



One Identity Manager 8.1.1

API Designer User and Development Guide

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Legend

-  **WARNING:** A WARNING icon indicates a potential for property damage, personal injury, or death.
-  **CAUTION:** A CAUTION icon indicates potential damage to hardware or loss of data if instructions are not followed.
-  **IMPORTANT, NOTE, TIP, MOBILE, or VIDEO:** An information icon indicates supporting information.

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The API Designer

The API Designer allows you to create, record, compile and publish a REST-API (Representational State Transfer Application Programming Interface) in the quickest way possible. This API is based on the OpenAPI Specification and the One Identity Manager database model.

The main benefits of API Designer:

- Easy and fast operation
- The finished API 'understands' the One Identity Manager database model.
- Modifications to the API are visible.
- Supports the principles of good API design.
- OpenAPI support: APIs that you create using the API Designer are based upon the OpenAPI specification as standard. This allows you to make use of other tools:
 - Swagger: Use Swagger to create code, documentation and test cases.
 - Postman: Use Postman to test the various methods of your API.

Basic principles of API development

The main components of an API created using the API Designer are files and projects.

Basic information on [API files](#):

- You can use API files to send data to the application or request data from the application.
- One API file can belong to more than one project.

The basics of [API projects](#):

- API projects combine multiple API files into logical sections. The API project includes the configuration.

Related topics

- [Quick start – Creating an API](#) on page 10

Examples and help – Software Development Kit

To make it easier for you to start developing your API with the API Designer, One Identity provides a Software Development Kit (SDK) with lots of commented code example.

The SDK can be found on the installation medium in the directory `QBM\dvd\AddOn\ApiSamples`.

Quick start – Creating an API

The following provides a rough list of the steps you must take to create an API in the API Designer.

1. [Start](#) the API Designer.
2. [Create](#) API files (in which you can define an API method, for example).
3. [Create](#) an API project.
4. [Configure](#) the authentication for the API project (e.g. Single Sign-On).
5. [Assign](#) the created API files to the API project.
6. [Test](#) the API.
7. [Compile](#) the API.
8. [Save](#) the changes to the database.

Related topics

- [Starting the API Designer](#) on page 11
- [Creating API files](#) on page 78
- [Creating API projects](#) on page 68
- [Configuring authentication](#) on page 71
- [Assigning API files to an API project](#) on page 80
- [Testing an API](#) on page 64
- [Compiling an API](#) on page 57
- [Importing solution project changes into a database](#) on page 14

Working with the API Designer

This section provides you with general information on working with the API Designer.

For example, you will learn how

- the API Designer [interface](#) is structured
- to edit your [projects](#) - locally or within the database itself
- to [edit database objects](#)
- to [compile an API](#)

and much more.


Starting the API Designer

Before you start developing your API, you must start the API Designer.

To start the API Designer

1. Go to the installation path for API Designer.
2. Run the `ApiDesigner.Editor.exe` application.
The API Designer opens.
3. Perform one of the following tasks:
 - To use an existing connection to the One Identity Manager database, select it in the **Select a database connection** menu.
- OR -
 - To create a new connection to the One Identity Manager database, click **Add new connection** and enter a new connection.
4. Select the authentication method and, under **Authentication method**, enter the login data for the database.
5. Click **Connect**.
6. In the **Select project save type** dialog, perform one of the following tasks.

- To save the project in the database, click **Database project**.
- OR -
- To save the project within a solution, click **Solution project**.

 **TIP:** For more information on the tables, see [Project types](#) on page 12.

7. (Optional) To save the selected storage location for future projects, select the **Use selected project as default** option.
8. Click **OK**.
The API Designer opens and displays the [start page](#).

Related topics

- [Home page](#) on page 23
- [Project types](#) on page 12

Project types

The API Designer distinguishes between two different project types for saving your changes.

- **Database project:** The project will be stored in the database. Your saved changes are visible to others.
- **Solution project:** API Designer allows file-based editing of custom objects **locally** on your own computer. For more information, see [Solution projects](#) on page 14.

Related topics

- [Changing the project type](#) on page 12
- [Solution projects](#) on page 14
- [Importing solution project changes into a database](#) on page 14
- [Menu bar](#) on page 16

Changing the project type

You can save your project as a [database project](#) or as a [solution project](#). For more information, see [Project types](#) on page 12.

To save the project as a database project

1. Click **Edit | Set project type for projects** on the menu bar.
2. Click on **Database project** in the **Select project save type** dialog.
3. (Optional) To save the selection and use it next time you start the API Designer, enable the option **Use selected project as default**.

TIP: To undo this setting:

1. Click on **Connection | Settings** on the menu bar.
2. Expand the **Editor** area in the **Global settings** dialog box.
3. In the **Editor** area, enable the option **Ask for save type after every startup**.

Next time the program is started, the **Select project save type** dialog will be displayed.

4. Click **OK**.

To save the project as a solution project

1. Click **Edit | Set project type for projects** on the menu bar.
2. Click on **Solution project** in the **Select project save type** dialog.
3. Perform one of the following actions:
 - Click **Create solution** and use the wizard to create a new solution.
- OR -
 - Click **Load solution** and enter the path to an existing solution.
- OR -
 - Click on the solution most recently used.
4. (Optional) To save the selection and use it next time you start the API Designer, enable the option **Use selected project as default**.

TIP: To undo this setting:

1. Click on **Connection | Settings** on the menu bar.
2. Expand the **Editor** area in the **Global settings** dialog box.
3. In the **Editor** area, enable the option **Ask for save type after every startup**.

Next time the program is started, the **Select project save type** dialog will be displayed.

5. Click **OK**.

Related topics

- [Project types](#) on page 12
- [Menu bar](#) on page 16

Solution projects

API Designer allows for custom objects to be edited **locally** in file-based format on your own computer. To do this you will need to export any custom objects stored within the database to the API Designer, i.e. you must use the 'solution project' project type (see [Changing the project type](#) on page 12).

To import the changes made to the solution project back to the database, follow the instructions in [Importing solution project changes into a database](#) on page 14.

After exporting these objects from the database, you can edit and remove them on your computer, or supplement them with additional objects. Local object editing is no different than editing within the database project.

During export, any objects contained in the selected module are copied to the hard drive:

- API projects
- API files

Related topics

- [Changing the project type](#) on page 12
- [Importing solution project changes into a database](#) on page 14
- [Menu bar](#) on page 16

Importing solution project changes into a database

Changes that have been executed within a [solution project](#) must be transferred to the One Identity Manager database.

To import objects into the One Identity Manager

1. Click **Edit | Import objects into database** on the menu bar.
2. In the **Import objects into database** dialog, enable the option **Remove deleted objects from database**. Objects that you have deleted from your solution project are now also deleted from the database.
3. Go to **Solution objects** to select the objects that have been changed and are to be exported into the database.

TIP: To select or deselect listed objects quickly, enable the **Select all/deselect all** option.

4. Click **Next**.
5. Click **Finished**.

Related topics

- [Solution projects](#) on page 14
- [Project types](#) on page 12

User interface

This section will give you a rough overview of the graphical user interface of the API Designer.

Use the mouse and keyboard to interact with the API Designer's graphical user interface. Use a screen resolution of at least 1280 x 1024 pixels and a minimum color depth of 16 bits for optimum display.

TIP: The API Designer view can be customized at any time to suit your needs by moving, closing or hiding items.

Main user interface components

- **Top – Title bar**

The title bar shows the program icon, program name and connected database (including the current user).

- **Top – Menu bar**

You can use the menu bar menus to call up submenus and quickly access and execute many functions in API Designer. For more information, see [Menu bar](#) on page 16.

- **Top – Toolbar**

The toolbar contains different icons that you can click on to access other functions. For more information, see [Toolbar](#) on page 19.

- **Left – Navigation**

Use the navigation to manage (create, open, delete) API configurations, API files and API projects. You can also access the most recently edited file here. For more information, see [Navigation](#) on page 21.

- **Center – Work area**

The center area is where other work areas for editing are shown such as the [Definition tree view](#). When you open objects, they are shown in the work area in separate [Tabs](#).

- **Bottom – Status bar**

The status bar shows information such as database activity, project information, the connected database and the current user. For more information, see [Status bar](#) on page 21.

Homepage

The homepage is displayed upon startup of the API Designer.

On the homepage, you can:

- use [compilation branches](#) to store different versions of your API in the database.
- [Test](#) your API locally
- [compile the API](#) and then write it to the database
- use the API Designer to [connect and edit](#) C# projects

For more information, see [Home page](#) on page 23.

Detailed information about this topic

- [Menu bar](#) on page 16
- [Toolbar](#) on page 19
- [Status bar](#) on page 21
- [Navigation](#) on page 21
- [Home page](#) on page 23

Menu bar

You can use the menus on the menu bar to access submenus and to access and execute many functions in API Designer quickly. The following table provides you with information about each menu.

Table 1: Menus and menu items on the menu bar.

Menu	Menu item	Description
Connection		
	Settings	Opens the Global settings dialog in the API Designer. Here you can configure the basic settings for API Designer. For more information, see Global settings on page 24.
	Exit	Closes the program.
Edit		
	Set project type	Opens the Select the project type dialog. Here you can select whether the project should be saved as a database or solution project. For more information, see Project types on page 12 and Changing the project type on page 12.

Menu	Menu item	Description
	Import objects into database	<p>Opens the Import objects into database dialog.</p> <p>Here you can import new and modified objects from your solution project into your One Identity Manager database.</p> <p>For more information, see Importing solution project changes into a database on page 14.</p>
	Change standard project file	<p>From here you can change the solution project that is to be used here.</p>
	Find and replace	<p>Opens the Find and replace dialog. Here you can search through documents using certain terms or strings and replace where necessary.</p> <p>For more information, see Find and replace on page 40.</p>
	Find next	<p>Performs the search with the search parameters specified in the Find and replace dialog.</p> <p>The search is performed without opening a dialog.</p>
	Captions	<p>Opens the Multilingual captions dialog. Here you can create and edit multilingual captions.</p> <p>For more information, see Multilingual captions on page 44.</p>
	Import object	<p>You can use this menu item to import API projects and API files into the API Designer.</p> <p>For more information, see Importing API projects on page 75 and Importing API files on page 80.</p>
	Edit database queries	<p>Opens the Edit database queries dialog. Here you can add, change or delete database queries.</p> <p>For more information, see Editing database queries on page 48.</p>
View		
	Tabs	<p>Opens the Tabs dialog. You can manage open tabs here. For more information, see Managing tabs on page 52.</p>
	Restore standard layout	<p>Restores the default layout. For more information, see Managing layouts on page 53.</p>
	Restore standard layout (including size)	<p>Restores the default layout and the default window size. For more information, see Managing layouts on page 53.</p>

Menu	Menu item	Description
	Restore saved layout	Restores the layout that you saved earlier (see Save layout on the menu). For more information, see Managing layouts on page 53.
	Save layout	After you have customized the layout of the API Designer to suit your needs, you can save it and restore it at any time. For more information, see Managing layouts on page 53.
	Start page	Opens the start page. For more information, see Home page on page 23.
	Solution	Opens the Solution window. Here you can display and manage any objects in the API Designer which can be opened via the navigation. For more information, see Managing objects in a project (solution) on page 29.
	Node editor	Opens the Node editor window. You can edit a node's properties here. For more information, see Node editor view on page 35.
	Tasks	Opens the Tasks window. Compilation errors and warnings can be viewed here. For more information, see Managing compilation errors and warnings (task window) on page 59.
	Command list	Opens the Command list window. Here you can view the change history of the selected database object here and undo any changes where necessary. For more information, see Displaying the change history (command list) on page 53.
	Compilation	Opens the Compilation window. Here you can view the compilation log. For more information, see Opening the compiling log on page 61.
	Bookmarks	Opens the Bookmarks window. Here you can manage bookmarks. For more information, see Bookmarks on page 54.
	Navigation	Opens the navigation view. Here you can manage (create, open, delete) API configurations, API files, and API projects. You can also access the most recently edited file here. For more information, see Navigation on page 21.

Help

Menu	Menu item	Description
	Community	Opens the One Identity forum.
	Support portal	Opens the support portal website.
	Training	Opens the training website.
	Online documentation	Opens One Identity's documentation website.
	Info	Opens a dialog. Here you get detailed information on the API Designer (system information, version number, information about the software producer, installed modules and so on).









Related topics

- [User interface](#) on page 15
- [Global settings](#) on page 24
- [Changing the project type](#) on page 12
- [Find and replace](#)
- [Multilingual captions](#)
- [Importing API projects](#)
- [Editing database queries](#) on page 48
- [Managing tabs](#) on page 52
- [Managing layouts](#) on page 53
- [Home page](#) on page 23
- [Managing objects in a project \(solution\)](#) on page 29
- [Node editor view](#) on page 35
- [Managing compilation errors and warnings \(task window\)](#) on page 59
- [Displaying the change history \(command list\)](#) on page 53
- [Bookmarks](#) on page 54
- [Navigation](#) on page 21
- [Opening the compiling log](#) on page 61

Toolbar

The toolbar contains different icons that you can click on to access other functions.

Table 2: Toolbar functions

Icon	Description
Change label:	In the list, select the label under which changes made to the One Identity Manager database are to be saved. Use the label to make it easier to identify and assign changes to the database. For more information, see Labeling changes on page 37.
 Managing change labels	Opens the Change label dialog box. You can select, add, change or delete change labels here. For more information, see Labeling changes on page 37.
 Use the current change label as default	Specify that the current change label see Change label) is to be used as the default change label. This change label will automatically be selected upon API Designer startup. This setting is bound to the client and does not affect other users of the One Identity Manager database. For more information, see Using change labels on page 37.
 Captions	Opens the Multilingual captions dialog. You can create and edit multilingual captions here. For more information, see Multilingual captions on page 44.
 Testing a compilation	Tests the compilation for either the Debug or Release version. For more information, see Testing a compilation on page 58.
 Save	Saves changes to the object currently being edited. If you want to save changes to other database objects, select the corresponding tab in the definition tree view and click the button.
 Save all	Saves changes to all objects currently being edited.
 Previous/next node	<p>Navigates backwards and forwards within the history of the selected objects. This displays the selected database object in the definition tree view.</p> <p>If an object or node has been deleted, the next object is shown. If an object that no longer exists is selected in the history, the previous object is shown.</p> <p> TIP: On the menu bar under Connection Settings, you can specify the number of database objects shown in the history. The history can be deleted in the context menu using Clear history.</p>

Related topics

- [User interface](#) on page 15
- [Labeling changes](#) on page 37
- [Multilingual captions](#) on page 44
- [Testing a compilation](#) on page 58







Status bar

The status bar displays different status data. Some status data is shown by way of icons. Which icons are displayed is partially dependent on the program settings selected. The status bar comes in different colors.

Table 3: Meaning of the Colors


Color	Meaning
none	Development environment database is connected.
Red	Simulation mode is enabled.
Green	Test environment database is connected.
Yellow	Productive environment database is connected.

Table 4: Status bar icons

Icon	Meaning
	Shows the current user.
	Shows information about the project.
	The database is connected.
	Shows database access.
	The database must be compiled.
	The program is in simulation mode.

On the status bar, the database is also shown in the following format:

<Server>/<Database (description)>

-  **TIP:** To copy the database path into the clipboard, double-click on the database on the status bar.
Double-click on the user on the status bar to see more information about the current user.

Related topics

- [User interface](#) on page 15

Navigation





Open the navigation via **View | Navigation** (see [Opening the navigation](#) on page 22).

Use the navigation to manage (create, open, delete) API files and API projects. You can also access the most recently edited file here.

At the bottom of the navigation area you can select whether you would like to manage API files, or API projects.

The following table provides an overview of the various features available within the navigation.

Table 5: Navigation features

Control	Description
 Add	Adds a new database object. The type of database object changes according to the area you are in (API files or API projects). For detailed information, see the following sections: <ul style="list-style-type: none">• Creating API projects on page 68• Creating API files on page 78
 Delete	Deletes a database object. For detailed information, see the following sections: <ul style="list-style-type: none">• Deleting API projects on page 70• Deleting API files on page 79
 Reload data	Refreshes the view/reloads the data.
 Properties	Opens the Object properties dialog box. Allows you to view the properties for the selected database object. For more information, see Object properties on page 27.
Searching	Use the search feature to find specific database objects. Enter the required search term and then press Enter.

Related topics

- [User interface](#) on page 15
- [Creating API projects](#) on page 68
- [Creating API files](#) on page 78
- [Deleting API projects](#) on page 70
- [Deleting API files](#) on page 79
- [Object properties](#) on page 27

Opening the navigation

By default, the navigation remains open (on the left of the window) until you close it. You can open the navigation again at any time.

To open the navigation

- Click on **View | Navigation** on the menu bar.

Related topics

- [Navigation](#) on page 21
- [User interface](#) on page 15

Home page

Open the homepage via **View | Home** (see [Opening the homepage](#) on page 23).

The homepage is displayed upon startup of the API Designer.

On the homepage, you can:

- use [compilation branches](#) to store different versions of your API in the database.
- [Test](#) your API locally
- [compile the API](#) and then write it to the database
- use the API Designer to [connect and edit](#) C# projects

Related topics

- [Managing versions \(compilation branches\)](#) on page 62
- [Testing an API](#) on page 64
- [Compiling an API](#) on page 57
- [Linking C# projects to the API Designer](#) on page 65
- [Opening the homepage](#) on page 23
- [User interface](#) on page 15

Opening the homepage

You can open the homepage again at any time.

To open the homepage

- Click on **View | Home** on the menu bar.
The homepage opens in the work area.

Global settings

Open the global settings via **Connection | Settings** (see [Changing global settings](#) on page 26).

Use the **Global settings** dialog box to configure basic settings for API Designer. The following table gives an overview of the various features within the **Global settings** dialog box.

Table 6: Global settings

Area	Setting	Description
Common		
	Current language	Shows the language currently in use.
	Language at next startup	Specify the language for the API Designer. The API Designer will open using this language the next time the API Designer starts. For more information, see Changing language on page 26.
	Resolution	Specify the resolution.
	Maximum history length	Specify how many changes can be undone.
	Maximum number of recently opened items	Specify how many items are to be shown under "Recently edited files"
Editor		
	Shorten long property values	If you would like to shorten long property values, enable this option.
	Show an error message if syntax errors are found after editing	Enable this option if you want to receive a notification when syntax errors have been found after editing.
	Save and load API Designer size within layout	If you would like to save the size settings for the API Designer view and reload them upon restarting, enable this option.
	Ask for save type after every startup	Enable this option if you would like to select how you would like to save your project each time you start API Designer (see Changing the project type on page 12).

Area	Setting	Description
	Branch ID	<p>Use compilation branches to store different API versions in the database.</p> <p>Manage you compilation branches. You can select the compilation branch that you want to use, display the existing compilation branches, create compilation branches, edit compilation branches, and delete compilation branches.</p> <p>For more information, see Managing versions (compilation branches) on page 62.</p>

Compiler

	Display the following warnings as errors	<p>Specify which warnings are displayed as errors during compilation. Enter the codes for the warnings, separated by commas. The error codes refer to the Microsoft C#Sharp compiler. For more information about compilation, see Compiling an API on page 57.</p> <p>TIP: For information about error codes that occur during compilation, you can refer, for example, to the Error code table of the Tasks view (see Managing compilation errors and warnings (task window) on page 59).</p>
	Ignore the following errors	<p>Specify which errors should be ignored during compilation. Enter the codes for the warnings, separated by commas. The error codes refer to the Microsoft C#Sharp compiler. For more information about compilation, see Compiling an API on page 57.</p> <p>TIP: For information about error codes that occur during compilation, you can refer, for example, to the Error code table of the Tasks view (see Managing compilation errors and warnings (task window) on page 59).</p>

Save and backup

	Ask for change label	Enable this option if you would like to be asked for a change label when saving.
	Keep backup of unsaved objects on local machine	If you would like to backup unsaved changes on your local hard drive, enable this option. This ensures that your changes are not lost if the program crashes.

Keyboard layout

	Display next bookmark	<p>Specify the shortcut to be used for the next bookmark.</p> <p>TIP: To specify a Ctrl or Shift shortcut, enable the Alt and/or Ctrl options. Finally, select a button from the list.</p>
--	-----------------------	---

Area	Setting	Description
	Turn bookmarks on/off	Specify the shortcut you want to use to set or remove a bookmark. <div style="border-left: 1px solid #0070c0; padding-left: 10px; margin-left: 20px;"> <p>i TIP: To specify a Ctrl or Shift shortcut, enable the Alt and/or Ctrl options. Finally, select a button from the list.</p> </div>

Related topics

- [Changing global settings](#) on page 26
- [Menu bar](#) on page 16

Changing global settings

You can change the global/general settings for the API Designer at any time.

To adjust API Designer settings

1. Click on **Connection | Settings** on the menu bar.
2. Click on an area in the **Global settings** dialog box to collapse it or expand.
3. Configure the required settings (see [Global settings](#) on page 24).
4. Click **Apply**.

Related topics

- [Global settings](#) on page 24

Changing language

The API Designer is available in German and English. You can switch between these languages at any time. Changing the language requires the API Designer to be restarted.

To change the API Designer language

1. Click on **Connection | Settings** on the menu bar.
2. In the **Global settings** dialog box, select the required language from the **New startup language** list.
3. Click **Apply**.
4. Confirm the prompt by selecting **Yes** in the **Restart API Designer** dialog box.
The API Designer will restart in the selected language.

Related topics

- [Global settings](#) on page 24

Database objects

API projects and API files are defined as database objects in API Designer. In this section, you will learn how to work with these database objectsAPI Designer

Related topics

- [Editing database objects \(definition tree view\)](#) on page 30
- [Managing objects in a project \(solution\)](#) on page 29
- [Object properties](#) on page 27

Object properties

Right-click on an object to open the **Object properties** dialog box (see [Displaying object properties](#) on page 28)

The **Object properties** dialog box displays the properties of objects in the API Designer. The dialog box is divided into five tabs which are explained below.

General

Under the **General** tab, the general properties of the object such as ID, status, or primary key are displayed.

Properties

Under the **Properties** tab, all columns in the database object are displayed in a table alongside their values. You can choose between a simple column view and the advanced view with additional data for column definitions.

Permissions

The permissions for each database object are displayed under the **Permissions** tab. The first entry shows the basic permissions for the table. The permissions for this particular database object are displayed below it. The other entries show the column permissions.

- **TIP:** Double-click on the table entry, the object entry, or a column entry to display the permissions group from which the permissions were determined.

Table 7: Icon used for permissions

Icon	Meaning
✓	Permissions exist.
•	Permissions have been removed by the object layer
☑	Permissions limited by conditions.

Label

Under the **Change labels** tab, all the [change labels](#) assigned to the database object are displayed. You can also assign a change label to the object.

Export

Under the **Export** tab, you can export the database object:

- to the clipboard
- as a file
- via drag&drop
- as an SQL INSERT statement or SQL UPDATE statement


Related topics

- [Displaying object properties](#) on page 28

Displaying object properties

You can display the properties of a database object at any time.

To show the properties of a database object

1. Click on **View | Navigation** on the menu bar.
2. In the navigation, click on the database object whose properties you would like to display.
3. Click .

The **Object properties** dialog box opens. This dialog box contains several tabs displaying the properties of the selected database object. For more information, see [Object properties](#) on page 27.

Related topics

- [Object properties](#) on page 27

Managing objects in a project (solution)

Open the **Solution** view via **View | Solution** (see [Opening the solution](#) on page 30).

The solution can be used to display all the objects in the API Designer that can be opened via the navigation.

The solution view depends on your choice of project. If you select a [solution](#) project when starting the API Designer, the listed entries will be grouped according to their respective database modules and you will be able to disable the compilation of individual database modules. Database modules whose status has not changed, are shown as collapsed nodes. If you mark a subnode, you can run additional tasks.

You can also identify the objects whose status has changed in API Designer. Differences between changes in the API Designer and changes to resources in the database or on the hard disk are marked.

To open an object, double-click on it in the solution.

The following table provides an overview of the various features available within the **Solution** window.

Table 8: Controls







Control	Description
 Update list	Refreshes the list of database objects.
 Reload selected objects	Reloads the selected objects.
 Mark all modified objects to be reloaded.	Any objects that you have modified will be reloaded after you click on  Reload selected objects
 Disable module compilation.	Disables compilation of the selected module.
 Only display modified objects	Only modified objects will be displayed in the list.

Table 9: Solution columns

Column	Description
Object identifier	Name of the object
DB status	Up to date is displayed when the database has been refreshed. Otherwise the user who made the change is displayed.
Status drive	Up to date is displayed when the file has been updated. Otherwise a time when the changes will be made is shown.
Status API Designer	Displays object modifications. The status is shown as Changed if the object has been changed.

Column	Description
Reload	A checkbox is displayed for new objects. You can reload selected objects.
Path	Storage location of the file on the hard drive

Related topics

- [Opening the solution](#) on page 30
- [Menu bar](#) on page 16

Opening the solution

You can open the solution at any time.

To open the solution

- Click on **View | Solution** on the menu bar.

Related topics

- [Managing objects in a project \(solution\)](#) on page 29

Editing database objects (definition tree view)

Open the definition tree view via **View | Navigation | Click the required database object** (see [Opening the definition tree view](#) on page 31).

Use the definition tree view to display and edit different database objects in API Designer. A separate tab containing a unique definition tree view will be opened for each database object that you edit. A definition tree view opens when adding or editing database objects, for example.




A database object contains what are known as nodes that you can display in a tree structure within the definition tree view and edit in the node editor view (see [Node editor view](#) on page 35). If you add a new database object to your project (for example, an API project), this database object is created with a predefined number of nodes and is shown in the object definition. The object definition is a type of view found within the definition tree view.

The predefined nodes contained in a database object form the basic structure of the database object. You cannot delete these nodes.

In addition to the predefined nodes, you can add extra nodes via the context menu (right-click). You can delete these nodes.

The following table gives an overview of the various features contained on the toolbar within the definition tree view.

Table 10: Definition tree view toolbar

Icon	Description
 Object definition	An overview of nodes contained in a database object can be found here.
 Generated code	You can view the code generated for a selected node here. For more information, see Viewing and saving generated code belonging to a node on page 34.
 Find and replace	You can search for terms here and replace them where necessary. For more information, see Find and replace on page 40.

Related topics

- [Opening the definition tree view](#) on page 31
- [Viewing and saving generated code belonging to a node](#) on page 34
- [Find and replace](#) on page 40

Opening the definition tree view

You can open the definition tree view at any time.

To open the definition tree view of a database object

1. Click on **View | Navigation** on the menu bar.
2. In the navigation, double-click on the database object which holds the definitions you would like to display.

The definition tree view for the selected object opens in a separate tab.

Related topics

- [Editing database objects \(definition tree view\)](#) on page 30
- [Navigation](#) on page 21

Context menu in the definition tree window






To access the context menu, right-click a node in the [definition tree window](#). The options available in the menu depend on the type of node selected (context-sensitive).










Structure

The top section of the context menu lists the node types that can be added to the selected node.

Some node types do not allow additional node types to be pasted into them. In such cases, the **Object in extension** function is at the top of the context menu. All other functions are either available or grayed out, depending on the type of node and its position in the definition tree window.

Table 11: Functions in the context menu

Function	Description
Object in extension	Allows you to create sub-elements of the selected node in an extension instead of an object.
Move to extension	Moves the selected node into a new or existing extension.
 Cut	Cuts the highlighted node and copies it to the clipboard. Any child nodes for the selected node are also cut. i NOTE: You cannot cut any nodes that have been automatically added to the definition tree.
 Copy	Copies the highlighted and child nodes to the clipboard.
 Paste	Pastes the node contained in the clipboard. i NOTE: You can only paste nodes contained in the clipboard if they are also permitted at the selected point. Example: You cannot paste a "Plugin" node below the "Compilation settings" node.
 Delete	Deletes the highlighted node and all child nodes. i NOTE: You cannot cut any nodes that have been automatically added to the definition tree. i TIP: You can select multiple nodes by holding down the Ctrl key to apply the function once to all selected nodes.
Delete node as an extension	Deletes the highlighted node as an extension.
 Set/remove bookmark	Sets or removes a bookmark on the highlighted node. For more information, see Bookmarks on page 54
Expand all	Expands all nodes.
Collapse all	Collapses all nodes.

Function	Description
 Export	Saves the selected node and their child nodes in XML format to your hard drive.
 Import	Pastes previously exported child nodes at the selected point. i NOTE: You can only paste nodes if they are also permitted at the selected point. Example: You cannot paste a "Plugin" node below the "Compilation settings" node.
 Move up	Moves the selected node upwards. i NOTE: You cannot move any nodes that have been automatically added to the definition tree.
 Move down	Moves the selected node downwards. i NOTE: You cannot move any nodes that have been automatically added to the definition tree.
 Undo	Undoes the previous action.
 Redo	Redoes the last action that has been undone.
 Search object references	Searches for all references that refer to the selected node. i NOTE: If searching for a reference within a collection, the results are grouped by related columns.
 Search	Opens the Find and replace dialog. For more information, see Find and replace on page 40.
 Search next	This function continues the search using the current search parameters and highlights the next matching node. The search is executed even if the Search dialog is not open.

Related topics

- [Editing database objects \(definition tree view\)](#) on page 30
- [Bookmarks](#) on page 54
- [Find and replace](#) on page 40

Extensions

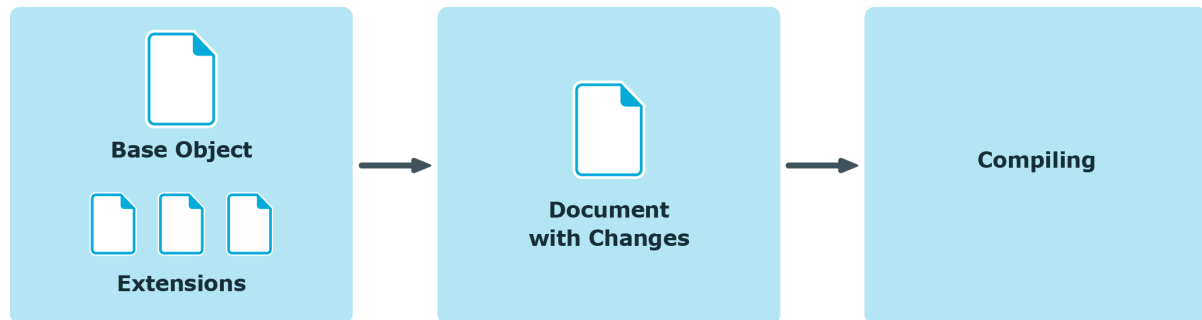
Use extension to indirectly edit base objects (standard database objects that are contained in your project). You can add as many extensions as you wish to the base objects in the API Designer.

Extensions are edited when you configure the base objects. This means you add an extension to the object and change the property value. The base object is subsequently

compiled and the modification resulting from the extension is highlighted in the API Designer.

Base objects to which you want to add an extension can be identified as colored nodes in the **Object definitions** view in the [Definition tree view](#).

Figure 1: Workflow in the API Designer



Viewing and saving generated code belonging to a node



In the [Definition tree view](#), you can view a node's generated code (within a database object) and copy or save where necessary.

This function is particularly useful if you are looking at code in detail and want to reuse parts of the code, or you want to examine an error in more detail.

NOTE: You cannot edit the code.

NOTE: If you want to search for a specific point in the code, you can use the shortcut **Ctrl + F**.

To view a node's generated code

1. Click on **View | Navigation** on the menu bar.
2. In the navigation, double-click on the database object that contains the node you require.
3. Click on the node in the definition tree view whose code you want to see.
4. Click  .

The code will be displayed in a code view.

To save the generated code as a file

1. Execute the [steps previously described](#).
2. In the code view, select the code that you want to save.
3. Right-click on the highlighted code.

4. Click **Copy**.
5. Click **Save as** in the context menu.
6. Select a name and location for the file in the save dialog box and click **Save**.

Related topics

- [Editing database objects \(definition tree view\)](#) on page 30
- [Resolving errors and warnings](#) on page 61

Node editor view







Open the node editor view via **View | Node editor** (see [Opening the node editor view](#) on page 36).









The **Node editor** view allows you to edit the properties of a node that you have selected in the [Definition tree view](#) (see [Editing nodes](#) on page 36).

 **NOTE:** The settings shown depend on the type of node selected.

The following table provides an overview of the various features available within the **Node editor** window.

Table 12: Controls

Control	Description
 And name / icon of the base object	<p>Displayed if a file-based database object (Solution project) has been selected.</p> <p>Click on  Open corresponding folder to open the folder on your drive where the database object is located.</p> <p>Right-click on  Open corresponding folder to open a context menu.</p> <p>For more information, see Solution projects on page 14.</p>
Node name/node type icon	Shows the node identifier and the node type icon that marks it in the definition tree view.
 Database	Displayed if a database object is selected.
 Delete filter	Deletes the filter entered into the next field.
Filter field	<p>Displays only fields that match the text which has been entered.</p> <p>Example: if you enter Pe, only the Permission field will be displayed.</p> <p> NOTE: The API Designer only filters the settings fields and not the values contained within them.</p>

Control	Description
 Sort ascending alphabetically	Sorts the settings alphabetically in ascending order within each category. If you enable sorting, the button will be highlighted with a colored frame.
 Sort descending alphabetically	Sorts the settings alphabetically in descending order within each category. If you enable sorting, the button will be highlighted with a colored frame.
 View grouping	Enables/disables the display of the various settings in categories. If you enable this option, the button will be highlighted with a colored frame.
 Expand all	Expands all categories.
 Collapse all	Collapses all categories.
 Zeige erweiterte Werte	Highlights setting that have had an extension added to them. Use  to switch to the extension. A node that has had an extension added to it, is indicated in the definition tree view with the  icon. If you enable this option, the button will be highlighted with a colored frame.

Related topics

- [Opening the node editor view](#) on page 36
- [Editing nodes](#) on page 36
- [Menu bar](#) on page 16
- [Editing database objects \(definition tree view\)](#) on page 30

Opening the node editor view

You can open the node editor view at any time.

To open the node editor view

- Click on **View | Node editor** on the menu bar.


Related topics

- [Editing nodes](#) on page 36
- [Node editor view](#) on page 35

Editing nodes

Node properties can be edited for any node in the node editor view.

To edit a node

1. Click on **View | Navigation** on the menu bar.
2. In the navigation, double-click on the object that you would like to edit.
3. Click on **View | Node editor** on the menu bar.
The [Node editor view](#) opens.
4. In the [Definition tree view](#), click on the node that you would like to edit.
The fields and options shown in the node editor view will change depending on the selected node.
5. Make the changes in the **Node editor** view.
6. Click  **Save** on the toolbar.

Related topics

- [Opening the node editor view](#) on page 36
- [Node editor view](#) on page 35
- [Editing database objects \(definition tree view\)](#) on page 30
- [Menu bar](#) on page 16
- [Navigation](#) on page 21

Labeling changes

Use **Change label** to make it easier to view and assign changes in the database. Any database objects that yield a project are entered on a change label. Database Transporter is used for moving the project. You can create and edit change labels in different One Identity Manager tools.

Related topics

- [Using change labels](#) on page 37
- [Creating a change label](#) on page 38
- [Change management](#) on page 39
- [Deleting change labels](#) on page 40

Using change labels

In order to also be able to assign a change label to changes, you need to select a change label for further use.

To use a change label

- On the toolbar, select the required change label in the **Change label** list.

Any changes stored in the project during this session will be assigned to the selected change label.

TIP: If you are always using the same change label and do not want to select it every time you start the API Designer, click on **Use the current change label as default** in the toolbar.

Related topics

- [Labeling changes](#) on page 37
- [Creating a change label](#) on page 38
- [Change management](#) on page 39
- [Deleting change labels](#) on page 40

Creating a change label

You can create as many change labels as you wish and use them to track your changes.

To edit a change label

1. Click **Manage change label** on the toolbar.
2. Click **Create a new change label** in the **Change label** dialog.
3. Specify the properties of the change label in the right-hand column in the list.
 - **Change label:** Enter a name for the change label.
 - **Description:** (optional) Enter a description for the change label.
 - **Locked:** (Optional) Select whether you would like to block the change label from further use. If a change label is locked, no further changes can be booked to this label.
 - **Comment:** (optional) Enter a comment to monitor changes to the change label.
 - **Status:** (optional) Select a status from the list.
 - **Status comments:** (optional) Enter a comment in relation to the status.
 - **Parent change label:** (optional) Select a change label from the list to be the parent.
4. Click **Save change label** above the list.
5. Click **OK**.




Related topics

- [Labeling changes](#) on page 37
- [Using change labels](#) on page 37
- [Change management](#) on page 39
- [Deleting change labels](#) on page 40

Change management

You can edit existing change labels at any time.

To edit a change label

1. Click  **Manage change label** on the toolbar.
2. In the **Change label** dialog box, click on the label to be edited.
3. Click  **Show / hide edit view** .
4. Change the properties of the change label in the right-hand column in the list:
 - **Change label:** Enter a name for the change label.
 - **Description:** (optional) Enter a description for the change label.
 - **Locked:** (Optional) Select whether you would like to block the change label from further use. If a change label is locked, no further changes can be booked to this label.
 - **Comment:** (optional) Enter a comment to monitor changes to the change label.
 - **Status:** (optional) Select a status from the list.
 - **Status comments:** (optional) Enter a comment in relation to the status.
 - **Parent change label:** (optional) Select a change label from the list to be the parent.
5. Click  **Save change label** above the list.
6. Click **OK**.



Related topics

- [Labeling changes](#) on page 37
- [Using change labels](#) on page 37
- [Creating a change label](#) on page 38
- [Deleting change labels](#) on page 40

Deleting change labels

You can delete existing change labels at any time.

To edit a change label

1. Click  **Manage change label** on the toolbar.
2. In the **Change label** dialog box, click on the change label you would like to delete.
3. Click  **Delete the selected change label**.
4. Confirm the prompt by selecting **Yes** in the dialog box.
5. Click **Cancel**.

Related topics


- [Labeling changes](#) on page 37
- [Using change labels](#) on page 37
- [Creating a change label](#) on page 38
- [Change management](#) on page 39

Find and replace

Open the search function over **Edit | Find and replace** (see [Performing a search](#) on page 43).

Use the **Find and replace** dialog box to search for (and replace) certain captions or items within your project. The following table gives an overview of the various features within the **Find and replace** dialog box.

Table 13: Controls for find and replace

Control	Description
Search	Enter a search term.  TIP: To reuse terms from previous searches, click on the arrow to the right of the field and select the required term.
Find as	In the Find as list, select whether you would like to search using simple text or by wildcards or regular expressions .
Replace with	(Optional) Enter the text which is to replace the searched text.
Search area	If you would like to further narrow the search, you can select which objects you would like to search for here:

Control	Description
	<ul style="list-style-type: none"> • Current document: Only the current document is included in the search. • Current document and its extensions: Only the current document and all of its extensions are included in the search. • Current document and its parent documents: Only the current document and all of its parent items are included in the search. • Below the selected object: Only the objects below the current object are included in the search. • All API designer objects: All objects are included in the search.
Search options	Configure other search settings: <ul style="list-style-type: none"> • Case sensitive: API Designer finds only occurrences of the text that match the case that you have entered into the Search field. • Whole word: Only the whole word is included in the search. Example: If you enter Person, the search will only find "person" and not "persons". • Match entire value: API Designer finds only objects containing the exact values that match the text you have entered into the Search field. • Filter by type: Select the objects to which your search will be limited.
Search	Finds and opens the next occurrence of the term.
Find all	Triggers a search that lists all occurrences of the text in the Search results area.
Search results	Lists all occurrences of the term.
Replace	Replaces the occurrence of the term that you have highlighted in Search results with the text that you have entered in the Replace field.
Replace all	Replaces all occurrences of the term that you have selected in the Replace column under Search results with the text that you have entered in the Replace field.

Wildcards

Use wildcards to replace a single character, or a string of characters, using a single character when searching for strings. The most common wildcards are the question mark (?) - to symbolize an individual character - and the asterisk (*) - to symbolize any combination of characters.

To use wildcards in the **Find and replace** dialog box, enter the search term into the **Find** field and select the **Wildcards** option from the **Find as** list.

Example

The following table gives some examples of wildcard searches:

Sample term	Result
P*n	Finds "person", "position", "plugin" and so on
Per*	Finds "person", "personal", "perfection" and so on
AP?.json	Finds "API.json" but not "APIProject.json"

Regular expressions

Regular expressions (also known as 'regex' or 'regexp') are similar to [wildcards](#) in that they also allow you to find strings. Regular expressions are more effective than wildcards, however.

To use regular expressions in the **Find and replace** dialog box, enter the search term into the **Search** field and select the **Regular expressions** option from the **Find as** list.

Example

The following table gives some examples of regular expressions:

Regular expression	Description
[a-z]	Any lowercase Latin letter
[A-Z]	Any uppercase Latin letter
\d	A digit
\D	A character that is not a digit
\w	A letter, a digit or an underscore
\W	A character that is neither a letter, a number nor an underscore
\s	Blank
\S	A character that is not a blank space
{n}	The preceding term must occur exactly 'n' number of times.

Regular expression	Description
	Example: C{3} finds "CCC"
	Alternatives Example: Regex Regexp finds "Regex" or "Regexp"
?	The preceding term is optional, it can occur once, but does not need to, i.e. the term either occurs once or not at all.



Related topics

- [Performing a search](#) on page 43
- [Menu bar](#) on page 16

Performing a search

You can perform a search of the whole project, or parts of it, at any time.

To run a search

1. Click **Edit | Find and replace** on the menu bar.
2. In the **Find and replace** dialog, enter a search term in the **Find** field.
3. In the **Find as** list, select whether you would like to search using simple text or by [wildcards](#) or [regular expressions](#).
4. (Optional) In the **Replace by** field, enter the text to replace the text in the search.
5. In the **Find scope** list, select which objects you would like to include in the search.
6. (Optional) In the **Find options** area, click  to configure further search settings.
7. Click **Find** or **Find all**.
The search results are displayed in the **Find results** area
8. Click  in the **Find options** area.
9. (Optional) Double-click a result in the results list.
The relevant nodes are highlighted and displayed in the definition tree view.
10. (Optional) To replace a result, highlight it in the **Find results** area and click **Replace**.
11. (Optional) To replace several results, enable the checkbox next to the relevant results and click **Replace all**.

Related topics

- [Find and replace](#) on page 40

Multilingual captions




Open the **Multilingual captions** dialog box via  **Captions**.

Use the **Multilingual captions** dialog box to add, edit or delete captions in multiple languages. You can use these texts later in your API or web application.

Before adding or editing multilingual captions, define objects in your project that output captions in your API. You create keys for these objects. You assign a text to the keys for each language. This means that the keys are translated into the different languages you wish to use.

You can create and edit keys and translations on the **Captions** tab in the **Multilingual captions** dialog box. The following table gives an overview of the various features within the **Multilingual captions** dialog box.

Table 14: Controls

Control	Description
 Add	Creates a new caption. For more information, see Creating multilingual captions on page 45.
 Delete	Deletes the caption selected in the results list. For more information, see Deleting a multilingual caption on page 47.
 Save	Saves the changes. For more information, see Editing a multilingual caption on page 46.
Search mask	In this area, you can search for existing captions and edit them. For more information, see Searching for a multilingual caption on page 45.
Result list	Lists the results generated by the search. For more information, see Searching for a multilingual caption on page 45.
Editing	You can edit captions in this area. For more information, see Creating multilingual captions and Editing a multilingual caption on page 46.





Related topics

- [Creating multilingual captions](#) on page 45
- [Searching for a multilingual caption](#) on page 45
- [Editing a multilingual caption](#) on page 46
- [Deleting a multilingual caption](#) on page 47
- [Menu bar](#) on page 16

Creating multilingual captions

You can create multilingual captions at any time.

To create a multilingual caption

1. Click  **Captions** on the menu bar.
2. Click  **Add** on the toolbar in the **Multilingual captions** dialog box.
3. In the **Edit** area, enter a unique value in the **Key** field to be used to reference the text.
 -  **NOTE:** If you have not added a translation for a language, the API will use the caption that has been saved under **Key**.
4. Select the caption's language in the **Language** list.
5. Enter the caption to be shown for the selected language in the **Text** field.
6. Repeat the last two steps for all the required languages.
7. Click  **Save** on the toolbar in the **Multilingual captions** dialog box.
8. Click **Apply**.


Related topics

- [Multilingual captions](#) on page 44
- [Searching for a multilingual caption](#) on page 45
- [Editing a multilingual caption](#) on page 46
- [Deleting a multilingual caption](#) on page 47

Searching for a multilingual caption

You can search for multilingual captions at any time.

To search for a multilingual caption

1. Click  **Captions** on the menu bar.
2. In the **Multilingual captions** dialog box, enter a term into the **Search form** (such as the name of a key or parts of the caption).
3. Use the options below the search bar to limit your search:
 - **Search key and value:** Searches for the term in the key and captions.
 - **Search for key only:** Only searches for the term in the key.
 - **Search for value only:** Only searches for the term in the captions.
 - **Search in all available languages:** Enable this option if you would like to

search for the term across all languages. If you disable this option, the search will only be performed in the language that is current shown in the **Language** field in the **Edit** area.

4. Click .

The search results are displayed in the **Result list** area

TIP: If one of the **Search key and value** or **Search for key only** options is set, the keys shown in the result list are labeled with an asterisk (*).



Related topics

- [Multilingual captions](#) on page 44
- [Creating multilingual captions](#) on page 45
- [Editing a multilingual caption](#) on page 46
- [Deleting a multilingual caption](#) on page 47

Editing a multilingual caption


You can edit existing multilingual captions at any time.

To edit a multilingual caption

1. Click  **Captions** on the menu bar.
2. In the **Multilingual captions** dialog box, enter the search term in the **Search form** area.
3. Use the options below the search bar to limit your search:
 - **Search key and value:** Searches for the term in the key and captions.
 - **Search for key only:** Only searches for the term in the key.
 - **Search for value only:** Only searches for the term in the captions.
 - **Search in all available languages:** Enable this option if you would like to search for the term across all languages. If you disable this option, the search will only be performed in the language that is current shown in the **Language** field in the **Edit** area.
4. Click  **Search**.
5. In the **Result list** area, click on the caption to be edited.

TIP: If one of the **Search key and value** or **Search for key only** options is set, the keys shown in the result list are labeled with an asterisk (*).
6. In the **Edit** area, change the unique value in the **Key** field that is used to reference the text.

NOTE: If you have not added a translation for a language, the API will use the caption that has been saved under **Key**.

7. Select the caption's language in the **Language** list.
8. Enter the caption to be shown for the selected language in the **Text** field.
9. Repeat the last two steps for any languages that you would like to change or add.
10. Click  **Save** on the toolbar in the **Multilingual captions** dialog box.
11. Click **Apply**.

Related topics



- [Multilingual captions](#) on page 44
- [Creating multilingual captions](#) on page 45
- [Searching for a multilingual caption](#) on page 45
- [Deleting a multilingual caption](#) on page 47

Deleting a multilingual caption


You can delete existing multilingual captions at any time.

NOTE: You cannot delete multilingual captions that have been predefined by API Designer.

To delete a multilingual caption

1. Click  **Captions** on the menu bar.
2. In the **Multilingual captions** dialog box, enter a term into the **Search form** (such as the name of a key or parts of the caption).
3. Use the options below the search bar to limit your search:
 - **Search key and value:** Searches for the term in the key and captions.
 - **Search for key only:** Only searches for the term in the key.
 - **Search for value only:** Only searches for the term in the captions.
 - **Search in all available languages:** Enable this option if you would like to search for the term across all languages. If you disable this option, the search will only be performed in the language that is current shown in the **Language** field in the **Edit** area.
4. Click .
5. In the **Result list** area, click on the caption to be deleted.

TIP: If one of the **Search key and value** or **Search for key only** options is set, the keys shown in the result list are labeled with an asterisk (*).

6. Click  **Delete** on the toolbar in the **Multilingual captions** dialog box.
7. Confirm the prompt by selecting **Yes** in the dialog box.
8. Click **Apply**.

Related topics

- [Multilingual captions](#) on page 44
- [Creating multilingual captions](#) on page 45
- [Editing a multilingual caption](#) on page 46
- [Searching for a multilingual caption](#) on page 45

Editing database queries






Open the **Edit database queries** dialog box via **Edit | Edit database queries** (see [Displaying database queries](#) on page 49).



In the **Edit database queries** dialog box, you can [display](#), [create](#), [edit](#), [delete](#) and [test](#) database queries.

Database queries enable secure communication between your web application and your One Identity Manager database. The actual SQL code is saved in SQL snippets, to which only certain parameters can be added later. The database queries are referenced later in the code only based on their name.

The following table gives an overview of the various features within the **Edit database queries** dialog box.

Table 15: Controls

Control	Description
 Add	Creates a new database query. For more information, see Creating a database query on page 49.
 Delete	Deletes the selected database query. For more information, see Deleting a database query on page 52.
 Save	Saves changes to the selected database query. For more information, see Editing a database query on page 50.
 Save all	Saves all changes. For more information, see Editing a database query on page 50.
 Discard object changes	Undoes all changes to the selected database query.
Identifier	Unique database query ID

Control	Description
Description	A description of the database query that explains the query and its function
SQL expression	The actual query in SQL code
Dialog groups	Dialog groups that are permitted to use this database query (labeled ) or forbidden from using it (labeled )
Test statement	Opens the Test statement dialog. You can test the database query here. For more information, see Testing a database query on page 51.

Related topics

- [Displaying database queries](#) on page 49
- [Creating a database query](#) on page 49
- [Editing a database query](#) on page 50
- [Testing a database query](#) on page 51
- [Deleting a database query](#) on page 52

Displaying database queries

You can edit all existing database queries at any time.

To show all database queries

- Click **Edit | Edit database queries** on the menu bar.




Related topics

- [Editing database queries](#) on page 48
- [Editing a database query](#) on page 50
- [Testing a database query](#) on page 51
- [Deleting a database query](#) on page 52

Creating a database query

You can create new database queries at any time.


To create a database query

1. Click **Edit | Edit database queries** on the menu bar.
2. Click  **Add** in the **Edit database queries** dialog box.
3. Enter a unique name for the database query in the **Identifier** field.
4. (Optional) In the **Description** field, enter a description for the database query that describes the database query and its function.
5. Enter the query as an SQL code in the **SQL expression** field.
6. Double-click the dialog groups which may use the database query in the **Dialog groups** area.
 -  **TIP:** To select or deselect all dialog groups quickly, click **Select all** or **Deselect all**.
7. (Optional) Click **Test statement** to test the SQL statement with different values. For more information, see [Testing a database query](#) on page 51.
8. Click  **Save**.
9. Click **Close**.

Related topics

- [Editing database queries](#) on page 48
- [Displaying database queries](#) on page 49
- [Editing a database query](#) on page 50
- [Testing a database query](#) on page 51
- [Deleting a database query](#) on page 52


Editing a database query

 **NOTE:** You cannot edit any database queries that have been predefined by the API Designer.

You can edit existing database queries at any time.

To edit a database query

1. Click **Edit | Edit database queries** on the menu bar.
2. Click on the database query you would like to edit in the **Edit database queries** dialog box.
3. Enter a unique name for the database query in the **Identifier** field.
4. (Optional) In the **Description** field, enter a description for the database query that describes the database query and its function.

5. Enter the query as an SQL code in the **SQL expression** field.
6. In the **Dialog groups** area, double-click the dialog groups for which access permissions are to be changed.
 - TIP:** Click **Select all** or **Deselect all** to quickly select or deselect all dialog groups.
7. (Optional) Click **Test statement** to test the SQL statement with different values. For more information, see [Testing a database query](#) on page 51.
8. Click  **Save**.
9. Click **Close**.

Related topics

- [Editing database queries](#) on page 48
- [Displaying database queries](#) on page 49
- [Creating a database query](#) on page 49
- [Testing a database query](#) on page 51
- [Deleting a database query](#) on page 52

Testing a database query

You can test database queries at any time.

To test a database query

1. Click **Edit | Edit database queries** on the menu bar.
2. In the **Edit database queries** dialog box, click on the database query you would like to test.
3. Click **Test statement**.
4. In the **Test statement** dialog box, enable the checkbox next to the SQL statement parameters that you would like to include in the test.
5. Enter the values for each parameter in the **Value** column.
6. Click **Test statement**.
7. Click **Close**.
8. Click **Close** in the **Edit database queries** dialog box.

Related topics

- [Editing database queries](#) on page 48
- [Displaying database queries](#) on page 49

- [Creating a database query](#) on page 49
- [Editing a database query](#) on page 50
- [Deleting a database query](#) on page 52

Deleting a database query

NOTE: You cannot delete any database queries that have been predefined by the API Designer. The **Delete** button is disabled for such database queries.

You can delete existing database queries at any time.

To delete a query

1. Click **Edit | Edit database queries** on the menu bar.
2. Click on the database query you would like to delete in the **Edit database queries** dialog box.
3. Click **Delete**.
4. Confirm the prompt by selecting **Yes** in the dialog box.
5. Click **Close** in the **Edit database queries** dialog box.

Related topics

- [Editing database queries](#) on page 48
- [Displaying database queries](#) on page 49
- [Creating a database query](#) on page 49
- [Editing a database query](#) on page 50
- [Testing a database query](#) on page 51

Managing tabs

Use the **Tabs** dialog box to enable opened tabs, close tabs, or save changes that you have performed in tabs.

To manage tabs

1. Click on **View | Tabs** on the menu bar.
2. Click one or more tabs (while holding down the Ctrl key) in the **Tabs** dialog box.
3. Perform one of the following tasks:

- Click **Enable** to enable the tab.
 - Click **Save** to save tab changes.
 - Click **Close tabs** to close the tab.
4. Click **Close**.

Related topics

- [Menu bar](#) on page 16

Managing layouts

You can adjust, save and, where necessary, restore the layout (assign and show different menus and areas) at any time.

To save your own layout

1. Customize the layout of the API Designer to suit your needs.
2. Click on **View | Save layout** on the menu bar.

To restore a saved layout

- Click on **View | Save layout** on the menu bar.

To restore the default layout

- Click on **View | Restore standard layout** on the menu bar.

To restore the default layout including the window size

- Click on **View | Restore standard layout** on the menu bar.

Related topics

- [Menu bar](#) on page 16

Displaying the change history (command list)

Open the command list via **View | Command list** (see [Opening the command list](#) on page 54).



Use the **Command list** window to display any changes performed on an object and to either undo or redo these.

Executed commands are indicated with the  icon. This icon is not shown for commands that were undone.

The use of wizards allows numerous commands to be automatically implemented. They are displayed in the command list as composite commands. The individual commands are shown at a second level. You can only undo the composite commands.

The following table gives an overview of the various features available in the **Command list** window.

Table 16: Controls

Control	Description
 Undo	Undoes the last implemented command in the list.
 Redo	Redoes the last command in the list that was undone.

Related topics

- [Opening the command list](#) on page 54

Opening the command list

You can view a list of actions that have been taken at any time.

To open the command list

- Click on **View | Command list** on the menu bar.

Related topics

- [Displaying the change history \(command list\)](#) on page 53






Bookmarks

Open the **Bookmarks** window via **View | Bookmarks** (see [Editing bookmarks](#) on page 55).

To make navigating around the API Designer easier and to find objects quickly, you can set bookmarks to any node in the [Definition tree view](#). View, manage and use these bookmarks in the **Bookmarks** window.

The following table provides an overview of the various features available within the **Bookmarks** window.

Table 17: Controls

Control	Description
 Delete all bookmarks	Deletes all bookmarks (see Deleting bookmarks on page 56).
 Edit bookmark description	Opens a dialog box which allows you to change the description of the selected bookmark (see Editing bookmarks on page 55).
 Remove module/-component bookmark	Deletes all bookmarks for the module (or component) selected in the list (see Deleting bookmarks on page 56). NOTE: This feature is only available if you selected to group the bookmarks by module/component earlier (see Group by modules/components) button.
 Delete current bookmark	Deletes the bookmark that you have selected in the list (see Deleting bookmarks on page 56).
 Group by modules/components	Groups the bookmarks by the API projects to which they are assigned.

Related topics

- [Editing bookmarks](#) on page 55
- [Setting bookmarks](#) on page 56
- [Deleting bookmarks](#) on page 56

Editing bookmarks

You can [show](#) all bookmarks, [delete](#) all bookmarks, or [change](#) the description of bookmarks at any time.


To open the bookmark window

- Click on **View | Bookmarks** on the menu bar.

To open a bookmark

1. Click on **View | Bookmarks** on the menu bar.
2. Double-click on a bookmark in the **Bookmarks** window.

To edit the bookmark description

1. Click on **View | Bookmarks** on the menu bar.
2. Click on a bookmark in the **Bookmarks** window.
3. Click  **Edit bookmark description**.

4. Insert a description for the bookmark in the **Bookmark description** dialog box.
5. Click **OK**.


Related topics

- [Bookmarks](#) on page 54
- [Setting bookmarks](#) on page 56
- [Deleting bookmarks](#) on page 56

Setting bookmarks

You can set a bookmark for database objects at any time. This allows you to things such as quickly access frequently used nodes.

To set a bookmark

1. Click on **View | Navigation** on the menu bar.
2. In the navigation, double-click on the database object that contains the node you require.
3. In the definition tree view, right-click on the node for which you would like to set a bookmark.
4. Click  **Set bookmark** in the context menu.
5. Enter a description for the bookmark in the **Bookmark description** dialog box.
6. Click **OK**.

Related topics


- [Bookmarks](#) on page 54
- [Editing bookmarks](#) on page 55
- [Deleting bookmarks](#) on page 56

Deleting bookmarks



You can delete [single bookmarks](#), [all bookmarks within a module](#) or [all bookmarks within a project](#) at any time.

To delete a single bookmark


1. Click on **View | Bookmarks** on the menu bar.
2. Click on the bookmark that you would like to delete in the **Bookmarks** window.

3. Click on  **Delete current bookmark**.
4. Confirm the prompt by selecting **Yes** in the dialog box.

To delete all the bookmarks in a module/component

1. Click on **View | Bookmarks** on the menu bar.
2. Click on  **Group by modules/components** in the **Bookmarks** window.
3. Click on the module whose bookmarks you would like to delete.
4. Click on  **Remove bookmarks from module / component**.
5. Confirm the prompt by selecting **Yes** in the dialog box.


To remove all bookmarks

1. Click on **View | Bookmarks** on the menu bar.
2. Click on **Delete all bookmarks** in the  **Bookmarks** window.
3. Confirm the prompt by selecting **Yes** in the dialog box.

Related topics

- [Bookmarks](#) on page 54
- [Editing bookmarks](#) on page 55
- [Setting bookmarks](#) on page 56

Compiling an API

 **TIP:** Also see the further configuration options for compilation directly on the API project (see [Configuring the compilation](#) on page 74 and in the [global settings](#)).

Before you can use an API which has been created with the API Designer, the API must be compiled using the API Designer compiler.

The API Designer compiler can be opened from the API Designer, as well as from the Database Compiler. For more detailed information on Database Compiler, see *One Identity Manager Operational Guide*.

A web project must be compiled in the following cases:

- After changing a definition (API file or API project) in the API Designer.
- After changing certain system settings which require Database Compiler to be run.

The API Designer compiler creates a set of DLL files from the project's XML definition and saves them in the database.

Methods of compiling

There are two ways to compile a web project:

- Run a **release compilation** to release a specific version of the project for use.
 - **NOTE:** Changes within the API Designer do not affect the API as long as there is no release compilation.
- Use a **debug compilation** during the development phase for testing and debugging purposes. Debug compilation creates additional code to support the API Designer debugger. This means the DLL files are somewhat larger.

An API loads the latest compiled DLL files on startup. If these DLL files are updated, the web project reloads the new DLL files; however, only new sessions run with the code from the newly loaded DLLs.

Related topics

- [Testing a compilation](#) on page 58
- [Starting a compilation](#) on page 59
- [Managing versions \(compilation branches\)](#) on page 62
- [Managing compilation errors and warnings \(task window\)](#) on page 59
- [Resolving errors and warnings](#) on page 61
- [Opening the compiling log](#) on page 61
- [Configuring the compilation](#) on page 74
- [Global settings](#) on page 24

Testing a compilation

The two types of compilation ([Debug](#) and [Release](#) compilation) can be tested in advance.

To test the compilation

1. Click on **View | Start page** on the menu bar.
2. Expand the **Compilation** area on the homepage.
3. In the **Compilation** area, perform one of the following actions:
 - To test a debug compilation, enable the **DEBUG** option.
 - To test a release compilation, enable the **RELEASE** option.
4. Click **Test compilation**.

The [Compilation log](#) opens and shows compilation status and progress.

The **Tasks** window opens. Use this to view and rectify any errors and warnings that arise during compilation. For more information, see [Managing compilation errors and warnings \(task window\)](#) on page 59.

Related topics

- [Compiling an API](#) on page 57
- [Managing compilation errors and warnings \(task window\)](#) on page 59
- [Menu bar](#) on page 16

Starting a compilation

You can start two types of compilation ([Debug](#) and [Release](#)). If compilation completes without any errors, then the compiled API is written to the database.

To start compilation

1. Click on **View | Start page** on the menu bar.
2. Expand the **Compilation** area on the homepage.
3. In the **Compilation** area, perform one of the following actions:
 - To start a debug compilation, enable the **DEBUG** option.
 - To start a release compilation, enable the **RELEASE** option.
4. Click **Compile**.

The [Compilation log](#) opens and shows compilation status and progress.

The **Tasks** window opens if errors arise. Use this to view and rectify any errors and warnings that arise during compilation. For more information, see [Managing compilation errors and warnings \(task window\)](#) on page 59.

Related topics

- [Compiling an API](#) on page 57
- [Managing compilation errors and warnings \(task window\)](#) on page 59
- [Testing a compilation](#) on page 58
- [Menu bar](#) on page 16

Managing compilation errors and warnings (task window)

Open the task window via **View | Tasks** (see [Opening the task window](#) on page 60).

Use the **Tasks** window to view compilation errors and warnings and to rectify them where necessary (debug).




- **Compilation errors** prevent the web project from compiling properly and must therefore be eliminated. Development states cannot be released if they cannot be compiled.
- **Compilation warnings** relate to missing extensions, or to messages concerning accessibility. The compilation warnings of the relevant compiler are also taken into account. If compilation warnings are the only type of message generated, the development state will still be compiled successfully.

TIP: In the global settings, you can define which warnings are displayed as errors during compilation and which errors are ignored. For more information, see [Global settings](#) on page 24

If individual messages are displayed (⊕ icon) together, it means that the errors indicated occur at various locations throughout the web project. This can happen, for example, if an extension that is referenced by a number of nodes is missing.

The following table gives an overview of the various features within the **Tasks** window.

Table 18: Controls

Control	Description
 Error	Hides or displays compilation errors.
 Warnings	Hides or displays compilation warnings.
 Error details	Displays the error message. This button is only active if you have highlighted a listed error message. Click on this button to view a detailed description of the error. Click Send as mail to transfer the error message to an email and send.

Related topics

- [Opening the task window](#) on page 60
- [Resolving errors and warnings](#) on page 61

Opening the task window

You can open the task window at any time.

To open the task window

- Click on **View** | **Tasks** on the menu bar.

Related topics

- [Resolving errors and warnings](#) on page 61
- [Managing compilation errors and warnings \(task window\)](#) on page 59


Resolving errors and warnings

If errors occur when compiling your API, the task view can be used to see and resolve them.

- TIP:** In the global settings, you can define which warnings are displayed as errors during compilation and which errors are ignored. For more information, see [Global settings](#) on page 24

To open and edit objects with errors in the task window

1. Click on **View | Tasks** on the menu bar.
2. Click on either **Errors** or **Warnings** in the task window.
3. Perform one of the following tasks:
 - Double-click on the listed error/warning and then resolve the error/warning within the **Node editor** window itself.

NOTE: The node editor window opens if the node contains the error. If the error occurs when the resulting code is compiled, you can double-click the error to display the **Generated code (read only)** view in the definition tree view.
 - OR -
 - Click on the error/warning in the list and then click  **Correct errors**.

Related topics

- [Opening the task window](#) on page 60
- [Managing compilation errors and warnings \(task window\)](#) on page 59

Opening the compiling log

The compiling log displays compiling status and progress.

To open the compiling log

- Click on **View | Compilation** on the menu bar.

Related topics

- [Compiling an API](#) on page 57
- [Menu bar](#) on page 16

Managing versions (compilation branches)

To manage different versions of your compiled API and save them in the database, you use compilation branches. Compilation branches are managed in a separate area of the home page. Here you can [select](#) the compilation branch that you want to use, display the existing compilation branches, [create](#) compilation branches, [edit](#) compilation branches, and [delete](#) compilation branches.

Related topics

- [Compiling an API](#) on page 57
- [Selecting and using compilation branches](#) on page 62
- [Creating compilation branches](#) on page 63
- [Editing compilation branches](#) on page 63
- [Deleting compilation branches](#) on page 64

Selecting and using compilation branches

To select and use compilation branches

1. Click on **View | Start page** on the menu bar.
2. On the home page, expand the **Compilation branches** view.
3. In the **Compilation branches** view, click on the compilation branch that you want to use in the **Branch ID** selection list.




TIP: If you do not want to use a compilation branch, click on **Use master status**.

Related topics

- [Managing versions \(compilation branches\)](#) on page 62
- [Creating compilation branches](#) on page 63
- [Editing compilation branches](#) on page 63
- [Deleting compilation branches](#) on page 64

Creating compilation branches

To use a compilation branch



1. Click on **View | Start page** on the menu bar.
2. On the start page, expand the **Compilation branches** pane.
3. In the **Compilation branches** pane, click  **Manage compilation branches**.
4. In the **Manage compilation branches** window, click  **Add**.
At the end of the list, a new entry **Unknown** is added.
5. In the list, click the **Unknown** entry.
6. In the **Identifier** field, enter a unique name for the compilation branch.
7. (Optional) In the **Description** field, enter a description for the compilation branch. This description may explain, for example, the intended purpose of the compilation branch.
8. Click  **Save**.

Related topics

- [Managing versions \(compilation branches\) on page 62](#)
- [Selecting and using compilation branches on page 62](#)
- [Editing compilation branches on page 63](#)
- [Deleting compilation branches on page 64](#)

Editing compilation branches

To edit existing compilation branches



1. Click on **View | Start page** on the menu bar.
2. On the start page, expand the **Compilation branches** pane.
3. In the **Compilation branches** pane, click  **Manage compilation branches**.
4. In the **Manage compilation branches** dialog, click the compilation branch that you want to edit in the list.
5. In the **Identifier** field, enter a unique name for the compilation branch.
6. (Optional) In the **Description** field, enter a description for the compilation branch. This description may explain, for example, the intended purpose of the compilation branch.
7. Click  **Save**.

Related topics

- [Managing versions \(compilation branches\) on page 62](#)
- [Selecting and using compilation branches on page 62](#)
- [Creating compilation branches on page 63](#)
- [Deleting compilation branches on page 64](#)

Deleting compilation branches

To delete compilation branches

1. Click on **View | Start page** on the menu bar.
2. On the start page, expand the **Compilation branches** pane.
3. In the **Compilation branches** pane, click  **Manage compilation branches**.
4. In the **Manage compilation branches** dialog, click the compilation branch that you want to delete from the list.
5. Click  **Delete**.
6. In the **Delete?** dialog, confirm the prompt by selecting **Yes**.


Related topics

- [Managing versions \(compilation branches\) on page 62](#)
- [Selecting and using compilation branches on page 62](#)
- [Creating compilation branches on page 63](#)
- [Editing compilation branches on page 63](#)

Testing an API

You can test the functionality of your API locally on your PC at any time.

To test your API locally

1. Click on **View | Start page** on the menu bar.
2. Expand the **Self-hosted API Server** area on the homepage.
3. In the **Startup options** field, enter the options for starting the API.
 **TIP:** Alternatively, you can also select previous commands from the list.
4. Click **Start**.

The API is compiled and will then be available locally. The corresponding web address is displayed next to the **Status**. Click the address to open this directly in the browser.

Related topics



- [Opening the homepage](#) on page 23

Linking C# projects to the API Designer

To edit an API as a C# project with external programs (for example, Visual Studio), you must perform 3 steps:

1. [Link](#) your API Designer project with a new or existing C# project.
2. [Edit](#) the C# project in an external program.
3. [Open](#) the C# project again in API Designer and save it in the API project.

To link the API Designer project with a C# project

1. Click on **View | Start page** on the menu bar.
2. On the start page, expand the **C# development** pane.
3. In the **C# development** pane, perform one of the following actions:
 - To export and link the API Designer project as a new C# project, click  **Export C# project**. Navigate to the folder where you want to export the content of your API Designer project as a C# project and click **OK**.
 - To link the API Designer project with an existing project, click  **Load C# project**.

The API Designer is linked with the C# project.

To edit the C# project in an external program

1. Click on **View | Start page** on the menu bar.
2. On the start page, expand the **C# development** pane.
3. In the **C# development** pane, click **Project file: <path to C# project>**.

The project opens in the program that the project file is linked with.

 **TIP:** To open the project folder directly, click .

4. Edit the project in the external program. For example, you can create, change, or delete API files.

To save changes back to the API Designer project

1. Open the API Designer.
2. Click on **View | Start page** on the menu bar.
3. On the start page, expand the **C# development** pane.
4. In the **C# development** pane, click **↔ Synchronize C# project with base**.
You now see the objects that you have changed outside the API Designer.
5. In the list on the right next to the changed objects, select the actions that you want to perform for the API Designer project.

Status message	Description	Actions
New C# file	A new API file was created in the C# project.	Add API file: Adds the C# file that you created in the external program to your API Designer project as an API file. Delete file: Deletes the C# class in the C# project.
New API file	A new API file was created in the API Designer Sharp project.	Add C# file: Adds the API file that you created in the API Designer to your C# project as a C# file. Delete API file: Deletes the API file in the API Designer project.
API file is newer	An API file was modified in the API Designer project.	Update: Transfers the changes to the API file from the API Designer project into the C# project. Revert changes: Reverses the changes that you made in your API Designer project in the API file.
C# file is newer	An API file was modified in the C# project.	Update: Transfers the changes to the API file from the C# project into the API Designer project.

Status message	Description	Actions
		<p>Revert changes: Reverses the changes that you made in your C# project in the API file.</p>

6. Select the check box next to the objects for which the selected actions should be performed.

TIP: To quickly select or deselect all objects, select the **Select all/deselect all** check box above the list.

7. Click  **Apply selected actions.**

API projects

An API project represents the actual API application itself.

You can combine API files that you have created in one API project for a logical application. The API project includes the configuration. The API project includes the [authentication](#) on the database.



Related topics

- [Creating API projects](#) on page 68
- [Editing API projects](#) on page 69
- [Deleting API projects](#) on page 70
- [Configuring authentication](#) on page 71
- [Configuring the compilation](#) on page 74
- [Assigning API files to an API project](#) on page 80
- [Importing API projects](#) on page 75


Creating API projects

You can create new API projects at any time.

To create an API project

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. Click  **Add | Add API project**.
4. In the [definition tree view](#), click on the topmost node.
5. Click on **View | Node editor** on the menu bar.
6. In the [node editor view](#), configure the following settings.

Setting	Description
General settings	
Identifier	Enter a unique name for the node.
Technical abbreviation	Enter a short name for the API project. This name is used later for the assignment of the project.
Control-ID	Enter a unique ID for the node.
Model version	Shows the model version being used.
Workflow control	
Allow extensions to this document	Enable this option to permit the creation of enhancements to this node.
Advanced settings	
Required database modules	(Optional) Enter the database modules required for this API project.

- Configure further API project settings (see [Configuring authentication](#) on page 71 and [Configuring the compilation](#) on page 74).
- Click  **Save** on the toolbar.

Related topics



- [Editing API projects](#) on page 69
- [Configuring authentication](#) on page 71
- [Configuring the compilation](#) on page 74
- [Deleting API projects](#) on page 70
- [API projects](#) on page 68
- [Navigation](#) on page 21

Editing API projects

You can edit any API projects you have created at any time.

 **NOTE:** You cannot edit any API projects that have been predefined by the API Designer.

To edit an API project


1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. Click on **View | Node editor** on the menu bar.
5. Use the [definition tree view](#) and the [node editor view](#) to configure further API project settings (see [Configuring authentication](#) on page 71 and [Configuring the compilation](#) on page 74).
6. Click  **Save** on the toolbar.

Related topics



- [Creating API projects](#) on page 68
- [Configuring authentication](#) on page 71
- [Configuring the compilation](#) on page 74
- [Deleting API projects](#) on page 70
- [API projects](#) on page 68
- [Navigation](#) on page 21

Deleting API projects

You can delete any API projects you have created at any time.

 **NOTE:** You cannot delete any API projects that have been predefined by the API Designer.

To delete an API project

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, click on the API project to be deleted.
4. Click **Delete**.
5. Confirm the prompt by selecting **Yes** in the dialog box.
6. Click  **Reload data** in the tree structure.

Related topics

- [Creating API projects](#) on page 68
- [Editing API projects](#) on page 69
- [API projects](#) on page 68
- [Navigation](#) on page 21





Configuring authentication


The **Authentication** node in the definition tree view is used to determine how clients will log in to the API.

There are three authentication options that you can configure:




- **Standard**: Only the authentication methods you list here are permitted. For this method you can also [enable single sign-on](#).
- **Allow all manual modules**: All manual authentication modules are permitted, if these are activated for the selected product. For this method you can also [enable single sign-on](#).
- **Fixed credentials**: This settings enables the user to log on to the API using fixed login data. To use this option, the login data must be stored in the `web.config` files on each API server.

To set the permitted manual authentication options




1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. In the [definition tree view](#), click on the  **Authentication** node.
5. Click on **View | Node editor** on the menu bar.
6. In the [node editor view](#), perform the following actions:
 - a. In the **Authentication type** selection list, select **Standard**.
 - b. Enter a unique ID for the node into the **Control ID** field.
 - c. (Optional) In the **Authentication properties** input field, enter the properties for the authentication. For more information about the authentication modules, see the *One Identity Manager Configuration Guide*.
 - d. (Optional) If authorizations for users are controlled via a product, enable the **Product** option and select the required product in the selection list.
7. In the definition tree view, open the  **Authentication** node.
8. Right-click the  **Manual authentication modules** node.


9. Click **Authentication module** in the context menu.
The **Authentication module** node is placed as a child to the node.
10. Click the **Authentication module** node.
11. In the node editing view, select the required authentication module from the **Name** selection list. For more information about the authentication modules, see the *One Identity Manager Configuration Guide*.
12. Enter a unique ID for the node into the **Control ID** field.
13. Repeat steps 8 to 12 until to add each authentication method you wish to use.
14. Click  **Save** on the toolbar.


To permit all manual authentication options

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. In the [definition tree view](#), click on the  **Authentication** node.
5. Click on **View | Node editor** on the menu bar.
6. In the [node editor view](#), perform the following actions:
 - a. In the **Authentication type** selection list, select **Allow all manual modules**.
 - b. Enter a unique ID for the node into the **Control ID** field.
 - c. (Optional) In the **Authentication properties** field, enter the authentication properties.
 - d. (Optional) Enable the **Product** option and select the product from the list.
7. Click  **Save** on the toolbar.

To allow single sign-on

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. In the [definition tree view](#), open the  **Authentication** node.
5. Right click on the  **Authentication modules for single sign-on** node.

 **NOTE:** This node is only available if you have [manually set the authentication options yourself](#) or if [you have enabled all manual authentication options](#).
6. Click **Authentication module** in the context menu.
The **Authentication module** node is placed as a child to the node.
7. Click the **Authentication module** node.


8. Click on **View | Node editor** on the menu bar.
9. In the [node editing view](#), select the required authentication module from the **Name** selection list. For more information about the authentication modules, see the *One Identity Manager Configuration Guide*.
10. Click  **Save** on the menu bar.

Log on with stored login data

To approve a login with stored login data, perform the following two steps:

1. [Store](#) the login data for the users for whom you want to allow access in the `web.config` file of each API server.
2. [Configure](#) the authentication in the API Designer for the API project.



To store login data in the API Server

1. Connect to your API Server.
2. Open the `web.config` file in a text editor.
 -  **NOTE:** If the file is encrypted, you must decrypt it before editing.
3. In the `<connectionStrings>` section, add the following entry:



```
<add name="sub:<NAME>" connectionString="Module=DialogUser;User=<USER>;(Password)Password=<PASSWORD>" />
```

 - `<NAME>` stands for the name/ID of the API project
 - `<USER>` stands for the login name of the user
 - `<PASSWORD>` stands for the user's password
4. Save your changes to the file.
5. (Optional) encrypt the file.

To configure the login with the saved login data on the API project

1. Start the API Designer
2. Click on **View | Navigation** on the menu bar.
3. Click  **API projects** in the navigation.
4. In the tree structure, double-click on the API project to be edited.
5. In the [definition tree view](#), click on the  **Authentication** node.
6. Click on **View | Node editor** on the menu bar.
7. In the [node editor view](#), perform the following actions:
 - a. In the **Authentication type** selection list, select **Fixed credentials**.
 - b. Enter a unique ID for the node into the **Control ID** field.
 - c. (Optional) In the **Authentication properties** field, enter the authentication

properties.

- d. (Optional) Enable the **Product** option and select the product from the list.
8. Click  **Save** on the toolbar.

Related topics



- [Creating API projects](#) on page 68
- [Editing API projects](#) on page 69
- [API projects](#) on page 68

Configuring the compilation

Use the **Compilation settings** node in the definition tree view to configure the settings for compiling the API.

If you want to use code from other DLLs in your API code (for example, API files from other projects), you need to create an assembly reference so that the compiler recognizes these DLLs.

To create an assembly reference

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. In the [definition tree view](#), right-click on the **Compilation settings** node.
5. In the context menu, click **Assembly reference**.
The **Assembly reference** node is added under this node.
6. In the definition tree view, click **Assembly reference**.
7. Click on **View | Node editor** on the menu bar.
8. In the [node editor view](#), enter the name of the assembly you wish to reference into the **Referenced assembly** field.
9. Click  **Save** on the toolbar.


Related topics

- [Compiling an API](#) on page 57
- [Creating API projects](#) on page 68
- [Editing API projects](#) on page 69
- [API projects](#) on page 68
- [Configuring authentication](#) on page 71

Assigning API files to an API project

So that the API files you have created can be used practically, they must be assigned to an [API project](#).

To assign API files to an API project

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. In the [definition tree view](#), right-click on the topmost node.
5. In the context menu, click **API file reference**.
The new **API file reference** node is added.
6. In the definition tree view, click **API file reference**.
7. Click on **View | Node editor** on the menu bar.
8. In the [node editor view](#), enter a unique ID for the node into the **Control ID** field.
9. Select the required file in the **Name** list.

 **TIP:** To skip directly to the file definition, click  **Show definition object**.

10. Click  **Save** on the toolbar.

Related topics

- [Creating API files](#) on page 78
- [Creating API projects](#) on page 68
- [Editing API projects](#) on page 69
- [Deleting API projects](#) on page 70
- [API projects](#) on page 68

Importing API projects

You can import API projects into the API Designer. The API Designer independently detects whether the projects are API projects, and imports them as such.

To import an API project

1. Click **Edit | Import object** on the menu bar.
2. In the file browser, select the required API project and click on **Open**.
The API project is imported.

Related topics

- [API projects](#) on page 68
- [Menu bar](#) on page 16

API files

You can use an API file to create a call for exchanging data with the server (or database) relating to a specific application scenario. An API file can belong to more than one project. In an API file, you can define an API method, for example.

NOTE: If you create a new API file to provide a new API method, you must name the API file the same as the class. Ensure you use the correct case.

You can use the API Designer to create the following API files.

Entity files

Entity files work with small parts of the object model in order to read data from the database or write data to the database. When you create an entity file, you only need to enter the table and column name and, if required, a filter condition (WHERE clause). Internal processing is handled by the API Server. The data schema for the input and output also has a specific format.

For examples for the definition of entity files, see the [SDK](#) under `Sdk01_Basics\01-BasicQueryMethod.cs`.

C# files

C# files are files for which you fully define the processing, input and output data in code. This type therefore offers the greatest flexibility.

For examples for the definition C# files, see the [SDK](#) under `Sdk01_Basics\03-CustomMethod.cs`.

SQL files

SQL files are files that provide data from a predefined SQL query via the API. Create the parameters of a query as SQL parameters.

For examples for the definition of SQL files, see the [SDK](#) under `Sdk01_Basics\02-BasicSqlMethod.cs`.

Related topics




- [Creating API files](#) on page 78
- [Editing API files](#) on page 78
- [Deleting API files](#) on page 79
- [Assigning API files to an API project](#) on page 80
- [Importing API files](#) on page 80

Creating API files

You can create new API files at any time.

- NOTE:** If you create a new API file to provide a new API method, you must name the API file the same as the class. Ensure you use the correct case.

To create an API file

1. Click on **View | Navigation** on the menu bar.
2. In the navigation, click  **API files**.
3. Click  **Add | Add API file**.
4. In the new window, create the file definition.
5. On the toolbar, click  **Save**.

Related topics



- [API files](#) on page 77
- [Editing API files](#) on page 78
- [Deleting API files](#) on page 79
- [Navigation](#) on page 21

Editing API files

You can edit the API files you have created at any time.

- NOTE:** You cannot edit API files that have been predefined by the API Designer.

To edit an API file

1. Click on **View | Navigation** on the menu bar.
2. Click  **API files** in the navigation.
3. In the tree structure, click on the API file that you want to edit.
4. Create the file definition in the new window.
5. Click  **Save** on the toolbar.

Related topics



- [API files](#) on page 77
- [Creating API files](#) on page 78
- [Deleting API files](#) on page 79
- [Navigation](#) on page 21

Deleting API files

You can delete the API files you have created at any time.

 **NOTE:** You cannot delete API files that have been predefined by API Designer.

To delete an API file

1. Click on **View | Navigation** on the menu bar.
2. Click  **API files** in the navigation.
3. In the tree structure, click on the API file that you want to delete.
4. Click **Delete**.
5. Confirm the prompt by selecting **Yes** in the dialog box.
6. Click  **Reload data** in the tree structure.


Related topics

- [API files](#) on page 77
- [Creating API files](#) on page 78
- [Editing API files](#) on page 78
- [Navigation](#) on page 21

Assigning API files to an API project

So that the API files you have created can be used practically, they must be assigned to an [API project](#).

To assign API files to an API project

1. Click on **View | Navigation** on the menu bar.
2. Click  **API projects** in the navigation.
3. In the tree structure, double-click on the API project to be edited.
4. In the [definition tree view](#), right-click on the topmost node.
5. In the context menu, click **API file reference**.
The new **API file reference** node is added.
6. In the definition tree view, click **API file reference**.
7. Click on **View | Node editor** on the menu bar.
8. In the [node editor view](#), enter a unique ID for the node into the **Control ID** field.
9. Select the required file in the **Name** list.

 **TIP:** To skip directly to the file definition, click  **Show definition object**.

10. Click  **Save** on the toolbar.

Related topics

- [Creating API files](#) on page 78
- [Creating API projects](#) on page 68
- [Editing API projects](#) on page 69
- [Deleting API projects](#) on page 70
- [API projects](#) on page 68

Importing API files

You can import API files into the API Designer. The API Designer automatically detects that the files are API files and imports them as such.

To import an API file

1. Click **Edit | Import object** on the menu bar.
2. In the file browser, select the API file and click **Open**.
The API file is imported.

Related topics

- [API files](#) on page 77
- [Menu bar](#) on page 16

API Server

The API Server provides the API that you create in the API Designer.

To open the API Server web interface

- In a web browser, open the web address (URL) of your API server.

From here, you can:

- configure the API Server
- open the Swagger documentation for your API
- open the Operations Support Web Portal
- open all installed HTML5 applications

ImxClient command line program

The ImxClient command line tool can be used to execute all API Designer API functions from a command line without a graphical interface.

Related topics

- [Starting the ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

Starting the ImxClient command line program

You can start the ImxClient command line tool at any time using any command line interface.

To start the ImxClient command line program

1. Open a command line interface (e.g. Windows Powershell).
2. In the command line program, go to the installation path for the API Designer.
3. Run the ImxClient.exe application.

Related topics

- [ImxClient command line program](#) on page 83

ImxClient command overview

The following chapters contain a list of all ImxClient commands that you can execute.

Related topics

- [help](#) on page 84
- [compile-app](#) on page 84
- [repl](#) on page 85
- [branch](#) on page 85
- [connect](#) on page 86
- [compile-api](#) on page 86
- [fetch-files](#) on page 88
- [push-files](#) on page 88
- [get-apistate](#) on page 89
- [get-filestate](#) on page 89
- [setup-web](#) on page 90
- [run-apiserver](#) on page 91
- [check-translations](#) on page 92

help

Displays a list of available commands.

Parameter

To view help for a specific command, add the command as a parameter.

Example: `help fetch-files`

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

compile-app

Executes HTML5 package compilation.

This command performs the following steps:

1. Execution of the **npm install** command in the application folder
2. Execution of the **npm run build** command in the package folder
3. Create the output in subdirectory `dist`
The output is stored as a ZIP file in the database.

Parameters

- `/conn <name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/path <path to main folder>`: Enter the path to the main folder. This folder contains the application to be compiled. This folder normally contains the `package.json` file of the application.
- `-N`: (Optional) Prevents saving to the database.
- `-D`: Executes the [debug compilation](#).
- `/branch <ID of the compilation branch>`: (Optional) Saves the compiled result under the specified compilation branch. You must also specify the parameter `-D`.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

repl

Starts the ImxClient command line tool in REPL mode.

In this mode, the following actions are performed in an infinite loop:

- Read commands from **stdin**
- Forward commands to the relevant plug-in
- Output the results of processing to **stdout**

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

branch

Manages [compilation branches](#) in the database

Parameter

- **Run without parameters**: If the command is called without specifying any parameters, this command outputs the total number of compilation branches and

their IDs from the database.

- `/id <ID of the compilation branch>`: (Optional) queries the field name and corresponding values of a compilation branch.
- `-d /id <ID of the compilation branch>`: (Optional) deletes a compilation branch.
- `branch -c /id <ID of the compilation branch>`: (Optional) creates a new compilation branch.

To also specify a description of the compilation branch, use `/description <description>`.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

connect

Establishes a database connection.

If a connection to a database has already been established, this is closed and a new connection is then established.

Parameter

- `/conn <name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/factory <target system>`: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

compile-api

Compiles the API and saves the result to the database.

Parameter

- `/conn <name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/factory <name of target system>`: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server. Example: `QBM.AppServer.Client`
- `/solution <path to solution project>`: (Optional) Enter the path to the solution project file that you want to use. If you do not enter these parameters, a database project is used.
- `/mode <compile mode>`: (optional) Enter the mode for the compilation:
 - `normal`: complete compilation (default mode)
 - `nostore`: assemblies are not saved in the database
 - `nocompile`: creates only C# code. The compilation is not executed.
 - `nocodegen`: executes only the compilation. No C# code is generated.
- `-E`: (optional) activates extended checks.
- `-D`: (optional) the compilation is executed as debug compilation.
- `/csharpout <path to target folder for C# files>`: (optional) enter the path to the folder in which you want to save the C# files.
- `/copyapi <path to folder>`: (optional) enter the path to the folder to which you want to copy the `imx-api.tgz` file.
- `/apidll <path to an API-DLL>`: (optional) enter the path for an API-DLL file that you want to use. The `/solution` and `/branch` parameters are ignored if you use this parameter.
- `/branch <ID of the compilation branch>`: (optional) enter the compilation branch under which you want to save the project. You must also specify the parameter `-D`.
- `/nowarn <error1,error2,...>`: (optional) specify which errors are to be ignored during compilation. Enter the codes for the warnings, separated by commas.
- `/warnaserror <error1,error2,...>`: (optional) specify which warnings are displayed as errors during compilation. Enter the codes for the warnings, separated by commas.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

fetch-files

Loads all files of the "HTML Development" machine role from the database and saves them in a local file.

Parameters

- `/conn <Name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/factory <target system>`: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.
- `/path <path to target folder>`: (optional) enter the path to the folder in which you want to save the files.
- `/targets <target1;target2;...>`: (optional) specify which machine roles you want to use. If you do not use this parameter, the "HTML Development" machine role is used.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

push-files

Saves files that you have changed locally back to the database.

Parameters

- `/conn <Name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/targets <target1;target2;...>`: Specify which machine roles you want to use. If you do not use this parameter, the "HTML Development" machine role is used.
- `/factory <target system>`: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.
- `/path <path to folder>`: (optional) enter the path to the folder containing the files that you have changed and you now want to save to the database.
- `/tag <uid>`: (optional) specifies the UID of a change tag.
- `/add <file1;file2;...>`: (optional) specify the paths to all new files to be added to the database. Use relative paths.

- `/del <file1;file2;...>`: (optional) enter the paths to all files that you want to delete from the database. Use relative paths.
- `-C`: (optional) prevents the saving of changed files and saves only new files, and deletes files from the database.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

get-apistate

Queries the compilation status of the API in the database.

Parameters

- `/conn <Name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/factory <target system>`: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.
- `/branch <ID of the compilation branch>`: (optional) queries the date of the compilation status of the API under which this compilation branch was saved.
- `/htmlapp <name of the HTML package>`: (optional) supplies data for the specified HTML package.
- `-D`: (optional) supplies data for debug assemblies.
- `-R`: (optional) supplies data for release assemblies.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

get-filestate

Compares the local file structure with the file structure in the database.

Using the **QBM | ImxClient | get-filestate | NewFilesExcludePatterns** configuration parameter, you can define which files are excluded from the synchronization. This prevents excessive load during synchronization. The `node_modules` and `imx-modules` folders are excluded from the synchronization by default.

You can adjust this parameter in the Designer. Use the following formats when defining the rules:

<https://docs.microsoft.com/en-us/dotnet/api/microsoft.extensions.filesystemglobbing.matcher>

Use the | character to separate multiple entries.

i **NOTE:** This configuration parameter is generally only used to exclude new files from the synchronization. Files that already exist in the database are not taken into account.

Parameters

- /conn <Name of the database connection>: Specify the database to which you want to connect.
- /dialog <name of the dialog authentication>: Enter the dialog authentication.
- /factory <target system>: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.
- /targets <target1;target2;...>: (optional) specify which machine roles you want to use. If you do not use this parameter, the "HTML Development" machine role is used.
- /path <path to folder>: (optional) enter the path to the folder containing the files that you want to synchronize.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

setup-web

Installs necessary files for the development of TypeScript clients.

Parameter

- /root: Enter the path to the main folder.
- /conn <name of the database connection>: Specify the database to which you want to connect.
- /dialog <name of the dialog authentication>: Enter the dialog authentication.
- /factory <target system>: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.
- /path <path to the API project>: (Optional) Specify the path to the folder for the API project.

- `/branch <ID of the compilation branch>`: (Optional) Enter the ID of a compilation branch for which you want to install files.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

run-apiserver

Starts or stops a "self-hosted" API Server.

This command requires a database connection.

Parameters

- `/conn <Name of the database connection>`: Specify the database to which you want to connect.
- `/dialog <name of the dialog authentication>`: Enter the dialog authentication.
- `/factory <target system>`: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.
- `-S`: (Optional) Stops the API Server.
- `/baseaddress <URL with port>`: (optional) specify the base URL and the port of the HTML application.
- `/baseurl <base URL>`: (optional) enter the base URL of the HTML application.
- `/branch <ID of the compilation branch>`: (optional) specify the ID of a compilation branch for whose API you want to start the API Server.
- `-D`: (Optional) loads the debugging assemblies.
- `-C`: (Optional) Compiles the API using source data from the database.
- `-T`: (Optional) Retrieves the status of the currently running API Server.
- `-B`: (Optional) Locks the console.
- `/compile {path to solution file}`: Compiles the API using source data from a (local) solution project.
- `/excludedMiddlewares {Middleware-Name1,Middleware-Name2,...}`: (Optional) Specify which middleware services you do not want to offer. Enter multiple values separated by a comma.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

check-translations

Search for captions ([multilingual captions](#)) with missing translations in a particular folder and its subfolders.

Parameters

- /conn <Name of the database connection>: Specify the database to which you want to connect.
- /dialog <name of the dialog authentication>: Enter the dialog authentication.
- /path <Path to folder>: Enter the path to the folder that you want to check.
- /factory <target system>: (Optional) Enter the target system for the connection. Enter this parameter if you want to establish a connection to the application server.

Related topics

- [ImxClient command line program](#) on page 83
- [ImxClient command overview](#) on page 83

One Identity solutions eliminate the complexities and time-consuming processes often required to govern identities, manage privileged accounts and control access. Our solutions enhance business agility while addressing your IAM challenges with on-premises, cloud and hybrid environments.

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Technical support resources

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- View how-to-videos at www.YouTube.com/OneIdentity
- Engage in community discussions
- Chat with support engineers online
- View services to assist you with your product

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