Clearwater FL Master Script Upgrade

## Summary

Accela has upgraded the agency scripts from 1.x and 2.x formats to the newest scripting 3.0 format. The scripts have been moved out of standard choices and into JavaScript files, using the Accela best practice directory structure. The standard choices have been converted to a structure that mirrors the record type structure for the agency. This document describes the details of the conversion.

## Document Control

| Date | Author | Version | Change Reference |
| --- | --- | --- | --- |
|  |  |  |  |
| 8/20/2018 | Jeremiah Johnson | 1.0 | Initial |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## Analysis

The current scripts in use are 3.0 style scripts.

## Conversion Details

* To assist with testing, the original “Branch” standard choice names have been added as comments to the converted scripts. Once testing is complete these comments won’t be needed.
* The conversion algorithm has created some instances where double sets of braces {{ … }} denote a code block. These can be removed if desired, but they have no impact on the script execution.
* All references to ASI/TSI/Parcel Attributes using curly braces (e.g., {ASI Field}) have been changed to use the AInfo global Array (e.g., AInfo[‘ASI Field’]). Curly braces are now exclusively used to designate blocks of code.
* All references to the “branch” and “endbranch” functions have been removed. These are deprecated in Master Scripts 3.0.

## Recommendations

Some recommendations on the existing code are as follows:

* WTUB:Building/\*/\*/UNS
  + The logic in this script should be in the same event WTUA. If any event before it cancels it will not execute.
  + There is no need for an AppMatch check here it is done by the branching.
* CONVERTTOREALCAPBEFOREV3/CTRCB:BUILDING/OVER THE COUNTER/\*/\*
  + This logic would function better if it were in ASB, it is best practices to put validation there.
* ActiveReviews.js
  + Lines 39 – 135: long section about Ainfo[something] = Yes… may be better served as a function with a corresponding standard choice for configuration.
* AssignDueDateToTaskLevelWATUA/WATAA.js
  + Can these two functions be combined?
* GetPrimaryEmail4PlanReviewWATUA.js
  + Consoloidation should be done to combine this function with its duplicates from other events “controlString” can be used to determine event.
* IsAdhocTaskActive.js
  + This function will not work if the Ad-Hoc task has been added more than one time.

* inspUserId
  + I would recommend a custom function to be called to establish this variable and to use that function to calculate the value every time it is needed or at least in every script it is used in. Establishing a global and re-using it like is done is error prone and can easily cause new developers to the team to get lost figuring out where it comes from. You can access the UserID directly from the API no need to keep a standard choice cross referencing these example

var inspUserId = aa.person.getUser(AInfo[‘Assigned Inspector’].split(‘ ‘)[0], ‘’, AInfo[‘Assigned Inspector’].split(‘ ‘)[1]).getOutput().getUserID();

will produce the same answer.

* WTUA:BUILDING/ENGINEERING/\*/\*
  + If you redesign workflows under the new designer you will find that the branchTask() function no longer works effectively.
* WTUB:BUILDING/CONSTRUCTION PERMIT/\*/\*
  + If we compare this side by side with WATUB version there is lots of redundancy can we combine these two events

## Testing Focus

* ASA:PLANNING/DEVELOPMENT AGREEMENT/\*/\*
  + The branch that was in place for this event had improper case so it may never have fired before
* Added else statement to countHistoryItem4Task calls should be tested for accuracy
  + WATAA:BUILDING/\*/\*/\*
  + WATAA:BUILDING/FIRE/\*/\*
  + WATUA:BUILDING/\*/\*/\*
  + WATUA:BUILDING/CONSTRUCTION PERMIT/\*/\*
  + WTUA:BUILDING/CONSTRUCTION PERMIT/\*/\*
* The following scripts have changed between original conversion and delivery they should be the first priority of your testing.
  + INCLUDES\_CUSTOM/checkSurchargeFee.js

SCRIPTS/EVENT/PRA;BUILDING!~!~!~.js

SCRIPTS/PAGEFLOW/ACA\_BEFORE\_JOB\_VALUE\_CHECK.js

SCRIPTS/PAGEFLOW/ACA\_DEBUG\_MSG\_EXAMPLE.js

INCLUDES\_CUSTOM/activateReviews.js

INCLUDES\_CUSTOM/addBldgReqFees.js

INCLUDES\_CUSTOM/assignInsp4AMO\_CLW.js

INCLUDES\_CUSTOM/checkSubmittalDate.js

INCLUDES\_CUSTOM/closeActiveTask.js

INCLUDES\_CUSTOM/getArch\_ENG\_Email.js

INCLUDES\_CUSTOM/getPrimaryEmail4PlanReviewWATUA.js

INCLUDES\_CUSTOM/isActiveAdhocTask.js

INCLUDES\_CUSTOM/isAdhocTaskActive.js

INCLUDES\_CUSTOM/unpaidIssFeesDue.js

SCRIPTS/BATCH/ADD\_MULTIPLE\_PARCELS2CAP.js

SCRIPTS/BATCH/BTR\_NIGHTLY\_BATCH4.js

SCRIPTS/BATCH/OCL\_LATE\_CASES.js

SCRIPTS/BATCH/REG\_RENEW\_START.js

SCRIPTS/EVENT/ASA;BUILDING!~!~!~.js

SCRIPTS/EVENT/ASA;PLANNING!~!~!~.js

SCRIPTS/EVENT/ASA;~!~!~!~.js

SCRIPTS/EVENT/ASIUA;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/EVENT/ASIUA;BUILDING!~!~!~.js

SCRIPTS/EVENT/ASIUA;PLANNING!~!~!~.js

SCRIPTS/EVENT/CTRCA;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/EVENT/CTRCA;BUILDING!~!~!~.js

SCRIPTS/EVENT/DUA;BUILDING!~!~!~.js

SCRIPTS/EVENT/DUA;PLANNING!~!~!~.js

SCRIPTS/EVENT/FAA;~!~!~!~.js

SCRIPTS/EVENT/IRSA;BUILDING!~!~!~.js

SCRIPTS/EVENT/ISA;BUILDING!~!~!~.js

SCRIPTS/EVENT/ISB;BUILDING!~!~!~.js

SCRIPTS/EVENT/WATAB;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/EVENT/WATUA;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/EVENT/WATUA;BUILDING!~!~!~.js

SCRIPTS/EVENT/WATUB;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/EVENT/WTUA;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/EVENT/WTUB;BUILDING!CONSTRUCTION PERMIT!~!~.js

SCRIPTS/MASTERSCRIPTS/INCLUDES\_CUSTOM\_GLOBALS.js

SCRIPTS/PAGEFLOW/ACA\_EXP\_LIC\_MSG.js

* + Ultimately you will want to test the submission of every record type and its path through workflow along with any inspections.

## Known Issues

Nothing to Add at this time (8/20/2018)

## Script Repository

The master script 3.0 deployment for Clearwater FL is located in GitHub.

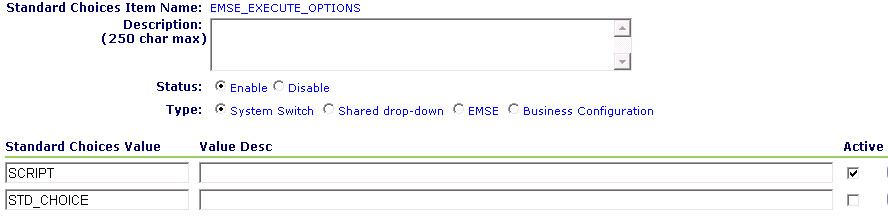
|  |  |
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| Repository Site | <https://github.com> |
| Repository URL | <https://github.com/CityOfClearwater/AccelaAutomation> / <https://github.com/CityOfClearwater/AccelaAutomation_TEST> |

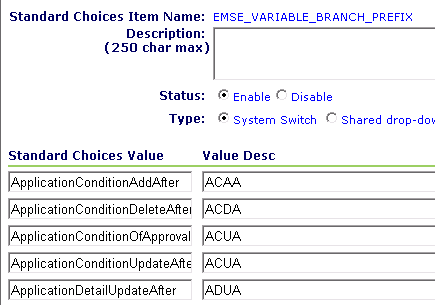
To connect to the repository, the “EMSEToolConfig” standard choice will need to be configured.

## Standard Choices

The following Standard Choices need to be configured. These are documented in the Master Script distribution in the documentation folder.

* EMSE\_EXECUTE\_OPTIONS determines if Scripts or Standard Choices, or both should be executed by the master script.
* EMSE\_VARIABLE\_BRANCH\_PREFIX determines the naming convention used to determine if a script is associated to a particular event.
* MASTER\_SCRIPT\_DEFAULT\_VERSION determines the version of Accela included functions that will be loaded





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Standard Choices Item — Edit 
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User ID: JJOHNSON 
Admin Tools 
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ACCELA 
use this form to set up a Standard Choices Item. 
standard choices Item Name: 
Description: 
(750 char max) 
Status: @ Enable C) Disable 
@System Switch O Shared drop-down C) EMSE C) Business Configuration 
Standard Choices Value 
9.3.o 
Value Desc 

## Repository Contents

* Docs: This document
* Includes\_Custom: These are custom functions that were previously appended to the agency’s master scripts.
* Scripts: These are the El Paso scripts that have been converted from standard choices into pure JavaScript.
  + Event: These are the event scripts that were already in place
  + Batch: These are the batch scripts that were already in place
  + Masterscripts: These are the master scripts that were replaced with the productized version
  + Pageflow: These are the pageflow scripts that were already in place

## Event to Script Mappings

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Accela Automation: GetEvent„. 
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WorkflowAdhocTaskUpdateBefore WORKFLOWADHOCTASKUPDATEBEFOREV3 
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ApplicationSubmitAfter 
convertToRealCAPAfter 
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ACCELA AUTOMATION" 
Last Modified Date 
10/10/2017 by AWILHELM 
8/16/2018 
8/16/2018 by DOHNSON 
10/10/2017 by AWILHELM 
10/10/2017 by AwlLHELM 
10/10/2017 by AWILHELM 
8/16/2018 by Jj0HNSON 
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User ID: JJOHNSON 
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