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3DEXPERIENCE Platform

Widget Development

2019.06.18
VS Korea VSCC
sci1@3ds.com

Agenda

- Widget Overview
- Widget Architecture
- Widget Capabilities
- Widget Development
- Widget Debugging
- Widget Reference

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Widget Overview

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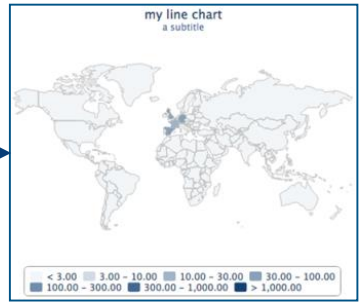
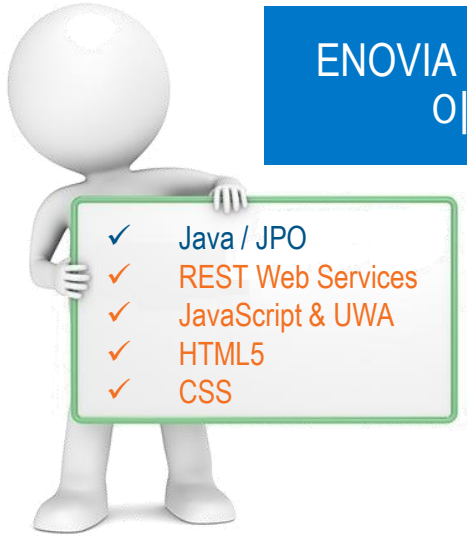
Prerequisites

- Before working with this, user should be familar with Languages **HTML** and **CSS**. User should have a basic knowledge of and understanding of **ENOVIA Customizing**, **WebService** and some experience with **JavaScript** Language.

```
// Ex 5: Map graph.
// ----------------
var GraphControl = new Graph({
    container: widget.body,
    className: 'my-graph',
    title: 'my line chart',
    subtitle: 'a subtitle',
    type: Graph.TYPE_MAP,
    unit: 'millions of tons / year',
    series: [{
        data: {
            'fr': 28,
            'uk': 40,
            'de': 45,
            'es': 32
        }
    }]
});
```



Object Oriented JavaScript (OOJS)



ENOVIA 개발 경력 3년 이상 추천

- ✓ Java / JPO
- ✓ REST Web Services
- ✓ JavaScript & UWA
- ✓ HTML5
- ✓ CSS

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Why do we need Widget?

usages of widget

- **Access management**
  - Licensing, rigths, Access, Roles
- **Data management**
  - Share views, models, tabs etc
  - CRUD (Create, Read, Update, Delete), navigation (queries) anywhere anyplace
- **Automation**
  - To avoid human error and provide an up-to-date data
  - Metrics generation

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Why do we need Widget?

usages of widget

- **Collaboration**
  - Chat service
- **Real time sharing**
  - Subscription mechanisms
- **UI Visualization & 3D (This is available from 3DEXPERIENCER 2016x)**
  - Being able to modify models Rendering textures, shades, etc
- **Monitoring**
  - To assess situation in a global picture
  - Live monitoring to have trends on quality metrics for everyone

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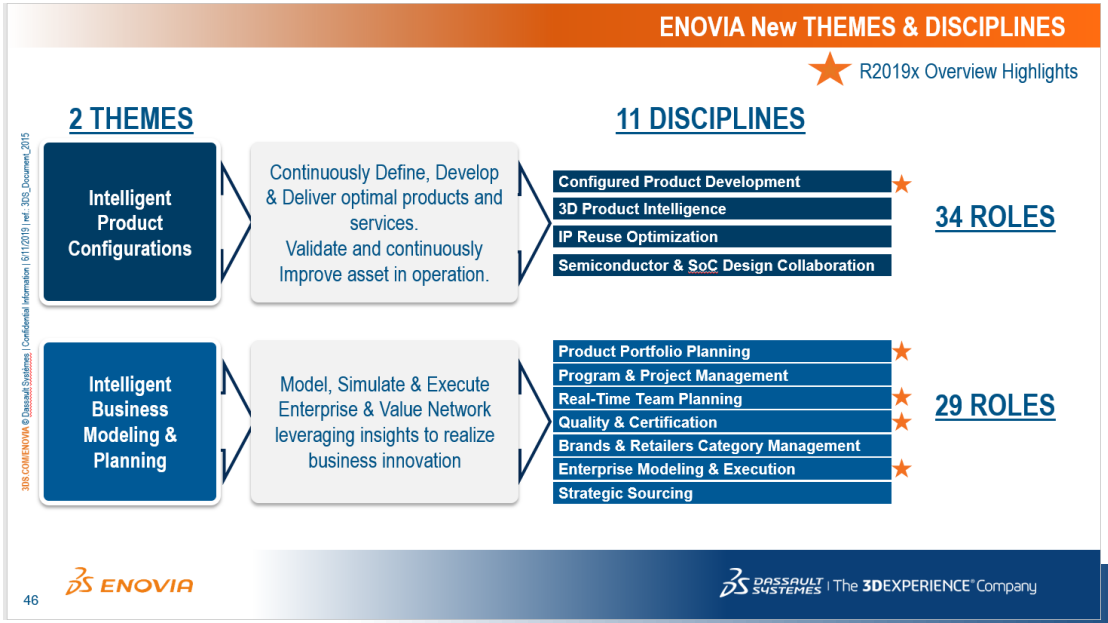
Why do we need Widget?

usages of widget

ENOVIA에서 3DDashboard 이동 중



Advantage
- Easy
- Productivity
- Deploy
- Upgrade
- JavaScript Open Source
- Single Code (CV5, CV6, Platform)

Disadvantage
- OOTB Widget Customize
- No Rule

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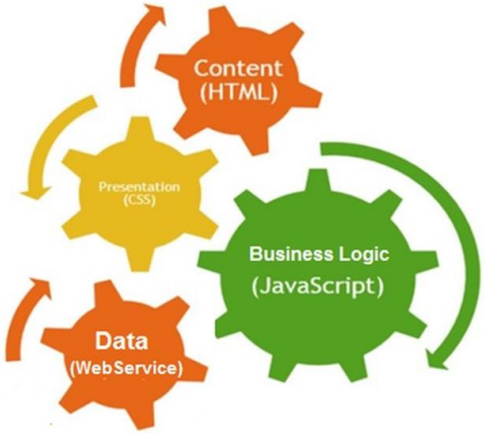
Widget Architecture

Widget Architecture Components

- The Widget is HTML file compliant with **UWA Protocol (Universal Web App)** with:
  - Should be compliant with IFWE Compass User Experience fundamentals
  - ***Business logic*** written in ***JavaScript***
  - ***StyleSheet*** made in ***CSS***
  - Use of ***WebService*** to access data.



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Widget Architecture Components

- **Data:** The data model defines the resources.
- **HTML/CSS:** The presentation consists in widgets enabling the end-user to control/manage the resources
- **JavaScript:** The business logic guarantees the resource integrity
- **WebService** : The web services gives an access to the resources (data model or business logic).

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Widget Capabilities

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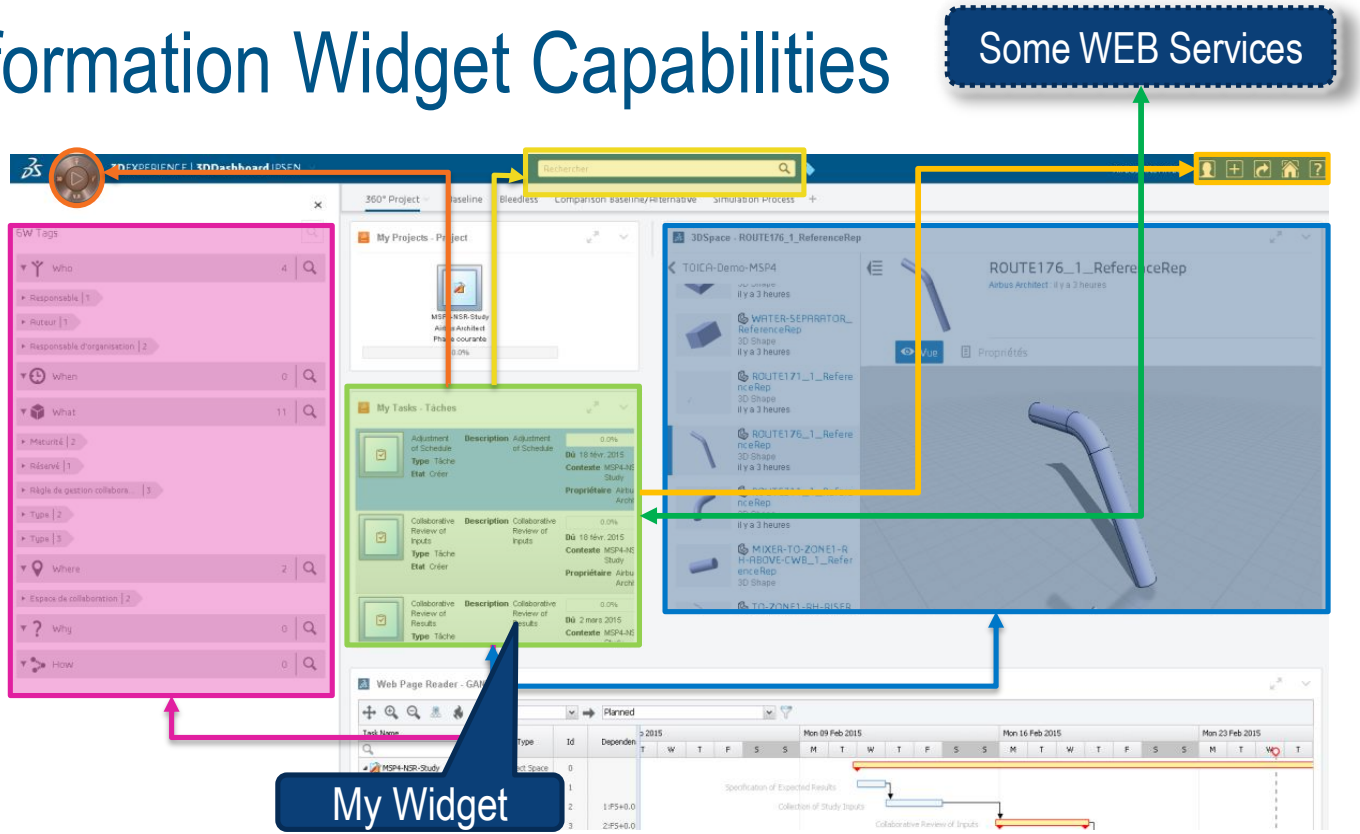
Technical Information Widget Capabilities

With :

- Others widgets
- 3D Compass
- 3D Search
- 6W Tagger
- Top Bar
- WEB Services



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Widget Development

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Deactivate 3DDashboard Cache

- On your server go to :
  - Windows : C:\3ds\3ddashboard\webapps\3ddashboard\WEB-INF\classes\
- Modify the file :
  - context.properties
- Change :

uwp.cache.type = *ehcache* → **uwp.cache.type = nocache**

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Require and Define

AMD design patt
(Asynchronous Module Definition)

- Require and Define are 2 js functions
  - Require is used to load and use some JS Modules (APIs)
  - Define is used to declare a new JS Module
    - The return of the define function callback will be an object representing the module with all it's fu nction
- Example :

```
require([], function(){ … }); //Require nothing

require(["DS/LibA/ModuleB", "DS/LibC/ModuleA"], function(modB, modA){ … }); //Require ModuleB from LibA/LibA.js and ModuleA from LibC/LibC.js

define("DS/NewModule/ModuleA", ["DS/LibA/ModuleB", "DS/LibC/ModuleA"], function(modB, modA){
        var moduleCustom = { … };
        return moduleCustom; //moduleCustom will be the object returned when using the module "DS/NewModule/ModuleA"
});
```

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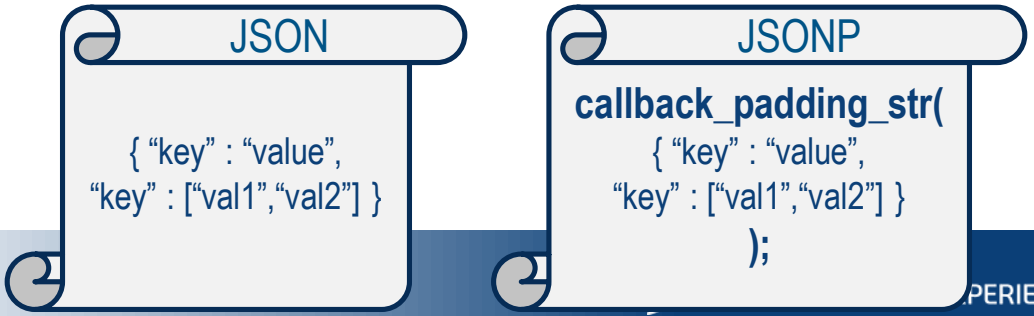
Some Definitions

- CORS:
  - Cross-Origin Resource Sharing
  - Mechanism to allow the exchange of data between pages of different domains.
  - Read about it : https://developer.mozilla.org/en-US/docs/Web/HTTP/CORS
- JSONP :
  - JavaScript Object Notation with Padding
  - Format that can be used to **exchange data Cross-Domain**

Format of data returned :



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1 - First widget « Hello World »

HelloWorld.zip

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First widget « Hello World »

- On your server go to :
  - C:\R2019x\3DSpace\win_b64\code\tomee\webapps\3dspace\webapps\

- Step 1 : Add your own folder
  - Example : HelloWorld

- Step 2 : Add the “Hello World” Widget
  - Example : HelloWorld.html

- Step 3 : Update the “HelloWorld.html”

```
<!DOCTYPE html>
<html>
<head>
    <meta charset="UTF-8">
    <title>Cerate Person</title>

    <meta name="author" content="SCI1" />
    <meta name="description" content="Cerate Person Widget" />
    <meta name="apiVersion" content="1.0" />
    <meta name="debugMode" content="true" />
    <meta name="strictMode" content="false" />

    <!-- Widget files -->
    <link rel="stylesheet" type="text/css" href="styles/HelloWorld.css" />
    <script>
    //<![CDATA[
        require(['DS/HelloWorld/scripts/HelloWorld'],
            function (HelloWorld)
            {
                'use strict';
                if (document.readyState === 'complete'){
                    HelloWorld.onLoadWidget();
                } else {
                    widget.addEvent('onLoad', HelloWorld.onLoadWidget);
                }

                widget.addEvent('onRefresh', HelloWorld.onLoadWidget);
                widget.addEvent("onSearch", HelloWorld.onSearchWidget);
                widget.addEvent("onResetSearch", HelloWorld.onResetSearchWidget);

            }
        );
    //]]>
    </script>
    <!-- Application JS End -->
</head>
<body>
<p>Widget is Loading...</p>
</body>
</html>
```

Copy & Paste

Step 3

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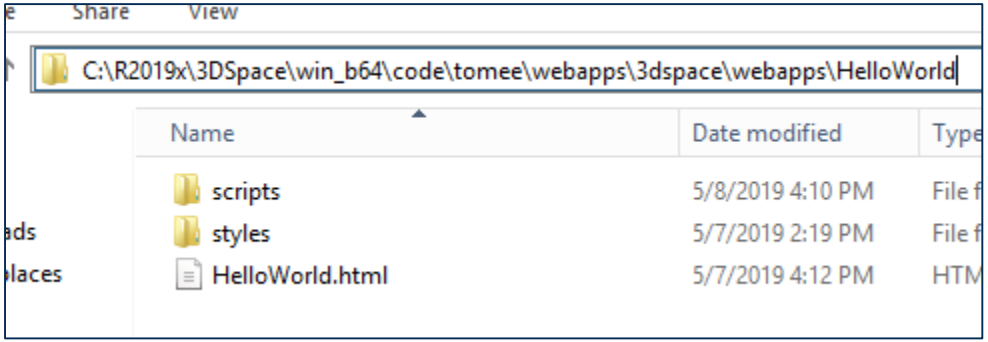
First widget « Hello World »

- On your server go to :
  - C:\R2019x\3DSpace\win_b64\code\tomee\webapps\3dspace\webapps**HelloWorld**

- Step 4: Add your sub folder
  - Example : scripts

- Step 5 : Add your sub folder
  - Example : styles



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First widget « Hello World »

- On your server go to :
  - C:\R2019x\3DSpace\win_b64\code\tomee\webapps\3dspace\webapps\HelloWorld**styles**

- Step 6 : Add the “Hello World” CSS
  - Example : HelloWorld.css

```
1
2   p {
3       border-bottom: 1px solid grey;
4   }
5
```

- Step 7 : Update the “HelloWorld.css”

Copy & Paste — Step 7

```
p {
    border-bottom: 1px solid grey;
}
```

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First widget « Hello World »

- On your server go to :
  - C:\R2019x\3DSpace\win_b64\code\tomee\webapps\3dspace\webapps\HelloWorld**scripts**

- Step 8 : Add the “Hello World” JavaScript
  - Example : HelloWorld.js

- Step 9 : Update the “HelloWorld.js”

```
define('DS/HelloWorld/scripts/HelloWorld',
function(){
    var myWidget = {
        onLoadWidget: function(){
            widget.body.innerHTML="Hello World";;
        }
    };
    return myWidget;

});
```

Copy & Paste

```
define('DS/HelloWorld/scripts/HelloWorld',
function(){
    var myWidget = {
        onLoadWidget: function(){
            widget.body.innerHTML="Hello World";;
        }
    };
    return myWidget;

});
```

Step 9

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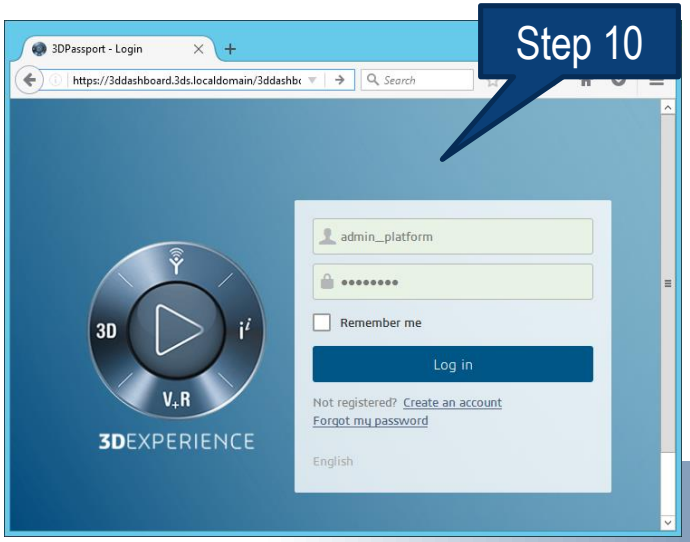
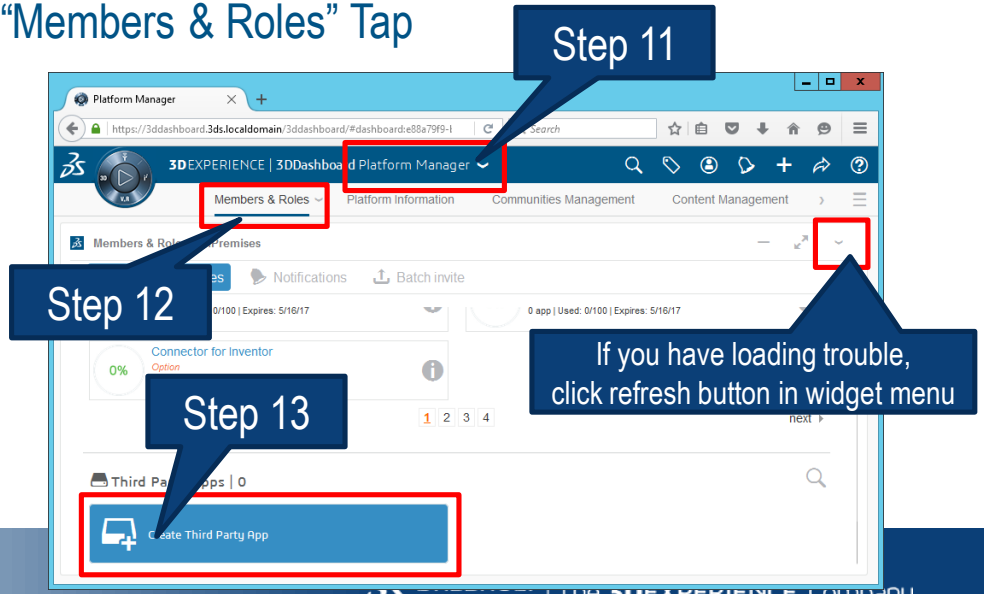
First widget « Hello World »

- Add widget to 3DEXPERIENCE Platform
  - Login to 3DDashboard as a admin
  - Change dashboard to “Platform Manager”
  - Click “Create Third Party App” in the “Members & Roles” Tap





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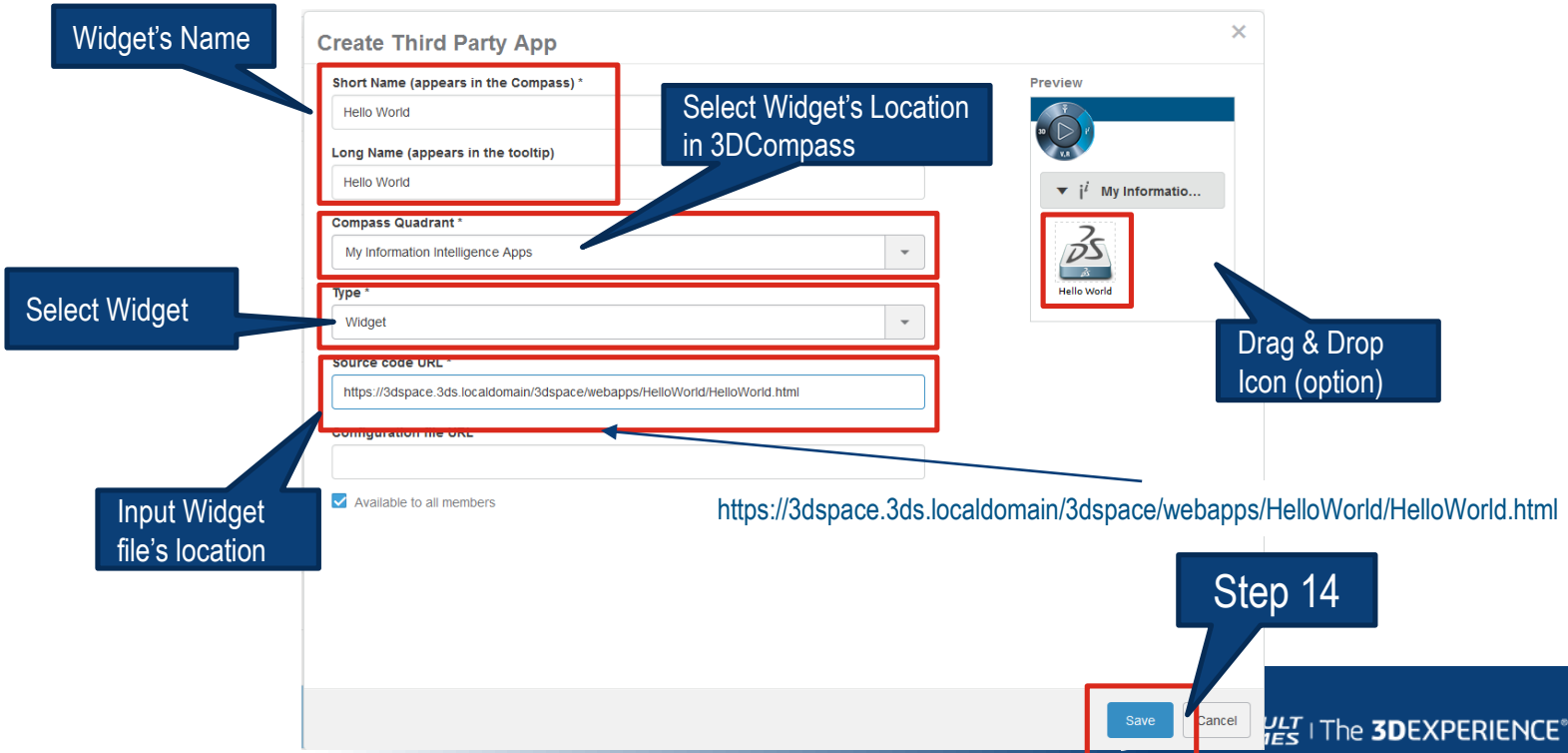
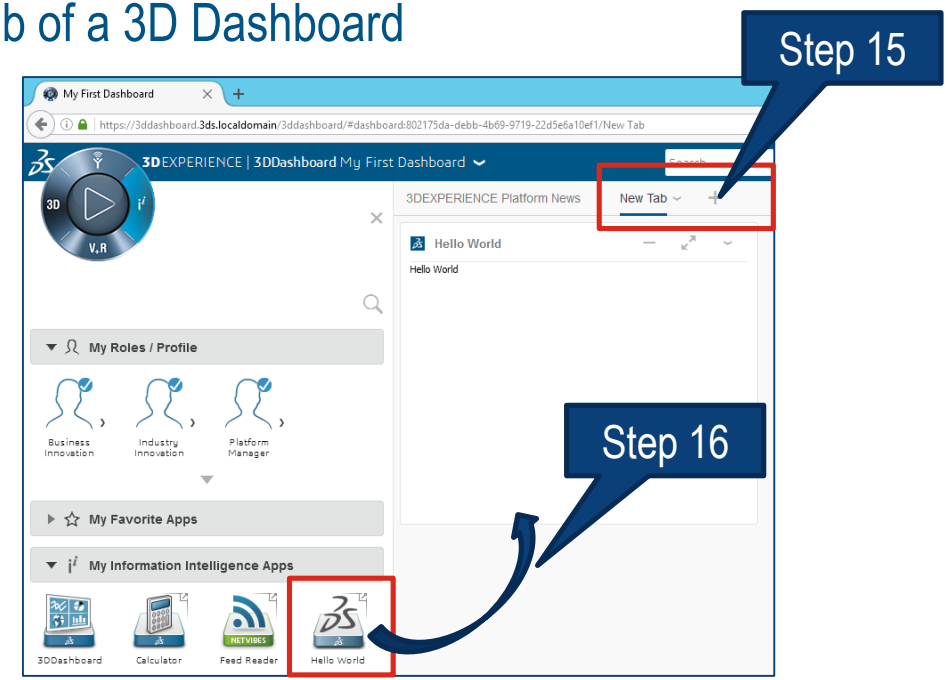
First widget « Hello World »

- Add widget to 3DEXPERIENCE Platform



First widget « Hello World »

- Instantiate a widget in a tab of a 3D Dashboard
  - Add New Dashboard
  - Drag & Drop



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2 - Working with WEB Services

Get Project Information

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HelloWorld.js

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```
define('DS/HelloWorld/scripts/HelloWorld',
["DS/WAFData/WAFData","DS/i3DXCompassServices/i3DXCompassServices"],
function(WAFData, i3DXCompassServices ){
  var myWidget = {
      _3dspaceURL: "",
      dataFull: [],
      displayData: function(arrData, iTmp){
          var tableHTML, oTMP, classRow;
          var iPS=0, iS=0, iPST=0, iST=0;

          tableHTML="<div class='no-native-scrollbars  uwa-themed-scroller-content' style='right: -17px; bottom: 0px;'>";
          tableHTML=tableHTML+"<table><thead><tr><th>Name</th><th>Type</th></tr></thead><tbody>";

          for(var i=0; i<arrData.length; i++){
              classRow=(i%2===0?"roweven":"rowodd");
              tableHTML=tableHTML+"<tr class='"+classRow+"'>";
              tableHTML=tableHTML+"<td>";
              tableHTML=tableHTML+arrData[i].Name+"</td>";
              tableHTML=tableHTML+"<td>";
              tableHTML=tableHTML+arrData[i].Type+"</td>";
              tableHTML=tableHTML+"</tr>";
          }
          tableHTML=tableHTML+"</tbody></table></div>";

          widget.body.innerHTML=tableHTML;
      },
      callData: function(){
          var methodWAF="GET";
          var urlWAF="";
          urlWAF=myWidget._3dspaceURL+"/resources/HelloWorldBase/ProjectSpace";
          WAFData.authenticatedRequest(urlWAF, {
              method: methodWAF,
              //proxy:'passport',
              //data: dataWAF,
              type: 'json',
              onComplete: function (dataResp) {
                  if(dataResp.msg==="OK"){
                      myWidget.dataFull=dataResp.data;
                      myWidget.displayData(myWidget.dataFull);
                      //console.log(myWidget.dataFull);
                  }else{
                      widget.body.innerHTML += "<p>Error in WebService Response</p>";
                      widget.body.innerHTML += "<p>"+JSON.stringify(dataResp)+"</p>";
                  }
              },
              onFailure: function(error){
                  widget.body.innerHTML += "<p>Call Failiure</p>";
                  widget.body.innerHTML += "<p>"+JSON.stringify(error)+"</p>";
              }
          });
      },
      getDSpaceURL: function(callback){
          i3DXCompassServices.getServiceUrl({
              serviceName: '3DSpace',
              platformId:  widget.getValue('x3dPlatformId'),
              onComplete: function(dataFromCompass){
                  if (typeof dataFromCompass === "string"){
                      myWidget._3dspaceURL=dataFromCompass;
                      callback();
                  }
              },
              onFailure: function(){
                  alert("Impossible to retrieve 3DSpace Service URL");
              }
          });
      },
      onLoad:Widget: function(){
          myWidget.getDSpaceURL(myWidget.callData);
      }
  };

  return myWidget;

});
```

편의상 파일 이름은 변경하지 않음


```
define('DS/HelloWorld/scripts/HelloWorld',
["DS/WAFData/WAFData", "DS/i3DXCompassServices/i3DXCompassServices"],
function(WAFData, i3DXCompassServices ){
    var myWidget = {
        _3dspaceURL: "",
        dataFull: [],
        displayData: function(arrData, iTmp){
            var tableHTML, oTMP, classRow;
            var iPS=0, iS=0, iPST=0, iST=0;

            tableHTML="<div class='no-native-scrollbars  uwa-themed-scroller-content' style='right: -17px; bottom: 0px;'>";
            tableHTML=tableHTML+"<table><thead><tr><th>Name</th><th>Type</th></tr></thead><tbody>";

            for(var i=0; i<arrData.length; i++){
                classRow=(i%2===0?"roweven":"rowodd");
                tableHTML=tableHTML+"<tr class='"+classRow+"'>";
                tableHTML=tableHTML+"<td>";
                tableHTML=tableHTML+arrData[i].Name+"</td>";
                tableHTML=tableHTML+"<td>";
                tableHTML=tableHTML+arrData[i].Type+"</td>";
                tableHTML=tableHTML+"</tr>";
            }
            tableHTML=tableHTML+"</tbody></table></div>";

            widget.body.innerHTML=tableHTML;
        },
        callData: function(){
            var methodWAF="GET";
            var urlWAF="";
            urlWAF=myWidget._3dspaceURL+"/resources/HelloWorldBase/ProjectSpace";
            WAFData.authenticatedRequest(urlWAF, {
                method: methodWAF,
                //proxy:'passport',
                //data: dataWAF,
                type: 'json',
                onComplete: function (dataResp) {
                    if(dataResp.msg==="OK"){
                        myWidget.dataFull=dataResp.data;
                        myWidget.displayData(myWidget.dataFull);
                        //console.log(myWidget.dataFull);
                    }else{
```


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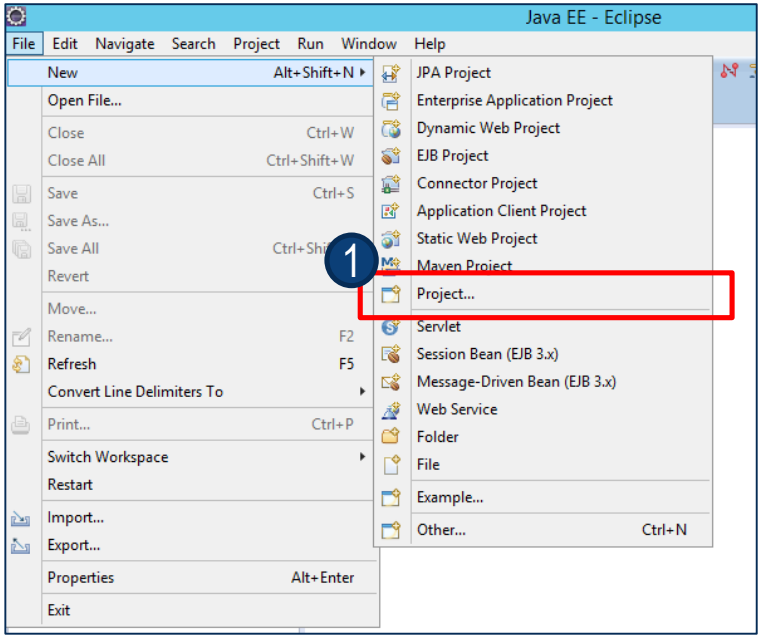
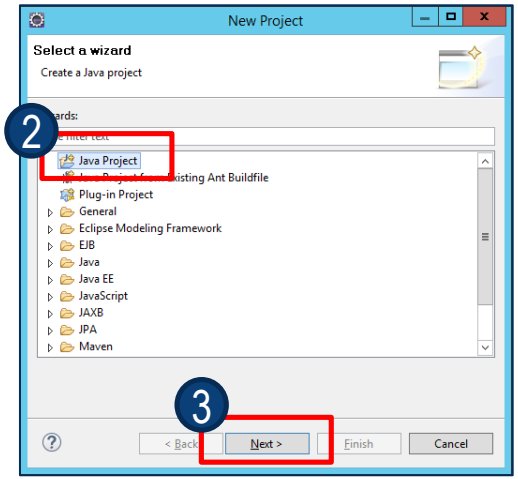
Set Develop Environment



Java project 생성



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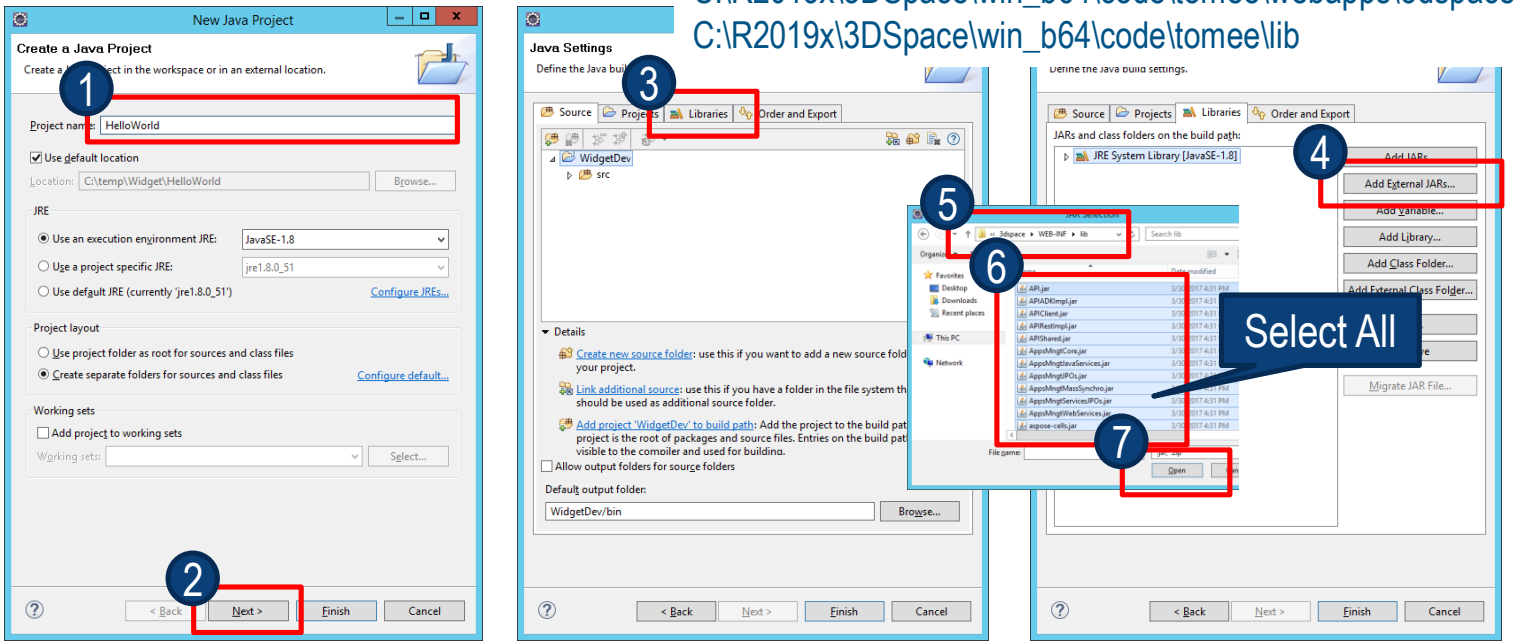
Set Develop Environment

Project 이름 : HelloWorld

아래 폴더의 모든 jar 파일 로딩
C:\R2019x\3DSpace\win_b64\code\tomee\webapps\3dspace\WEB-INF\lib
C:\R2019x\3DSpace\win_b64\code\tomee\lib



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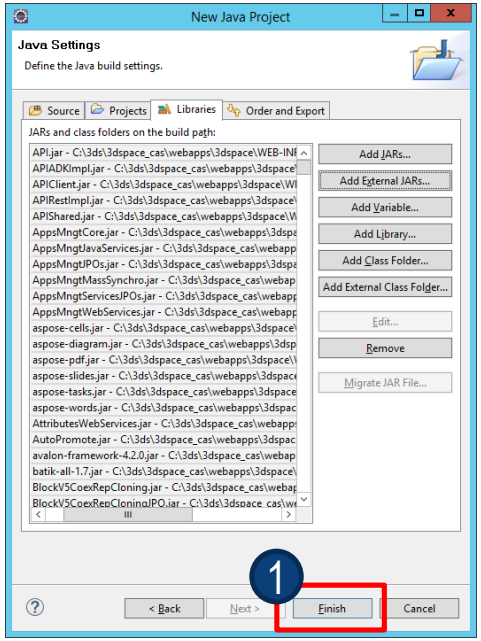

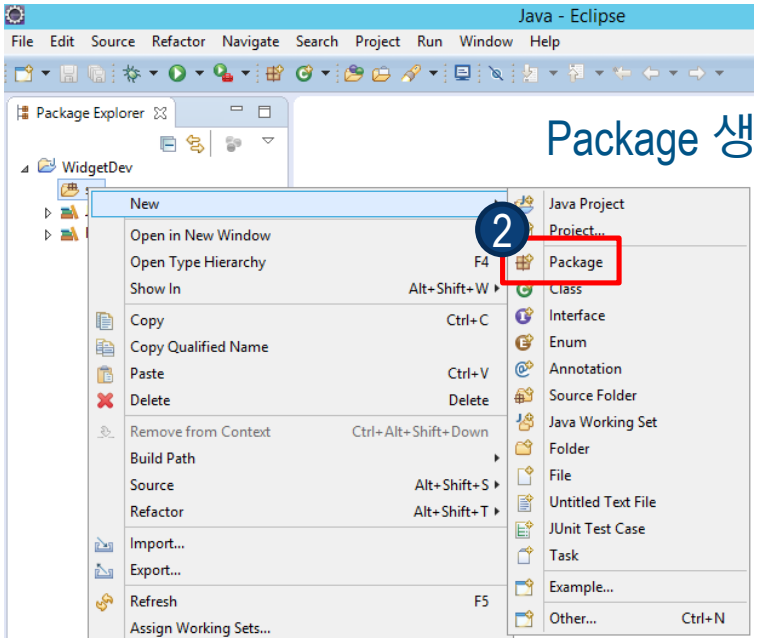

Package 생성

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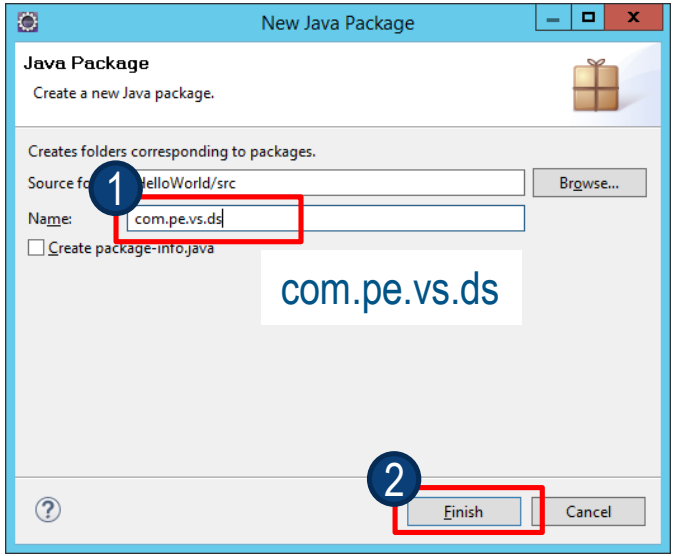
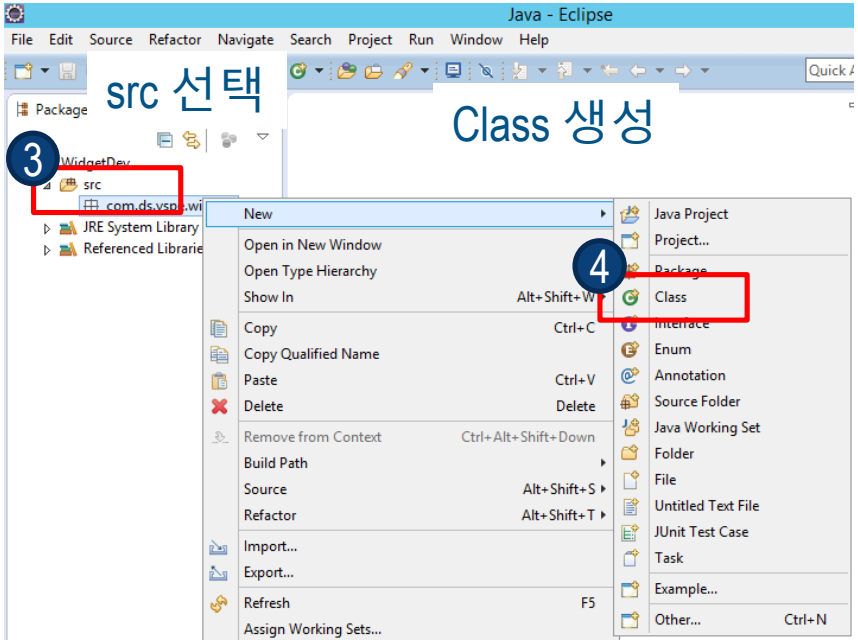
Set Develop Environment





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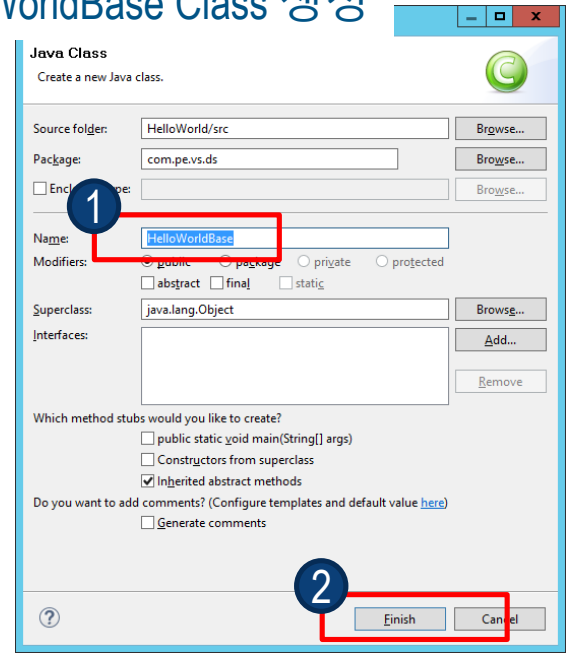
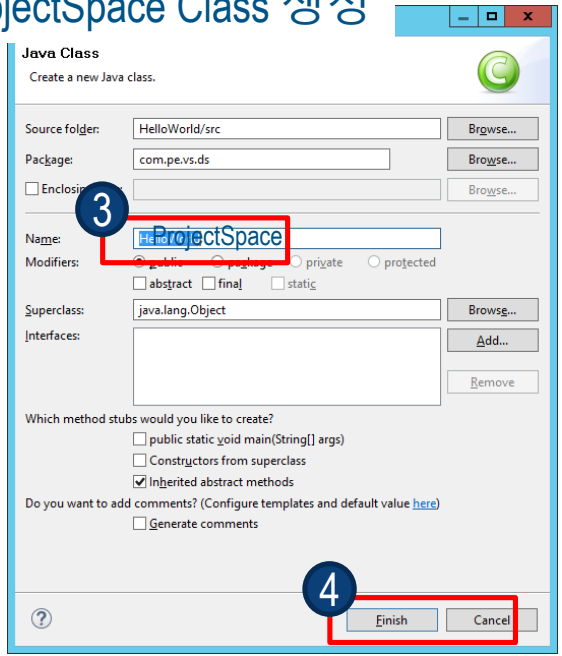
Set Develop Environment

HelloWorldBase Class 생성



ProjectSpace Class 생성



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HelloWorldBase.java

HelloWorldBase.java extends ModelerBase

Copy & Paste

```
package com.pe.vs.ds;

import javax.ws.rs.*;
import com.dassault_systemes.platform.restServices.ModelerBase;

@ApplicationPath(ModelerBase.REST_BASE_PATH + "/HelloWorldBase")
public class HelloWorldBase extends ModelerBase {
        @Override
        public Class<?>[] getServices() {
                // TODO Auto-generated method stub
                return new Class<?>[] {ProjectSpace.class};
        }
}
```

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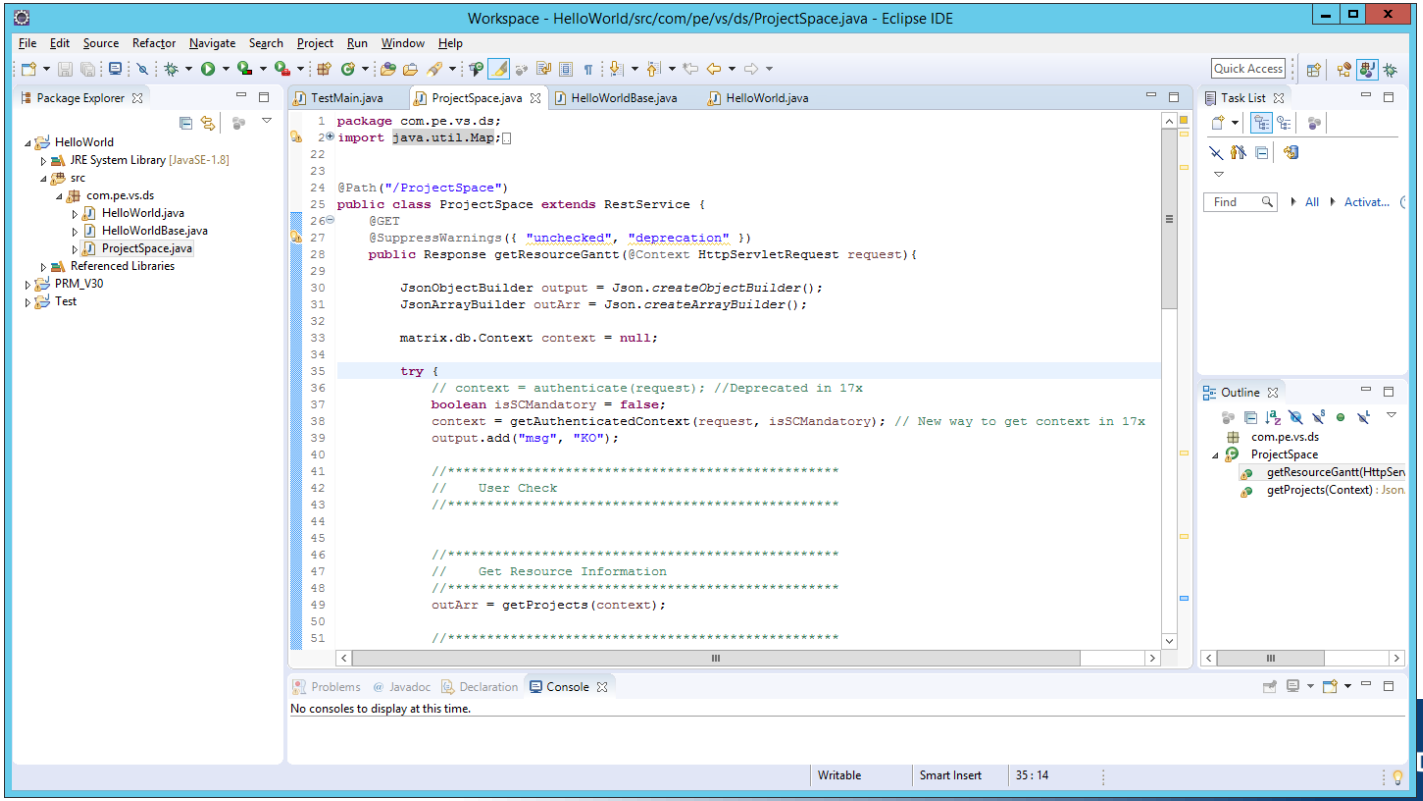
ProjectSpace.java

ProjectSpace.java extends RestServices



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Java_Source.txt

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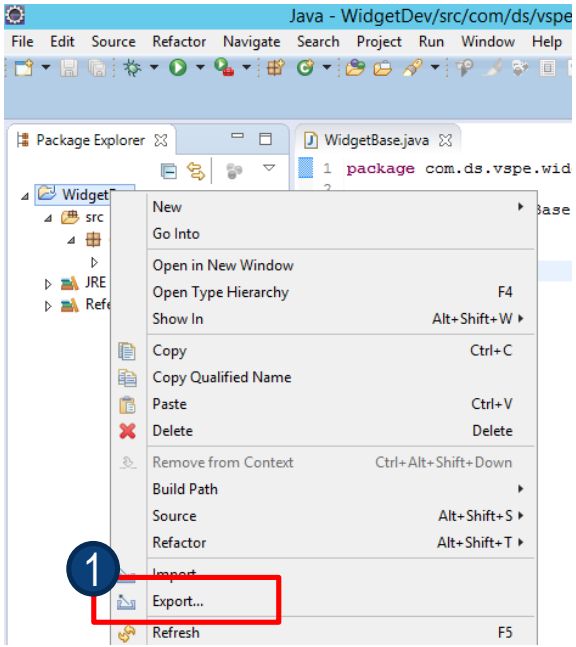
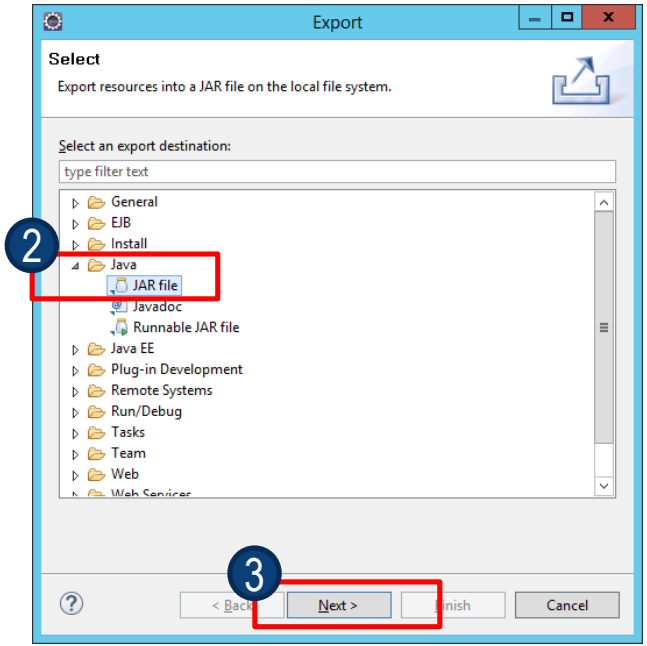
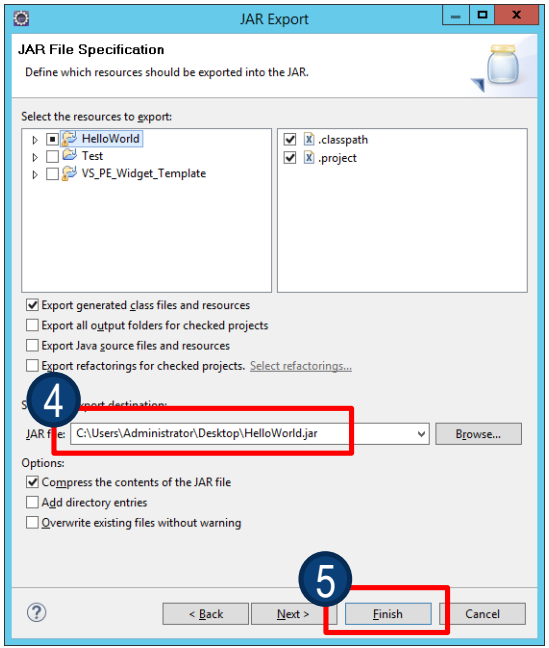
Deploy jar file







C:\Users\Administrator\Desktop\HelloWorld.jar

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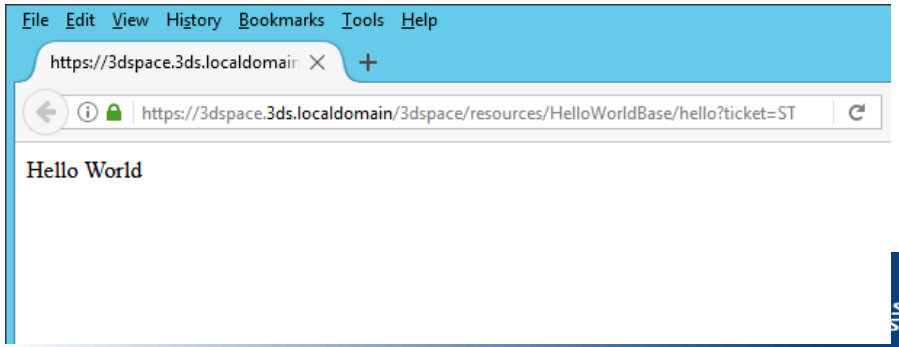
Deploy jar file

1. 바탕화면에 HelloWorld.jar를 export
2. 3dspace_cas Tomee Service Shutdown
3. 해당 jar파일을 아래 폴더에 이동
   C:\R2019x\3DSpace\win_b64\code\tomee\webapps\3dspace\WEB-INF\lib
4. 3dspace_cas Tomee Startup
5. 결과 체크
   1. Platform에 로그인
   2. Web Browser에 아래 URL 입력
      ex) https://3dspace.3ds.localdomain/3dspace/resources/HelloWorldBase/hello



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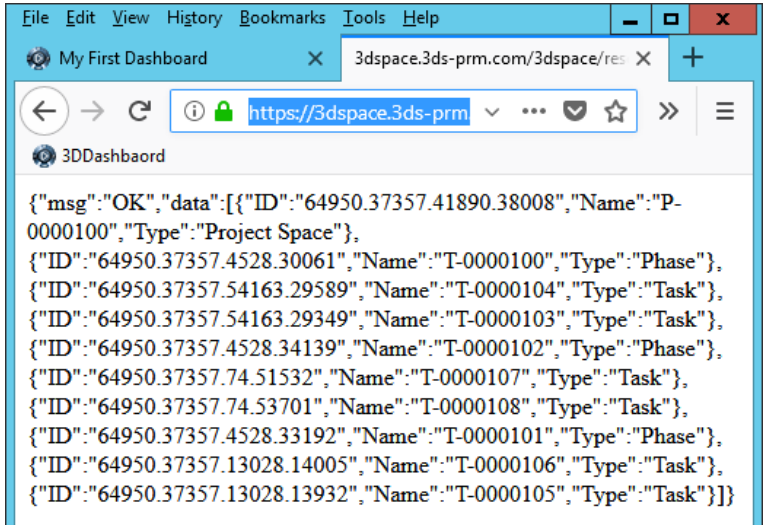
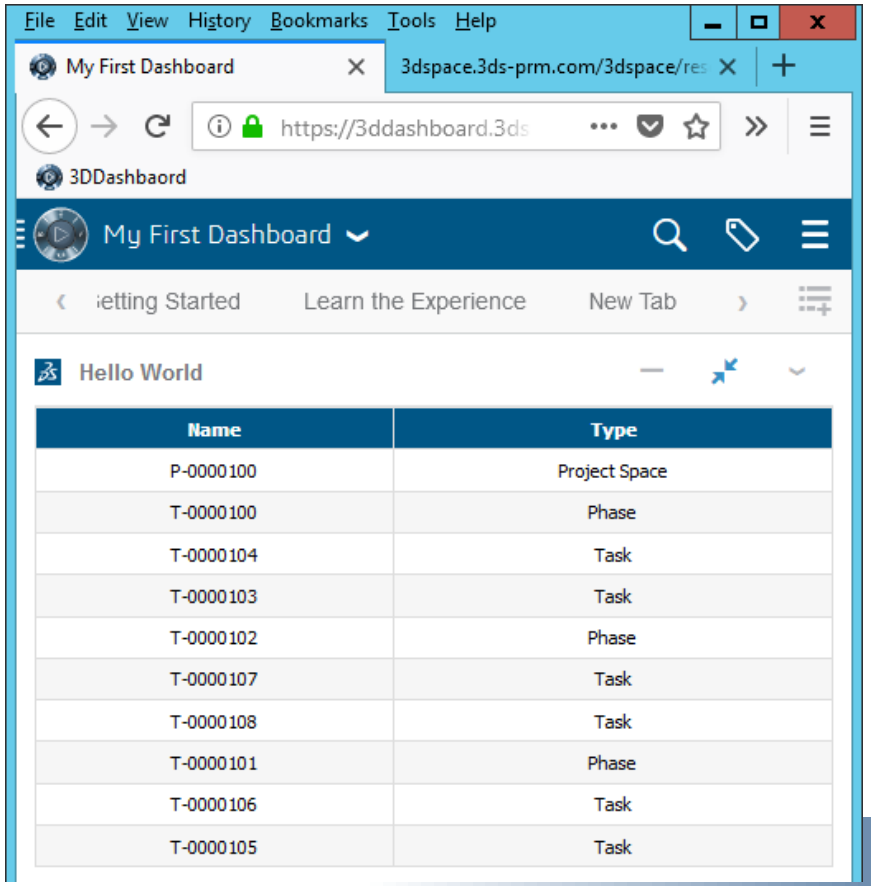
https://3dspace.3ds.localdomain/3dspace/resources/HelloWorldBase/ProjectSpace





Name	Type
P-0000100	Project Space
T-0000100	Phase
T-0000104	Task
T-0000103	Task
T-0000102	Phase
T-0000107	Task
T-0000108	Task
T-0000101	Phase
T-0000106	Task
T-0000105	Task

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Widget Debugging

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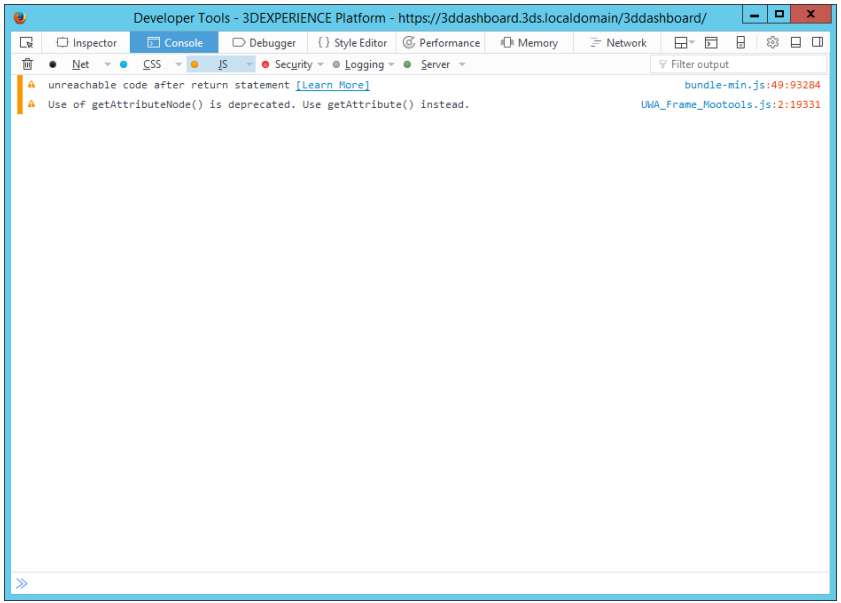
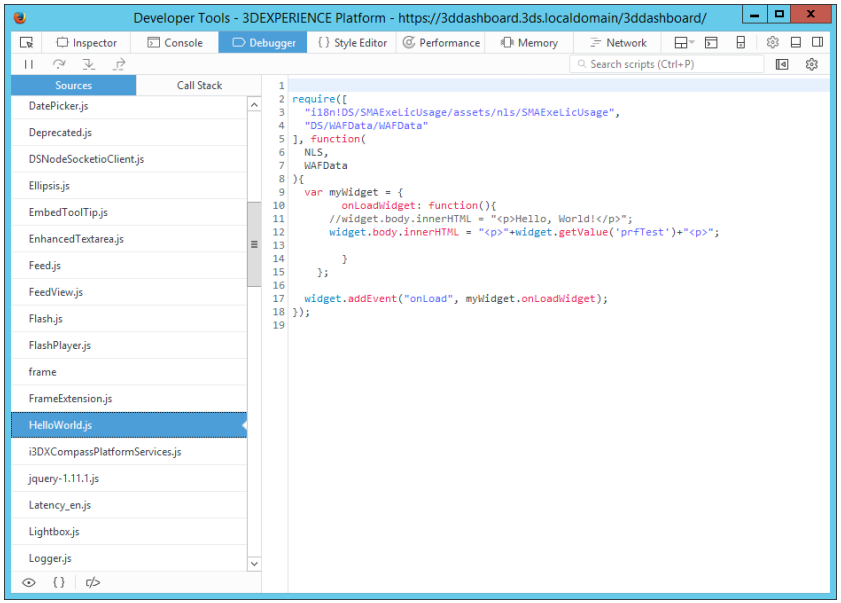
Tip : How to Debugging Widget?

- Web Browser (F12 key) developer tool :





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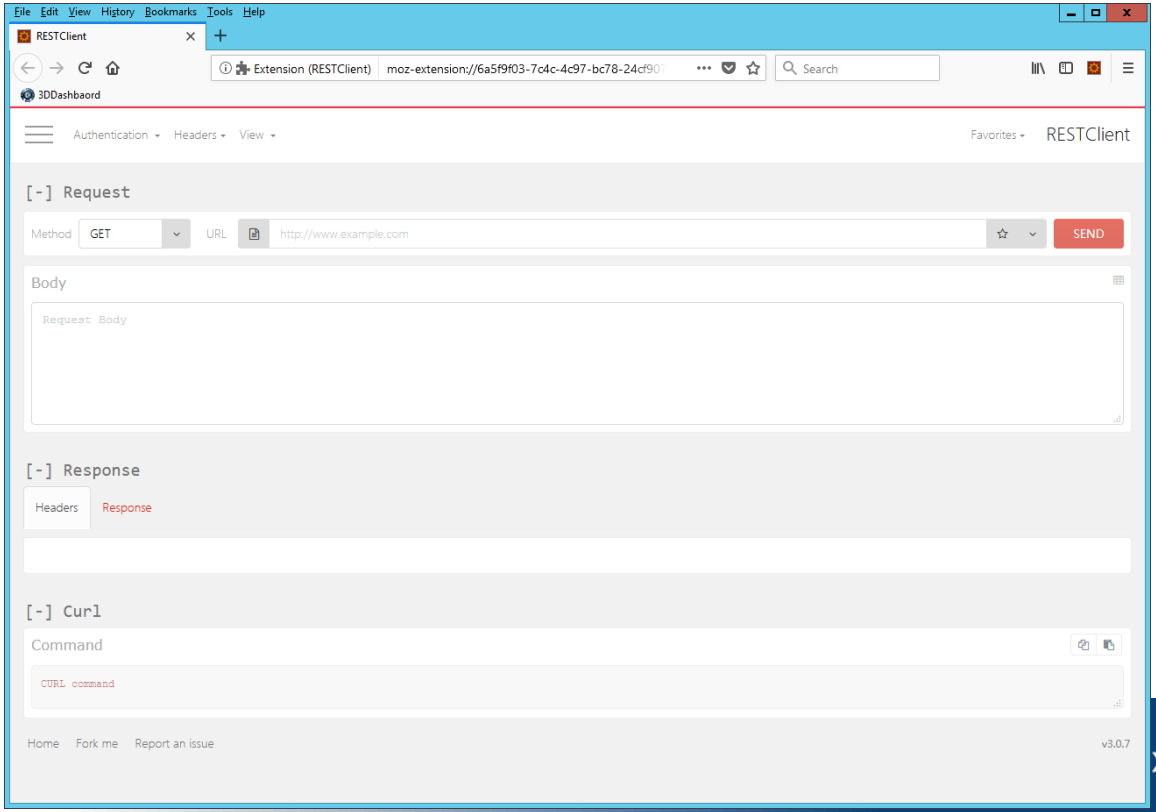
Tip : How to Debugging Widget?

- Rest Client (Extension Program)



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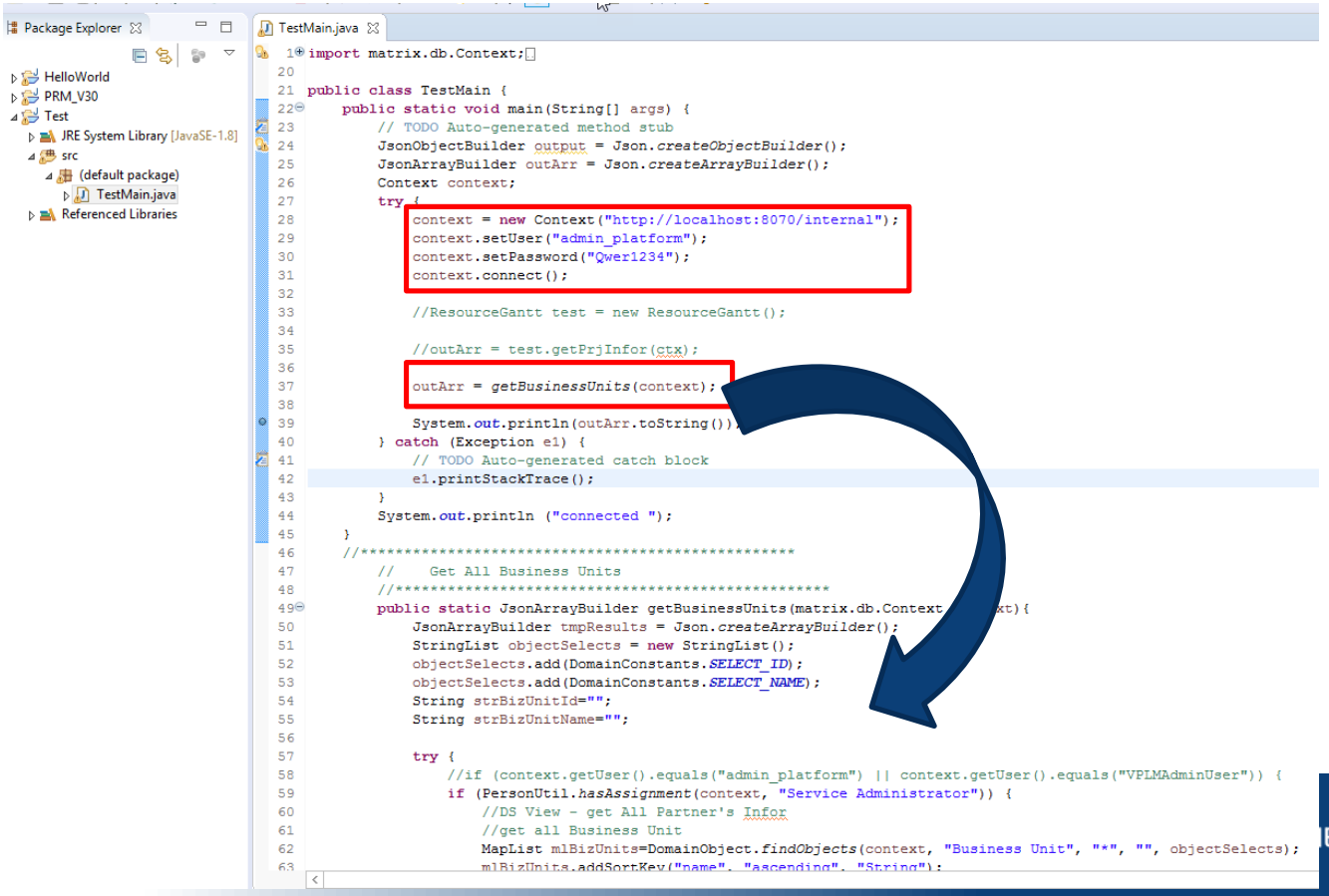
Tip : How to Debugging Widget?



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Widget Reference

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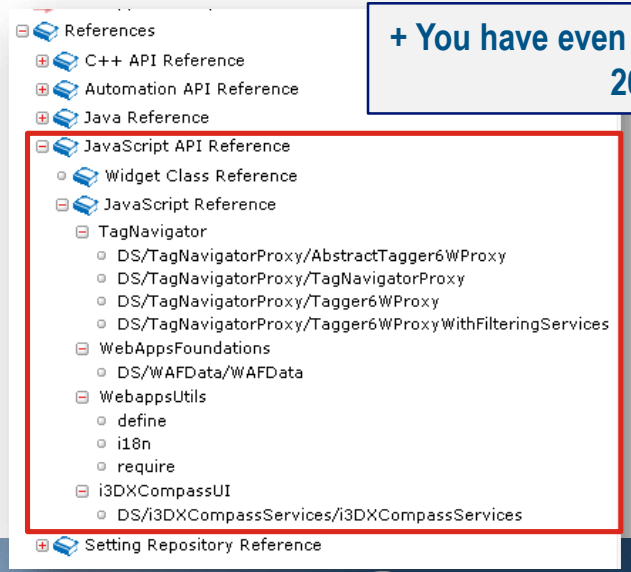
Where ?

#1 Source of Information

- Dsdoc:
  - In the CAA documentation :
    - http://dsdoc/devdoc/3DEXPERIENCER2018x/en/DSInternalDoc.htm (Internal View)
    - http://dsdoc/devdoccaa/3DEXPERIENCER2018x/en/DSDoc.htm (Customer View)



+ You have even more information in the 2019x doc

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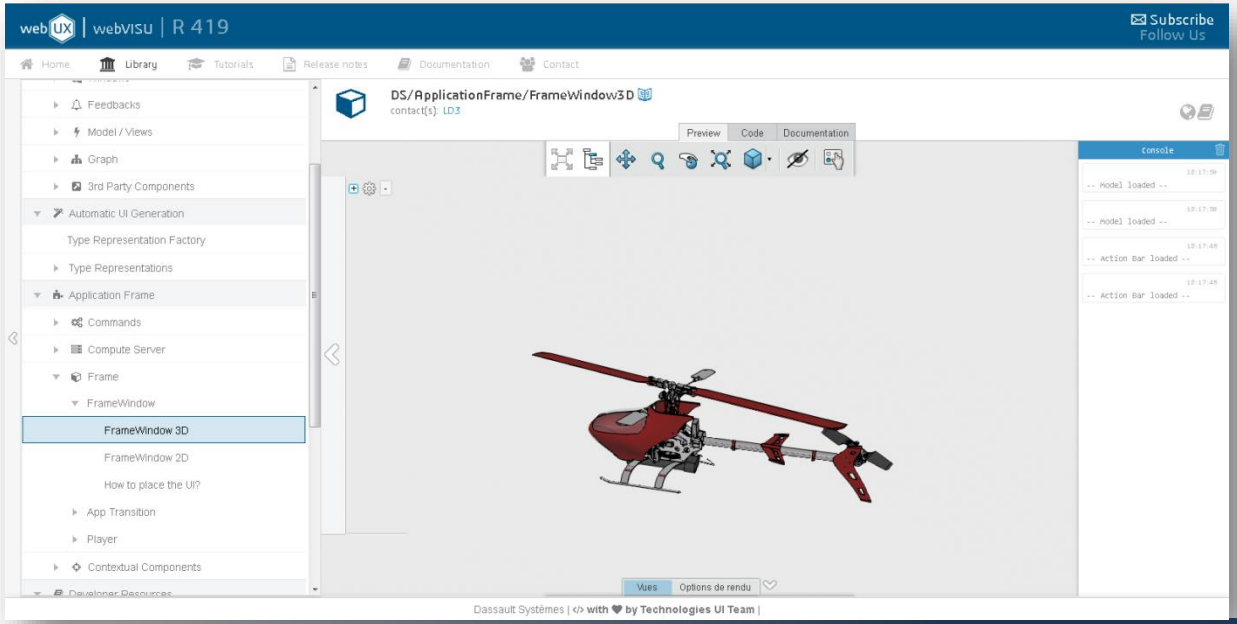
Where ?

Internal Use : Not exposed for customers

- Web3DInfra components :
  - http://webux/r420/UIPortal/#r/420/



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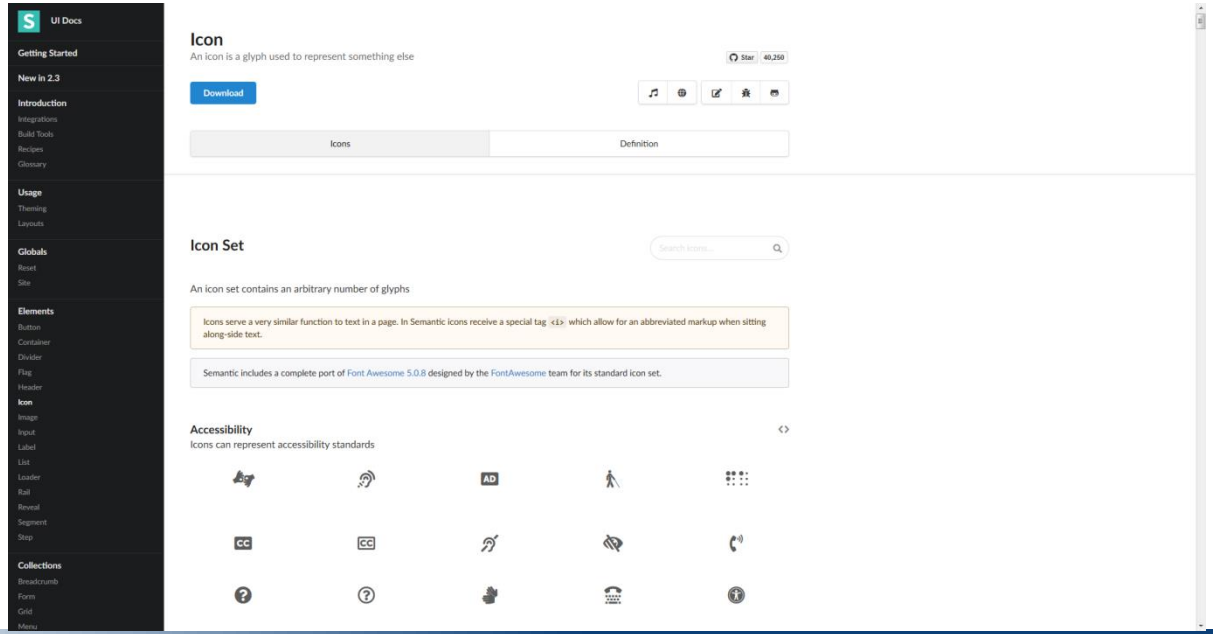
Where ?

- Semantic UI
  - https://semantic-ui.com/elements/icon.html#user-actions
  - MIT license
  - A lot of UI Components
  - Not a DS Lib at all
    - Use it but no DS support
  - We use it in BT WW Team



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Where ?

- Swym :
  - Communities for Widgets developers :
    - 3DS Widget Factory:
      - https://dsext001-eu1-215dsi0708-3dswym.3dexperience.3ds.com/#community:1208/blog
    - UWA Dev:
      - https://dsext001-eu1-215dsi0708-3dswym.3dexperience.3ds.com/#community:908/blog
    - 3DExperience for developers: **have a look at the wiki : getting started guide**
      - https://dsext001-eu1-215dsi0708-3dswym.3dexperience.3ds.com/#community:740/blog
  - Posts of Mounir KEBLI (on WW Technical Sales Community):
    - REST WS example:
      - https://dsext001-eu1-215dsi0708-3dswym.3dexperience.3ds.com/#community:268/post:108293
    - TechExp June 2015 Widget Dev Introduction:
      - https://dsext001-eu1-215dsi0708-3dswym.3dexperience.3ds.com/#community:268/post:118775

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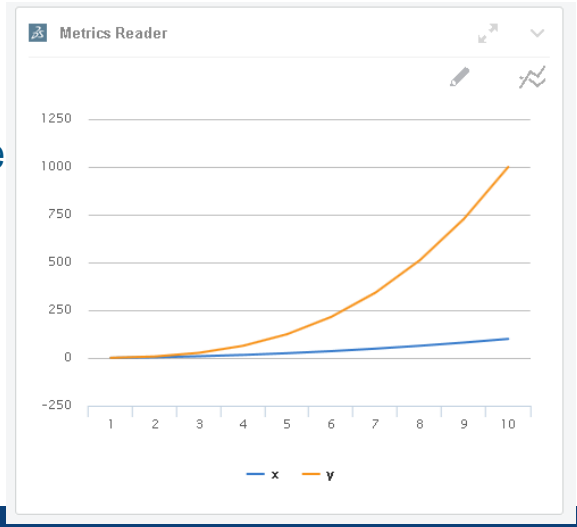
Where ?

- Tutorials on the Web for HTML5, Javascript, CSS

- Widget are developed using modules, to understand this design pattern, have a look at Require.js doc umentation:
  - http://requirejs.org/
  - Widgets are using the AMD design pattern (Asynchronous Module Definition)

- You can use **external JS Libraries** but be careful with eventual the lice
  - **+ Not supported by DS**
  - Jquery and Jquery UI are OK
  - **Highchart requires licenses for commercial use**
    - prefer using DS component instead (see W3DXComponents)
    - Contact the Legal Department for any question about licensing
    - **Don't forget to try the widget : Metrics Reader !**



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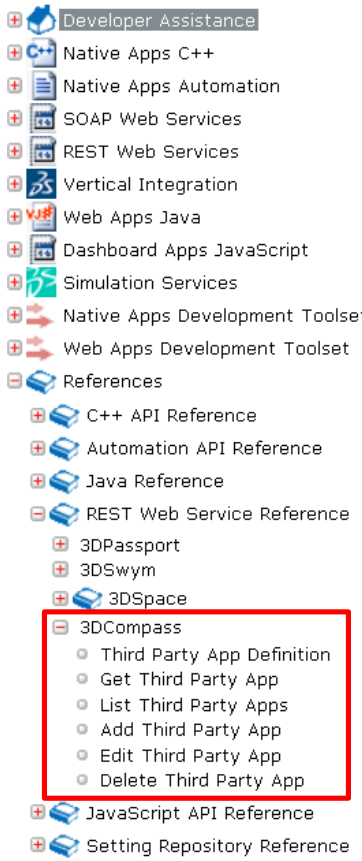
Automation of Add Third Party App

- The 3DCompass Web Services are documented :
  - Use the “Add Third Party App” Web service to automate the addition of your Web Services via script
  - Use the “List Third Party App” Web service to retrieve the id of the Apps
  - Use the “Edit Third Party App” Web service to update the existing Apps
  - Script / small application need to be written
  - You will need to manage the Authentication through 3DPassport as admin before being able to contact the Web Service in your script



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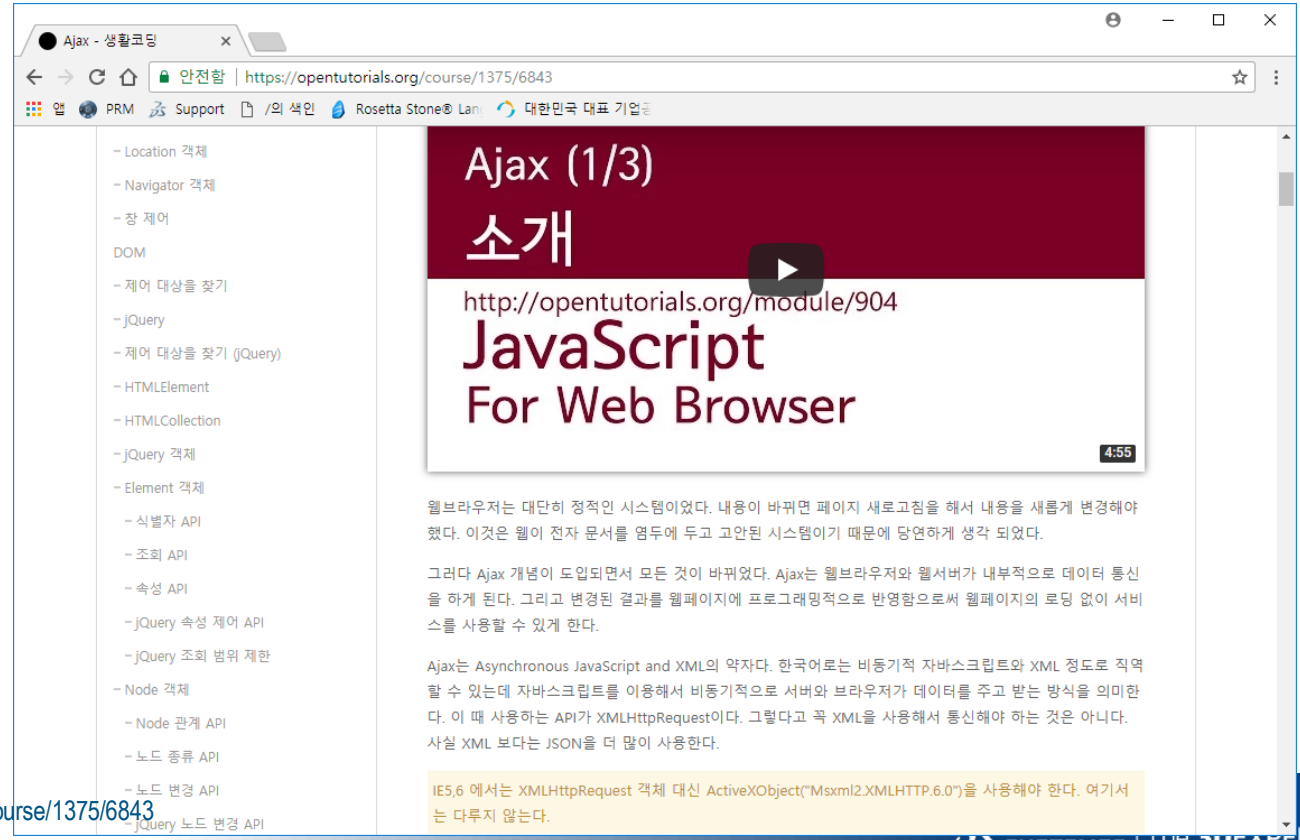
Ajax?



https://opentutorials.org/course/1375/6843

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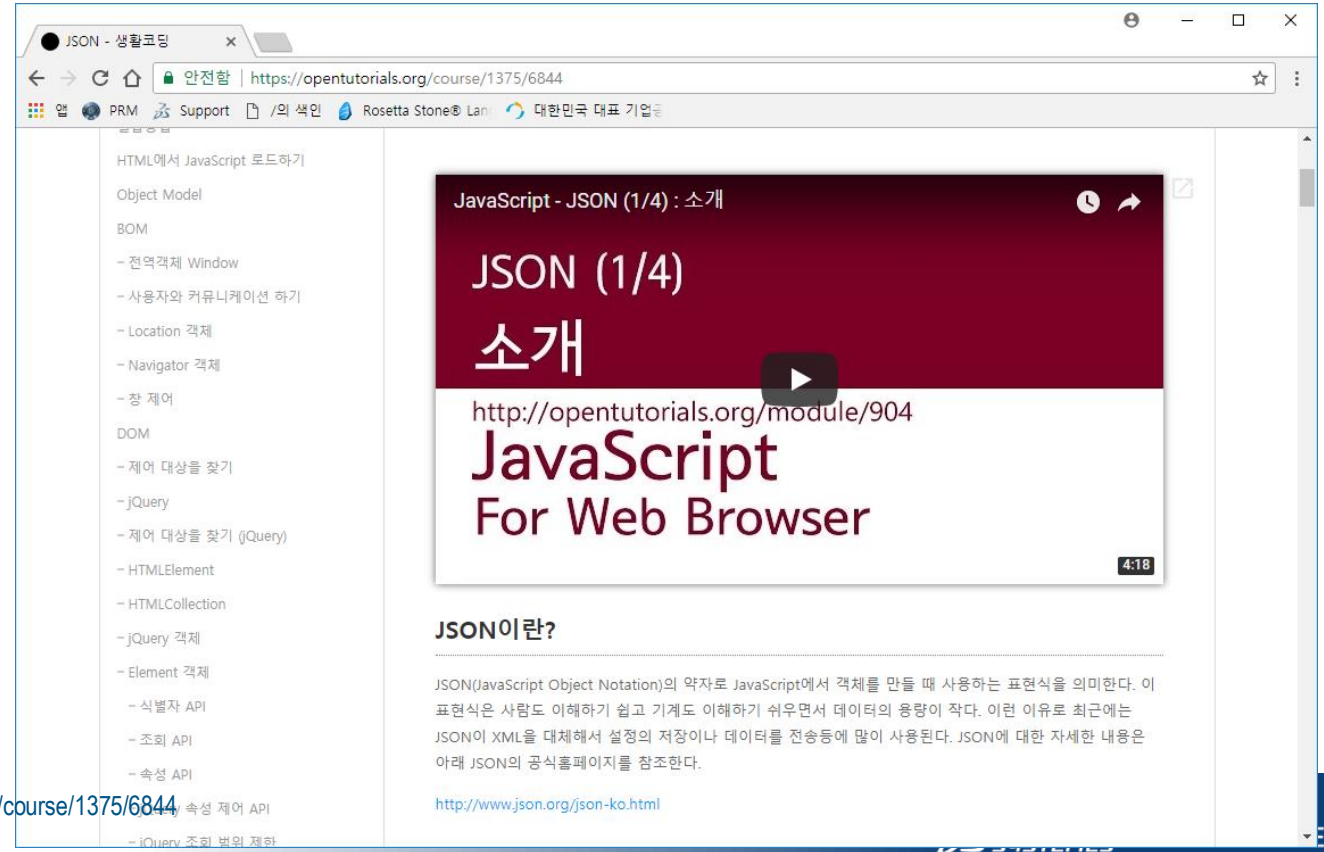
JSON?



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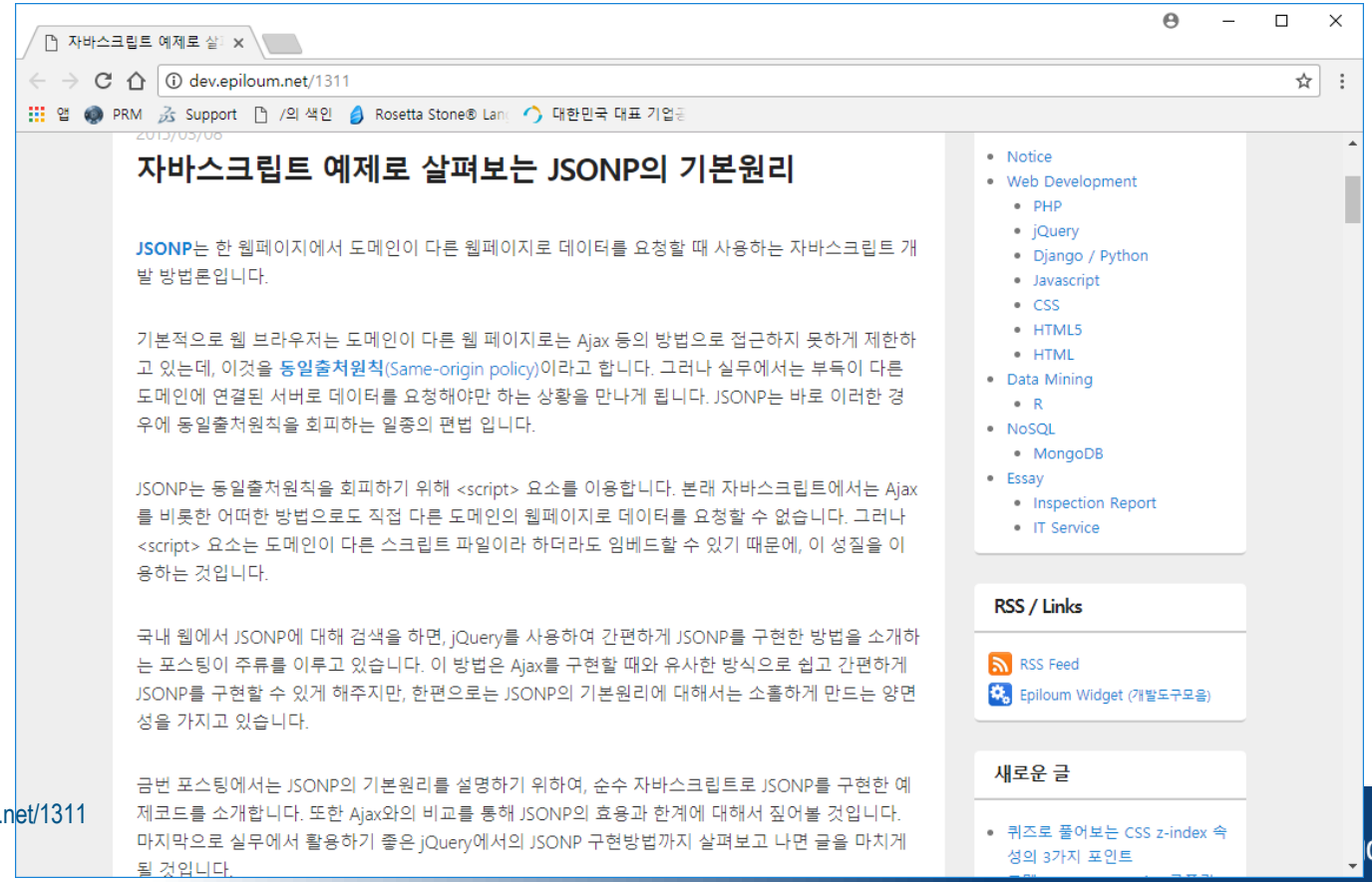
JSONP?



http://dev.epiloum.net/1311

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