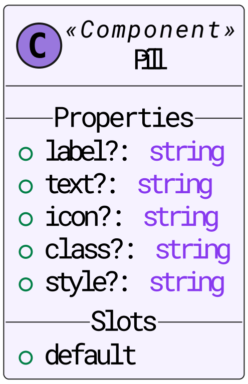
class: `string | undefined`

```
Additional classes to be applied.
```

1.5.2 Slots

default

1.6 Pill



1.6.1 Props

label: `string | undefined`

text: `string | undefined`

icon: `string | undefined`

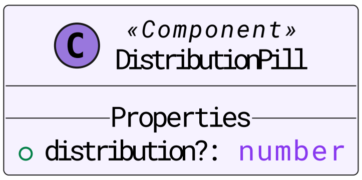
class: `string | undefined`

style: `string | undefined`

1.6.2 Slots

default

1.7 DistributionPill



Converts a distribution number to the equivalent text. Uses the Pill component to display the text and icon

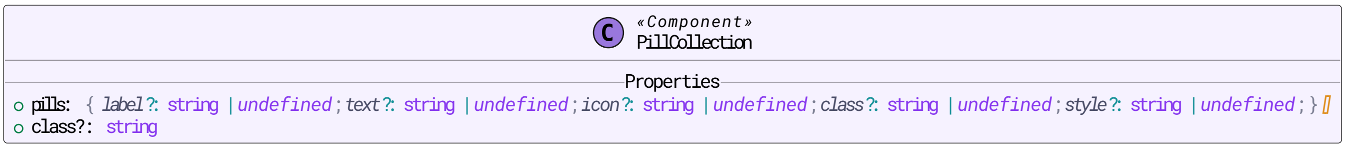
1.7.1 Props

distribution: `number | undefined`

The distribution number of the the event.

- 0: Your organization only
- 1: This community only
- 2: Connected communities
- 3: All communities
- 4: Sharing group
- 5: Inherit Event

1.8 PillCollection

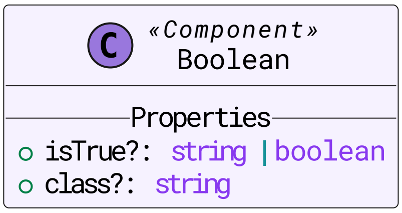

C
«Component»
PillCollection
Properties
○ pills: { label?: string | undefined ; text?: string | undefined ; icon?: string | undefined ; class?: string | undefined ; style?: string | undefined ; } []
○ class?: string

1.8.1 Props

pills: `{ label?: string | undefined; text?: string | undefined; icon?: string | undefined; class?: string | undefined; style?: string | undefined; }[]`

class: `string | undefined`

1.9 Boolean



Displays a boolean value as a text using the Info component. The background is green if the value is true and red if the value is false.

1.9.1 Props

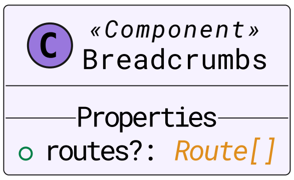
isTrue: `string | boolean | undefined`

Displays a boolean value as a text using the Info component. Also parses strings to boolean. String most be either 'true' or 'false'.

class: `string | undefined`

Additional classes to be applied to the Info component.

1.10 Breadcrumbs

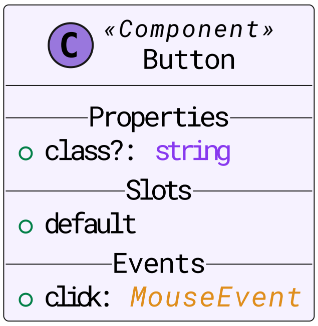


1.10.1 Props

routes: `Route[] | undefined`

The route that will be displayed in the pill navigation.

1.11 Button



A button with a slot for content.

Example:

```
<Button>
    <b>name</b>
    <Icon icon="mdi-light:home" class="w-8 h-8" />
</Button>
```

1.11.1 Props

class: `string | undefined`

Additional classes to be applied to this component

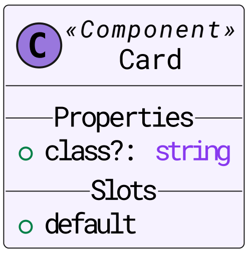
1.11.2 Slots

default

1.11.3 Events

click: `MouseEvent`

1.12 Card



A card with a slot for content. Sets the default padding and border radius. You can override this by passing your own classes.

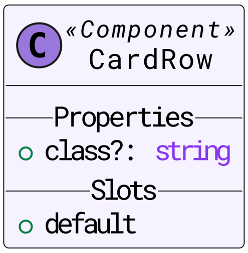
1.12.1 Props

class: `string | undefined`

1.12.2 Slots

default

1.13 CardRow



If you want too display rows inside of a card, use this component. You should probably just input two children to the slot. Because of the flexbox, the children will at the outsides of the row (justify between).

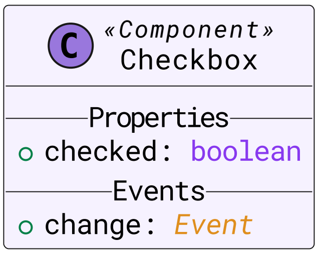
1.13.1 Props

class: `string | undefined`

1.13.2 Slots

default

1.14 Checkbox



A checkbox component. You should bind to the checked property, to access the value. You could also use the on:change event to listen for changes.

Internal:

Uses some tailwind css trickery to make the checkbox value to look like a switch. Basically hides the input and sets the focus state via the label. the div is the actual switch and is moved via the peer-checked class. Where the peer class is set in the input.

1.14.1 Props

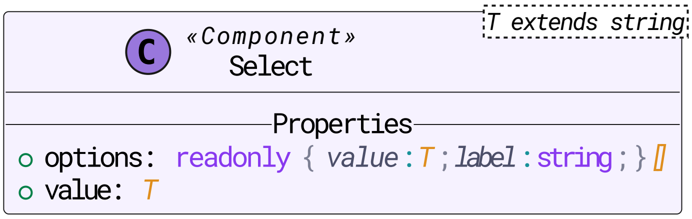
checked: `boolean`

Whether the checkbox is checked or not.

1.14.2 Events

change: `Event`

1.15 Select



A select component that uses the native select element. The options are passed as a prop and the value is bound to the value prop. The options prop should be a "as const" array of objects with a value and a label property to allow full type safety.

1.15.1 Props

```
T extends string
```

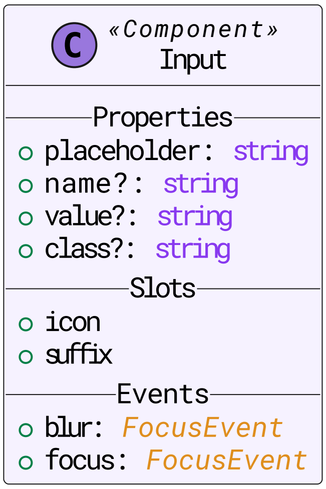
options: `readonly { value: T; label: string; }[]`

The options of the select. The value is the value of the option and the label is the label of the option.

value: `T`

The value that is currently selected. Because of the template variable you should have full type safety if using consts as options.

1.16 Input



The default input component. You can add a prefix icon inside of the "icon" slot and / or a suffix icon in the "suffix" slot. You should set the name prop, if you want to use this component inside of a form. You can also set the value prop, if you want to set an initial value. Or bind to it if you want to use this outside of a form. You can also set the placeholder prop, if you want to set an placeholder. This is recommended.

1.16.1 Props

placeholder: `string`

```
the placeholder of the input.
```

name: `string | undefined`

```
the name of the input. Used for the label and for form submission
```

value: `string | undefined`

```
the current value of the input
```

class: `string | undefined`

```
Additional classes to be applied.
```

1.16.2 Slots

icon

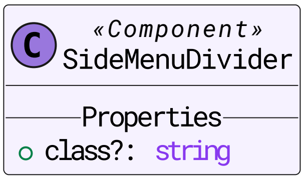
suffix

1.16.3 Events

blur: `FocusEvent`

focus: `FocusEvent`

1.17 SideMenuDivider

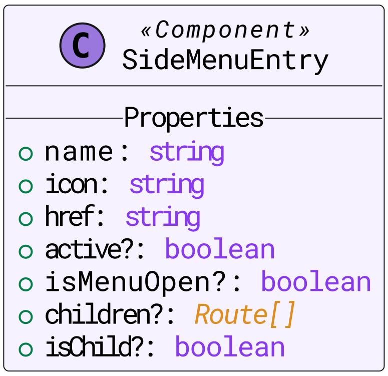


```
A divider for the side menu.
```

1.17.1 Props

class: `string | undefined`

1.18 SideMenuEntry



The side menu entry component. It can be opened by clicking on it, when the parent side menu is open. If it is open all the children will be displayed as subentries using this component.

1.18.1 Props

name: `string`

The name to be displayed in this side menu entry.

icon: `string`

The icon to be displayed in this side menu entry.

href: `string`

The href to be used in this side menu entry => link to a page.

active: `boolean | undefined`

Whether this side menu entry is active or not. => meaning being highlighted.

isMenuOpen: `boolean | undefined`

Whether the parent side menu is open or not.

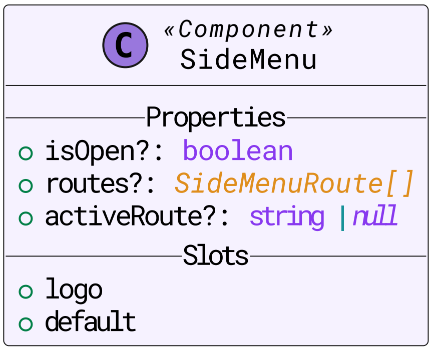
children: `Route[] | undefined`

The children of this side menu entry. => They will be displayed as subentries.

isChild: `boolean | undefined`

Whether this side menu entry is a child of another SideMenuEntry. Meaning it being a subentry.

1.19 SideMenu



The side menu component. It contains the SideMenuEntry and SideMenuDivider components. You can override the default SideMenuEntry list display by using the default slot. You can also override the logo by using the "logo" slot. If you do that do not forget the set fade options otherwise it may look weird.

1.19.1 Props

isOpen: `boolean | undefined`

The current state of the side menu. It is exportable to be able to change it from other components.

routes: `SideMenuRoute[] | undefined`

The routes to be displayed in the side menu.

activeRoute: `string | null | undefined`

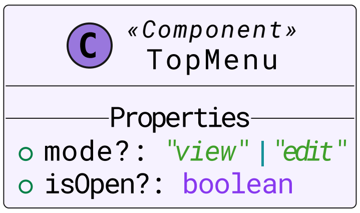
The current route that is active. Should probably always be the current url ($page.url.href).

1.19.2 Slots

logo

default

1.20 TopMenu



The top menu component. It contains the Input and Checkbox components. Also the switch for changes between view and edit mode is located here.

1.20.1 Props

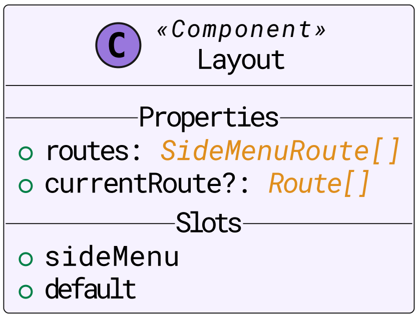
mode: `"view" | "edit" | undefined`

The mode of the current page. Possible modes are currently "view" and "edit": TODO: maybe extract this to a store?

isOpen: `boolean | undefined`

Whether the side menu is open or not. TODO: probably should search for a better solution for this.

1.21 Layout



The basic component for the layout of the application. It contains the SideMenu, TopMenu and Breadcrumbs components. The body goes inside of the default slot. You can also override the SideMenu by using the "sideMenu" slot.

1.21.1 Props

routes: `SideMenuRoute[]`

The routes to be displayed in the side menu.

currentRoute: `Route[] | undefined`

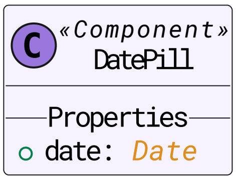
The current route to be displayed in the Breadcrumbs.

1.21.2 Slots

sideMenu

default

1.22 DatePill



Displays a date in a pill. The color of the pill is based on the date.

- If the date is in the past, the pill will be red.
- If the date is over one week in the future, the pill will be green.
- If the date is less then one week in the future, the pill will be orange.

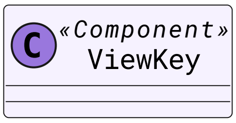
1.22.1 Props

date: `Date`

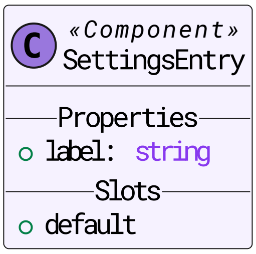
The date of the to be displayed.

1.23 EditKey

1.24 ViewKey



1.25 SettingsEntry



1.25.1 Props

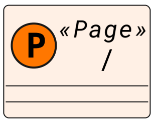
label: `string`

1.25.2 Slots

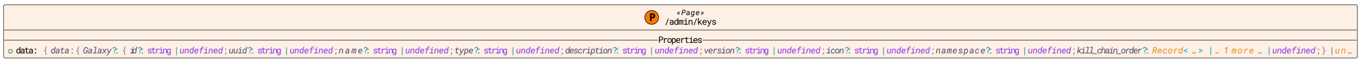
default

2. Pages

2.1 /



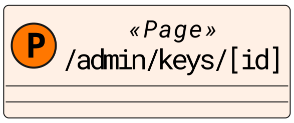
2.2 /admin/keys


P
«Page»
/admin/keys
Properties
○ data: { data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record< .. > | .. 1 more .. | undefined; } | un..

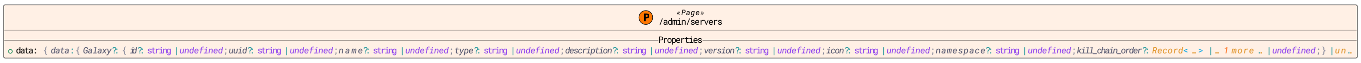
2.2.1 Props

data: `{ data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record<...> | ... 1 more ... | undefined; } | un...`

2.3 /admin/keys/[id]



2.4 /admin/servers

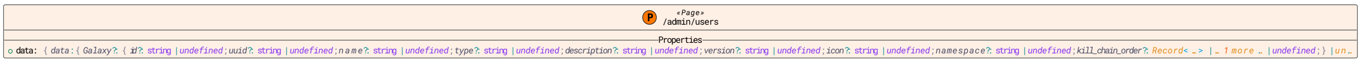

P
«Page»
/admin/servers
Properties
○ data: { data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record< .. > | .. 1 more .. | undefined; } | un..

2.4.1 Props

data: `{ data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record<...> | ... 1 more ... | undefined; } | un...`

2.5 /admin/servers/[id]

2.6 /admin/users

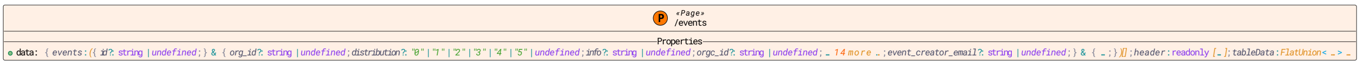

«Page»
/admin/users
Properties
○ data: { data : { Galaxy?: { id?: string | undefined ; uuid?: string | undefined ; name?: string | undefined ; type?: string | undefined ; description?: string | undefined ; version?: string | undefined ; icon?: string | undefined ; namespace?: string | undefined ; kill_chain_order?: Record< … > | … 1 more … | undefined ; } | un…

2.6.1 Props

data: `{ data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record<...> | ... 1 more ... | undefined; } | un...`

2.7 /admin/users/[id]

2.8 /events

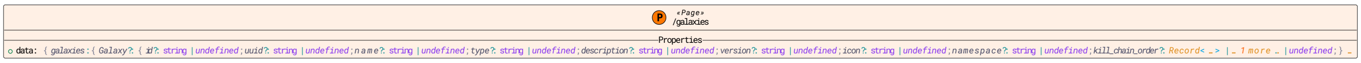

«Page»
/events
Properties
● data: { events : ({ id?: string | undefined ; } & { org_id?: string | undefined ; distribution?: "0" | "1" | "2" | "3" | "4" | "5" | undefined ; info?: string | undefined ; orgc_id?: string | undefined ; … 14 more … ; event_creator_email?: string | undefined ; } & { … ; })[] ; header : readonly […] ; tableData : FlatUnion< … > …

2.8.1 Props

data: `{ events: ({ id?: string | undefined; } & { org_id?: string | undefined; distribution?: "0" | "1" | "2" | "3" | "4" | "5" | undefined; info?: string | undefined; orgc_id?: string | undefined; ... 14 more ...; event_creator_email?: string | undefined; } & { ...; })[]; header: readonly [...]; tableData: FlatUnion<...>...`

2.9 /events/[id]

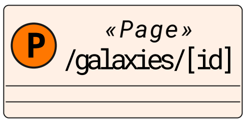
2.10 /galaxies


«Page»
/galaxies
Properties
○ data: { galaxies : { Galaxy?: { id?: string | undefined ; uuid?: string | undefined ; name?: string | undefined ; type?: string | undefined ; description?: string | undefined ; version?: string | undefined ; icon?: string | undefined ; namespace?: string | undefined ; kill_chain_order?: Record< … > | … 1 more … | undefined ; } …

2.10.1 Props

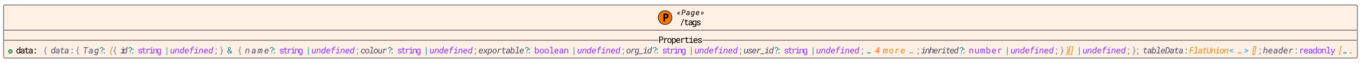
data: `{ galaxies: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record<...> | ... 1 more ... | undefined; } ...`

2.11 /galaxies/[id]



2.12 /settings

2.13 /tags


P
«Page»
/tags
Properties
data: { data:{ Tag?: ({ id?: string |undefined;} & { name?: string |undefined;colour?: string |undefined;exportable?: boolean |undefined;org_id?: string |undefined;user_id?: string |undefined; … 4 more ..;inherited?: number |undefined;})[] |undefined;}; tableData:FlatUnion< … > [];header:readonly [… .

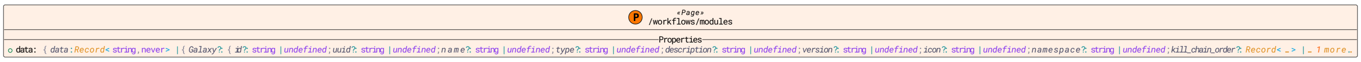
2.13.1 Props

data:

`{ data: { Tag?: ({ id?: string | undefined; } & { name?: string | undefined; colour?: string | undefined; exportable?: boolean | undefined; org_id?: string | undefined; user_id?: string | undefined; ... 4 more ...; inherited?: number | undefined; })[] | undefined; }; tableData: FlatUnion<...>[]; header: readonly [.....`

2.14 /tags/[id]

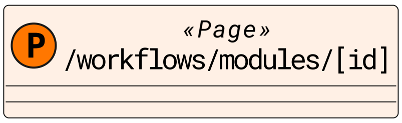
2.15 /workflows/modules


P
«Page»
/workflows/modules
Properties
data: { data:Record< string,never> |{ Galaxy?: { id?: string |undefined;uuid?: string |undefined;name?: string |undefined;type?: string |undefined;description?: string |undefined;version?: string |undefined;icon?: string |undefined;namespace?: string |undefined;kill_chain_order?: Record< … > | … 1 more ..

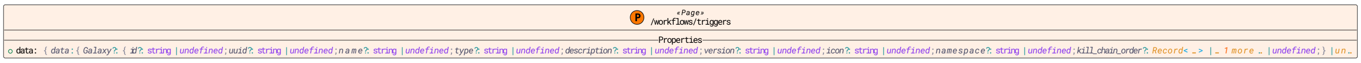
2.15.1 Props

data: `{ data: Record<string, never> | { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record<...> | ... 1 more...`

2.16 /workflows/modules/[id]



2.17 /workflows/triggers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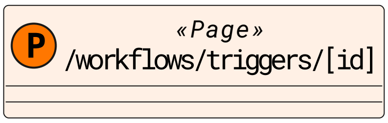
«Page»
/workflows/triggers
Properties
○ data: { data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; n a m e?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record< .. > | .. 1 more .. | undefined; } | un..

2.17.1 Props

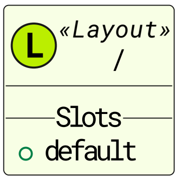
data: `{ data: { Galaxy?: { id?: string | undefined; uuid?: string | undefined; name?: string | undefined; type?: string | undefined; description?: string | undefined; version?: string | undefined; icon?: string | undefined; namespace?: string | undefined; kill_chain_order?: Record<...> | ... 1 more ... | undefined; } | un...`

2.18 /workflows/triggers/[id]



3. Layouts

3.1 /



3.1.1 Slots

default

4. Error Pages

4.1 /