#### 1 Introduction

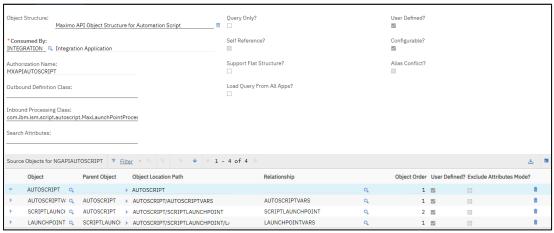
As part of the Maximo development community, some of the drawbacks with automation scripting have been around organizing the scripts by objects. Finding scripts from the UI accurately and quickly can be attributed to tribal knowledge at best. To pile on the inconvenience, creating a new script or updating a script is a process and would require multiple windows to change and test.

To improve productivity, the Automation Script Sync tool was built to overcome these challenges. The Automation Script Sync tool will help the Maximo Developers to do the following:

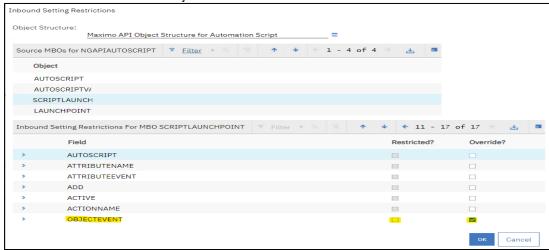
- a. Download the existing automation scripts from a Maximo Server and organize it into a tree folder structure based on type, objects and launch points.
- b. Create or update the scripts back to the server.

# 2 Prerequisites

a. Create an object structure for the AUTOSCRIPT object with child object SCRIPTLAUNCHPOINT.



b. The OBJECTEVENT attribute should not be restricted under the SCRIPTLAUNCHPOINT object.



### 3 Instructions

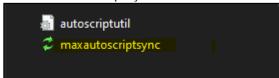
#### 3.1 Configuration Settings

- a. Create a folder where you would like to download the scripts.
- b. Update all the values in autoscriptutil.ini files with relevant values.

c. Ensure the user provided has access to the object structure via OSLC.

#### 3.2 Download Scripts

a. Click the autoscriptsync.exe file.



b. Follow the user prompt and select 1 to Download.

```
Automation Script Utility

1. Download from server

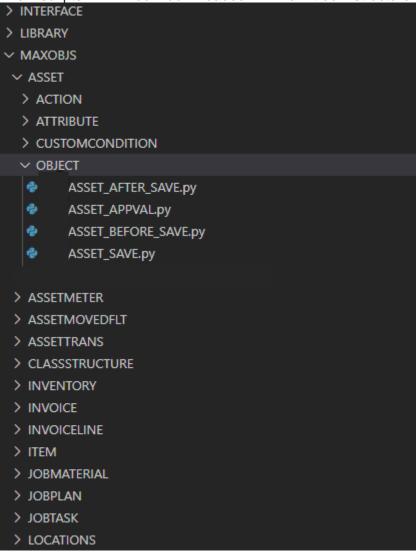
2. Sync to server
Enter Option: 1
Select download options

1. Download all active scripts

2. Download a specific script
Enter Option:
```

- c. Initially, select the option to Download all active scripts.
- d. The scripts are placed into folders based on type (Interface scripts, Library or standalone scripts and Object based scripts). The Object based scripts are classified down into the Maximo Objects and further broken down based on launch points (Object, Attribute, Action and Custom Condition)

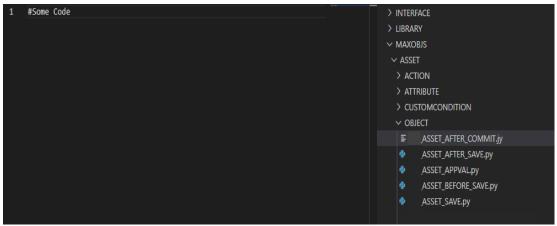
e. The scripts will be downloaded in a tree structure as shown below



- f. By using any code editor, the developer can search based on the script name or script content.
- g. There is also a feature to download a specific script by providing the script name, which will download the script to the specific folder.

## 3.3 Sync Scripts

a. Update a script or create a new script in the tree structure as downloaded in the above steps.



- b. Click the autoscriptsync.exe file.
- c. Follow the user prompt and select 2 to Sync.
- d. Enter the script to be synched.
- e. If the script exists on the server, then script is updated. A new script is created otherwise. Follow the instructions prompted to create the launch point.

```
Automation Script Utility
1. Download from server
Sync to server
Enter Option: 2
Enter scriptname :ASSET_AFTER_COMMIT
Enter Object (optional) :
Enter Script Description :Asset After Commit
Select the Object Event:
1.Initialize
Save
Application Validate
4.Allow Object Creation
5.Allow Object Deletion
Enter Option:2
Select the Save Event:

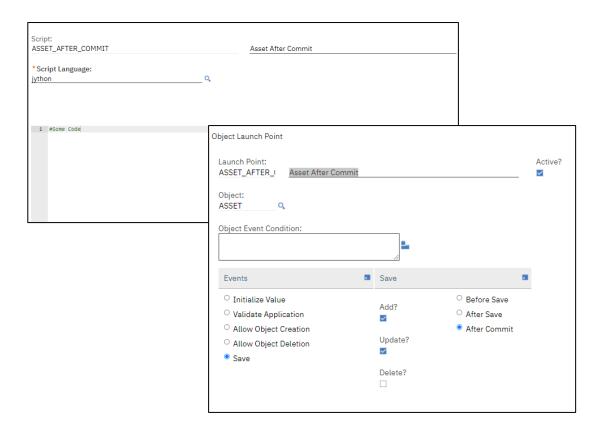
    Add

Update
3. Add & Update
4. Delete
Add & Delete
6. Update & Delete
Add, Update & Delete
Enter Option:3
Select the Trigger Event:

    Before Save

2. After Save
3. After Commit
Enter Option:3
```

f. The automation script will be saved on the server along with launch point details.



## 4 Conclusion

This tool was built to ease with code analysis and then was subsequently expanded to automation script creation and update. The current iteration is a Windows executable and can be expanded to Linux and Mac in subsequent iterations.

I do hope you find this tool useful, and I am looking for your feedback.