

QuestFields Client 1.3.x

Update Instructions rev1
March 4, 2009

Introduction

This document describes the steps needed to install and use QuestFields 1.3 on web pages that previously used QuestFields version 1.2.x.

QuestFields Client update 1.3 includes a large number of internal optimizations, improvements, and changes. The "JavaScript" was prepared for upcoming QuestField release 2.0 that supports AJAX in addition to Adobe Flash. Regardless of all the changes, virtually all "old" functions are still supported and the update process is easy.

Version 1.3 includes a beta version of the AJAX client. Please contact MasterObjects if you would like to participate in the beta test program.

⇒ For full release notes and documentation, please refer to the updated QuestFields Client Administration Guide.

According to our best estimations, updating from version 1.2.x to 1.3 will take 25 to 45 minutes of your time.

A. INSTALLATION AND COPYING OF THE NEW CLIENT FILES

Install the new version of the QuestFields Client files as you downloaded them from the Internet. This replaces folders "client", "local" (which is new in this release), and "styles".

⇒ Versions 1.0.x and 1.1.x of the client files remain available. So you are not forced to update all of your web pages at once.

We strongly recommend that you copy the updated client files from the QuestFields Server to folder `"/questobjects/"` on your local web server(s). The client files are then served from the following directories:

`/questobjects/client/*`
`/questobjects/local/*`
`/questobjects/styles/*`

- **Note 1:** Do *not* copy folders `WEB-INF` and `META-INF` to your local web server. These folders are needed only on the QuestFields Server.
- **Note 2:** As an alternative to copying the client files to your web server(s), you can also configure a "proxy" at `"/questobjects/"` that points the local directory to `/questobjects/` on the QuestFields Server. Although this is by far the easiest option from a maintenance perspective, it does have a side effect: Whenever the QuestFields Server is unavailable, your web pages that include the QuestField will not load either. Given the reliability of the QuestFields Server and the network between your servers, this may or may not be an issue for you.

B. OPTIONAL PREPARATION FOR UPCOMING QUESTFIELD VERSION 2.0

QuestField version 1.3 was prepared for the upcoming "major upgrade" that will support AJAX in addition to Adobe Flash. Although you are not required to perform these preparations now, we do recommend that you reconfigure your web pages now, so that the upcoming major upgrade will be easier. The following preparations will result in a minor performance increase and an improvement to



the understandability of your JavaScript functions. You will also be able to test the beta version of the AJAX client.

We expect that these optional steps will take about 20 minutes of your time. To skip the optional preparations, simply proceed to step **C**.

(B1) UPDATE TO THE NEW NAMESPACES

QuestField 1.x

Prior releases of the QuestField software used hundreds of global JavaScript functions and variables. Although it never happened in practice, this was a cause for potential conflicts with other JavaScript functions in your web pages.

QuestField 2.x

QuestField versions 1.3 and 2.0 use so-called "reserved namespaces", as is commonly done in JavaScript frameworks (such as YUI and Dojo). Only the following global variables remain in use by the QuestFields Client:

`MO_config`, `MO`, `QO`

QuestField version 1.3 still supports the "old" variables, but by removing the old scripts, you can also eliminate the need for them and move to the new "clean" namespace architecture.

You do this by removing all references to the "old" scripts (`mo-common.js`, `qo-common.js`, and `qo-questlet.js` in directory `.../client/scripts/v12/...`) from your web page(s). Instead, insert the following lines at the same location in the page(s):

```
<script type="text/javascript">
    var MO_config = { scriptPath:"/questobjects/client/scripts/v13" }
</script>
<script type="text/javascript" src="/questobjects/client/scripts/v13/mo-common.js">
</script>
```

(B2) SEARCH AND REPLACE YOUR OLD FUNCTION CALLS

The "old" public JavaScript functions and variables used by your QuestField(s) started with lowercase characters "mo" or "qo". In your existing JavaScript you can find these calls by using a "grep" search on the following pattern:

```
(mo|qo) [A-Z]\w*
```

Most function names that started with the letters "mo" were replaced by functions in the new `MO` namespace. Most functions that started with "qo" were be replaced by functions in the new `QO` namespace.

Chapter 2.8 of the updated administration guide contains a full reference of the new function names. Here's a summary of the public functions that you may have used for QuestField 1.2.x, with their respective replacements:

```
qoCreatePopUpQuestField ..... QO.field.create
qoGetCoordinates ..... QO.util.getCoordinates
qoGetCount ..... QO.field.getCount
qoGetIndex ..... QO.field.getIndex
qoGetKey ..... QO.field.getKey
qoGetObject ..... MO.$
qoGetValue ..... QO.field.getValue
qoHideFields ..... QO.field.hideFields
qoInsertPopUpQuestField ..... QO.field.insert
qoPopUp ..... QO.field.popUp
qoQuery ..... QO.field.query
qoRemoveField ..... QO.field.removeField
```



```

qoSetLanguage ..... QO.field.setLanguage
qoSetObjectValue ..... QO.util.setObjectValue
qoShowFields ..... QO.field.showFields
qoShowLicense ..... QO.field.showLicense

```

After replacing your old function calls, please continue with step **D** to make a few configuration changes and to take advantage of new features in QuestField version 1.3.

C. QUICK UPDATE TO QUESTFIELD VERSION 1.3 FROM VERSION 1.2

If you choose not to upgrade to the new "namespaces" now, simply replace the paths of scripts `mo-common.js`, `qo-common.js`, and `qo-questlet.js` from ".../v12/..." into ".../v13...". Then proceed to step **D**:

D. ADJUST YOUR QUESTFIELD CONFIGURATION

To use the new QuestField version, a few QuestField-attributes and optional function calls in your web pages need to be adjusted:

(D1) Change "`questletVersion`" from the old version number (e.g. `123`) into `130`.

(D2) Only if your existing configuration used QuestField client files that were hosted in a different domain or sub domain:

- Remove attribute "`qoPath`" if it was in use before;
- Replace and remove attribute "`href`" (if present) by attribute "`connectString`" (if not yet present), whereby you add the word "`server`" to the end. *For example*, `href="http://my.questfields.com/questobjects/"` is changed into: `connectString="http://my.questfields.com/questobjects/server"`

(D3) If you use the "`listLayout`" attribute in your web page(s):

In QuestField 2.0 (and in the beta of the AJAX client included with version 1.3) the names of the built-in list layouts have changed from lowercase to "Camel Case". Change your `listLayout` attribute accordingly:

```

peoplefinder becomes PeopleFinder
productfinder becomes ProductFinder
simplescroll becomes SimpleScroll
sitesearch becomes SiteSeach

```

Also, if you are using a custom-developed list layout, you should now use Camel Case to select it. Note that the AJAX client requires developing a DHTML-version of any custom list layouts (the Flash-version obviously requires Flash). Please contact MasterObjects for more information about developing a DHTML-version of your list layout.

```
com-yourcompany-layoutname becomes ComYourcompanyLayoutname
```

(D4) Only if you use a "metadata handler" in your web page(s):

The syntax of the `metadataHandler` function was modified in QuestField 1.3: Instead of a variable number of arguments, the metadata handler function now receives a metadata object with named metadata attributes. In the current version of the QuestFields Server, these metadata attributes have fixed names ("`meta0`", "`meta1`", etc.).

So,

```

function myMetadataHandler(theFieldId, theMeta0, theMeta1, theMeta2, theMeta3, ...) {
    ...
}

```

becomes:



```
function myMetadataHandler(theFieldId, theMetadata) {  
    var theMeta0 = theMetadata.meta0;  
    var theMeta1 = theMetadata.meta1;  
    var theMeta2 = theMetadata.meta2;  
    var theMeta3 = theMetadata.meta3;  
    ...  
}
```

⇒ See chapter 2.6.2 of the QuestField Client Administration Guide for a full description of the metadata handler).

(D5) If desired, you can add new QuestField attributes as they are supported in version 1.3, such as the "placeholder". See chapter 1.5 of the updated QuestFields Administration Guide for a full description of new QuestField features.

(D6) If your QuestFields use any other language than English, you must now use global configuration attribute `M0_config.language` instead of the per-QuestField `language` specification attribute. See chapter 2.3.1 of the updated QuestFields Administration Guide.