



SmartSpace

HMIs

For version 3.4.1

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Ubisense Limited
St Andrew's House
St Andrew's Road
Cambridge CB4 1DL
United Kingdom

Tel: +44 (0)1223 535170

WWW: <https://www.ubisense.net>

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Purpose of this Document

This document is a guide to the configuration and use of Ubisense SmartSpace HMIs (Human Machine Interfaces), which is part of the Visibility component. The intended audience includes users who are:

- Installing HMIs into a SmartSpace system
- Developing custom HMIs for a SmartSpace system
- Users of HMIs

Introduction to HMIs

The HMIs feature allows custom web interfaces to be developed and deployed within the Ubisense SmartSpace web site. The feature provides administrators with an editor interface that can be used to implement HMIs that are hosted by the SmartSpace system. The editor allows interfaces to be tested and developed, with immediate results displayed. Once an interface is working, it can be published to a set of SmartSpace roles.

A simple declarative binding API is provided to allow HMI content to be generated based on web searches defined within SmartSpace. HMIs can interact with and control the business objects and properties, using the same role-based authorization as other parts of the SmartSpace platform. This allows many HMIs to be designed using only attributed HTML. The API includes wrapped versions of the web map and web reports, so these can be embedded into HMIs as required, provided they have been licensed.

For more advanced uses, CSS and JavaScript can be added to the interfaces. External assets, such as images and script libraries, can also be hosted in the SmartSpace web site for use in HMIs. Interfaces can then be exported and imported, along with any referenced assets.

Requirements

The HMIs feature requires a license for Visibility version 3.4 or higher.

If the HMIs are to include reports, then the Reporting component must also be licensed.

Installing HMIs

To install the HMIs feature:

1. Make sure that the SmartSpace platform includes a license for Visibility version 3.4 or higher.
2. Install the HMIs feature using Service Manager.
3. Upgrade the SmartSpace web site to the same release version. As an administrator, run the **SmartSpaceWeb.msi** from the web folder of the software release, and make sure that the HMIs feature is selected (by default all features are selected).

For further information on all aspects of installation, see SmartSpace Installation on the SmartSpace website at <http://www.ubisensesmartspace.com/> or your SmartSpace Installation Guide.

Configuring HMIs

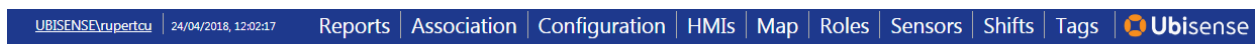
There are three stages to building an HMI and making it available to users:

1. Creating the HMI in the HMI editor, described in [Creating a new HMI](#).
2. Adding it to roles, described in [Roles settings](#).
3. Publishing a finished version, described in [Publishing an HMI](#).

Opening the HMI Editor

In order to be able to define HMIs, you must be logged in to the web site as a user with role "Ubisense.SmartSpace.Administrator". In **SmartSpace Config** use the USERS / ROLES task to add a suitable user to this role. For further information on adding users to roles, see Users and roles on the SmartSpace website at <http://www.ubisensesmartspace.com/>.

Now open a web browser and point it to the SmartSpace web site. You should see a menu link to **HMIs** in the top menu bar.



Click this link, and you should see an **Edit** button, which will take you to the HMI editor.

The HMI Editor

The screenshot displays the HMI Editor interface. At the top is a menu bar with the following items: UBISENSE/rupertcu, Process Area Progress (dropdown), Settings, Assets, Save, Publish, Delete, Visit, and the Ubisense logo. A red box labeled 'Menu bar' points to this area. Below the menu bar are three editor sections: HTML Editor, CSS Editor, and Script Editor. The HTML Editor contains the following code:

```

1 <div class="ui-widget">
2 <h2>Process area percent progress</h2>
3 <div id="app-progress" class="ui-widget-conten
4 <div class="progress" v-for="(row, key) in p
5 <div>{{ row.Summary[0] }}</div>
6 <div>{{ row.Summary[1] }}</div>
7 <div>Completion: {{ Math.round(row.Summary
8 </div>
9 </div>
10 </div>
11

```

The CSS Editor contains the following code:

```

1 div.progress {
2 flex: 1;
3 padding: 10px;
4 text-align: center;
5 align-self: flex-end;
6 width: 100px; Editors
7 }
8
9
10 h2 {
11 margin: 1em auto 0 auto;
12 width: fit-content;
13 }

```

The Script Editor is currently empty. The main view frame displays a bar chart titled 'Process area percent progress' with four bars representing different categories and their completion percentages:

Category	Completion Percentage
Geometry Queue	77%
Paint Check	55%
Pass to Sales	87%
Off Tracks	39%

Below the chart, the text 'View frame' is displayed. At the bottom of the interface is a footer containing the text 'Process Area Progress', 'progress', '33', '25/04/2018, 08:31:25', and 'Footer'.

The editor consists of a menu bar, three editor sections, a view frame, and a footer.

- The menu bar contains a dropdown to select the HMI to be edited; and buttons for managing settings for the interface, the assets hosted by SmartSpace, and buttons to save, publish and delete the interface.
- The editors are for HTML, CSS and JavaScript.
 - Double-click in the title bar of an editor to enlarge it or return it to normal height.
 - Drag the middle separator bar to make the editors wider or narrower.

- The editors support syntax highlighting and some shortcut keys. Click the ? button to see a quick help:

Key	Action
Shift+Tab	Auto-indent the current line or selected lines
Ctrl+Q	Toggle comment for the current line or selected lines
Ctrl+Space	Show completion hints for the current word in context
Ctrl+F	Find a string in the editor. Enter the string to search, and press return to show the first match. Use CTRL+G to search for more.
Ctrl+G	Find the next instance of the string in the editor
Ctrl+S	Save and view the interface - the same as clicking the Save button on the top menu bar

- The editors also support undo and redo, and other standard text editing features, using the normal key bindings for your computer (e.g. Ctrl+Z, Ctrl+Y on Windows).
- The footer is only shown once a saved HMI has been shown in the view frame, and includes information about the currently viewed version of the HMI: the name, shortcut, version number, when it was saved, whether it is the published version, and a button to refresh the view.

Creating a new HMI

To create a new HMI:

1. Choose **<new HMI>** from the dropdown in the menu bar.
Alternatively you can copy an existing HMI by selecting it in the dropdown, then clicking **Settings**, and then **Duplicate this interface**.
2. In the Settings dialog, fill in the name of the HMI, description, and link.

The screenshot shows a 'Settings' dialog box with a dark blue header and a close button (X) in the top right corner. Below the header is a tabbed interface with four tabs: 'Interface' (highlighted in orange), 'Script', 'Roles', and 'History'. The 'Interface' tab is active and contains four text input fields labeled 'Name', 'Description', 'Link', and 'Comment'. Below these fields is a blue button labeled 'Duplicate this interface'. At the bottom right of the dialog box are two blue buttons: 'Apply' and 'Cancel'.

- The name and description will be visible to the users when the interface has been published.
 - The link should be a short word or phrase that can be used in the URL to get to the interface once it has been published. It should contain no spaces or punctuation.
 - You can also add a comment for internal notes. This will not be visible to users.
3. Click **Apply** to close the settings window, and then click **Save** to write the interface back to the system, and show the interface in the view frame.

Saving an HMI

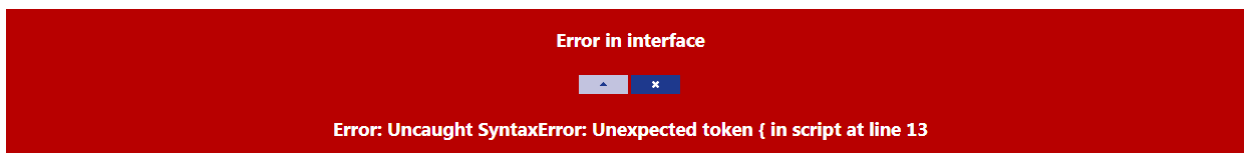
To run an HMI in the view frame, you must save it back to the platform. Either click **Save** on the menu bar, or press Ctrl+S. The current HTML, CSS and Script, along with interface settings, are written as a new version of the interface, and this version is loaded into the view frame.

Saved interfaces will be executable only by the administrator until they have been assigned to roles and then published.

The platform keeps the last ten saved versions of each interface, as well as the currently published version. Use the History tab in the Settings dialog to access older versions of the interface. See [HMI Settings](#) for further information.

Errors in the HMI

When the HMI is viewed in the editor, any error encountered will cause an error window to be shown in red at the bottom of the screen. Click the arrow button to see a detailed error message.



If the error is in the script, the editor will attempt to convert the line number to match the line number in the script editor. This will only work if the DefaultAPI is used. See [The HMI API](#).

You can also use the browser debugger to see more details about any error, insert breakpoints, and step through code, etc. For many browsers, this is opened by pressing F12 while viewing the page.

Reloading an HMI

If you want to reload the current version of an HMI, click the refresh button in the bottom right of the footer:



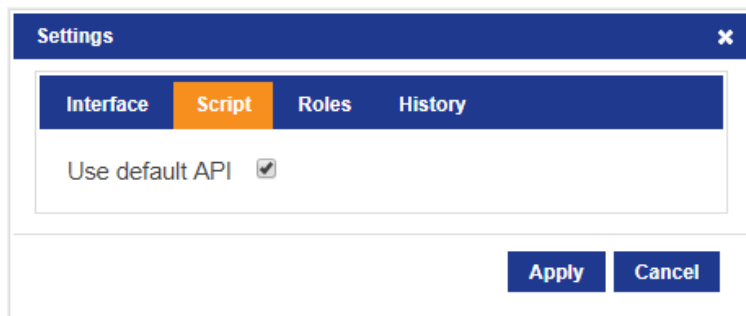
This forces the view frame to reload without saving a new version of the interface. If you have made any changes in the editor that have not been saved, they will *not* appear in the view frame.

HMI Settings

The Settings dialog is opened by clicking the **Settings** link on the menu bar. In addition to the interface settings described in [Creating a new HMI](#), there are tabs for script settings, roles and history.

Script Settings

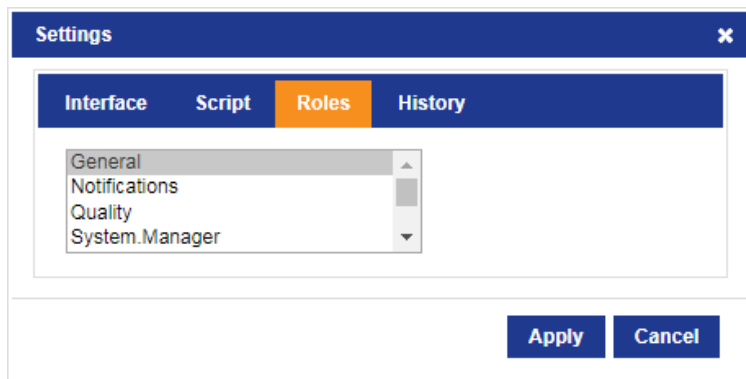
Currently there is only one script setting, which is whether to include the default API for building HMIs. If you need to create a hosted web page that contains no standard SmartSpace HTML wrapper, JavaScript or CSS, clear this check box.



Roles settings

The Roles settings tab allows you to specify the roles whose users will be allowed to visit an HMI. To select a single role, click it in the list.

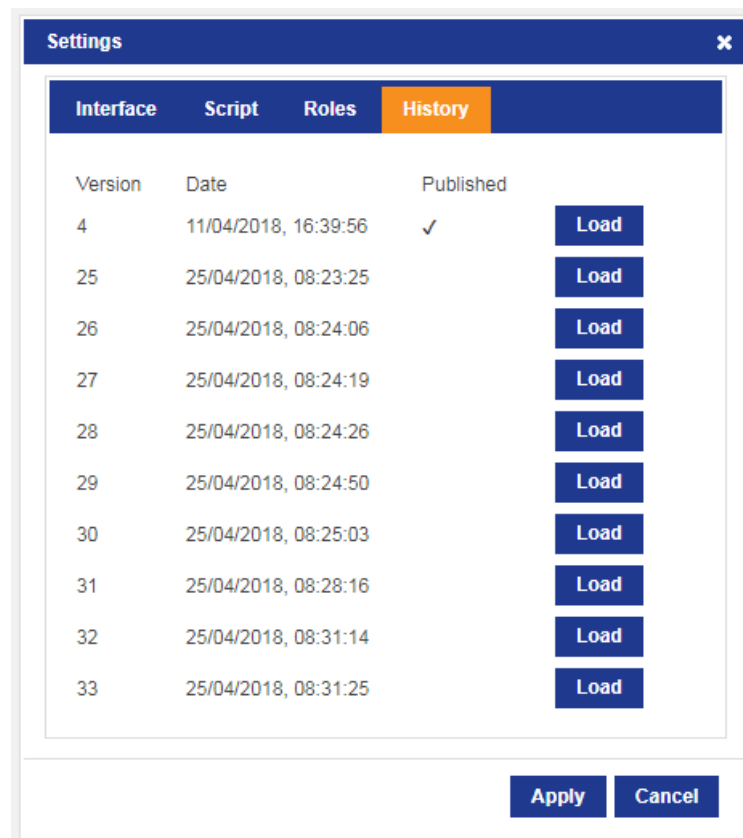
Hold down Ctrl and click to add multiple roles. Hold down Shift and click to add a consecutive range of roles.



In order for users to both access an HMI and view its contents successfully, in addition to specifying the role that enables access to an HMI you must also ensure that any search used by the HMI has also been added to the same role. For further information on adding searches to roles, see Users and roles on the SmartSpace website at <http://www.ubisensesmartspace.com/>.

History settings

The History settings tab allows you to see previous versions of the interface that have been retained by the SmartSpace platform. In addition to the currently published interface, the platform retains, by default, ten versions of each HMI. You can go back to a particular version by clicking the **Load** button next to that version. This immediately loads the selected version and shows it in the view frame. You can then edit the loaded HMI definition, and click **Save** to write an updated version, which will be given a new version number.



For example, with the above HMI, clicking **Load** next to version 4 will load the currently published version of the interface. This can be edited and then saved, which will create a new unpublished version number 34.

Assets

The assets dialog allows you to upload files such as images, JavaScript libraries or CSS files so that they are hosted on the SmartSpace web site. They can then be accessed via a URL, so you can use them in your HMI definitions.

To manage assets, click the **Assets** button in the menu bar.



There are two tabs in the dialog. The **Use** tab allows you to select from uploaded assets. A preview of the selected asset is shown, and the URL used to access the asset from within an HMI is also shown.

- Click **Copy URL** to copy the URL text to the clipboard.
- Click the **Delete** button to remove a selected asset.



Note: There is no attempt made to track references to assets within HMIs, so deleting an asset that is used in a published HMI version will cause that HMI to break. Be careful to only delete assets that are no longer required.

The **Create** tab allows you to upload a file from your computer as a new asset definition.

The screenshot shows a dialog box titled "Assets" with a close button (X) in the top right corner. Below the title bar are two tabs: "Use" and "Create", with "Create" selected. The main area contains an "Asset name" input field, a large drop zone with the text "Drop asset file here or select a file below", and a "Mime type" input field. At the bottom are three buttons: "Select file", "Save", and "Close".

Drag the file into the dialog to select it for upload. A name will be suggested, but can be edited for clarity, and the mime type of the asset will be deduced. If drag doesn't work, click the **Select file** button to show a file dialog. Click **Save** to store the asset, then switch to the **Use** tab to copy the URL for use in an HMI.



NOTE: Because asset data is stored in the SmartSpace platform, it takes up disk space both on the server and cached on the web site under IIS control. The platform cleans up asset data when the asset is deleted. Thus when a large asset is no longer required it is recommended that it should be removed to free up disk space. However it is not recommended that you delete assets that are used in unpublished versions of HMIs that are still retained by the SmartSpace platform as this will break those versions of the HMIs.

Publishing an HMI

Once you have tested the functionality of an HMI, and the HMI has been assigned to a set of roles, you can publish the HMI. Only one version of a given HMI is published. This is the version of the HMI that is presented to users when they navigate to the HMI. Only an administrator can view unpublished versions of an HMI.

To publish an HMI, load the version of the HMI you want to publish, and then click **Publish** on the menu bar. The footer will change to indicate that the version shown is the published version.



If you have not yet assigned any roles to the HMI, then it will not appear under HMIs in SmartSpace Web.

Viewing an HMI Version Outside the Editor

To see what the currently loaded version of the HMI will look like outside the editor, click the **View** link on the menu bar. You can hold down Ctrl to open in a new tab, or Shift to open in a new window.

Exporting and Importing HMIs

There is a command-line tool to export and import HMI definitions to/from file. To get the tool, run **Application Manager**, select the **DOWNLOADABLES** task, and select **Visibility/HMI configuration tool**. Click **Download**.

Exporting HMIs

To export HMIs, use the **export** mode. This writes the definition in JSON format. Use **-h** to specify a particular HMI to export by name, otherwise all defined HMIs will be exported. Use **-o** to write to a file. If you include **-a**, then the tool will look for assets used in the HMIs, and will save the contents of all used assets to files in the current folder.

```
$ ubisense_hmi_config.exe export -a -h "Andon" -o andon.json
export interface Andon
  export asset CF052A0A5AC3331A29AB5BC000004F6400000096.asset
```

Importing HMIs

The tool can import a saved JSON file containing HMI definitions, and any referenced asset files. Change directory to the folder containing the `.json` file and the `.asset` files, then use the **import** mode. To import from a file rather than stdin, use `-i`. If the tool detects referenced assets in the interface, it will attempt to load them from the current directory.

```
$ ubisense_hmi_config.exe import -i andon.json
  import asset CF052A0A5AC3331A29AB5BC000004F6400000096.asset
import interface Andon
```

If you import an interface that currently exists in the SmartSpace platform, the exported version will be restored. However it may be quickly cleaned up if too many retained versions with higher version numbers have been saved. In this case, edit the JSON file to increase the version number to a version higher than the maximum version number already present, then reimport the HMI.

The HMI API

In this section we describe the default API that is provided to make it easy to generate HMIs that interact with the SmartSpace business objects and properties. The API is based around the **Vue.js** library, and provides a binding between HTML and the results of SmartSpace web searches. The API also provides some built-in Vue components that are useful for creating HMIs, and wraps the SmartSpace web map and SmartSpace reports as components.

Data Binding

Data binding supports the creation of reactive data corresponding to the results of selected SmartSpace web searches. It allows HTML elements, including the built-in components, to be instantiated and have their attributes, properties, and contents bound based on the results of those searches.

Declarative Web Searches

The simplest way to access web searches is to use the **udm** attribute on an element in your HTML. The **udm** attribute takes a comma-separated list of data names and corresponding web searches:

```
<div udm="dataName: 'Web Search', dataName: 'Web Search', ..."
```

The data names can be any legal JavaScript identifiers. The web searches must be valid web searches defined in the SmartSpace platform. For information on how to define web searches, see [Web searches on the SmartSpace website at http://www.ubisensesmartspace.com/](http://www.ubisensesmartspace.com/).

Within contents of this element, each **dataName** will be available as reactive data. The following properties will be available to be bound – see [Binding Web Search Results](#) for how to use these properties.

Property	Contents
dataName.rows	<p>The rows returned by the search. These are updated at the refresh interval configured for the web search. The keys of rows are the object identifiers, and the values are:</p> <ul style="list-style-type: none"> • Summary – an array with one element for each summary property returned by the web search. • R – internal representation data used by the map to render the object – reserved for future use
dataName.selected	<p>When this property is set to a valid object identifier, such as one of the keys from the rows above, this causes the details property to be set with the details results for the web search.</p>
dataName.details	<p>When dataName.selected has been set, this property receives the details results for that object from the web search. The results are an array of value structures. See below for the format of value structures.</p>

So, declaring a **udm** attribute causes the API to fetch the results of the specified search, and store them under "rows" in the specified data name, and also detect when selected is set and update the details for the selected object. You can use this data by binding as described below, or directly within your JavaScript.



Note that the search is run as the role under which the HMI page was loaded – it must be available to that role or it will fail to return any results. For further information on adding searches to roles, see Users and roles on the SmartSpace website at <http://www.ubisensesmartspace.com/>.

Searches are executed for all views, so even objects with no location will be returned.

The details property of a search contains an array of value structures. The fields in these value structures depend on the type of the property returned, which is indicated by the Type field. This is an integer with the following definitions:

Type Field Value	Contents of Value Structure
0	string property in value.String
1	date/time property in value.Date , which is UTC seconds since 1/1/1970, so you can create a JavaScript using <code>new Date(value.Date)</code>
2	number in value.Number
3	object identifier in value.Id
4	boolean in value.Boolean
5	html/css color string in value.Colour

Binding Web Search Results

You can use standard Vue binding to use the data from web searches within the contents of the element on which the **udm** attribute is set. Typically you will use:

- **v-for** to create an element for each row returned by the search
- **v-bind** (or `:"`) to bind element attributes
- the “Mustache” syntax (double curly braces): `{{ }}` to bind properties into element content
- **v-model** to use a two-way binding between data and the value of a control

Vue.js binding is very powerful, and we do not cover all the possibilities here. See the online documentation of **Vue.js** template syntax for more details.

For example, assuming there is a “Products” search defined, and the first summary result of the search is the name of the product object, then the following HTML will result in a div for each product containing the product name:

```
<div id="app" v-cloak udm="products:'Products'">
  <div v-for="(row, key) in products.rows">
    {{ row.Summary[0] }}
  </div>
</div>
```

As another example with the same search, the following HTML creates a select dropdown control where the text of each option is the name of the product, and the value is the product object identifier:

```
<div id="app" v-cloak udm="products:'Products'">
  <select>
    <option disabled value="" >select a product </option>
    <option v-for="(row, key) in products.rows" :value="key">
      {{ row.Summary[0] }}
    </option>
  </select>
</div>
```



Note the use of the **v-cloak** attribute, which hides the contents of the div until the data has been bound. This prevents the ugly template syntax from being shown to the user.

Refreshing Searches

Searches automatically refresh at the same refresh interval as is configured in the web search (in SmartSpace Config/WEB SEARCHES). They also refresh immediately after you call **setProperty** (see [Setting Object Properties](#)). If you need to force a refresh otherwise, the Vue object also includes a **refreshSearches** method that forces an update of the results of all bound searches.

Search details, returned if you have set the selected property on a bound search, will be refreshed once per second.

Callbacks

There are two standard callbacks you can use in JavaScript to do things once the search data has been set up.

The normal method is to use the **udm-bound** attribute on the same element you give a **udm** attribute. This attribute takes a JavaScript function that will be called when the **Vue.js** data has been created (but not yet retrieved or updated). The function receives an argument which is the Vue instance that has been constructed for the element.

There is also a global function called when all Vue instances have been constructed and bound. This is **UbiHMI.loaded**. Set this to a function that should be called, which takes a single

argument that is an array of Vue instances, one for each element with the `udm` attribute. For example:

```
UbiHMI.loaded = function (vms)
{
  // Do something with the instances in array vms
  console.log(vms);
}
```

Alternatively, for more advanced cases, you can switch to manual Vue construction (see [Manual Vue Construction](#)) which gives full control over lifecycle and data.

Using Bound Data in JavaScript

In order to use the bound data in JavaScript, you typically need to receive a notification when the data values change. You can use one of the callbacks to register to watch when the bound data changes. For example:

```
<div id="app" v-cloak udm="products:'Products'" udm-bound="onBound">
  ...
</div>
```

Then in JavaScript define the `onBound` function:

```
function onBound(vm)
{
  vm.$watch("products.rows",function (newVal, oldVal) {
    // do something whenever rows change
    console.log(newVal);
  });
}
```

Once you have got hold of the Vue instance, you can directly access the data on that instance.

For example:

```
// Get the current product rows.
var rows = vm.products.rows;
// Iterate over them.
for (var id in rows)
{
  // Executes once for each product returned by the search,
  // with id as the object identifier.
  if (!rows.hasOwnProperty(id)) continue;
  var cols = rows[id].Summary;
  // do something with the summary columns.
}
```

Setting Object Properties

The Vue binding also provides support for setting properties of objects back into the SmartSpace business objects and properties, just like the web map can set properties. The properties must be settable by the role under which the HMI is running. For information on configuring properties as settable see Making properties editable by roles on the SmartSpace website at <http://www.ubisensesmartspace.com/>.

To allow this, each Vue instance has a `setProperty` method:

```
setProperty: function (obj, prop, val, onSuccess, onFailure)
```

The arguments are:

- `obj`: the object identifier, such as one of the keys from search rows
- `prop`: the name of the property to set, including namespaces
- `val`: the value to assign – this must be compatible with the type of the property
- `onSuccess`: optional callback when the property has been successfully written back to the SmartSpace platform
- `onFailure`: optional callback on failure to set the property value – usually this will be because the wrong property name was given, the object identifier is invalid, or the current user is not a member of a role that can set the property. The function is called with three arguments:
 - `operation`: 'set'
 - `property`: the name of the property being set
 - `error`: the response from the server

To get the names of properties, including namespaces, you can use:

```
ubisense_udm_exporter.exe -r
```

This will show the raw names of all properties.

Object identifiers will look something like this:

```
04007zP.Ubn5FP2v000LPm00030:UserDataModel:: [Custom] Product
```


Error Handling

A global callback is provided for errors encountered when invoking searches, getting details, or setting properties. To be notified of these errors, set **UbiHMI.error** to be a function that takes the following three arguments:

- error: one of
 - 'searches': could not get the list of searches available to the current role.
 - 'auth': a search is not available for the current role
 - 'search': an error was encountered executing a search
 - 'details': an error was encountered getting details for the selected object
 - 'set': an error setting a property value
- property: the name of the property if any
- error: the response from the server if any
 - status: HTTP return code, such as 400
 - data: the data returned by the server, if any

Manual Vue Construction

For more advanced control of data, methods, watches, etc., you can take control of constructing the Vue instances yourself. To make this easy, the API provides a method to get a Vue "mixin" that provides all the web search data binding functionality. This method is **UbiHMI.mixin**.

For example, the following uses JQuery **document.ready** mechanism to create a Vue once all the DOM has been loaded, and bind to the "Products" search:

```

$(function () {

  var vm = new Vue({
    // The HTML element for this vue instance.
    el: '#app-progress',
    // Mix in the web search 'Products' as data field products.
    mixins: [ UbiHMI.mixin({ products: 'Products' }) ],
    data: {
      // Declare some extra data in addition to products
      size: '',
      message: ''
    },
    methods: { // your methods here }
  });
  ...
});

```

Current User and Role

The Vue object also includes data bound to the logged in user and the role.

- `vm.user`: the user currently viewing the HMI.
- `vm.role`: the role under which the HMI was visited, if it was visited via the HMI chooser. This may be undefined if the HMI was visited directly via its shortcut URL, or when the HMI is loaded in the Editor.

For example, the following will print the user and role within an HMI:

```

<div v-cloak udm=""{}">
  User is {{ user }}
  <br>
  Role is {{ role }}
</div>

```

Built-in Components

The API includes built-in Vue components. All of these must be used inside a Vue element, so either one with a `udm` attribute, or one for which you have constructed a Vue instance manually.

Indicator

An indicator is a circular lamp that can be set to a given color and turned on or off, based on bound data.

```
<ubi-indicator size="100"
  :hue="row.Summary[3]"
  :on="row.Summary[4]">
</ubi-indicator>
```



The indicator has the following attributes:

Attribute	Type	Default	Description
on	Boolean	false	The indicator is on when true.
hue	Number	120	The hue of the indicator, in HSL color space. For example: 0 = red, 60 = yellow, 120 = green, 180 = cyan, 240 = blue, 300 = magenta
size	String	32px	The width and height of the indicator.

Bar

A bar is a partly filled horizontal or vertical bar, such as a progress indicator or line, optionally with a label.

```
<ubi-bar width="100" height="30" units="%"
  :ranges="[{from:80,colour:'#faa'}]"
  :value="row.Summary[1]">
</ubi-bar>
```



The bar has the following attributes:

Attribute	Type	Default	Description
value	Number	0	The bar position, relative to min and max.
min	Number	0	The value corresponding to an empty bar.
max	Number	100	The value corresponding to a full bar.
units	String		If set, add a label in the center of the bar with the value followed by this units string.
width	String	200px	The width of the bar including background.

Attribute	Type	Default	Description
height	String	40px	The height of the bar including background.
show-label	Boolean	false	Set this attribute to show a label even if units is empty. In javascript this is property showLabel.
ranges	Array	[]	Used to set the color of the bar based on the value. This is an array of ranges, with the first matching range used as the color of the bar. A range has a color (or colour) and an optional from and to value. For example, the following are all valid: <pre>{from: 20, to: 40, color: 'blue'}</pre> <pre>{from: 80, color: '#f00'}</pre> <pre>{colour: 'yellow'}</pre> <p>The latter matches regardless of the value, so only really makes sense as the last item in ranges.</p> <p>A range matches if (from <= value < to).</p>
vertical	Boolean	undefined	Normally the bar displays vertically if the width is less than the height. This attribute can be used to override the bar direction regardless of the dimensions.

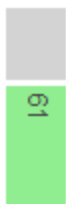
You can use CSS to style elements of the bar such as the background color, font size, and whether to draw borders. To style specifically the inner progress bar, target class "UbiHMI-bar". For example, to make the top of a vertical bar a solid white gap:

HTML:

```
<ubi-bar class="bar" width="30" height="100" show-label
  value="61">
</ubi-bar>
```

CSS:

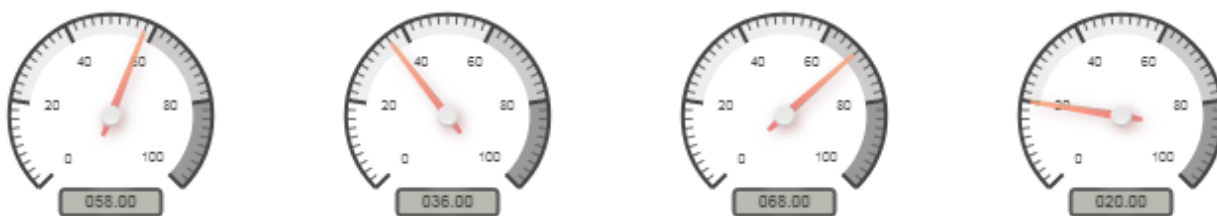
```
.bar .UbiHMI-bar {
  border-top: 3px solid white;
}
```



Gauge

A gauge is a radial or linear control with a needle, scale, and other optional elements such as labels, numerical values, and a background panel rendering. The gauge component wraps the canvas gauges library, and supports all the same options. It has some built-in layouts for easy configuration.

```
<ubi-gauge :value="row.Summary[1]"
  width="130" height="130" radial>
</ubi-gauge>
```



The gauge has the following attributes:

Attribute	Type	Default	Description
value	Number	0	The needle position, relative to min and max.
radial	Boolean	false	True to draw a radial gauge, false for linear.
width	Number	200	The width of the gauge in pixels.
height	Number	200	The height of the gauge in pixels.

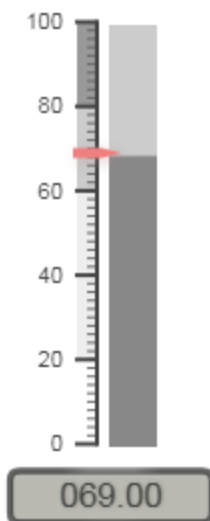
Attribute	Type	Default	Description
layout	String	undefined	Which of the built-in layouts to use – see below.
options	Object	{}	Used to set canvas gauge options directly. This gives full control of the gauge drawing. See the complete list of configuration options for canvas gauges online (at time of writing, https://canvas-gauges.com/documentation/user-guide/configuration)



Note: If you set options **maxValue** and **minValue** then you probably also need to set **majorTicks** and **highlights** to match them.

The following layouts are provided:

bar



dial



compass

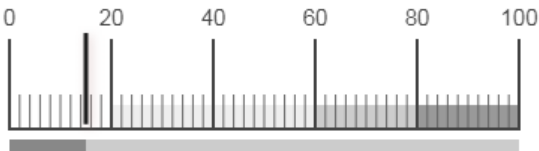
clean



semi



line



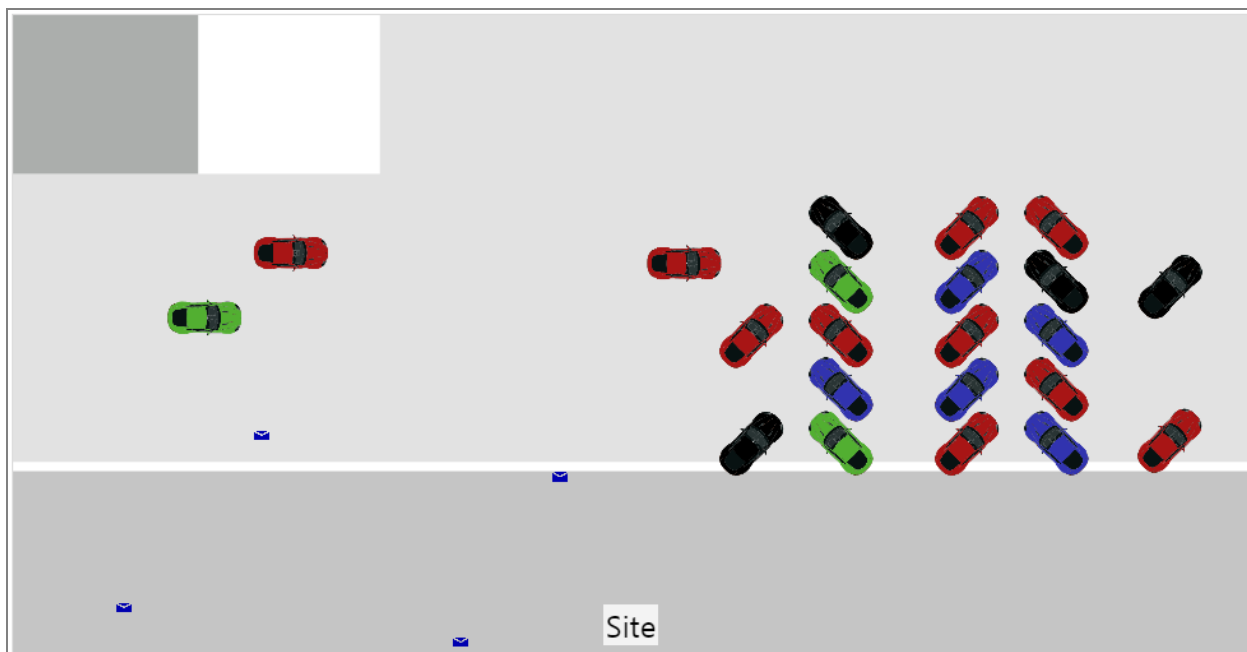
ring



Map

The map component encapsulates the SmartSpace web map, with control of displayed elements. It allows the execution of searches, and generates an event when an object is selected.

```
<ubi-map ref="map" width="100%" height="500px"
  search="Products" :value="271"
  @change="selectedObjectsChanged">
</ubi-map>
```

The map has the following attributes:

Attribute	Type	Default	Description
search	String		The name of the search to use.
value	String		The parameter to use for the search input. Only searches with a single input parameter are supported in this release.
width	String	100%	The width of the map.
height	String	500px	The height of the map.
details	Boolean	false	If set then show the details panel in the map
alerts	Boolean	false	If set then show the alerts panel in the map
searches	Boolean	false	If set then show the searches panel, allowing other searches to be used

Attribute	Type	Default	Description
details-container	String		When set to a CSS selector string, the map will render its details panel into the first element matching that string, instead of using an internal panel. Implies details: true.
alerts-container	String		When set to a CSS selector string, the map will render its alerts panel into the first element matching that string, instead of using an internal panel. Implies alerts: true.
default-view	Object		When set to an object, defines the default view to use when no objects are selected. The object format is: <pre>{ cx: <center x>, cy: <center y>, w: <width>, h: <height>, theta: <rotation in degrees ></pre> For example: <code><ubi-map :default-view="{cx: 10, cy: 12, w: 20, h:20, theta: 0}"> </ubi-map></code>
zoom-scale	Number	6	When an object is selected for an auto-zoom search, the map zooms in to the object. This scale determines how close the map zooms, with smaller numbers meaning closer zooms.

The Change Event

The map emits the “change” event when the user selects an object, either by running a search that returns a single object, or by clicking on one object from those returned by a search. This is a Vue event so doesn’t “bubble” up the DOM from the map, and must be handled with **v-on:change** or **@change** on the map component. The event argument is the selected object id, and the event is also passed the map Vue component as a second argument. When the object is deselected, the event is called with the object id undefined.

Report

The report component allows a SmartSpace web report to be embedded in an HMI. The report parameters and filters can be set, and an event is generated when a returned row is clicked.

```

<ubi-report ref="report" class="reportClass"
  report="History" no-header
  :filters="{ProductProcessHistory:{
    ProductName:search,from:'one_week'}}"
  @change="selectedObjectsChanged">
</ubi-report>

```

Product Areas

25 ▾

Product	Area	Start	End
V102724	Pass to Sales	26/04/2018 13:33	
V102724	Off Tracks	26/04/2018 13:33	
V102723	Off Tracks	26/04/2018 13:33	
V102712	Geometry Queue	26/04/2018 13:33	
V102723	Paint Check	26/04/2018 13:33	
V102719	Pass to Sales	26/04/2018 13:33	
V102729	Pass to Sales	26/04/2018 13:33	
V102714	Pass to Sales	26/04/2018 08:15	26/04/2018 13:33
V102712	Off Tracks	26/04/2018 08:15	
V102714	Off Tracks	26/04/2018 08:15	
V102721	Paint Check	20/04/2018 16:26	
V102722	Paint Check	20/04/2018 16:26	
V102725	Paint Check	20/04/2018 16:26	26/04/2018 13:33
V102720	Paint Check	20/04/2018 16:26	
V102716	Paint Check	20/04/2018 16:26	
V102717	Paint Check	20/04/2018 16:26	
V102718	Paint Check	20/04/2018 16:26	
V102719	Paint Check	20/04/2018 16:26	26/04/2018 13:33
V102715	Paint Check	20/04/2018 16:26	
V102725	Off Tracks	20/04/2018 16:13	26/04/2018 13:33
V102723	Off Tracks	20/04/2018 16:13	26/04/2018 08:15

Showing 1 to 21 of 21 entries

The report has the following attributes:

Attribute	Type	Default	Description
report	String		The name of the report to execute.
values	Object	{}	The parameters to apply when executing the report. See below.
filters	Object	{}	The filters to apply when executing the report. See below.
width	String	100%	The width of the map.
height	String	500px	The height of the map.
no-header	Boolean	false	If set then hide the header of the report, including the title, description, and parameter/filter controls.

Parameters and Filters

The parameters and filters are specified using an object passed as the values and filters attributes.

For parameters, the values object is used. The object can have one property for each parameter of the report. The value of each property is an object { Type: T, Value: V }. For example:

```
<ubi-report values="{ 'Date': {Type: 'Time', Value: 1523664000000} }">
```

or in JavaScript:

```
vm.values = { 'Date': {Type: 'Time', Value: 1523664000000} };
```

The types supported are:

- String: Value is just a string
- Date: Value is the number of seconds UTC since 1st Jan 1970
- Double: Value is a number
- Bool: Value is true or false

For filters, the filters attribute is used. The keys of the object are source query names used in generating the report. The value for each source is another object with keys corresponding to the column names of that source, and values specifying the filter values. For example:

```
<ubi-report filters="{ProductProcessHistory:{
  ProductName:'V12817',from:'one_week'}}">
```

For string columns, the value is just a substring. For date columns, the filter value can be one of the predefined date range strings, or a custom date range object.

The predefined date range strings are:

this_year	this_quarter	this_month	this_week	today	last_year
last_quarter	last_month	last_week	yesterday	forever	two_years
one_year	one_quarter	one_month	one_week	one_day	

A custom date range looks like this:

```
{
  From: { Type: 'Time', Value: <sec since 1/1/1970 UTC> },
  To: { Type: 'Time', Value: <secs since 1/1/1970 UTC> }
}
```

The Change Event

The report emits the “change” event when the user clicks a result row in a report table. This is a Vue event so doesn’t “bubble” up the DOM from the map, and must be handled with “v-on:change” or “@change” on the map component.

The event has two arguments – the data for the clicked row, and the report Vue component. The first argument is the row data, and includes all the results from the query used for the table, including results that were not bound to a table column. Thus it may be useful to include the relevant objects in the query results even if they are not displayed to the user as raw identifiers, so that the event handler can easily retrieve the object id for use elsewhere in the HMI when a row is clicked.

As of this release there is no event generated when a report chart is clicked.

API Examples

In this section we will show some simple examples of HMI definitions, and walk through what is happening in each line.

Simple Text Example

HTML:

This simple example uses only HTML.

```
<div udm='{"products": "Products"}'>
  <div v-cloak v-for="(row, key) in products.rows">
    {{ row.Summary[0] }} is in step {{ row.Summary[1].Name }}
  </div>
</div>
```

The "Products" search is used, and for each resulting row, we create a div containing the product name, and the name of the step the product is in. Note that the second result of the search is an object type, so it has an Id and a Name field – here we use the Name.

The result looks like this:

```
V102713 is in step
V102719 is in step Pass to Sales
V102715 is in step Paint Check
V102716 is in step Paint Check
V102717 is in step Paint Check
V102718 is in step Paint Check
V102710 is in step Off Tracks
V102711 is in step Geometry Queue
V102712 is in step Geometry Queue
V102714 is in step Off Tracks
V102725 is in step Paint Check
V102726 is in step Geometry Queue
V102727 is in step Off Tracks
V102728 is in step Off Tracks
V102729 is in step Pass to Sales
V102720 is in step Paint Check
```

Various Progress Controls

HTML:

The HTML uses the "Process Progress" web search, which returns an area name, a progress in percent, the color of an indicator, and whether the indicator should be on or off.

```
<div class="outer">
  <h2>Process area percent progress:</h2>
  <div class="ui-widget-content" id="app-progress"
    udm='{"progress": "Process Progress"}'>
    <div v-cloak class="progress"
      v-for="(row, key) in progress.rows">

      <div class="area-label">{{ row.Summary[0] }}</div>
      <div>
        <ubi-gauge :value="row.Summary[1]" layout="clean">
          </ubi-gauge>
        </div>
        <div>Completion: {{ row.Summary[1] }}%</div>
        <ubi-indicator size="50px"
          :hue="row.Summary[3]"
          :on="row.Summary[4]">
        </ubi-indicator>
        <ubi-bar class="bar" width="30" :height="100" show-label
          :ranges="[{from:80, colour: '#faa'}]"
          :value="row.Summary[1]">
        </ubi-bar>
      </div>
    </div>
  </div>
</div>
```

We use **v-for** to create a div for each area returned which we cloak until bound.

Inside each div we insert:

- The process area name as text
- A gauge bound to the progress percent using the built-in "clean" layout
- A text version of the progress percent
- An indicator based on the hue and on/off value
- A simple bar also based on the progress percent

We also give these elements classes which will be used to lay out and style the HMI in the style sheet.

CSS:

```
.outer {  
  margin: 10px;  
  font-size: 1.2em;  
}
```

We style the outer div and the main Vue div to add some margin around the elements.

```
.outer > * {  
  margin: 10px;  
}
```

```
#app-progress {  
  display: flex;  
  flex-direction: row;  
  flex-wrap: wrap;  
}
```

We use the flex layout method (`display: flex`) to lay out the process area divs in a row, and use `flex-wrap: wrap` to make the row wrap to another row if the display is not wide enough.

```
.progress {  
  text-align: center;  
  width: 230px;  
}
```

Within each process area `“progress”` div, we set a width, and also align text with the center of the div.

```
.progress > * {  
  margin: 10px;  
}
```

```
.area-label {  
  font-weight: bold;  
}
```

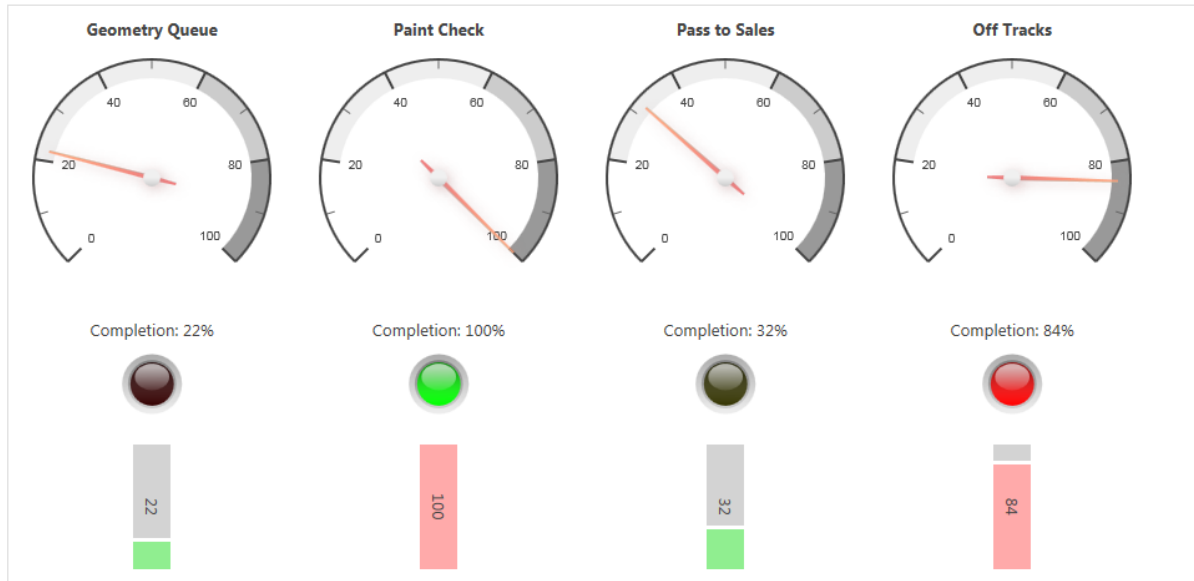
We set the area label to use bold font.

```
.bar .UbiHMI-bar {  
  border-top: 3px solid white;  
}
```

We style the top margin of the bar component's internal bar to be a white border, giving a gap between the bar and background.

The result looks like this:

Process area percent progress:



Report, Map and Details

This example shows a manual Vue creation, with a report, a map and a details table. We use extra data and the v-model support in Vue, along with event handlers, to hook them together.

HTML:

```
<div class="outer">
  <div class="ui-widjet-content" id="app-report" v-cloak>
```

```
    <input id="searchName"
           placeholder="Search for a product"
           v-model.lazy="search">
```

```
  <div class="row">
    <ubi-report ref="report" class="reportClass"
               report="History" no-header
               :filters="{ProductProcessHistory:{
                           ProductName:search,from:'one_week'}}"
               @change="selectedObjectChanged">
    </ubi-report>
```

We create a div for the app and cloak it.

Inside, we have a text input with a model bound using the lazy modifier to the data "search". The lazy modifier means that the model is only going to be set when the user presses Return or Tab or otherwise moves focus away from the input control.

We create a row container, and in it put a report using the "History" report with a filter bound to use the data "search" as the ProductName, and to use a fixed duration of one week. Change events are handled by the method **selectedObjectChanged**.

```
<div>
  <ubi-map class="map" ref="map" height="400" width="400"
    search="Products" :value="selectedName">
  </ubi-map>

  <div class="details">
    <h2>Details</h2>
    <table>
      <tr v-for="row in products.details"
        :data-title="row.Title">
        <td> {{ row.Title }} </td>
        <td> {{ convertValue(row) }} </td>
      </tr>
    </table>
  </div>
</div>
</div>
</div>
</div>
```

We then add a new div containing a map running the "Products" search with value bound to date "selectedName". The div also contains a table with a row for each detailed result in the products web search. The rows show the title of the row, and use a converter function "convertValue" to turn the row value into a suitable string.

Script:

```

$(function () {

var vm = new Vue({
  el: '#app-report',
  mixins: [ UbiHMI.mixin({ products: "Products" }) ],
  data: { search: '', selectedName: '' },

  methods: {
    selectedObjectChanged: function (selected, vm)
    {
      var s = undefined;
      if (selected) {
        s = selected.Product;
        this.selectedName = selected.ProductName;
      }

      this.products.selected = s;
    }
  }
});
});

```

The script uses the jquery **document.ready** shortcut **\$(function () { ... })** to execute the contents when the DOM has been fully loaded, so all the class libraries and APIs are available.

A Vue object is created and attached to the app-report element. We use the **UbiHMI.mixin** to generate a web search data binding for the "Products" web search, as data "products". We then add the two extra data properties used in the HTML: "search" and "selectedName".

We implement the method **selectedObjectChanged** that handles the change event in the report. If the selected row data is defined, we get the result "Product" which is the project object identifier in this report's query. We also set the **selectedName** data property to be the "ProductName" result from the query. This causes the map to execute its search using this product name.

We then set **products.selected** to be the object identifier that was clicked. This causes the products detail search to be executed, which in turn will

```
function convertValue(v)
{
  if (v.hasOwnProperty('String'))
    return v.String;
  else if (v.hasOwnProperty('Number'))
    return (v.Number === null) ? '' : new Number(v.Number);
  else if (v.hasOwnProperty('Boolean'))
    return v.Boolean ? '✓': '✗';
  else if (v.hasOwnProperty('Date'))
    return v.Date ? (new Date(v.Date)).toLocaleString() : '';
  else
    return "-";
}
```

populate the details table.

Finally we implement the **convertValue** function used in the details table. Here we decode the type of each detail result and return something appropriate to render to a string in the table.

The result is a reactive report that can be searched from the input box, and when a row is selected the corresponding product is shown in the map, and its details displayed below.

The screenshot displays an HMI interface. At the top left, there is a search input field containing '271'. Below it is a section titled 'Product Areas' containing a table with the following data:

Product	Area	Start	End
V102712	Geometry Queue	26/04/2018 13:33	
V102719	Pass to Sales	26/04/2018 13:33	
V102714	Pass to Sales	26/04/2018 08:15	26/04/2018 13:33
V102712	Off Tracks	26/04/2018 08:15	
V102714	Off Tracks	26/04/2018 08:15	
V102716	Paint Check	20/04/2018 16:26	
V102717	Paint Check	20/04/2018 16:26	
V102718	Paint Check	20/04/2018 16:26	
V102719	Paint Check	20/04/2018 16:26	26/04/2018 13:33
V102715	Paint Check	20/04/2018 16:26	

Below the table, it says 'Showing 1 to 10 of 10 entries'. To the right of the table is a map area with a green circle containing a car icon, labeled 'Site'. Below the map is a 'Details' panel with the following information:

Details	
name	V102716
size	8.5
due	
Associated Tag	-

Styling Bars

This example shows some advanced styling for bars using CSS.

```

<div class="app" id="app-progress"
  udm="{\"progress\": \"Process Progress\"}'>
  <div v-cloak class="progress"
    v-for="(row, key) in progress.rows">
    <div class="area-label">{{ row.Summary[0] }}</div>
    <ubi-bar class="bar" width="200" height="30" show-label
      :ranges="[{{from:80,colour:'#b44'}}, {colour:'#4b4'}]"
      :value="row.Summary[1]">
    </ubi-bar>
  </div>
</div>

```

We create some ubi-bars based on a web search, give them a class "bar", and set them to use darker colors than normal.

```

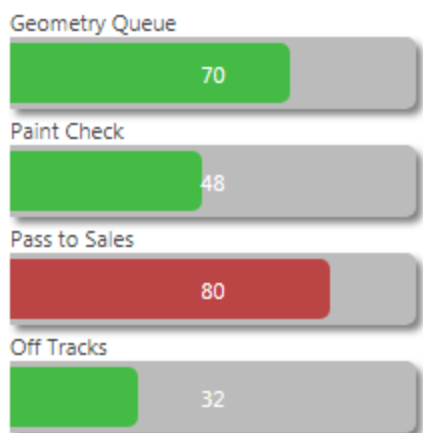
.bar {
  border-radius: 0px 5px 5px 0px;
  padding: 3px 3px 3px 0;
  box-shadow: 3px 3px 5px gray;
  background: #bbb;
  color: white;
}

.bar .UbiHMI-bar {
  border-radius: 0px 5px 5px 0px;
}

```

Then we use the following style to give a rounded right corner, add some shadow, padding, and make the text label white to stand out against the darker colors. Note the CSS for borders and padding supports separate values for "top right bottom left".

The result looks like this:



Progress Rings

The ring layout of the ubi-gauge provides a very clean and simple indicator of progress. The following example shows some layout options, including how to place a simple label over the middle of the gauge, and how to bind the color of the ring depending on the value. The HTML looks like this:

```
<div class="app" id="app-progress"
  udm="{\"progress\": \"Process Progress\"}'>
  <div v-cloak class="progress"
    v-for="(row, key) in progress.rows">
    <div class="area-label">{{ row.Summary[0] }}</div>
    <div>
      <ubi-gauge class="dial" width="200" height="200" radial
        layout="ring"
        :options="{ colorBarProgress: (row.Summary[1]<80 ? 'green':
'red')}"
        :value="row.Summary[1]">
      </ubi-gauge>
      <div class="progress-label">{{ row.Summary[1] }}</div>
    </div>
  </div>
</div>
```

Here we use the `colorBarProgress` option from `canvas gauges` library to set the bar color to green if the value is less than 80, and red otherwise. We wrap the gauge and the progress label in a single div, as we intend to put the label on top of the gauge using CSS.

The CSS is relatively complex:

```
.app {
  display: flex;
  flex-wrap: wrap;
  background: #f5f2f0;
  justify-content: center;
  padding: 10px;
}

.progress
{
  background: white;
  margin: 15px;
  padding: 10px;
  box-shadow: 2px 2px 3px grey;
}

.area-label {
  font-size: 2em;
  text-align: center;
}

.progress-label {
  position: relative;
  font-size: 2.8em;
  width: 5em;
  text-align: center;
  margin: 0 auto;
  line-height: 0;
  top: -100px;
}
```

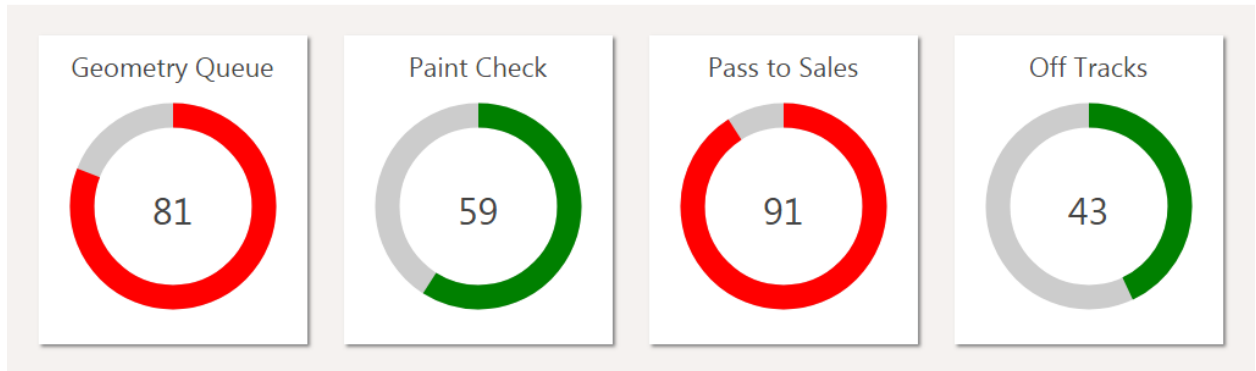
The outer application div is displayed using the flex layout so that the arrangement wraps according to available screen width. The content of each row is justified by centering. Some padding is added around the screen edges, and a subtle gray is used to make the progress panels themselves stand out.

The progress panel background is white, and some space is added around and inside to avoid the layout appearing too cramped. A narrow box shadow is added so they stand out from the background.

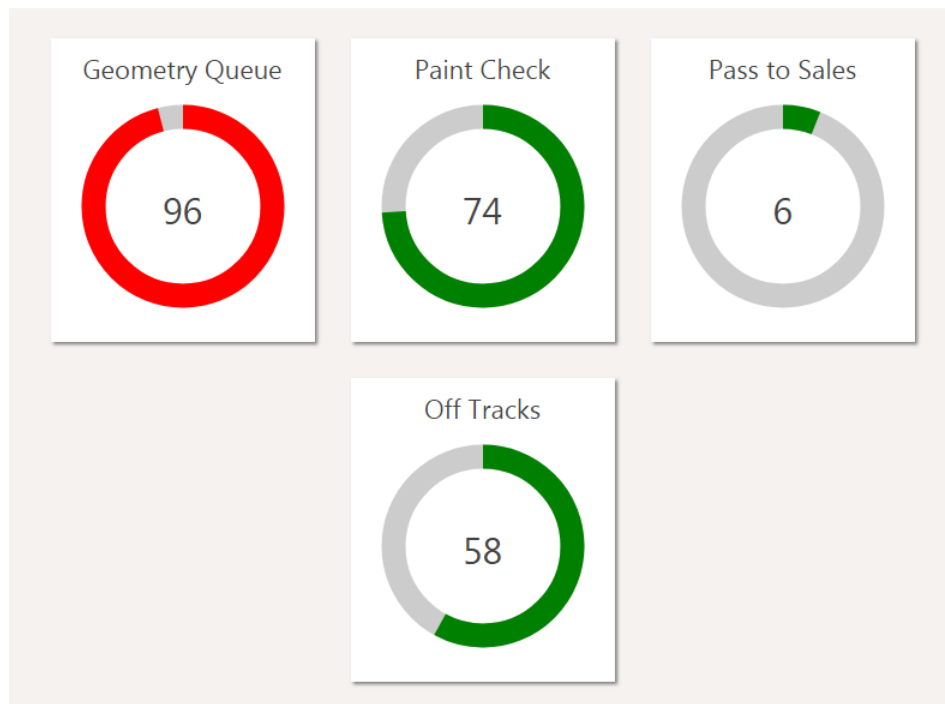
The area label uses a large font and is centered within the progress panel.

The progress label uses relative positioning, so it is placed relative to the previous object (the end of the gauge). We give it a width and specify that the text should be center aligned in that width. We then give it an automatic left margin, which moves it into the center of its parent div horizontally. To place it vertically, we set a line-height of zero, and offset the top by half the height of the previous gauge component. This causes the vertical center of the text to be on the vertical center of the gauge.

The result looks like this:



If the width of the browser is not enough to show four progress panels across, it wraps and centers like this:



JavaScript Libraries

The default API includes the following JavaScript libraries. The versions selected may not be the most recent, but are known to work across the set of modern browsers supported by the rest of SmartSpace Web. Currently this is Internet Explorer 9 and above, Chrome 26 and above, IOS 6 and above, Android 4.1 and above.

The versions of these libraries are subject to upgrade with subsequent releases of SmartSpace.

- Vue.js: 2.5.13
- Vue-resource.js: 1.3.5
- jquery: 1.11
- jquery-ui: 1.0.4
- datatables: 1.9.4