Digital World Viewer

User Manual

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	Full Name/Explanation
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SOFTWARE PRODUCT	DIGITAL WORLD VIEWER

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1 Software disclaimer

This SOFTWARE PRODUCT is provided by the PROVIDER "as is" and "with all faults." The PROVIDER makes no representations or warranties of any kind concerning the safety, suitability, lack of viruses, inaccuracies, typographical errors, or other harmful components of this SOFTWARE PRODUCT. There are inherent dangers in the use of any software, and you are solely responsible for determining whether this SOFTWARE PRODUCT is compatible with your equipment and other software installed on your equipment. You are also solely responsible for the protection of your equipment and backup of your data, and the PROVIDER will not be liable for any damages you may suffer in connection with using, modifying, or distributing this SOFTWARE PRODUCT.

2 Introduction

The purpose of the tool is twofold: first of all is to allow people at runtime to access and interacts with events and connect several other services in a visual way. Second is to allow people to program themselves the interfaces and the interactions among them at modelling time. The tool is implemented by a data mashup interface based on social gadgets. The openness of the architecture allows technicians to add any kind of gadget/widget to interact with database, services and, of course, events defining the GUI, the behaviour of the piece of software as well as the Input/Output interfaces. End-users (usually not technical) are free to define, for its own account, which gadget to view, where to view them and which interaction are activated between gadgets.

Modelling time functionalities:

- Add a gadget on the marketplace
  - Events
  - services
- Create a view
- Add a gadget to a view
- Resize gadget
- Position gadget
- View connections
- Modify (graphically) the gadgets interactions

Runtime functionalities:

- Run the view events on gadget
- Run the service view on gadget
- Click on gadget pushing another gadget update

3 User Manual

How to access to the platform

To access WireCloud platform, open a browser (Firefox, Chrome) and type *local host name* and use the username and password you provided when populating the database to sign in on the platform

Username: administrator

Password: admin

Click on “My Resources” to upload the widgets.

Figure 1: User Workspace

Use the following files:

/home/psymbiosys/Downloads/LoomLog.wgt

/home/psymbiosys /Downloads/LoomsItem.wgt

/home/psymbiosys /Downloads/LoomsItemProperties.wgt

To upload widget click on “upload” button

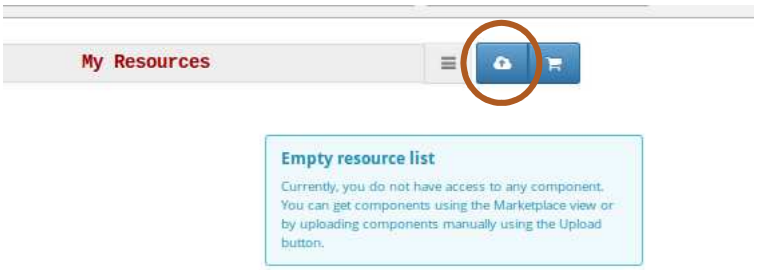

Figure 2: Upload widget

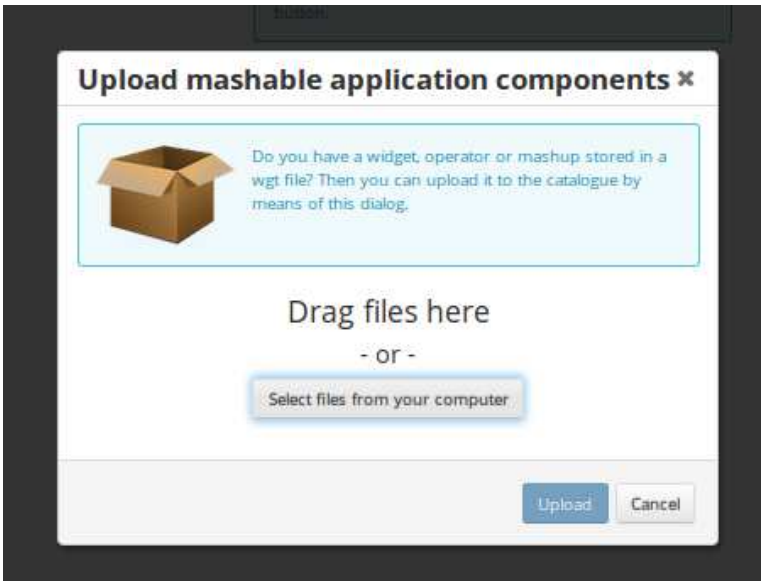

Figure 3: Upload form

Once installed, you should be able to see all widgets in the "My Resources" view:

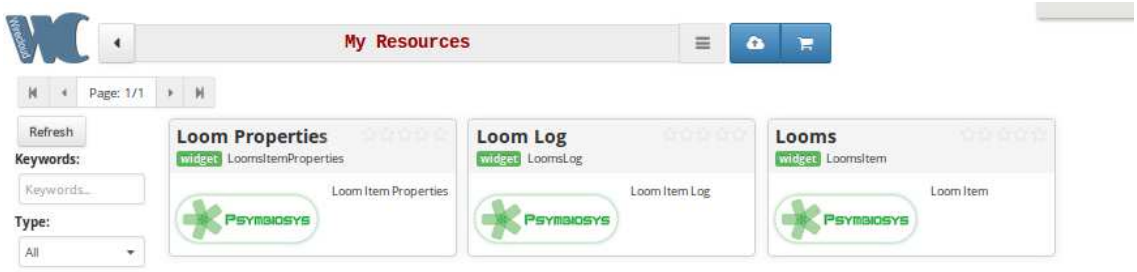

Figure 4: My Resources

Open the mashable application component details clicking on it and then click on *Publish*

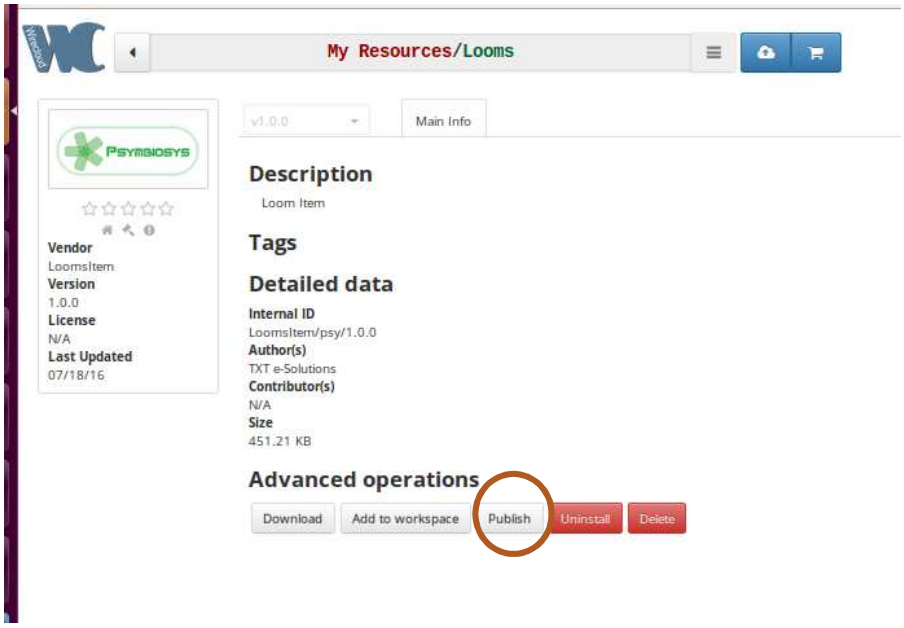

Figure 5: Widget details

Back to Workspace view and click on “Add widget” button to add on the local Workspace

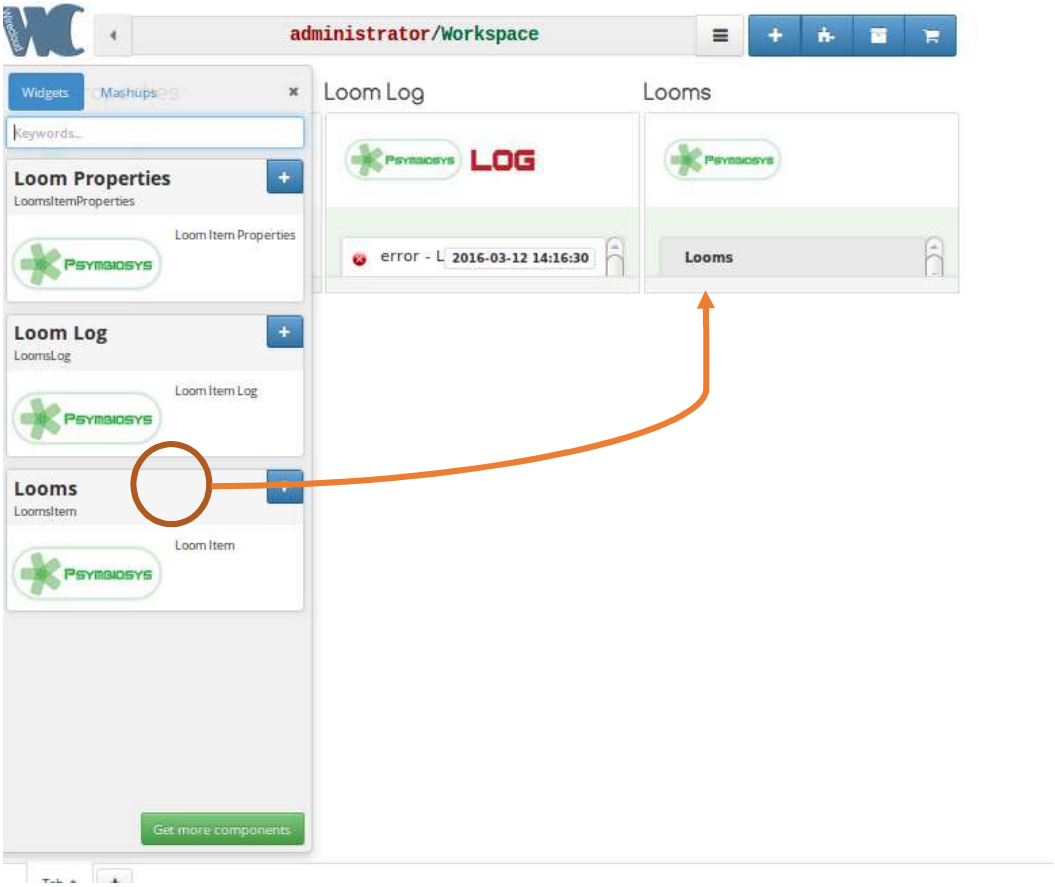

Figure 6: Add widget in user workspace

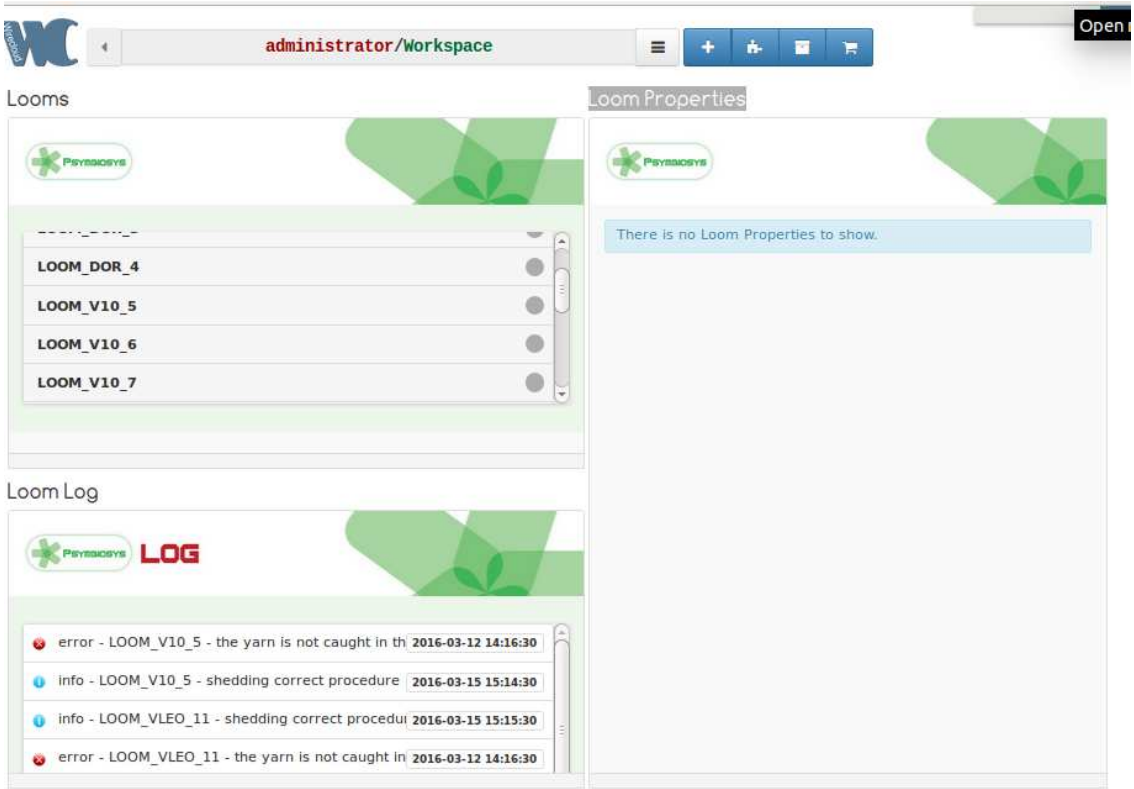

Figure 7: Workspace view with widgets - no wired

Wiring widgets

Once you have chosen the widgets, you can wire them to enable interactions between widgets. Widgets in WireCloud, are capable of sending and/or receiving events and data through well-identified ports called endpoints. When you connect two compatible endpoints, the second one (i.e. the input or target endpoint) prepares to receive data coming from the first one (i.e. the output or source endpoint).

Drag and drop the components (operators/widgets) from the sidebar for being able to connect them

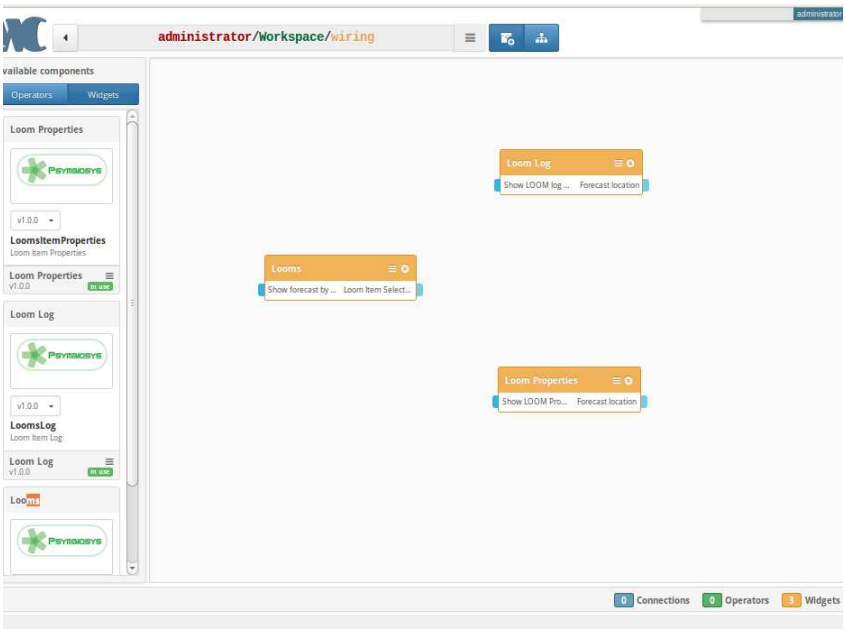

Figure 8: Wiring editor

To connect two widgets, using drag&drop from output endpoint to input endpoint, you will see that endpoint get highlighted, this means that the endpoints are compatible

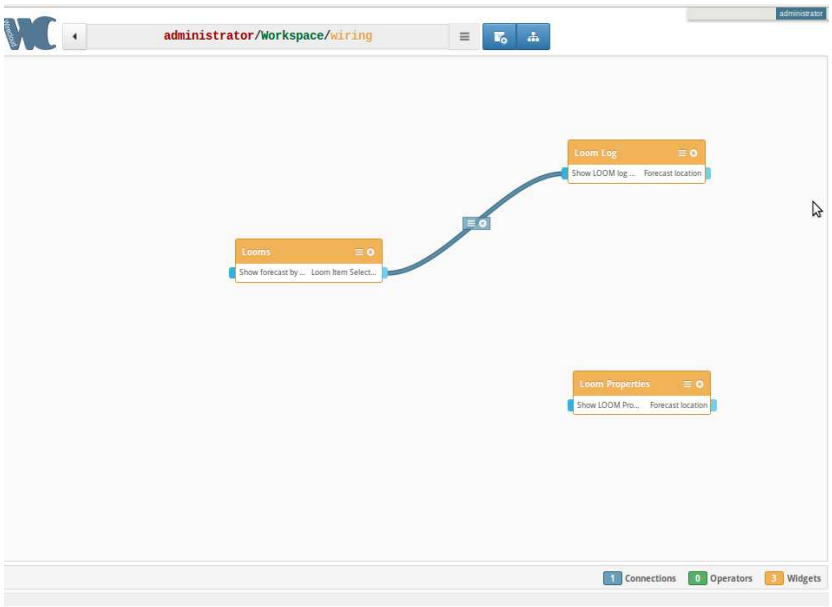

Figure 9: Widgets wired

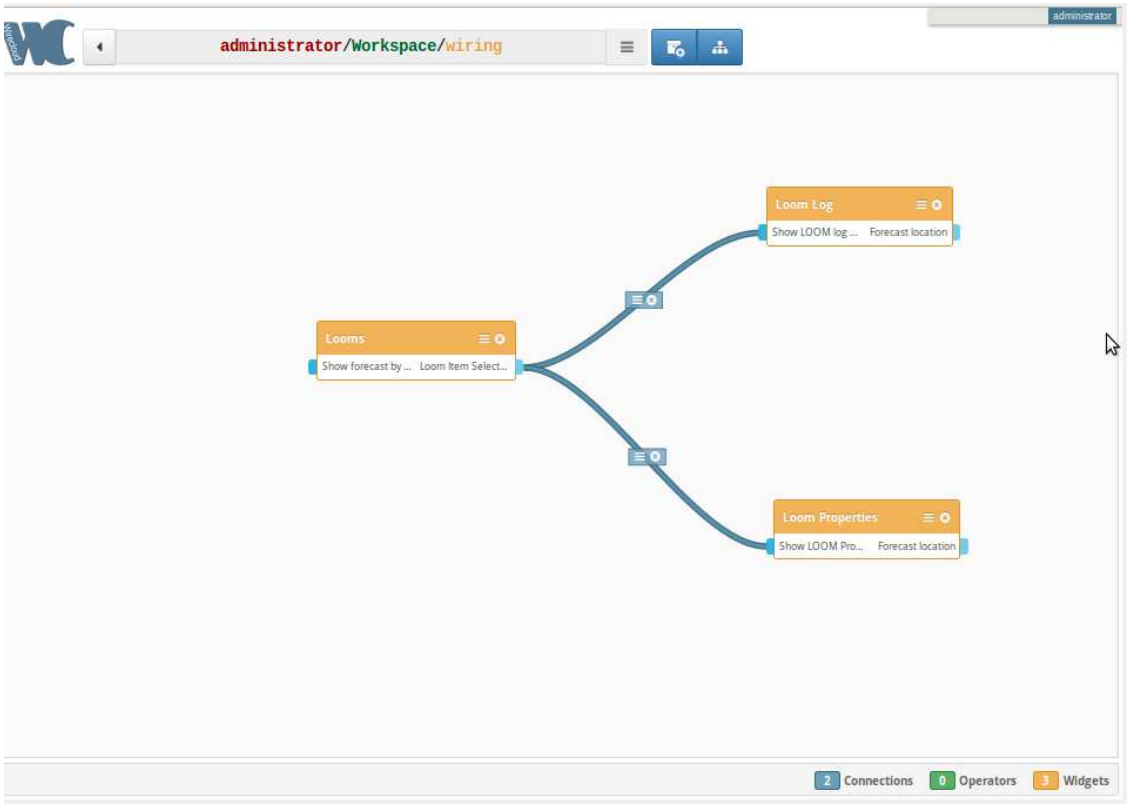

Figure 10: Widgets wired

If you return to the workspace view, you will see that “loom properties” updated each time you click on loom item

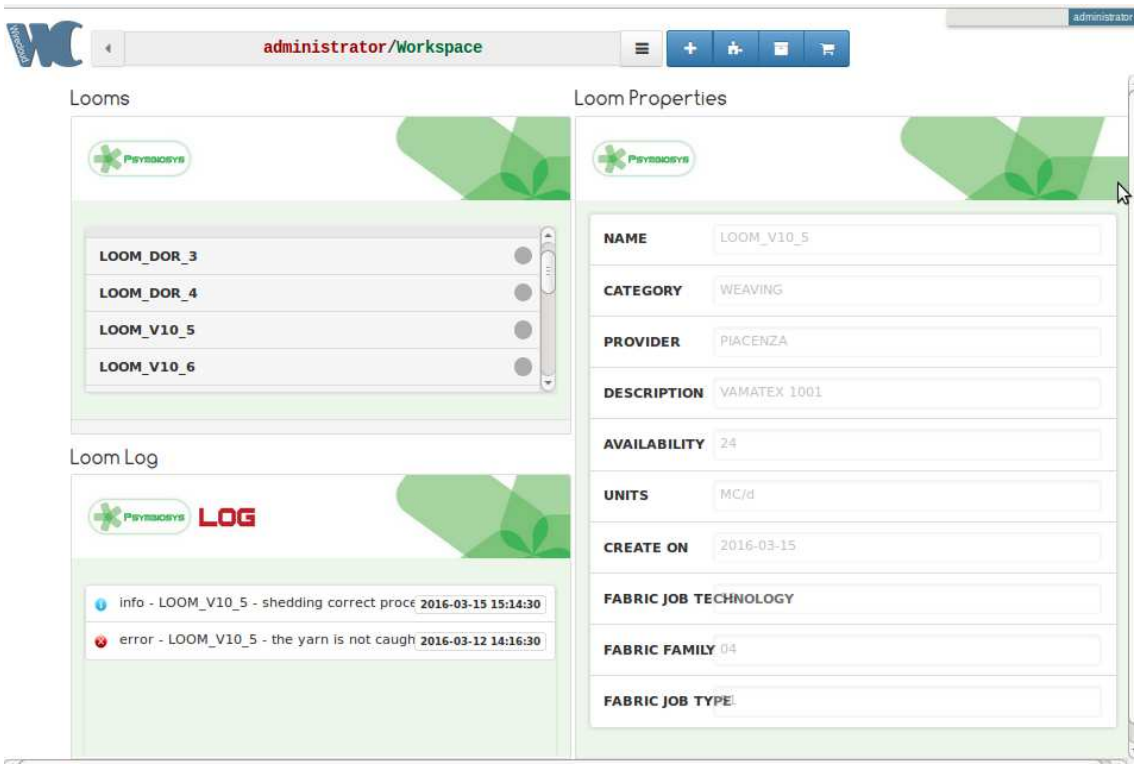

Figure 11: Workspace view with widgets - wired