

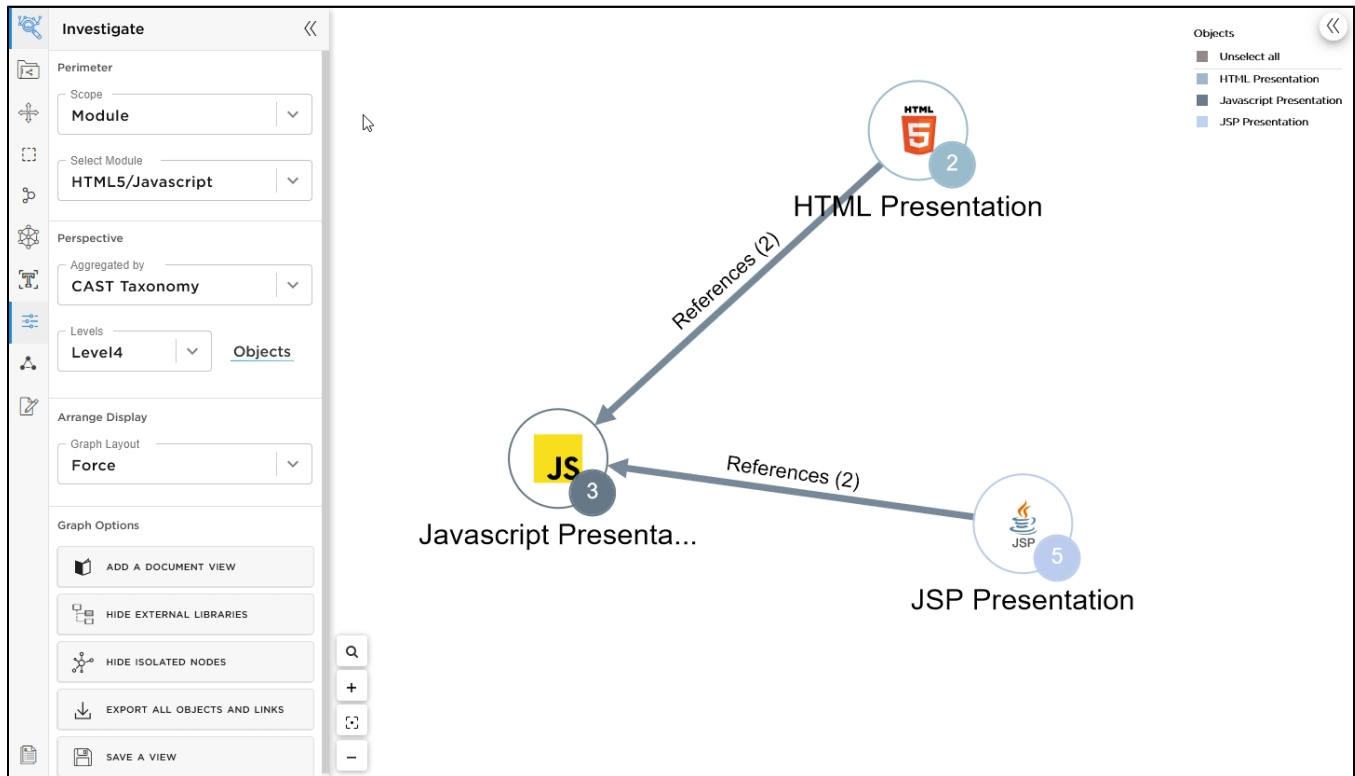
# User Guide - Module scope

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## Introduction

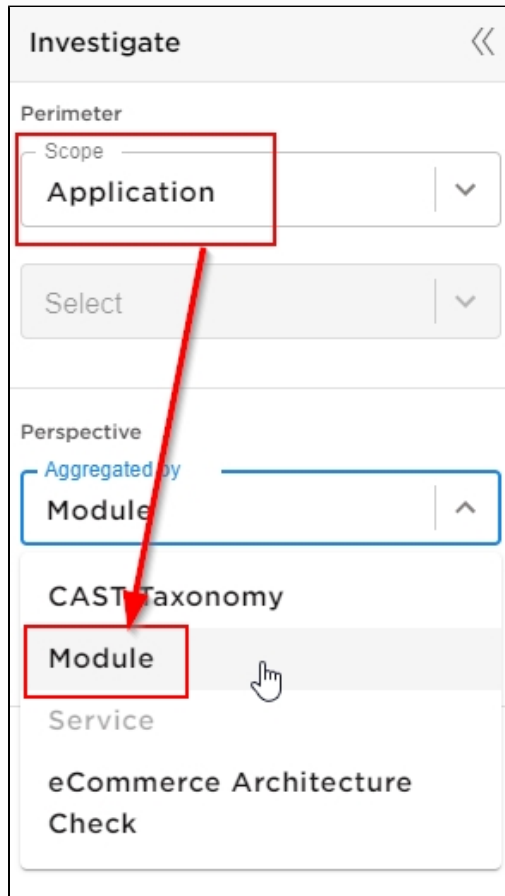
The Module scope offers a view based on the **individual Modules** that exist in the current Application:

*Click to enlarge*



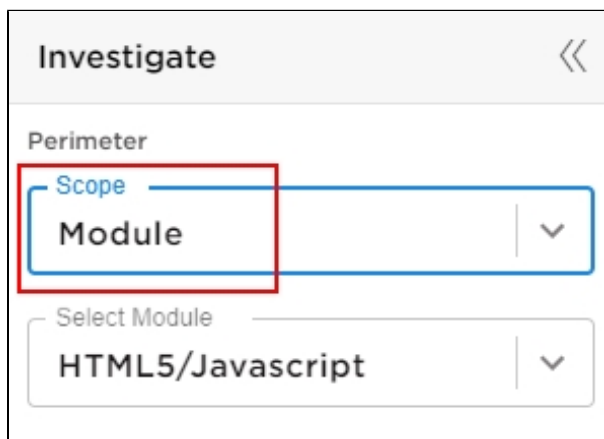
**i** You can get a global view of all Modules in the Application by using the **Application scope** and then choosing the **Module** mode in the **Aggregated by** drop down:

*Click to enlarge*

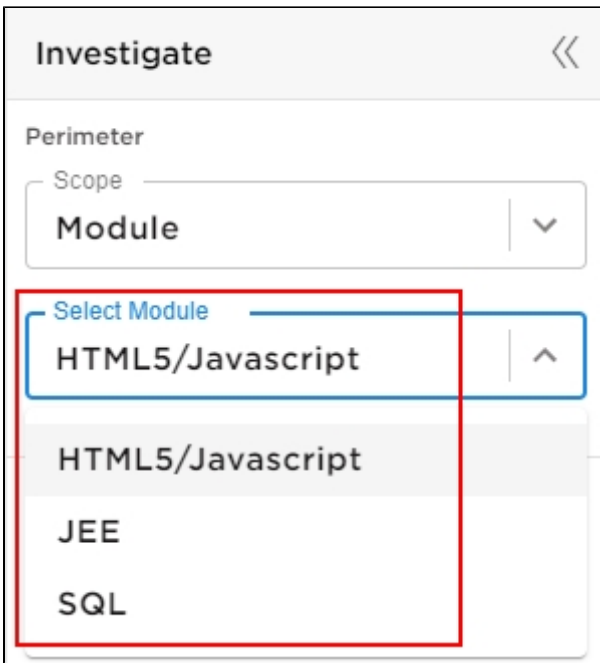


## Accessing the Module scope

To access the Module scope, click the **Module** entry in the **Investigation panel**:

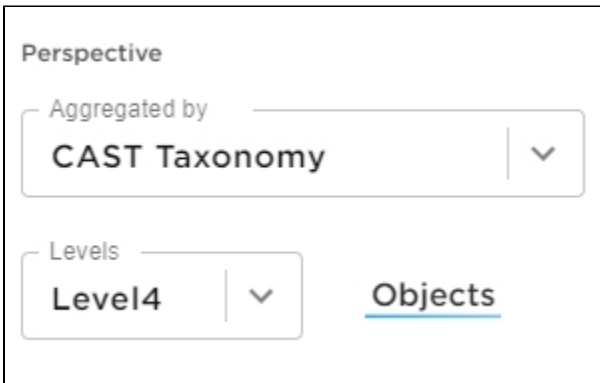


Choose a specific **Module** to display. Modules are listed in alphabetical order in the **Select Module** dropdown - by default the first in the list is displayed in the view:



## Perspective selection

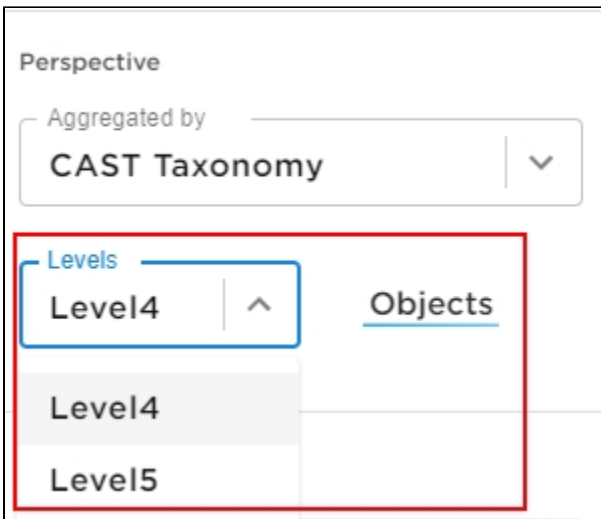
By default, the perspective (how the data is displayed) will be set to **CAST Taxonomy** (the default layout configured by CAST Imaging and the only layout available) and **Level 4** - you can find out more about the **Perspective** options in [User Guide - GUI](#).



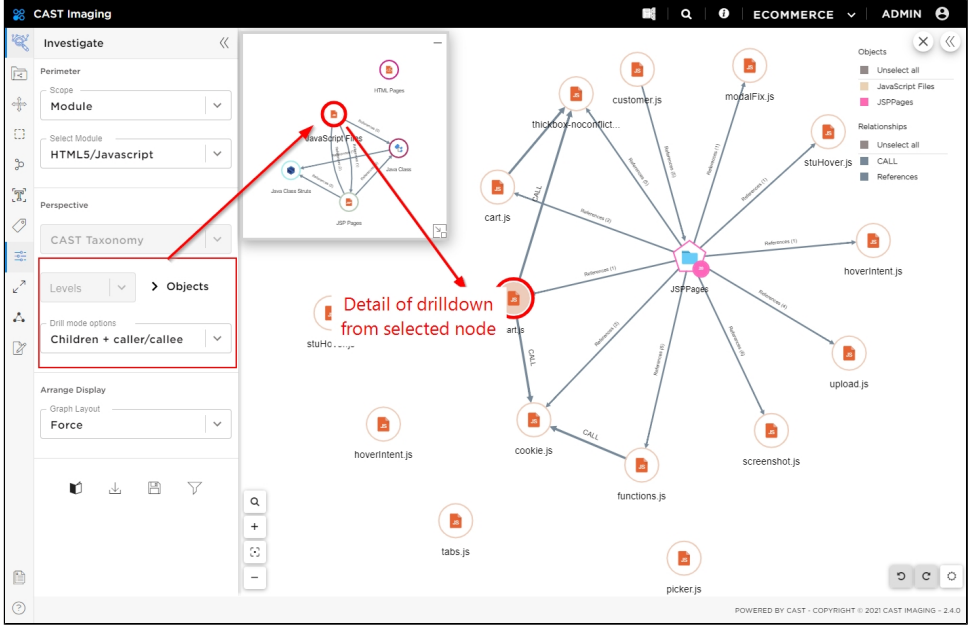
## Navigation flow

### Levels

**Levels 4, 5** and **Objects** are available for selection when **CAST Taxonomy** aggregation is selected in the **Investigate panel** - these levels provide ever greater details about the items within the selected layer:



## Actions

Action	Location	Result/Behavior
Double click on node	Level 4	N/A
	Level 5	<p>Drill down to <b>Vignette mode</b> i.e.: <b>Objects level + drill mode Children + Caller/Callee + Group by communities</b> (depending on selected). See also <a href="#">User Guide - GUI</a> for more information on <b>Drill</b> and <b>Communities</b> modes.</p> <p><i>Click to expand</i></p> 
Vignette mode	Expand and investigate the selected object.	
Objects	View source code of the object. See <a href="#">User Guide - Viewing source code</a> .	

Right click on node

Level 4

Properties

- **Properties** > Displays information about the node in the right hand slide in panel (see [User Guide - Properties panel](#)):

Properties >>

Name	User Interaction
Count	686

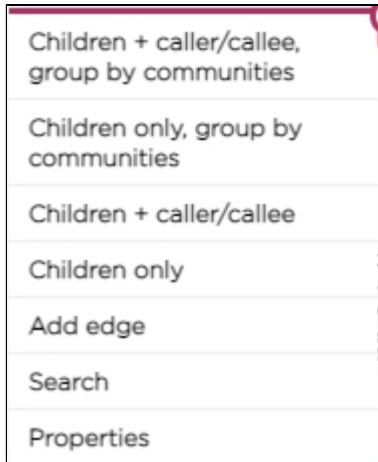
1 User Interaction

- Web Interaction
- Screen Interaction

If the object properties cannot be retrieved in a timely manner, a **retry** button will be displayed:

The screenshot shows the 'Properties' panel in a web application. The top navigation bar includes 'ECOMMERCE' and 'ADMIN'. The panel title is 'Properties'. The main content area is empty, and a red arrow points to the text 'Failed to fetch object properties'. Below this text is a blue 'Retry' button with a circular arrow icon. A sidebar on the left shows a file icon and the text 'lex.ht'.

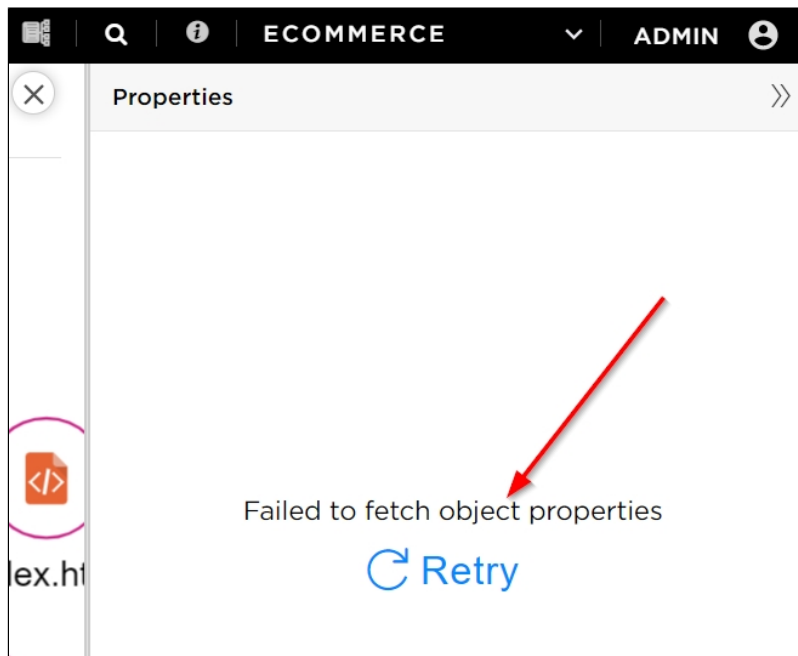
Level 5



- **Children + X** > Drill down into **Vignette mode** for further investigation. See also [User Guide - GUI](#) for more information or **mmunities** modes.
- **Add edge** > See [User Guide - Working with custom links](#).
- **Search** > Invokes the standard search options for the selected object. See [User Guide - Search for items](#).
- **Properties** > Displays information about the node in the right hand slide in panel (see [User Guide - Properties panel](#)):

Properties	
Name	Hibernate Entity
Type	Hibernate Entity
Count	235

If the object properties cannot be retrieved in a timely manner, a **retry** button will be displayed:



Objects and Vignette mode

Add callers [2]
Add callees [23]
Add linked objects [25]
Add 2 levels of callers
Add 2 levels of callees
Associate to custom aggregation
Show source code
Hide object
Remove object
Properties

- **Add callers/callees** > Retrieves all caller/called objects. Links are added to the selected object and to any other objects present if a link exists. The number in square brackets in the contextual menu indicates the number of items available.
- **Add linked objects** > See [User Guide - Using the Add linked objects feature](#) for more information.
- **Add 2 levels of Callers/Callees** > Same principal as the Add Callers/Callees options, but instead displays two levels of objects.
- **Associate to custom aggregation** > See [User Guide - Creating a custom aggregation mode](#).
- **Show source code** > See [User Guide - Viewing source code](#).
- **Hide node/object** > Use this to hide selected nodes. To unhide, either use the "Undo" option or refresh the page. It is not available to hide a concept node or a group node, in which case the option will not be available.
- **Remove object** > Use this option to remove the object from the current view. When you reload the view the object will be re-added.
- **Properties** > Displays information about the object in the right hand slide in panel (see [User Guide - Properties panel](#)):

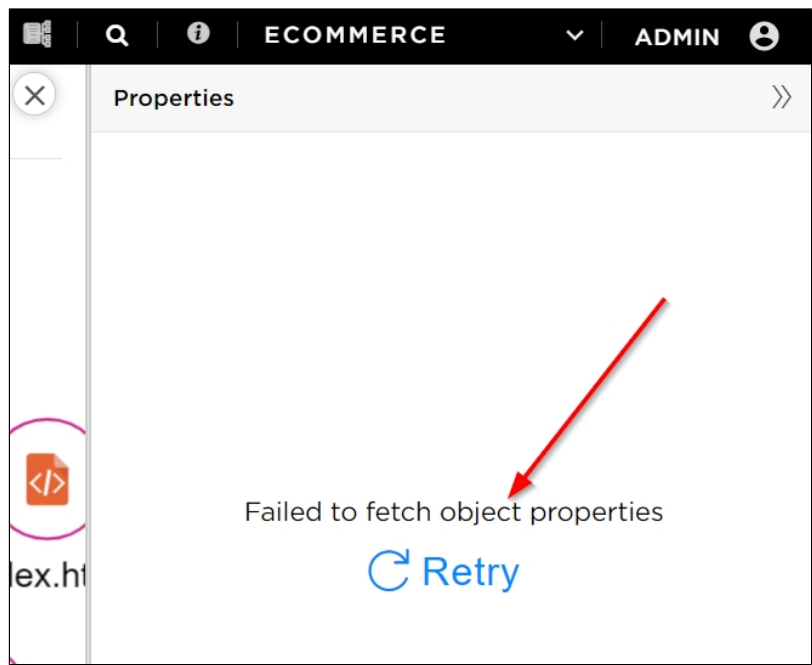
## Properties



AipId	253484
Name	PAGE
File	C:\webi\AipNode\data\deploy8322\eCommerce\main_sources\sche ma\sql\shopizer_schema_mysql.sql
FullName	DEFAULT.PAGE
Type	MySQL Table
External	false
Status	Unchanged
Application	eCommerce
Comment before object	-- ----- -- -- PAGE --
Number of Transaction	9
Number of code lines	24
Number of heading comment lines	4
Number of inner comment lines	0
Primary Key	1

If the object properties cannot be retrieved in a timely manner, a **retry** button will be displayed:





Single click on edge

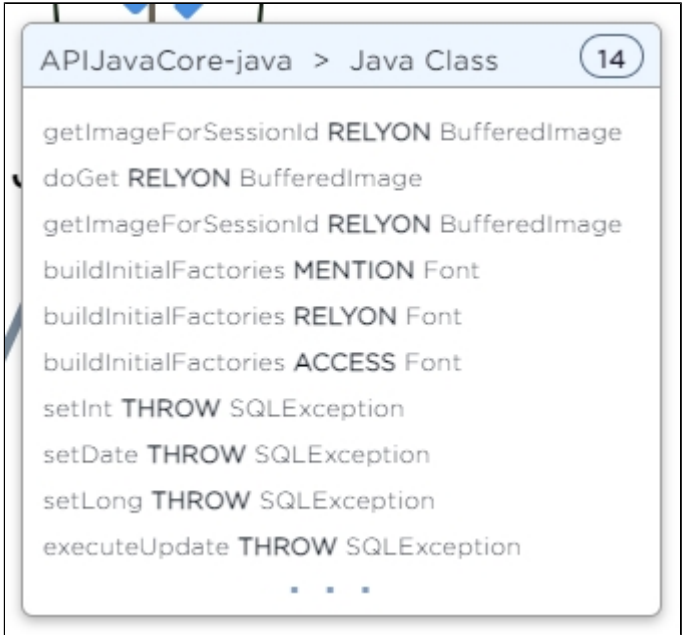
Levels 4 and 5

N/A

Objects and Vignette mode

Displays all the methods that are linked between classes and provides additional actions such as:

- view source code
- method information
- add caller/callees



See [User Guide - Using the Method view](#) for more information.

Double click on edge

Levels 4 and 5, Objects and Vignette

N/A