Cheatography

MQL Syntax Cheat Sheet

by [deleted] via cheatography.com/98672/cs/20966/

Dimension: Syntax

```
add dimension NAME
descri ption VALUE
  icon FILENAME WITH
PATH
  [!inot ]hidden
property NAME [to
ADMINTYPE NAME] [value
STRING]
unit UNITNAME label
UNITLABEL multiplier
MULTIPLIER offset OFFSET
[!inot ]de fault
property NAME [to
ADMINTYPE NAME] [value
STRING]
setting NAME VALUE
history STRING;
```

Type: Syntax

```
add type NAME
descri ption VALUE
icon FILENAME WITH PATH
attribute NAME {, NAME}
derived TYPE NAME
abstract [truel false]
method PROG NAME {, PROG
NAME}
trigger EVENT TYPE
{actio nlc hec klo ver -
ride} PROG NAME [input
ARG STRING]
[!|not ]hidden
property NAME [to
ADMINTYPE NAME] [value
STRING]
history STRING;
```

Format: Syntax

```
add format NAME
descri ption VALUE
icon FILENAME_ WITH PATH
creator NAME (Not Used)
```

Format: Syntax (cont)

```
> type NAME (Not Used)
version VALUE
[!Inot]hidden
suffix VALUE
mime VALUE
property NAME [to ADMINTYPE
NAME] [value STRING]
history STRING;
```

Group: Syntax

```
add group "group_name"
assign person " person
name"
assign role " rol e_n -
ame "
descri ption " gro up_ -
des cri pti on"
icon [path] child " -
gro up_ nam e"
parent " gro up_ nam e"
[not]h idden;
```

Person: Syntax

```
add person "person_name"
access "user access
values "
admin "bus and/or system
access rights "
address " add res s_v -
alu e"
assign " groupe role"
assign " rol e_n ame "
comment " com men t_t -
ext "
enable /di sable email
enable /di sable
iconmail
email " ema il_ add -
res s"
fax " fax _nu mbe r"
fullname " ful lna me_ -
val ue"
```

Person: Syntax (cont)

```
> phone "phone number"
site "default site"
vault "vault name"
password "value"
no password
disable password
type of user
[not]hidden;
```

Dimension: Example

```
add dimension Weight
descri ption " Weight of
the item"
unit g
default
label Grams
unitde scr iption " -
Weight in Grams
(Defau lt) "
multiplier 1.0
offset 0.0
unit Kg
label Kilograms
unitde scr iption " -
Weight in Kilogr ams "
multiplier 1000.0
offset 0.0;
```

Type: Example

```
add type PART
abstract true
descri ption "Part for a
comput er"
attribute Cost,S our -
ce, Weight;
Or

add type Customer
```

Type: Example (cont)

```
> description "Customer inform-
ation"
icon <path of the directory>
/HCCgifs/Customer.gif
abstract false attribute "Account
Number"
attribute Addressl
attribute Address2
attribute Address3
attribute City
attribute ID
attribute State
attribute "Zip Code";
```

Format: Example

```
add format Word
version " Off ice 201 0"
descri ption " Mic -
rosoft Word"
suffix ".do cx";
```

Group: Example

```
add group Manufacturing
parent " HCC "
assign person "Joe
Jackso n"
assign person "Dave
Matthe ws";
```

Person: Example

```
add person Joe
access all
email joe
fullname "Joe Jackso n"
type full,b usiness
vault Engine ering
no password
```


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Person: Example (cont)

> icon <path of the directory>
/Icons/Joe.gif
assign role President
assign group Manufacturing
assign group Sales
assign group "HVV Corp";

Policy Example (1/2)

```
add policy Production
enforce
descri ption " Policy to
govern
PARTS„
sequence A,B,C,...
store Production
type PART
format Excel
format Word defaul -
tformat Word
state Planned
version false
revision false
promote false
checko uth istory false
owner all
public all
state Active
version false
revision true
promote false
checko uth istory false
owner all
public read,show
```

Attribute: Syntax

```
add attribute NAME
descri ption VALUE
icon FILENAME_ WITH PATH
type [integer, string,
real, boolean, date]
default VALUE range =
RANGE_ITEM
[not]h idden
[not]m ult iline
[not]r ang evalue
[not]m ult ivalue
dimension DIMENSION
NAME;
trigger modify PROG_TYPE
PROG NAME [input
ARG_ST RING];
```

Relationship: Syntax

```
add relationship
"relationship_ name"
descri ption " rel ati -
ons hip _de scr ipt -
ion "
icon [path] _name
attribute ATTRIBUTE NAME
trigger EVENT_TYPE
TRIGGER TYPE PROG_NAME
[!| not]pr eve ntd upl -
icates
derived RELATI ONSHIP
NAME
abstract [truel false]
[!lnot ]hidden
property NAME [to
ADMINTYPE NAME] [value
STRING]
history STRING
from
type "from types"
meaning " mea nin g_t -
ext "
```

Relationship: Syntax (cont)

> cardinality [one, many]
revision [none, float, replicate]
clone [none, float, replicate]
[not] propagatemodify
to
type "to_types"
meaning "meaning_text"
cardinality [one, many]
revision [none, float, replicate]
clone [none, float, replicate]
[not] propagatemodify;

Role: Syntax

```
add role "role name"
assign person " per -
son _na me"
assign group " gro up_ -
nam e"
descri ption " des cri -
pti on_ nam e"
icon [path] child "role
name"
parent "role name"
[not]h idden;
```

Policy: Syntax (1/2)

```
add policy NAME
descri ption VALUE
icon FILENA ME_ WIT -
H_PATH
type TYPE_NAME (,TYPE -
_NAME)
type all
```

Policy: Syntax (1/2) (cont)

> format FORMAT_NAME
(,FORMAT_NAME)
format all
defaultformat FORMAT_NAME
sequence REVISON_S-
EQUENCE
[not]enforce
store STORE_NAME
allstate USER_ITEM ACCESS-
_ITEM (,USER_ITEM ACCESS-
_ITEM)
[!|not]hidden
property NAME [to ADMINTYPE
NAME] [value STRING]
history STRING

Policy Example (2/2)

```
state Obsolete
version false
revision true
promote false
checko uth istory false
owner all
public read,show;
modify policy " Pro -
duc tio n"
state " Pla nne d"
add signature " Rea dy"
approve "Vice Presid -
ent "
reject "Vice Presid -
ent "
state " Act ive "
add signature " Obs -
ole te"
approve "Vice Presid -
ent "
reject "Vice Presid -
ent ";
```


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Attribute: Example

```
add attribute "Screen
Size in Inches"
descri ption "The
diagonal measure of a
monitor screen in
inches "
type string default 15
range = 15
range = 17
range = 19
range = 21;
```

Relationship: Example

```
add relationship "System
Box Assembly"
descri ption " Rel ati -
onship for assembling
the major components of
the System Box"
attribute " Qua nti ty"
from
type " System Box"
meaning "Is comprised
of..."
cardin ality many
revision replicate
clone none
to
type " SYSTEM BOX PART"
meaning "is a component
of..."
cardin ality many
revision float
clone none;
```

Program: Syntax

```
add program NAME
descri ption VALUE
icon [path]
java|e xte rna l|mgl
execute immedi ate lde -
ferred
execute user USER NAME
[!l not] needsb usi -
nes sobject
[!lnot ]do wnl oadable
[!lnot ]pipe
[!lnot ]pooled
[!lnot ]hidden
rule NAME
property NAME [to
ADMINTYPE NAME] [value
STRING]
history STRING
code " command or code";
```

Role: Example

```
add role Shipper
descri ption " Shipper
in the compan y";
```

Policy: Syntax (2/2)

```
state STATE_NAME
action COMMAND
check COMMAND
notify USER_NAME
{,USER _NAME} message
VALUE
notify signer message
VALUE
route USER_NAME message
VALUE
owner ACCESS _ITEM
{,ACCE SS_ ITEM}
```

Policy: Syntax (2/2) (cont)

```
> public ACCESS_ITEM
{,ACCESS_ITEM}
user USER_NAME ACCESS-
_ITEM {,ACESS_ITEM} [filter
EXPRESSION]
signature SIGN_NAME [SIGNA-
TURE_ITEM {, SIGNATURE-
_ITEM}]
stateproperty NAME [to
ADMINTYPE NAME] [value
STRING]
trigger EVENT_TYPE TRIGGE-
R_TYPE PROG_NAME [input
ARG_STRING]
revision [true|false]
version [true|false]
promote [true|false]
icon FILENAME
checkouthistory [true|false];
```

Signatures are usually added to the policy afterwards:

```
modify policy "policy name"
state "state name"
add signature "signature name"
approve "user_name"
reject "user_name";
```


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