

Smartpoint

Release 8.0 Flex Window SDK break in Changes

Contents

Introduction	2
DoubleTEControl.....	2
TEControl.....	2
UIHelper	2
TETabControl.....	3
CloseableTabItem	3
SmartpointUserControl.....	3
ISmartTerminalWindow & SmartTerminalMenu.....	3
How to get the Menu Items in Flex Windows mode	3
Important Notes.....	4

Introduction

Travelport Smartpoint 8.0 is introducing a new theme called Flex windows. Flex windows gives the agent new functionality that allows them to control how many windows they can see, adjust colors for each window, change the size of each window, and it removes the dropdown menus from the top of the screen and replaces them with a Sidebar icon toolbar. Because of this enhancement, the **GetToolsMenu** method is obsolete when using Travelport Smartpoint 8.0 Flex Windows Theme. If any of your plugins are using the **GetToolsMenu** method, please refer to How to get menuitem in Flex Window section below for a code examples. You need to recompile after making the suggested adjustment to your plugin for it to work in the Flex window mode.

This document also explains other changes that SDK developers need to take care for future plug in development.

DoubleTEControl

This control will always be null in FlexWindow, as there is no such thing as DoubleTEControl in the new layout. All public methods and public properties will not work if we use the new skin.

TEControl

Properties

- Sibling – Will be null by default. A terminal will not have a sibling by default in case of FlexWindow layout. But siblings can be manually set using the SetSiblingForTEControl method in UIHelper.
- BottomTEControl – By default will be null in FlexWindow unless the sibling has been set using SetSiblingForTEControl method in UIHelper.
- TopTEControl – By default will be null in FlexWindow unless the sibling has been set using SetSiblingForTEControl method in UIHelper.
- DoubleTEControl – Will be null in FlexWindow.
- CloseableTabItem – Will be null in FlexWindow.
- IsSplitScreenEnabled – This will always be false for FlexWindow layout.

Constructor: Existing constructor with DoubleTEControl as input will be used for Classic theme only. For Flexible Windows, there is a new constructor introduced.

UIHelper

Properties

- CurrentCloseableTabItem – Always null in FlexWindow layout.

Methods

- **GetToolsMenu** – This has become obsolete in Flex Window mode. This is applicable only in classic mode. In FlexWindow mode GetToolsLeftMenu or GetToolsSidebarButton can be used instead of this. There is also another way to do it using SetMenuitemInToolsMenu. If you don't have Smartpoint 8.0 dll then you can use SetMenuitemInToolsMenu route.
- GetSearchMenu – This has become obsolete in FlexWindow mode. This is applicable only in classic mode. In FlexWindow mode GetSearchSidebarButton can be used instead of this.
- GetCurrentToolsMenu – Returns null for FlexWindow layout. Please use SetMenuitemInToolsMenu for FlexWindow layout.

- GetCurrentSearchMenu – Returns null for FlexWindow layout. Please use SetMenuItemInSearchMenu for FlexWindow layout.
- SeFocusToBottomTEControl(DoubleTEControl) – No DoubleTEControl nor Bottom TE control will exist.
- SetFocusToTopTEControl(DoubleTEControl) – No DoubleTEControl will exist.
- GetTeTabControl – Will always return null for FlexWindow layout.

TETabControl

This control will always be null in FlexWindow, as there is no such thing as TETabControl in the new layout. All public methods and public properties will not work if we use the new skin.

CloseableTabItem

This control will always be null in FlexWindow, as there is no such thing as ClosableTabItem in the new layout. All public methods and public properties will not work if we use the new skin.

SmartpointUserControl

Properties

- TETabControl - Always null in Flex Window

ISmartTerminalWindow & SmartTerminalMenu

A new toolbar called LeftToolbar has been added for the new layout.

- PnrCustomToolbar – As per current implementation based on the requirements we have moved some of the icons from here to the LeftToolbar in FlexWindow. For each of the plugins, we have added the code to show the icon in LeftToolbar. Third party developers need to be notified to push their icons into the LeftToolbar for FlexWindow layout.

How to get the Menu Items in Flex Windows mode

1. If you don't have Smartpoint 8.0 SDK then you can use following route so your plug in will work fine with earlier version and with Smartpoint 8.0 and beyond.

If your old code is this

```
var toolsMenu =
UIHelper.Instance.GetToolsMenu(UIHelper.Instance.CurrentSmartpointUserControl);
    var menuItem = new SmartMenuItem();
    menuItem.Keyword = "My plug-in";
    menuItem.Header = "My plug-in";
    menuItem.Click += OnOpenMenu;
toolsMenu.Items.Add(menuItem);
```

Then replace it with following lines

```
var menuItem = new SmartMenuItem();
menuItem.Keyword = "My Plug-in";
menuItem.Header = " My Plug-in ";
menuItem.Click += OnOpenMenu;
UIHelper.Instance.SetMenuItemInToolsMenu(menuItem, UIHelper.Instance.CurrentSmartpointUserControl);
```

2. Following approach will work only after you have Smartpoint 8.0 dll.

There is a UIHelper method to get all of the menu items from the new left-hand menu when in Flexible Windows mode.

Here is the detail about how to get menu item in Flex Window mode

```

if (UIHelper.Instance.IsMultiWindowLayout)
{
    // get the tools menu.
    StackPanel toolsMenu
    = UIHelper.Instance.GetToolsLeftMenu(terminalWindow.SmartpointUserControl);
    ...
}
else
{
    // get the tools menu.
    var toolsMenu = terminalWindow.SmartpointUserControl.IsInGridView
        ? UIHelper.Instance.GetToolsGridViewMenu(terminalWindow.SmartpointUserControl)
        : UIHelper.Instance.GetToolsMenu(terminalWindow.SmartpointUserControl);
    ...
}

```

There is also a way to get all Menu items in Flex Window Mode

```

UIHelper.Instance.GetAllMenuItemsFromLeftToolbar(smartpointUserControl);
e.g.
IEnumerable<MenuItem> menuItems = null;
if(UIHelper.Instance.IsMultiWindowLayout)
{
    menuItems = UIHelper.Instance.GetAllMenuItemsFromLeftToolbar(smartpointUserControl);
}
else
{
    var menu = smartpointUserControl.SmartTerminalMenu;
    if(menu != null)
    {
        menuItems = menu.GetAllMenuItems();
    }
}

```

Important Notes

With Flex Windows enabled `UIHelper.Instance.CurrentSmartpointUserControl.SmartTerminalMenu` will be **NULL**. The Plugin will need to ensure that `SmartTerminalMenu` is not null before using it.