

QuestField 1.2 Upgrade Instructions

QuestObjects Tech Note 020
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⇒ This tech note describes the steps involved in upgrading the AutoComplete QuestField from version 1.0 or 1.1 to QuestField version 1.2. If the QuestObjects Server was already upgraded to version 1.1 or higher, this QuestField upgrade is expected to take less than an hour.

1. Preparation

Verify the QuestObjects Server version

QuestField versions 1.1 and higher require version 1.1.0 or higher of the QuestObjects Server. Before updating your web pages to use the latest QuestFields, please ensure that you are running at least QuestObjects Server version 1.1.

You can verify the QuestObjects server version by typing the server URL (ending in `...questobjects/server`) into your web browser. The server information page appears, as shown on the right.

⇒ For information on how to install the QuestObjects Server application, see the QuestObjects Server Administration Guide, version 1.1.0 r1 or higher.



Verify the QuestObjects Server port

If users access your web pages from locations outside of your firewall, MasterObjects strongly recommends configuring the QuestObjects Server so it is served from port 80 instead of the default port for Tomcat, 8080. If your QuestObjects Server is currently configured to serve from port 8080, please read the instructions in chapter 7.1 of the latest QuestObjects Server Administration Guide.

⇒ If your web pages are accessed over the public Internet, you must use port 80 because many organizations (unnecessarily) block outgoing traffic to other port numbers. Users who access your web pages from within those organizations will otherwise not be able to use your QuestFields.

Planning the QuestField update

Updating your web pages is a simple process. Because of the versioning built into the QuestObjects system, you do not need to update all of your html pages at once. Before updating your web pages to the latest QuestField release, please take the following into account:

⇒ QuestObjects Server 1.1 still supports QuestField versions 1.0.1 and higher. It is therefore not required to upgrade all of your web pages at once.

⇒ However, QuestObjects Server 2.0 and higher will require QuestField version 1.1 or higher. It is therefore strongly recommended that you update all your web pages so they use at least QuestField version 1.1.



⇒ *QuestField version 1.0.x cannot be used on the same web page with QuestField versions 1.1 or higher. However, QuestField version 1.1 can be mixed (used on the same page) with QuestField version 1.2.*

Determining where to host the client files

QuestObjects Server version 1.1 (and higher) includes the client files needed by the QuestField. It is therefore no longer necessary to maintain and serve the client files from a separate directory on your web server. However, there still may be reasons why you would want to copy the client files and serve them from your static web server (such as Apache or Microsoft IIS):

- Static web servers are typically faster because they are optimized for serving static content. In large corporate environments, proxies used for serving static content will further optimize network traffic;
- Some web browser/application server combinations can cause the QuestField client files not to be stored in the browser cache. This is especially true when using SSL encrypted pages. In such cases, serving the QuestField client files from a static web server can provide an effective solution.

If you decided that you want to serve the QuestField client files from your static web server, please read chapter 2.2 of the QuestField Administration Guide.

⇒ *Note that custom CSS style sheets, if used, are not bundled with the QuestObjects Server software. These files must be installed into a separate directory on the same server used for the other client files. For more information, see [stylePath](#) in chapter 2.6.1 of the QuestField Administration Guide.*

2. Updating your HTML pages

The following steps are required to update your web pages so they use QuestField versions 1.1 or higher. Note that these later QuestField versions support various new attributes and features that are described in the QuestField Administration Guide.

a. Update the JavaScript files

At the top of your HTML page, update the paths of the QuestObjects JavaScript files:

```
<script type="text/javascript" src="qoPath/client/scripts/v12/mo-common.js"></script>  
<script type="text/javascript" src="qoPath/client/scripts/v12/qo-common.js"></script>  
<script type="text/javascript" src="qoPath/client/scripts/v12/qo-questlet.js"></script>
```

Replace `qoPath/` by the location of your client files. If you use the default location, this would be `/questobjects/`.

⇒ *Note that QuestField versions 1.0.0 and 1.0.1 did not use the `mo-common.js` file. Be sure to add this script if you were still using these old QuestField versions.*

⇒ *You should generally use the latest version of the JavaScript files (in this case, `v12`), which support QuestFields 1.1 and higher.*

⇒ *See chapter 2.2 of the QuestField Administration Guide.*



b. Add or increment the `questletVersion` attribute

Ensure that your QuestField configuration includes the `questletVersion` attribute, as in:

```
config.questletVersion = 122;
```

⇒ See chapter 2.6.1 of the *QuestField Administration Guide*.

c. Replace `questFieldName` by `id`

In QuestField versions 1.1 and higher, the attribute `questFieldName` was replaced by the attribute `id`. Be sure to rename the `questFieldName` attribute into the `id` attribute:

```
config.id = "uniqueIdForThisField";
```

d. Add the `license` and `defaultDomain` attributes

You will have received a QuestObjects Server license file and a corresponding license number from MasterObjects, which enables use of the QuestField on HTML pages served from one or more of your domains. In the HTML page, you must specify the `license` and `defaultDomain` attributes, where the `defaultDomain` will be used for license verification of pages that are served from a local machine (e.g., during testing on `127.0.0.1` or `localhost`):

```
config.license = "1234567";
```

```
config.defaultDomain = "yourdomain.com";
```

⇒ See chapter 2.6.1 of the *QuestField Administration Guide*.

e. Verify the `contentChannel` attribute and specify appropriate query and error lengths

Some early PeopleFinder QuestField versions did not require specifying the Content Channel id. Please verify that your HTML page specifies the exact name of the Content Channel file as it was configured on the server, e.g.:

```
config.contentChannel = "peoplefinder";
```

If your Content Channel only returns results after typing several characters, it is recommended that you specify the new optional `queryLength` and `errorLength` attributes. For a detailed explanation, please read chapter 2.6.2 of the *QuestField Administration Guide*.

⇒ In typical PeopleFinder applications where the Content Channel returns "literal matches" after typing only one or two characters into the QuestField, `queryLength` should be set to `1` and `errorLength` should be set to `3`.

f. Determine whether you want the QuestField to use CSS styling

QuestField version 1.2 and higher automatically uses CSS styling if supported by the user's web browser. If you do not want to use styling, add the `useStyles` QuestField attribute and set it to false:

```
config.useStyles = false;
```

⇒ With QuestField version 1.2 or higher, you may remove the `useStyles` attribute if you want it to be `true`.

⇒ See chapter 2.6.4 of the *QuestField Administration Guide*.



g. Determine whether you want to display small "up" and "down" arrows in the QuestField

By default, QuestField 1.1 and higher will display small arrows at the right of the text indicating the presence of results while the pop-up list is closed. If you set the `showResultArrows` attribute to `false`, these arrows are not displayed:



```
config.showResultArrows = false;
```

⇒ See chapter 2.6.4 of the QuestField Administration Guide.

h. Update the `helpLinkLabel` attribute (if applicable)

The QuestField Information Pane no longer automatically underlines the optional help link defined by attribute `helpLinkLabel`, offering more flexibility in choosing your own hyperlink format (such as bold and/or an alternate color). When updating your HTML, please make sure that you add the appropriate formatting to the text in `helpLinkLabel`, if used.

⇒ See chapter 2.6.4 of the QuestField Administration Guide.

i. Update the `helpText` attribute (if applicable)

QuestFields 1.1 and higher no longer have an "Enable QuestField" checkbox if they are used to submit a key value to the server, or if they are not used for submitting at all. If you had help text that told users about the "Enable QuestField" checkbox, you may want to modify attribute `helpText` accordingly.

⇒ See chapter 2.6.4 of the QuestField Administration Guide.

3. Deprecated Attributes

The following attributes are no longer supported:

- Attribute `aboutText` was deprecated: You may remove the attribute from your QuestField definitions. Instead of using `aboutText` to display your own text to users, please use attribute `helpText` or edit the Content Channel help and copyright strings on the QuestObjects Server.
- URLs embedded into the server's Content Channel Help and Copyright text (displayed in the QuestField Information Pane) are no longer supported. Clicking on text in the Information Pane now always opens the QuestField Help page.
- Attributes `comboBoxWidth` and `submitButtonWidth` were deprecated. These values are now controlled by the CSS style sheet.

4. New Attributes

Please refer to chapter 1.6 of the QuestField Administration Guide for a complete listing of new QuestField features. The following new features may be of special interest to users of prior QuestField versions:

- The new `hoverSelect` attribute allows users to select results by simply hovering over them with the mouse. See chapter 2.6.4 of the QuestField Administration Guide.
- The new `autoPopUp` attribute allows website designers to pre-select the result list behavior (whether the list opens automatically or not). When used, the corresponding checkbox in the QuestField information pane is hidden. See chapter 2.6.4 of the QuestField Administration Guide.