Step-by-step procedures on using the Costpoint 7.1.1 Extensibility Mapping Tool

# I. How to 'map' a Control

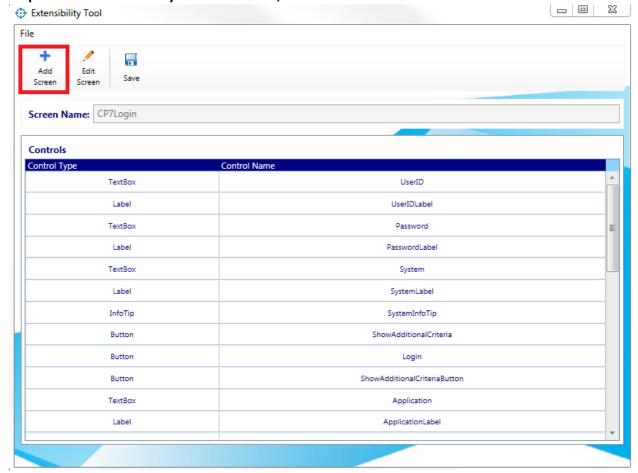
# Step 1: Open the executable file

Step 2: Select Costpoint 7.1.1 as the product and hit 'Continue'.



<sup>\*</sup> You will then be directed to the Main Window after hitting 'Continue'

Step 3: Add an extensibility screen. To do so, hit 'Add Screen'.



<sup>\*</sup> You will be prompted to enter a Screen name, and an auto-login environment.

Step 5: Input a Screen name, and an auto-login environment.

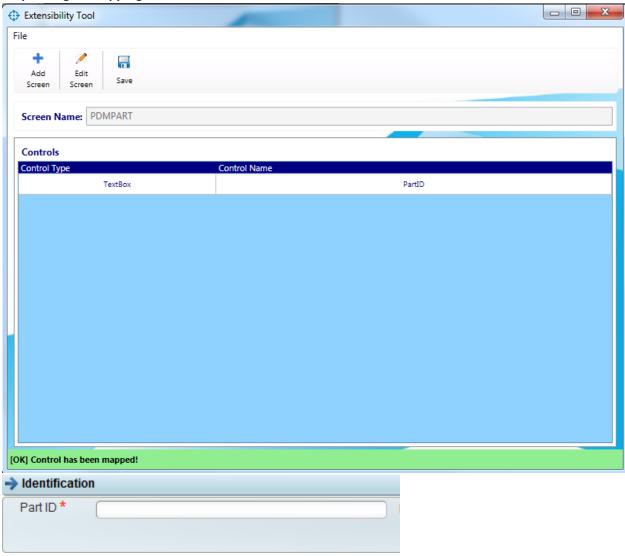


- \* The auto-login environments that are displayed will be the same as the ones being used in Test Runner. This will be used to automatically spawn a browser, navigate to the environment's URL, and then login to Costpoint 7.1.1.
- \* The entered screen name will be typed in Costpoint's main screen search app TextBox, providing you the convenience to navigate to the app automatically.



\* The tool will automatically type the app name, and then navigate to the first item that appears on the search app result list. You will then be redirected to the application. Note that the screen name that will be typed is case-sensitive.

Step 6: Begin 'Mapping' the controls.

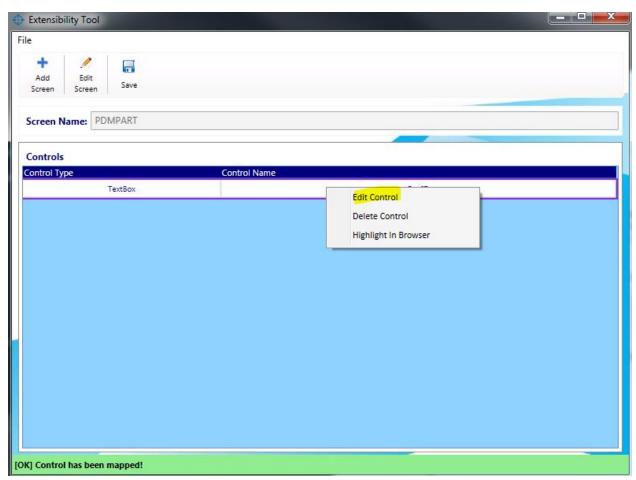


<sup>\*</sup> You do this by just clicking on any element on Costpoint. We will automatically generate the Control for you based on the interacted element. In this example, the Part ID textbox was clicked and a Control is generated.

<sup>\*</sup> The newly added control is selected and shown in the Grid.

# II. How to edit a mapped Control

Step 1: In the Main Window, open the context menu by right-clicking a mapped control. Click 'Edit Control'.



\* You can right-click anywhere in the row. You will be shown a dialog to edit the Control Name as shown below.



Extensibility Tool

File

+ Add Edit Save

Screen Name: PDMPART

Controls

Control Type Control Name

TextBox: MyControlName

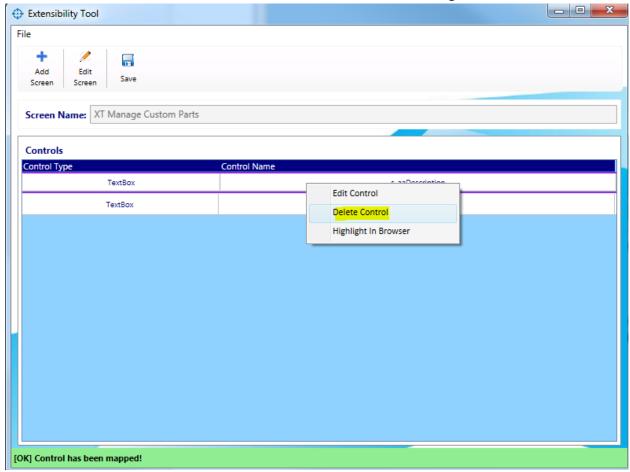
[OK] Control has been mapped!

Step 2: Enter your new Control Name. Then hit 'Continue'. This will rename the Control as shown.

<sup>\*</sup> Note that you cannot entirely change the Control Names of multiple controls. You can, however, add a 'container' to them, which adds your input at the beginning of the control name. Don't forget to click Save.

# III. How to Delete a Control from a Screen

Step 1: In the Main Window, open the context menu by right-clicking a mapped control. Click 'Delete Control'. This will remove the selected control from the Screen. Don't forget to save.

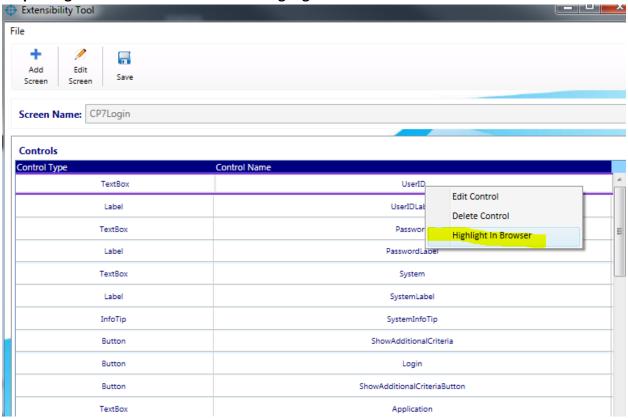


<sup>\*</sup> You can also delete multiple controls at the same time.

# IV. How to find an element in the browser from the tool

Step 1: To find an element in the browser through a Control, make sure that there is a browser that is spawned by the tool and that you are already in the screen that you are editing.





<sup>\*</sup> This will highlight the selected control in the Firefox window that was opened by the tool.

# V. How to Save a Screen

Step 1: Click Save. This will save your screen in an Object Store file located in your ...\Costpoint 711\Framework\ObjectStore\Extensibility folder. All of the screens that you create will be saved here.



<sup>\*</sup> You will be prompted that unsaved changes will be lost if you close the tool without saving.

# **LIMITATIONS**

- 1. When creating a new Screen in the tool, the Screen Name entered in the create screen dialog must be equal to your application name to enable the automated navigation.
- 2. If you want to map a new Screen, you have to restart the Tool.
- 3. Restart Test Runner after modifying controls or adding screens/controls.
- 4. Take note that only the following control types are supported: TextBox, CheckBox, ComboBox, TextArea, Table, Tab, RadioButton, Button, Link, Form \* Any Control Type that is not listed above is part of the limitations of this tool.
- 5. Don't forget to save.