

CUSTOMER RELEASE NOTES

# Job Manager

Version 9.2 and 9.2.1

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# Job Manager Version 9.2 and 9.2.1

## Purpose

Development of Job Manager Version 9.2 and 9.2.1 is now complete and was released in October 2023. This document contains a summary of **what's new**.

## What's New

This section describes the new or improved features we have introduced in this release, plus priority fixes.

<b>NEW</b>	[JM-21343] Asset Manager
<b>NEW</b>	[JM-21345] Asset Manager – Annotate Images
<b>NEW</b>	[JM-21861] Asset Manager – Related Jobs
<b>NEW</b>	[JM-21344] Mobile Document Library
<b>NEW</b>	[JM-22026] Removal of Blowfish for NEC login
<b>NEW</b>	[JM-21938] Job Type Builder – Copy Feature
<b>FIXED</b>	[JM-22176] Control Centre User Cannot Login Following Password Reset
<b>FIXED</b>	[JM-19924] JM Mobile – Keyboard Obscuring Fields

# Project Overview

## A closer look

This section provides extended information on key features.

### **Asset Manager** [JM-21343]

This release sees the introduction of a major new feature, the **Asset Manager**.

Asset Manager is a new feature within Job Management which allows you to link, review, update and manage Assets and Equipment associated with your assigned jobs, straight from the mobile device.

The key functionality within Job Manager for this feature revolves around making Mobile working easier. Existing API's can be used to populate the Job Manager Control Centre with Asset Data linked to Jobs, while additional functions can be access by newly added API links.

Included in release 9.2.1 are several significant enhancements and QOL improvements to the Job Manager Mobile user interface, as well as some smaller changes to the API and Control Centre.

### **Inclusion to Document Attribute Widget in Asset Manager Module**

We've included a Document Attribute widget within the Asset Manager module of the Job Manager application.

Visual Indicators:

- The Document Attribute widget includes visual indicators to clearly denote the presence or absence of downloaded document data.
- When a document is present but not yet downloaded, a placeholder icon or image is displayed to signify the pending download status.

Functionality:

- Interactive elements of the widget, such as deletion, opening, assigning, and editing, are disabled when attachment data is not yet downloaded.
- Users are prevented from performing actions related to the document attribute until the associated data is successfully downloaded.

Display on Phone Devices:

- The display of the Document Attribute widget on phone devices shows thumbnails instead of icons, providing a uniform and user-friendly experience across platforms.

## Asset Management Tree UI with Search Functionality.

We've introduced search functionality to the Asset Manager within the Tree UI in Job Manager Mobile

### Search Capability:

- Users can perform free-text fuzzy searches within the Asset Management Tree UI to find specific assets.
- The search feature allows users to enter keywords or asset codes, facilitating quick asset discovery.

### Barcode Scanning:

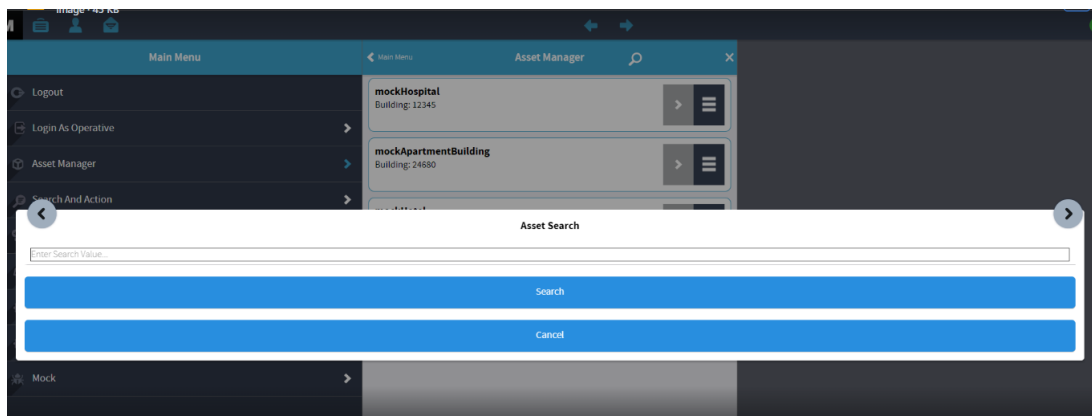
- The search functionality includes the option to scan barcodes directly into the search field.
- Users can use the device's barcode scanner to input barcode results, streamlining asset identification.

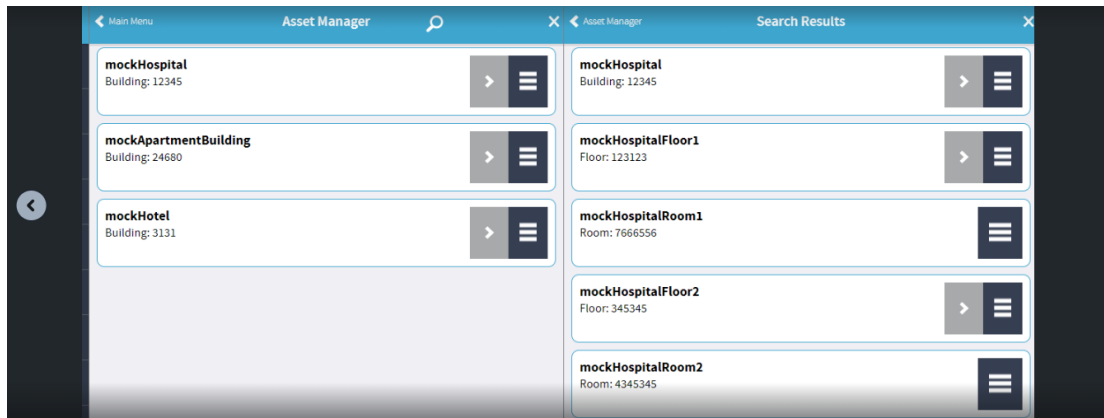
### Focused Search Results:

- Search results are refined to display only assets that match the search criteria, ignoring tree levels beyond the point of search.
- This ensures that users are presented with relevant asset information, enhancing search accuracy and efficiency.

### Future Compatibility:

- The implemented search logic lays the foundation for future enhancements and aligns with upcoming changes to the Asset Management structure.





#### Utilisation of Asset Summary Tree Data Store:

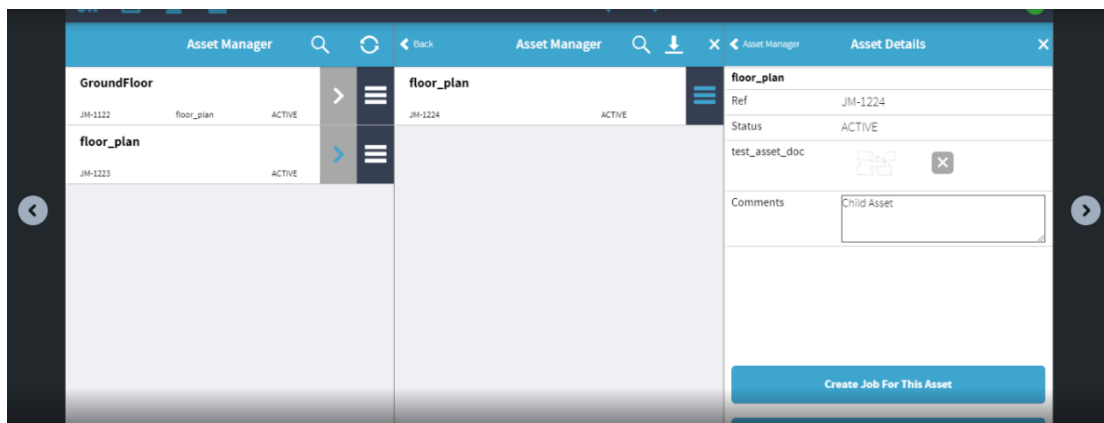
- This centralised data store, stores a single object per user, containing the entire summary tree of assets.

#### Data Management:

- With the integration of the new data store, asset summary information is efficiently managed and accessible within the UI.
- Users can seamlessly retrieve and display basic summary information for each asset, such as code, description, etc.

#### User Experience:

- Users can easily interact with the Asset Management UI to view, search, and manage assets within the tree structure.



## Integrate an option to create a form job directly from the asset detail page

Form Jobs can be defined which directly integrate with the Asset detail available. This can allow users to review, update and delete asset detail as it is needed straight from the Job Manager mobile interface.

### Asset Detail Page:

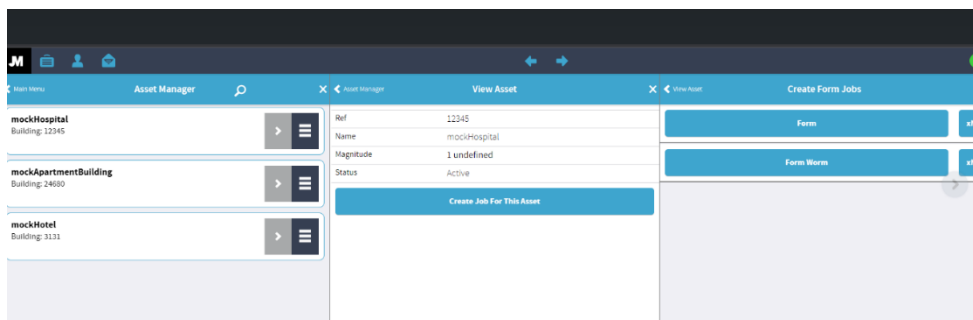
- An option menu has been added to the Asset Detail page, providing additional functionality for users.
- Users can access the "Create Form Job" option directly from the Asset Detail page.

### Streamlined Workflow:

- With the addition of the "Create Form Job" option, users can initiate form jobs for specific assets without navigating to separate pages or menus.
- This streamlines the workflow and saves time for users who need to create form jobs associated with assets.

### User Interface Mock-up:

- The feature implementation is accompanied by a user interface mock-up, ensuring clarity and alignment with user expectations.
- The mock-up serves as a visual guide for users and stakeholders, providing a clear representation of the new functionality.



## Automatically Update Assets during job synchronisation.

We've introduced a module in Job Manager, enabling automatic updating of assets during the job synchronisation process.

### Auto Update During Job Sync:

- Assets are automatically updated back to the Job Manager Control Centre during the job synchronisation process.

- This update occurs after the jobs have been updated, ensuring that asset data is synchronised with the latest job information.

#### Global Feature Flag:

- A global feature flag has been implemented to provide flexibility in enabling or skipping the auto update process. This flag allows administrators to control whether the automatic asset update should be executed during job synchronisation.

### **When creating an asset, verify existing asset references in the Asset Manager to avoid duplications.**

We've introduced a preventive measure to avoid the creation of duplicate assets within the Asset Manager module of the JM Mobile app.

#### Check for Existing Asset Reference:

- When populating the Asset Reference field and moving away from it, the system automatically checks for the existence of assets with the same reference within Asset Manager.
- If an asset with the same reference is found, a popup acknowledgment dialog is displayed to inform the operative that creating a new asset is not possible due to the existence of a duplicate.
- The create button is disabled until the Asset Reference is changed to a unique value not present in Asset Manager.

#### User Experience:

- Operatives are provided with immediate feedback regarding duplicate asset creation, preventing them from spending unnecessary time filling in asset details only to discover later that the asset already exists.
- By checking for duplicates before the creation process begins, the likelihood of data redundancy and the need for subsequent corrections is significantly reduced.

## **New Job Status Action Workflow to Set Asset Status and Display Recent Job Indicator for Operatives**

We've included a Status Action Workflow (SAW) rule type in the Asset Manager module of the JM Mobile app Job Type Builder. The new rule type enables the automatic adjustment of asset statuses based on specific job status changes and outcomes, streamlining asset management processes and ensuring accurate asset status updates.

SAW Rule Type: Change Asset Status:

- A rule type, "Change Asset Status," has been included to the SAW setup page.
- This rule type enables the automatic adjustment of asset statuses when certain job status changes occur.

Conditional Triggers:

- The SAW rule is triggered only if the job classification/type matches the rule, the job status change aligns with the rule, and the job has at least one managed asset attached to it.

Asset Status:

- When triggered, all managed assets attached to the job have their status set to the specified asset status defined in the rule.
- Non-managed assets attached to the job remain unaffected by the rule.

Handling Existing Status and Availability:

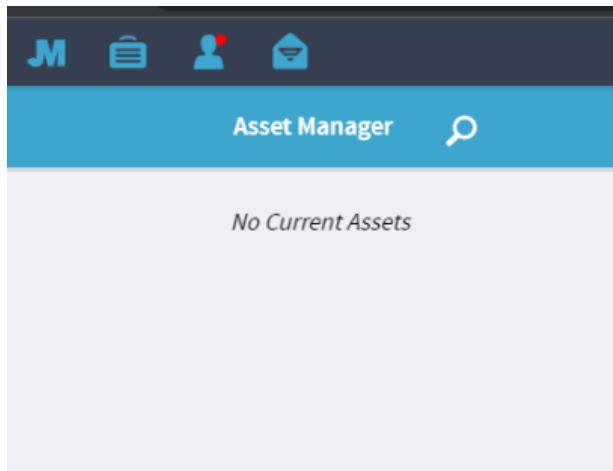
- Assets already at the required status remain unchanged to avoid unnecessary updates.
- If the specified asset status is no longer available, the asset status is not updated, and the setup UI indicates this discrepancy.

## **Background Message Display When No Assets are Available**

A background message informs users directly on the screen when no assets are available, providing a seamless and intuitive interaction.

Background Message for Empty Asset Manager:

- When there are no available assets in the Asset Manager screen, a background message is displayed directly on the screen.
- This message informs users that no assets are currently available, eliminating the need for a popup dialog.



## Job Synchronisation trigger and progress handling

We've included a feature to trigger the download of missing or outdated asset details at the end of the job synchronisation process. This ensures that asset information remains up-to-date and synchronised with the server, improving overall data accuracy and reliability.

### Job Synchronisation Triggered Asset Detail Download:

- Upon completion of the job synchronisation process, a trigger initiates the download of missing or outdated asset details present in the asset summary tree.

### Definition of Missing and Outdated Assets:

- Missing assets refer to those present in the asset summary tree but not available in the asset details store.
- Outdated assets are identified as those in the asset summary tree with Last Modified timestamps indicating updates after the corresponding asset details instance.

### Progress Handling and Visualisation:

- Progress indicators are displayed to inform users about the ongoing asset detail downloads.
- A dedicated 'asset download service' class has been implemented to manage the download process efficiently.
- Progress updates are provided as downloads progress, ensuring users are informed of the process status.

## **Asset Download Service to Retrieve and Download Asset Data Along with Asset Attributes**

We've enabled the seamless retrieval and synchronisation of asset and asset attribute data. These streamline the asset management process, ensuring that users have access to the most up-to-date information.

Timestamp Handling:

- Timestamps are utilised to determine the freshness of asset data. The data method ensures that only data with timestamps later than the message timestamp (or null) is returned, optimising data synchronisation.

## **Asset download service to download attachments for asset / asset line attributes**

We've enabled the download of attachments associated with asset attributes and asset line attributes. This feature ensures that users have access to all relevant information.

Attachment Download for Asset Attributes:

- Following the download of asset details, the client application automatically initiates the download of any attachment references associated with asset attributes.
- Attachments related to asset line attributes are also included in the download process, ensuring comprehensive data coverage.

Efficient Data Handling:

- Attachment data is stored in the local data store upon download, facilitating quick access and retrieval.
- The client application compares the current state of attachments with the references downloaded from the server, preventing unnecessary re-downloads of up-to-date attachments.

Progress Tracking:

- A separate progress bar is displayed to track the download status of attachments.
- Users are provided with real-time updates, such as "3 of 6 attachments downloading (50%)," ensuring transparency and visibility into the download process.

## Creation of Child Assets Process and Address the 'Non-obvious' Necessity for Top-Level Refresh

We've included the process of creating child assets within the Asset Manager module to address potential issues related to synchronisation with the cloud and improve user experience. We've streamlined the workflow to provide visibility into the status of newly created assets.

Notification for Synchronisation Requirement:

- When attempting to create a child asset without synchronising with the cloud, users will receive a notification prompting them to perform a top-level refresh to ensure synchronisation before proceeding with the action.

Refresh Button for New Asset:

- Upon successful creation of a new asset on the server, a refresh button will be displayed alongside the asset. This button allows users to manually trigger a refresh of the asset, ensuring that it is synchronised with the cloud data.

Visual Distinction for Newly Created Assets:

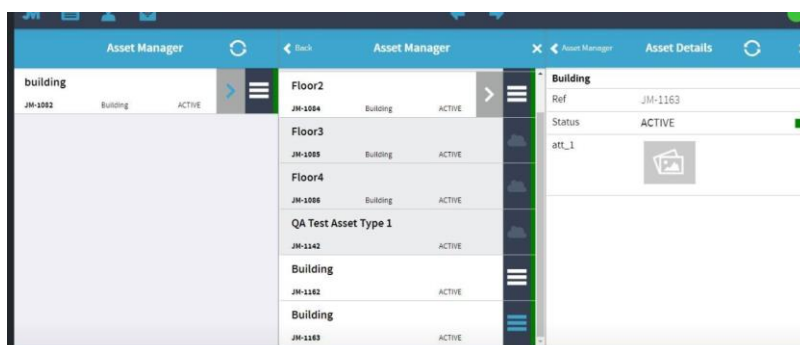
- Newly created assets will be visually distinguished from existing assets by a different, helping operatives easily identify and differentiate them within the asset list.

Status Indicator for New Assets:

- New assets without a defined status code will be marked as "white," indicating their status as newly created entities awaiting further processing or classification.

Adjusted Asset List Ordering:

- Newly created assets will be automatically added to the top of the asset list, ensuring their visibility and prioritisation until the asset tree is refreshed. Once the refresh is completed, the correct ordering position of the assets will be determined based on their actual asset ID.



## Support Adding Markers to the Asset with Markup Attributes

We've included annotation capabilities within the Asset Manager module, allowing users to add markers with markup attributes to asset images. The annotation feature enhances asset visualisation and facilitates communication by enabling users to highlight specific points or areas of interest directly on the asset image.

Annotation Title:

- Upon initiating the annotation process after creating an asset, the title of the page will dynamically change to "Add Annotation," indicating the transition to the annotation mode.

Annotation Type Selection:

- Users can choose between two annotation types: Lines or Markers. Selecting the Marker option enables users to add labelled markers to the asset image.

Marker Labelling:

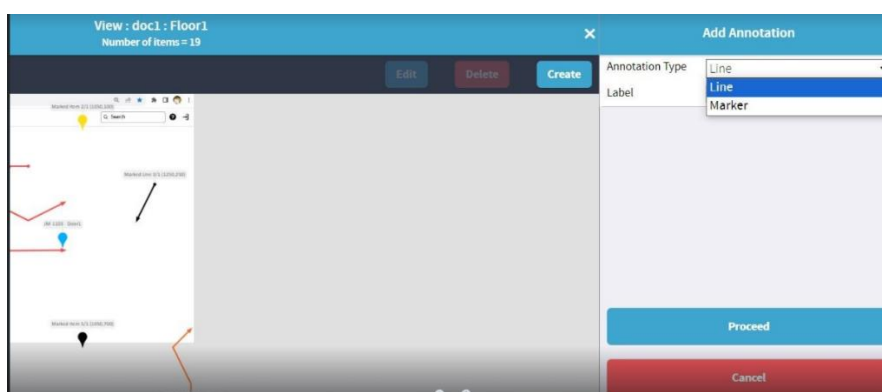
- When choosing the Marker option, users can utilise the existing Label text entry box to assign labels to the markers. This allows for clear identification of each marker's purpose or significance.

Positioning and Customisation:

- During the annotation process, users can position markers on the asset image by clicking on the desired location. Additionally, users can customise the appearance of markers by selecting the preferred colour.

Multiple Annotations:

- Users have the flexibility to add multiple markers to the asset image, allowing for detailed annotation of various points or features associated with the asset.



## Automatically Associate Form Jobs Created for Assets with Any Related Operative Jobs

We've introduced the integration between Asset Manager and operative job management by automatically linking form jobs created against assets to any related operative jobs. This functionality streamlines the process of associating work performed on assets with corresponding operative jobs, facilitating accurate tracking and cost allocation.

### Automatic Linking:

- When a form job is initiated from an asset within Asset Manager, the system automatically identifies any operative jobs in progress associated with the same top-level asset reference.

### Identification Criteria:

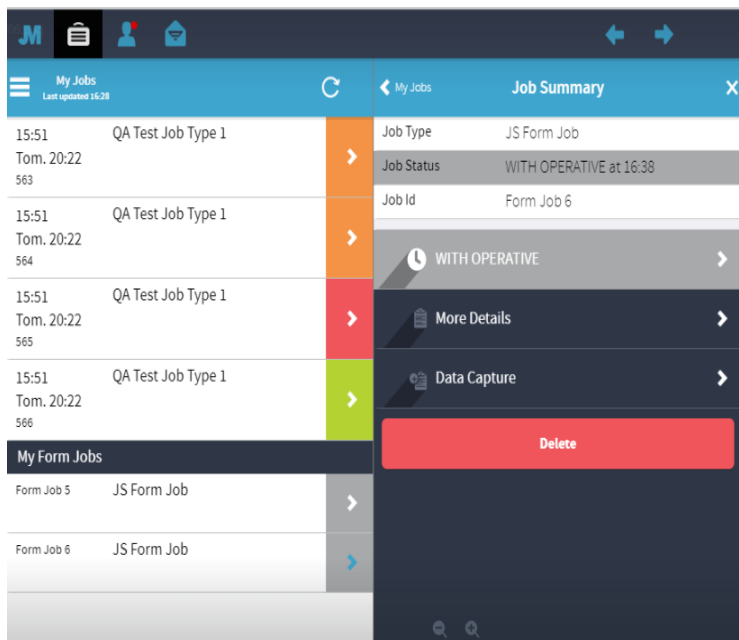
- Operative jobs in progress are identified based on specific criteria, including job status (not at WITH OPERATIVE, not SUSPENDED, not COMPLETED).

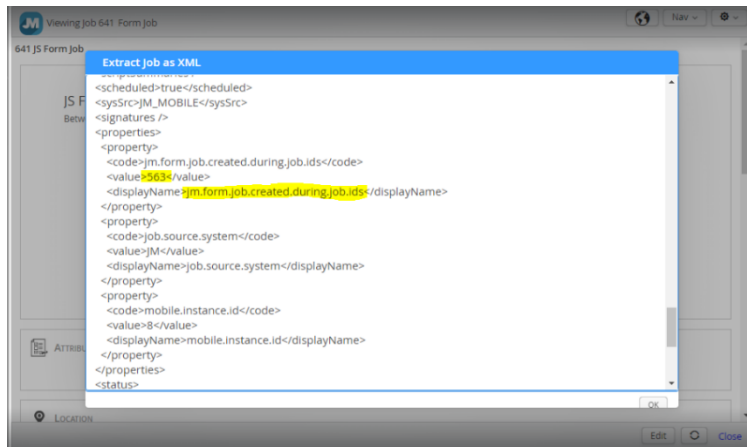
### Job Property Addition:

- The system adds a new job property to the form job, indicating the IDs of any related operative jobs.

### Data Transfer:

- Job properties associated with form jobs are transferred and saved within the system, ensuring seamless data synchronisation between JM Mobile and the back office.





## Delete Assets - API – removeAsset

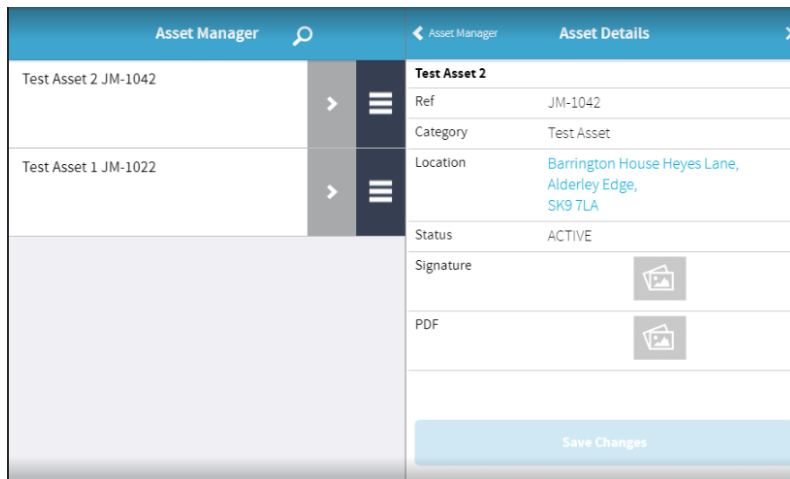
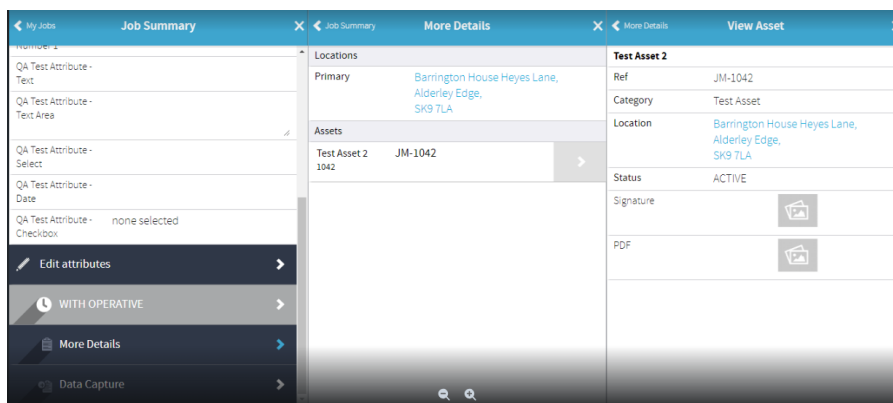
We've included the removeAsset service to the JM web service API version 9.2.0 within the Asset Manager module. This service allows users to mark managed assets and their sub-assets as non-managed, effectively removing them from the managed asset hierarchy.

- **RemoveAsset Service:** The removeAsset service is available in the JM web service API version 9.2.0. This service enables users to mark managed assets and their sub-assets as non-managed.
- **Managed Asset Removal:** The removeAsset service proceeds only if the specified asset is managed. Unmanaged assets, which are considered part of a job, are not affected by this operation.
- **Recursive Operation:** When removing an asset using the removeAsset service, all sub-assets below it in the asset hierarchy are also marked as non-managed.
- **Data Management:** This feature offers data management capabilities by providing a mechanism to effectively remove managed assets from the asset hierarchy without permanent deletion.

## View Asset Details

We've included the "View Asset Details" feature in JM Mobile's Asset Manager. This allows operatives to seamlessly access and review comprehensive details of assets directly within the application.

- **Comprehensive Asset Details:** Operatives can click on any asset within the Asset Manager interface to view its complete details. This includes both fixed attributes and extensible attributes associated with the asset.
- **Asset Lines Overview:** In addition to asset details, operatives can conveniently access information related to asset lines associated with the selected asset. This provides a comprehensive overview of asset-related data in one centralised location.
- **Attribute Display Consistency:** The display of asset details closely mirrors the layout and format of asset details viewed within job contexts. This consistency ensures familiarity and ease of use for operatives navigating the system.



## Asset Synchronisation: Transmit Asset Attachment Messages to the Server for Processing

We've included asset editing functionality, enabling the seamless synchronisation of asset attachments with the server. This streamlines the process of adding attachments to assets and ensures that all relevant data is accurately transmitted between the client and server.

- **Automatic Message Sending:** JM Mobile automatically sends a message to the server for each attachment added to an asset since the last commit. These messages are queued before the asset data message, ensuring that attachment updates are processed promptly and accurately.
- **Attachment Integration:** The attachments added to assets are seamlessly integrated into the asset model, providing a comprehensive overview of asset data. This integration ensures that all relevant information, including attachments, is properly stored and synchronised between the client and server.
- **Server-side Processing:** On the server side, an interceptor has been added to handle these attachment messages. Attachments are stored as images with a unique server ID, facilitating efficient data management and retrieval. Additionally, the asset data message interceptor has been modified to replace client ID references with the corresponding server ID for attachment attribute values, ensuring data consistency and accuracy.

## Edit Managed Assets Attributes on Client Side

We've included asset attribute editing within JM Mobile, empowering operatives to modify asset details directly from the app. Operatives can make quick updates to asset attributes, improving data accuracy and operational efficiency.

- **Asset Attribute Editing:** Operatives can edit extensible attributes of managed assets, including document types, directly within JM Mobile. This feature provides operatives with the flexibility to update asset details on the go, ensuring that asset information remains accurate and up to date.
- **Comprehensive Editing:** The editing functionality covers all non-fixed attribute fields on the asset details page, allowing operatives to modify relevant information as needed. From asset descriptions to document references, operatives have full control over asset data within the mobile app.
- **Save Functionality:** A "Save" button has been added to the bottom of the asset details page, enabling operatives to save any changes made to asset attributes. This streamlined process ensures that edited attributes are stored locally within the app for future reference.

- **Validation and Error Handling:** JM Mobile performs validation checks to ensure that edited attributes meet required criteria. Incomplete or invalid changes, such as missing mandatory attribute values, will prevent operatives from saving modifications. Clear prompts guide operatives to rectify any issues before proceeding.
- **Discard Changes Prompt:** If operatives navigate away from the asset details page without saving changes, JM Mobile prompts them to confirm whether they want to discard or review their modifications. This ensures that operatives have the opportunity to review and save their edits before exiting the page.

## Create Asset

We have included the ability for operatives to create new assets directly within JM Mobile's Asset Manager. This empowers operatives to seamlessly add missing assets to their inventory while on the field, improving data accuracy and operational efficiency.

- **Asset Type Selection:** Operatives can choose from a list of available asset types during the creation process. This ensures that the new asset is correctly categorised based on its type, facilitating better organisation within the asset tree.
- **Asset Details Entry:** The creation process allows operatives to enter essential details for the new asset, including its name and asset reference. The asset reference field supports barcode entry for quick and accurate identification.
- **Single-Page Creation:** Asset creation is streamlined into a single-page modal, simplifying the process for operatives. All required fields are presented on one screen, minimising navigation and improving user experience.
- **Reminder for Unsaved Changes:** If operatives attempt to leave the creation page without saving their changes, JM Mobile provides a reminder indicating that unsaved information will be lost. This helps prevent accidental data loss and encourages operatives to complete the creation process.
- **Create and Publish:** Upon filling in all necessary details, operatives can press the "Create" button to save the asset data locally and publish it to the server. This ensures that the new asset is integrated into the system for immediate use.

The screenshot displays the JM Mobile Asset Manager interface. On the left, a sidebar shows a list of assets, including 'NW Fire Door RBASSET2'. The main area is divided into two panels. The 'Asset Details' panel for 'NW Fire Door' shows fields for Ref (RBASSET2), Name (RB Asset 2), Status (ACTIVE), Start Date (06/06/2023), End Date (13/06/2023), Door Location (Enter text here), and Door Description (Enter text here). It includes buttons for 'Publish Changes', 'Create Job For This Asset', and 'Create Asset'. The 'Create Child Asset' panel shows fields for Name (RB Asset 3), Ref (RBASSET3), Big Text Area (JMA-1341) (AAAAAAAAAAAA), and Small Text Area (JMA-1341) (BBBBBB). It also has a 'Create Asset' button.

## Automatic Removal of Asset Details from Device After Configurable Period of Inactivity in Related Project Jobs

We've included automatic asset removal from JM Mobile devices, enhancing data management efficiency for operatives in the field. This feature ensures that asset details are only retained on the device for a configurable period after they are no longer referenced by any project jobs, optimising device storage and performance.

- **Grace Period Configuration:** Administrators can configure a grace period for asset deletion, defined by the "Asset Manager Asset Delete Grace Period Days" parameter. This parameter determines the number of days assets remain on the device after they are no longer associated with any project jobs.
- **Automatic Purge Logic:** JM Mobile implements automatic purge logic to manage asset data removal. After completing job updates, the system identifies assets no longer in use and sets a purge date for them based on the configured grace period.
- **Graceful Data Removal:** Assets marked for deletion are removed from the device only after the expiration of the configured grace period. This ensures that operatives have sufficient time to reference assets even after project jobs are completed.
- **Optional Server Configuration:** Administrators have the option to configure the number of days to delay asset purge through a server configuration setting. This provides flexibility in adjusting the grace period based on specific operational requirements.

## Global Configuration: Enable/Disable Option

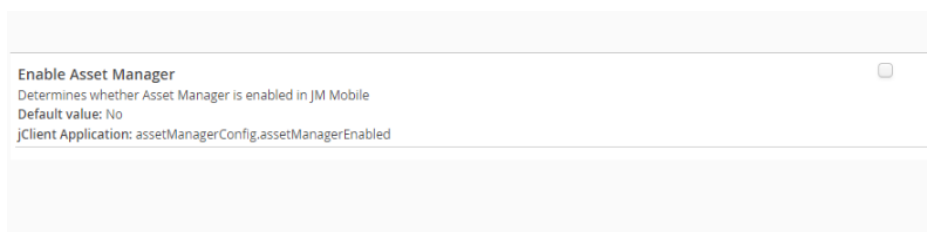
We've included a configuration option in JM Mobile that allows administrators to globally enable or disable the Asset Manager feature. This feature provides greater flexibility in tailoring JM Mobile functionality to suit organisational requirements.

### Asset Manager Enable/Disable Business Property:

- Administrators have access to a business property named "Asset Manager Enable," which controls the availability of the Asset Manager feature. By default, this property is set to 'off', effectively disabling the Asset Manager feature.

### Mobile UI Changes:

- When the Asset Manager feature is disabled via the configuration property:
  - The Asset Manager menu is hidden from the JM Mobile interface, streamlining the user experience for operatives.
  - Job refresh requests no longer include requests for asset trees, preventing the download of assets into Asset Manager. As a result, operatives will not have access to asset-related features or data within the application.



### Asset Lists: Sort by Asset Reference

We've included sorting functionality for Asset Manager, enabling users to conveniently organise asset lists based on their Asset Reference. This streamlines asset management operations and improves overall usability within the Asset Manager module.

#### Sort by Asset Ref:

- Asset lists within the Asset Manager module are ordered based on the Asset Reference.
- Asset Reference is a mandatory field for assets, ensuring consistent sorting across all asset lists.

#### Ascending Order:

- Assets are sorted in ascending order based on their Asset Reference.
- This arrangement ensures that assets with higher numerical or character values appear towards the bottom of the list.

Asset Manager			Asset Manager		
<b>Huddersfield Royal Infirmary</b> Huddersfield Royal Infirmary, Acre Street, Huddersfield, West Yorkshire, HD3 3EA AGTechB1 NW Building ACTIVE			<b>Floor 4</b> AGTechB1.FA NW Floor ACTIVE		
<b>Huddersfield Royal Infirmary</b> Huddersfield Royal Infirmary, Acre Street, Huddersfield, West Yorkshire, HD3 3EA EPB1 NW Building ACTIVE			<b>Floor 1</b> AGTechB1.FB NW Floor ACTIVE		
<b>Huddersfield Royal Infirmary</b> Huddersfield Royal Infirmary, Acre Street, Huddersfield, West Yorkshire, HD3 3EA GGB1 NW Building ACTIVE			<b>Floor 3</b> AGTechB1.FN NW Floor ACTIVE		
			<b>Floor 2</b> AGTechB1.FZ NW Floor ACTIVE		

## Prevent Non-Managed Assets Being Delivered to Asset Manager

We've included the Asset Manager tree generation process to ensure that only managed assets are delivered to the Asset Manager module. This adds a safeguard mechanism to prevent non-managed assets from being included in the asset tree structure, thereby maintaining data integrity and accuracy within Asset Manager.

Exclusion of Non-Managed Assets:

- The Asset Manager tree generator includes a clause to filter out non-managed assets from the asset tree.
- When encountering a non-managed asset, the generator automatically discounts that asset and all subsequent parts of its tree downwards.

Ensured Data Consistency:

- This enhancement ensures that only assets marked as managed are presented within the Asset Manager module.
- Non-managed assets, along with their associated sub-assets, are excluded from the tree structure to maintain data consistency and reliability.

## Create Asset: Restrict Editing or Creating Markup on New Assets

We've included a feature to prevent the editing of image markup during the creation or editing of newly created assets within the Asset Manager module. Markup editing functionality will only be enabled once the asset has been successfully created, published to the server, and updated on the device with the correct server ID.

- Enhanced Data Integrity:
  - Editing of image markup is disabled during the creation or editing of newly created assets, ensuring data integrity and preventing inconsistencies in markup data.
- Prevent Premature Editing:
  - By restricting markup editing for new assets, users are prevented from making edits to markup data before the asset is fully created and published to the server, reducing the risk of data discrepancies.

## Asset Manager - Annotate Images [JM-21345]

We have focused on the functionality of the Job Manager product, particularly in relation to the annotation and management of assets within floor plans. We have introduced several new features to streamline the process of adding and managing assets.

Images and Documents can be added to Jobs and Assets which, through additional functionality, can now be annotated to provide further detail to the back-office staff reviewing the submissions.

Functionally, this provides layers within the image that can contain a number of key data points, completable by the user.

### Asset Annotation Workflow:

- **Known Asset without Annotation (Case 1):** Users can select the point where they wish to add a new asset, triggering an option to add an asset. Subsequently, they will be guided through the process of creating the asset, with the marker reference populated at the point the asset is completed.
- **Adding a New Asset (Case 2):** For scenarios where a new asset is being added to a floor plan, users are prompted to add an asset reference before proceeding with adding an annotation. This ensures consistency in workflow and allows for seamless association of markers with asset references.
- **Multiple Floorplans and Parent-Child Relationships (Case 3):** In situations where there are multiple floor plans associated with a parent asset (e.g. building), any new asset added will always be placed under a specific parent, eliminating confusion, and ensuring accurate organisation of assets.

### Marker and Asset Association:

- **Known Asset Context (Case 1):** When users navigate from a known asset, the asset reference is automatically passed from the asset, simplifying the process of associating markers with assets.
- **Flexible Marker Types and Colours:** We have included different marker icons and colours to enhance visual differentiation. Initially, a single marker type is provided, but the system is designed to accommodate future expansion to include multiple marker types.

## Floor Plan Assets - View Annotations

We've included the ability to view annotations for floor plan assets directly within the asset details UI. If Assets are linked through to the image annotation, this can be directly accessed from the image, or asset.

### View Annotations in Asset Details UI:

- A new type of widget has been added to the asset details UI to display markup data associated with floor plan assets.

- Users can view annotations directly within the asset details UI by clicking on the widget, providing quick access to markup information without navigating to separate screens.

Open Annotation UI in View-Only Mode:

- Clicking on the widget opens the annotation UI in view-only mode, allowing users to visualise markup (pins and arrow lines) present in the markup data attribute.
- If the markup data attribute is empty, the annotation UI will still open, but no markup items will be shown.

Handling of Populated and Unpopulated Document Markup

Attributes:

- For assets with a populated document markup attribute pair (linked to an attachment), the widget displays the document attribute in the asset details UI.
- Clicking on the widget opens the annotation UI with markup items displayed.
- For assets with unpopulated document markup attribute pairs (where the attachment ID is not set), the widget is still visible but clicking on it has no action.



## Floor Plan Assets: Edit existing annotations

We've included the ability to edit existing annotations for floor plan assets directly within the asset details UI. This enhances user experience by providing the capability to modify markup items associated with assets, facilitating better control and customisation of floor plan annotations.

Edit Existing Annotations:

- The 'local' markup document attributes widget in the asset details handles editing existing markup items.
- Users can select existing markup items within the annotations UI, enabling them to modify and customise annotations as needed.

Annotations UI in View Mode:

- The annotations UI continues to be opened in 'view' mode, allowing users to visualise and interact with existing markup items without making direct changes.

Selectable Markup Items:

- Markup items within the annotations UI are selectable, enabling users to choose specific items for editing.

#### Edit Button and Edit Mode:

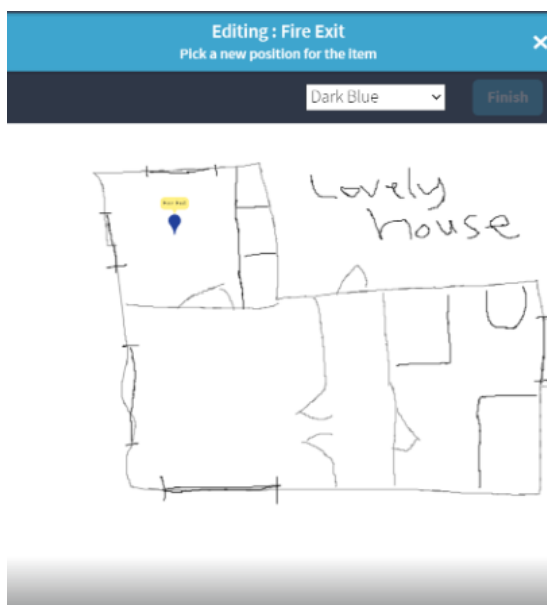
- An 'Edit' button is visible when a markup item is selected within the annotations UI.
- Pressing the 'Edit' button opens the annotations UI in edit mode, allowing users to make changes to the selected markup item.

#### Save and Discard Changes:

- Closing or discarding changes within the annotations UI returns users to view mode.

#### Merging Edits into JSON Attribute:

- Edits made within the annotations UI are merged into the local TEXTAREA attribute, ensuring that changes are reflected in the asset details UI.
- The asset details UI indicates unsaved changes, activating the save/revert buttons as necessary to prompt users to save modifications.



#### Add Asset Reference to the Asset Description / Name in the Marker Label

When adding a marker to an asset in the image annotation feature, the label displays the asset description/name. However, for better identification, especially when multiple markers have the same description/name, it is essential to include the asset reference.

#### Modify Marker Label:

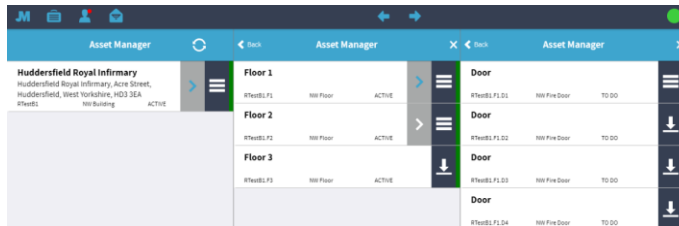
- Marker label format to include the asset reference along with the asset description/name.
- The asset reference will be displayed on a separate line below the asset description/name.

Ensure Clarity:

- The asset reference should be clearly visible and distinguishable from the asset description/name to avoid confusion.

Dynamic Label Generation:

- We've ensured that the marker label is dynamically generated based on the asset information, including both the asset reference and description/name.
- This ensures that the marker label accurately reflects the asset details.



## When No Markup Exists for Current Asset, Initiate Session with Other Markup Options Greyed Out

In the Related Markup section of the Asset Details page, when an asset does not have a marker, all other markers are displayed in their original colours. This can be confusing as users may think they need to search for their marker among the existing ones.

Auto Start Session in Edit Mode:

- When the asset does not have a marker, automatically start the markup session in edit mode.
- This ensures that users can immediately start adding a marker for the asset without confusion.

Greyed-out Markers:

- Display all existing markers in the Related Markup section in grey when the asset does not have a marker.
- Greyed-out markers will visually indicate that the asset does not currently have a marker associated with it.

Clear Indication:

- Provide a clear visual indication, such as a message or icon, to signify that the asset does not have a marker.
- This helps users understand the absence of a marker for the asset and encourages them to add one.



## Mobile Document Library [JM-21344]

We've included document management functionalities within the mobile application.

A Number of improvements have been made to the Job Manager UI and API to improve our ability to handle documents attached to Job Objects.

Below are the key features:

### Context Image Support for createDocument WS:

- Users can include context image references when creating documents via the createDocument WSDL.
- The system automatically adds context image references to the database after document creation.
- Integration tests have been implemented to ensure the functionality's reliability.

### Document Viewer Enhancements:

- A comprehensive overhaul of the document viewer feature has been initiated, with tasks divided into smaller issues for better management.

### Analysis of Documents Uploaded via WS createDocument:

- Documents uploaded through the createDocument WS undergo thorough analysis to determine MIME type and other pertinent details, ensuring accurate data representation.

### Documents Uploaded via Organisation Setup Pages:

- Documents uploaded via organisation setup pages now undergo analysis to retrieve MIME type and other essential details, ensuring consistency across all document uploads.

### 'Documents' Menu Item and Page:

- A 'Documents' menu item has been added to the main menu, accompanied by a suitable icon.
- Users can access a blank 'Documents' page from the menu item, providing a centralised location for document management.

### Download/Update Process for Organisation Documents:

- A streamlined download/update process has been implemented for organisation documents.
- Users can monitor the progress of document updates, with clear indicators provided for each step of the process.

### Viewing Selected Documents:

- Users can view selected documents directly from the application by binding attachment handlers to respective widgets.

### Display of Document List on Client:

- The document page displays attachment widgets upon opening, providing users with quick access to their documents.
- Existing code has been refactored to accommodate these changes, ensuring seamless user experience.

**Removal of Blowfish (NEC Login) [JM-22026]**

In response to the removal of Blowfish by NEC and the subsequent issues faced, changes were made aimed at addressing the immediate concerns.

These changes represent an interim solution to address the immediate challenges posed by the removal of Blowfish encryption in NEC login functionality. By collaborating with NEC and enhancing JM's connection management capabilities, this aims to ensure continued operability and user access to essential functionalities while minimising disruption caused by the NEC changes.

**Update NEC Connection Check:**

- Modify the NEC connection check to validate users' passwords using the NEC packages directly.
- This adjustment requires cooperation and authorization from NEC to allow Job Manager (JM) to utilise their packages for password validation.

**Allow Multiple Connection Policies in JM:**

- Enhance JM functionality to support the use of multiple connection policies concurrently.
- Enable the configuration of multiple connection policies, including one for users in NEC and another for JM.
- Implement an ordering mechanism to prioritize connections, ensuring seamless coexistence between users' connections in NEC and JM.
- This enhancement provides flexibility and adaptability, allowing JM to maintain connections with both NEC and internal systems simultaneously.

## Job Type Builder – Copy Feature [JM-21938]

In Job Type Builder (JTB), the copy feature allows for the duplication of job type definitions. This improvement aims to enhance the copy feature to enable the creation of new job attributes with customised attribute codes.

### Auto-Open Job Type Edit Page After Copying:

- Upon copying a job type, the system will automatically open the job type edit page.
- Attribute codes will be visible regardless of the 'Advanced Mode' setting.
- All attributes will be displayed in editing mode.

### Edit Attribute Codes:

- Users can edit attribute codes immediately after copying a job type or when in 'Advanced Mode'.
- Edited attribute codes will be validated to ensure uniqueness and adherence to attribute code standards.
- Validation will allow reverting to the original attribute code without causing an error.
- Other attributes will retain their settings unless manually edited.

### Save Changes:

- Saving changes to attribute codes will create new attributes with the modified codes without removing the original ones.
- The original job type will still reference the original attribute codes.

### Publishing Job Types:

- Publishing a job type with modified attribute codes will add the new attributes to the target system.

### Enhanced Attribute Search:

- Attribute search on the job type edit page will include attribute codes.
- Search results will display both attribute descriptions and codes.

### Attribute Type Editing:

- Attribute type editing will be enabled at any time during attribute definition editing.
- Previous restrictions on changing attribute types will be removed.

## Control Centre User – User Cannot Login Following Password Reset [JM-22176]

After a password reset in Control Centre, users encounter issues logging in with their new password. This issue occurs even after successfully resetting the password and attempting to log in again.

**Resolution:** Administrators can manually reset the user's password again, allowing the user to log in successfully with the new password.

## JM Mobile – Keyboard Obscuring Fields [JM-19924]

In JM Mobile, users experienced frustration when attempting to interact with obscured fields on the JM Mobile app, as scrolling functionality was not available to reveal hidden content. This impacted the user experience and efficiency of completing tasks on the app.

**Resolution:** To address this issue and improve usability, the following enhancements have been implemented:

- Scroll-ability functionality has been added to screens where obscured fields occur, allowing users to swipe the screen to reveal hidden content when the keyboard is active.
- Users can now easily access obscured fields without the need to dismiss the keyboard, resulting in a smoother and more intuitive user experience.

## Resources and personnel

### Version History

Date	Version	Issued by	Changes
16 / 04 / 2024	Version 1.0	Masud Parker	




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