



# AMI Openfin Fdc3 Documentation

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To start utilizing the integration features, you need to run this in the Openfin workspace and include this in your local.properties file:

**ami.guiservice.plugins=com.f1.ami.web.guiplugin.AmiWebGuiServicePlugin\_OpenFin**

## New AMI Object

\_\_OpenFin: You can see this in Dashboard->Session Variables.

## Supported AMI Script Methods

### **raiseIntent(String intent, Map context)**

- Raises the specified intent with context, to be handled by another app.
  - String context="{ type: 'fdc3.instrument', id: { ticker: 'AAPL'} }";
  - map m = toJson(context);
  - \_\_OpenFin.raiseIntent("ViewChart", m);

### **broadcast(Map context)**

- Broadcasts context to all the other apps in workspace that are in the same color channel.
- Example usage
  - String context="{ type: 'fdc3.instrument', id: { ticker: 'AAPL'} }";
  - map m = toJson(context);
  - \_\_OpenFin.broadcast(m);

### **addIntentListener(String intentType)**

- This method adds an intent handler for the specified intent. You will need to have a corresponding entry in the intent section of the apps.json as well to indicate AMI can handle the specified intent.
- Example usage
  - \_\_OpenFin.addIntentListener("ViewChart");

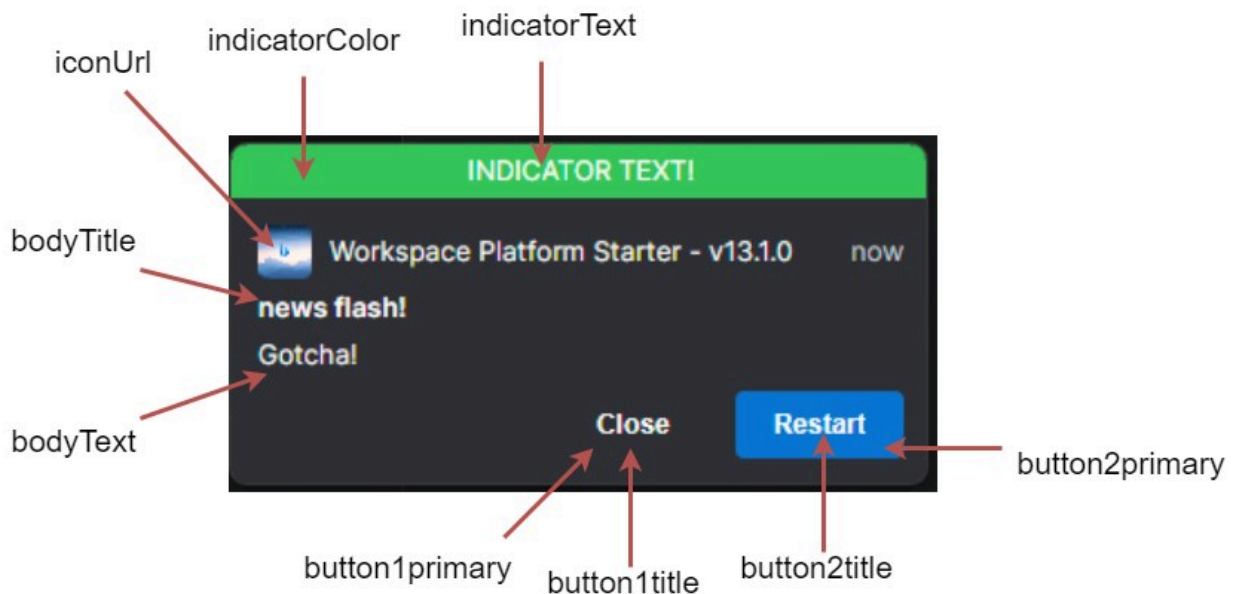
### **addContextListener(String context type)**

- This method qualifies AMI to receive the specified context from a broadcast. Both the broadcaster and the receiver need to be in the same color channel.
- Example usage
  - \_\_OpenFin.addContextListener("fdc3.instrument");

### **sendNotification(Map options)**

- Sends a notification to the Openfin workspace.
- Available keys in the map are:
  - bodyTitle (required)
  - bodyText (required)
  - iconUrl
  - customData
    - You may specify the data for each notification, to be used when user clicks on a button
  - indicatorColor
    - Must be of the following: red, green, yellow, blue, purple, gray
  - indicatorText
  - button1title (required if adding buttons, see below for explanation)
  - button1primary
  - button1data
- For adding button, follow this format:
  - button + number + title/data/primary/iconUrl
    - number corresponds to the ordering of the button. The lower the value, the more left the button appears.
      - E.g. if you have 3 buttons, 1-3, the ordering will be 1 2 3.
    - primary indicates whether it will have the blue background color, this color cannot be changed.
    - title: title of the button, required.
    - iconUrl: image url for the button icon.
    - data: custom data for each button.
- Note that the maximum number of buttons is 8, per OpenFin.
- Example configuration below creates 2 buttons:
  - Map config= new Map();
  - config.put("customData",new map("myData", "data1"));
  - config.put("indicatorColor","green");
  - config.put("indicatorText","indicator Text!");
  - config.put("bodyTitle","news flash!");
  - config.put("bodyText","Gotcha!");
  - config.put("button1title","Close");
  - config.put("button1data","some data here");
  - config.put("button1primary","false");
  - config.put("button2title","Shut Down");
  - config.put("button2data","some data there");
  - config.put("button2title","Restart");

- `__OpenFin.sendNotification(config);`



\*button1iconUrl and button2iconUrl not shown here.

## New AMI Script Callbacks

1. **onRaiseIntent(Object intentResolution)**: triggered when AMI receives an intentResolution or its result from raising the intent.
  - a. On fdc3 ver 2.0, if AMI is able to get the result of the intentResolution, then you will receive the result, otherwise the intentResolution is returned.
  - b. On fdc3 ver 1.2, it always returns the intentResolution.
2. **onContext(Object context, Object metadata)**: triggered when AMI receives a broadcast of a specific context.
  - a. You will need to set up a listener first to receive the specific context. See Supported AMI script methods for an example.
3. **onReceiveIntent(Object context)**: triggered when AMI receives an intent from another app.
  - a. You will need to set up an intent listener first to trigger this. See Supported AMI script methods for an example.
4. **onNotificationAction(Object event)**: triggered when the user clicks on a button in the notification.
  - a. You can use the following to parse the json into a map for ease of access
    - i. `Map m= parseJson((String) event);`
  - b. Below is a sample json structure that you will receive from the callback once the user clicks on the button

```
{
  "type": "notification-action",
  "trigger": "control",
  "notification": {
    "form": null,
    "body": "Gotcha!",
    "buttons": [
      {
        "submit": false,
        "onClick": {
          "data": "some data here"
        },
        "index": 0,
        "iconUrl": "",
        "cta": false,
        "title": "Close",
        "type": "button"
      },
      {
        "submit": false,
        "onClick": {
          "data": "some data there"
        },
        "index": 1,
        "iconUrl": "",
        "cta": true,
        "title": "Restart",
        "type": "button"
      }
    ],
    "onExpire": null,
    "onClose": null,
  }
}
```

```
    "onSelect": null,
    "stream": null,
    "expires": null,
    "date": "2023-09-21T18:09:04.481Z",
    "toast": "transient",
    "customData": {
      "myData": "data1"
    },
    "priority": 1,
    "icon":
"http://www.bing.com/sa/simg/facebook_sharing_5.png",
    "indicator": {
      "color": "green",
      "text": "indicator Text!"
    },
    "allowReminder": true,
    "category": "default",
    "title": "news flash!",
    "template": "markdown",
    "id": "a938f456-ef36-4f21-8062-7dd556bf093d"
  },
  "source": {
    "type": "desktop",
    "identity": {
      "uuid": "workspace-platform-starter",
      "name": "f3amione"
    }
  },
  "result": {
    "data": "some data here"
  },
  "control": {
```

```
    "submit": false,  
    "onClick": {  
        "data": "some data here"  
    },  
    "index": 0,  
    "iconUrl": "",  
    "cta": false,  
    "title": "Close",  
    "type": "button"  
}  
}
```