SRBInfoAndSupportJS





Getting started

Initialize the SRBJSLogger via the NPM CDN:

For initializing the Logger via CDN, simply copy and paste the following in the index file of the HTML5 app:

```
<script src="https://npmcdn.com/srbinfoandsupportjs/src/SRBInfoAndSupport.js">
</script>
```

Or use the minified version

```
<script
src="https://npmcdn.com/srbinfoandsupportjs/src/SRBInfoAndSupport.min.js">
</script>
```

Initialize SRBInfoAndSupportJS via downloading the latest version:

Download the latest minified version from here. Place that file into a directory of the app's folder structure, where it can access that file. For UI5 apps, using the index.html bootrapping, instantiate the Logger like above via

```
<script src="/path/to/SRBInfoAndSupport.min.js"></script>
```

For UI5 apps, not using the index.html startup logic, paste the following in the ressources section of the manifest file:

```
"resources": { "js": [ { "uri": "path/to/SRBInfoAndSupport.min.js" } ] }
```

Initialize the Logger temporarily via the browsers console. Just copy, paste and execute the following snippet in the browsers console:

```
var script = document.createElement("script");
script.type = "text/javascript";
script.src =
"https://npmcdn.com/srbinfoandsupportjs/src/SRBInfoAndSupport.min.js";
script.addEventListener("load", function () {
    SRBInfoAndSupport.init({
        appname: "My testing app",
        version: "1.1.1",
        licenses: { MyLicense: "ABCABC" },
        copyright: "My version of the copyright",
        latestCommitHash: "asf82oap",
    });
});
document.head.appendChild(script);
```

Documentation

The documentation on this page is just an overview of the most relevant functions and features. Consider reading the JSDoc page!

The init function

```
SRBInfoAndSupport.init({
   appname: "My testing app",
   version: "1.1.1",
   licenses: { MyLicense: "ABCABC" },
   copyright: "My version of the copyright",
   latestCommitHash: "asf82oap",
});
```

or, if using the manifest properties instead:

```
SRBInfoAndSupport.init();
```

Parameters

```
init(config[{}])
```

config - optional
 Configuration object for the init function. If provided, the following config object has to be used:

```
{
    "appname": "",
    "version": "",
    "licenses": {
        "MyLicense": ""
    },
    "copyright": "",
    "latestCommitHash": "asf82oap"
}
```

If this configuration object is not provided, the library is searching for manifest properties of the UI5 app, that is using the library.

Example manifest.json configuration:

```
"_version": "1.0.162",
    "_srbVersionInfo": {
      "productName": "SRB Workspaces",
      "latestCommitHash": "3704aa5",
      "copyright": "@ Copyright 2022 SRB Consulting Team GmbH. All Rights
Reserved.",
      "licenses": {
        "SRB Workspaces": "",
        "html2canvas": "Copyright (c) Microsoft Corporation. Permission to
use, copy, modify, and/or distribute this software for any purpose with or
without fee is hereby granted. THE SOFTWARE IS PROVIDED 'AS IS' AND THE
AUTHOR DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE INCLUDING ALL
IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL THE
AUTHOR BE LIABLE FOR ANY SPECIAL, DIRECT, INDIRECT, OR CONSEQUENTIAL
DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR
PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS
ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF
THIS SOFTWARE."
      }
    },
```

The support dialog function

```
SRBInfoAndSupport.showSupportDialog("My dialog title", {
   captureScreenshot: true,
});
```

Parameters

showSupportDialog(title[String], config[{}])

• title - optional

The shown title of the support dialog

config - optional
 Configuration object, configuring the support dialog.

• captureScreenshot true|false

Indicates if a screenshot of the app shall be captured.

For this, a extrenal library html2canvas is necessary. This library is not shipped with the SRBInfoAndSupportJS. See https://github.com/niklasvh/html2canvas for how to initialize the library.

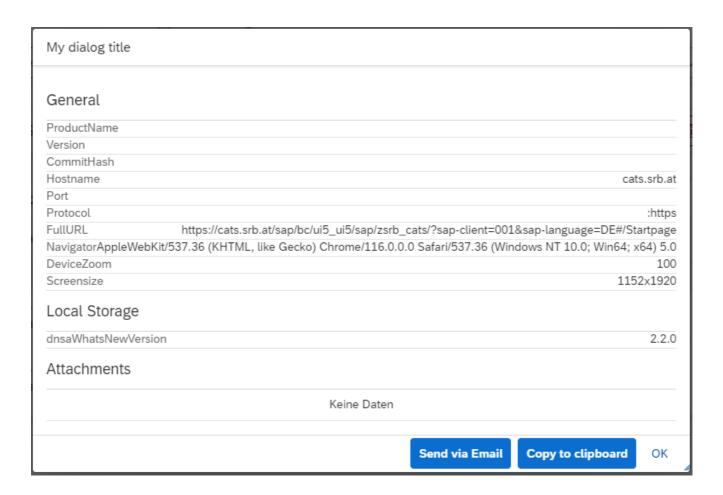
Quick and dirty example that is initializing html2canvas. You can use it in the browser console:

```
var script = document.createElement("script");
script.type = "text/javascript";
script.src =
   "https://github.com/niklasvh/html2canvas/releases/download/v1.4.1/htm
l2canvas.min.js";
document.head.appendChild(script);
```

Example:

```
{
    "captureScreenshot": true
}
```

Results in



The overview dialog function

SRBInfoAndSupport.showOverviewDialog("Title");

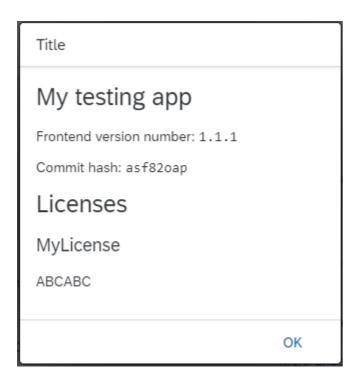
Parameters

showOverviewDialog(title[String])

title

The title of the info dialog

Results in



The initializing hidden info

This function initializes a hidden feature. The feature is open the overview dialog or the support dialog, or both. The magic thing is that the dialogs are shown only after clicking on a specific DOM element a specific number of times in a specific time range. The number of clicks is 10 in a time range of 2000 milliseconds.

The DOM element that has to be clicked can be forwarded to the function via the parameter domElementId. What will be showing is set via overviewDialog and/or supportDialog.

```
SRBInfoAndSupport.initHiddenInfo({
   overviewDialog: true,
   supportDialog: false,
   domElementId: "__component0---Startpage--filterSearch",
});
```

Parameters

initHiddenInfo(config[{}])

- config optional
 Configuration object, configuring the hidden info feature.
 - o overviewDialog true|false optional

Shows the overview dialog if the hidden info is triggered by the user.

• **supportDialog** true|false - optional

Shows the support dialog if the hidden info is triggered by the user.

o domElementId String - optional

The DOM element ID that the user has to click.

Results in

My testing app
Frontend version number: 1.1.1
Commit hash: asf820ap
Licenses
MyLicense
ABCABC
OK