

An overview of the Epicor Kinetic Framework

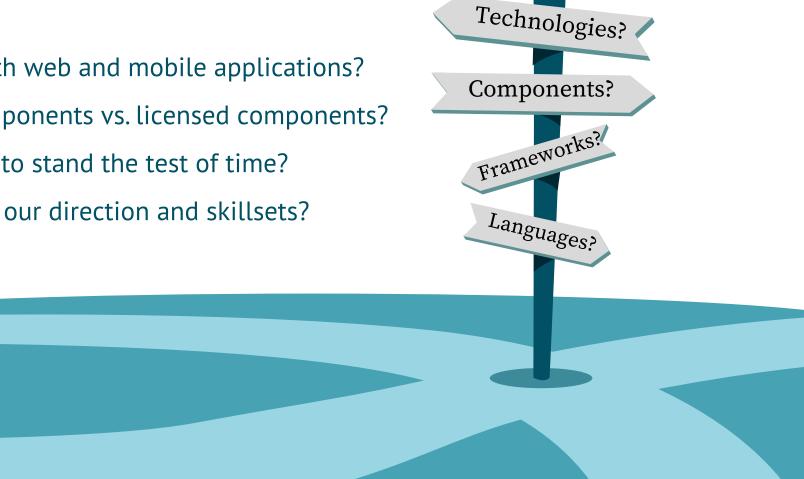


Introduction & History



"Past history hasn't always been so easy to make choices..."

- What do we use to build both web and mobile applications? ullet
- Do we use open-source components vs. licensed components? ۲
- What frameworks are going to stand the test of time? ullet
- Which languages align with our direction and skillsets? ullet





Framework History

Mix of Technologies / Approaches

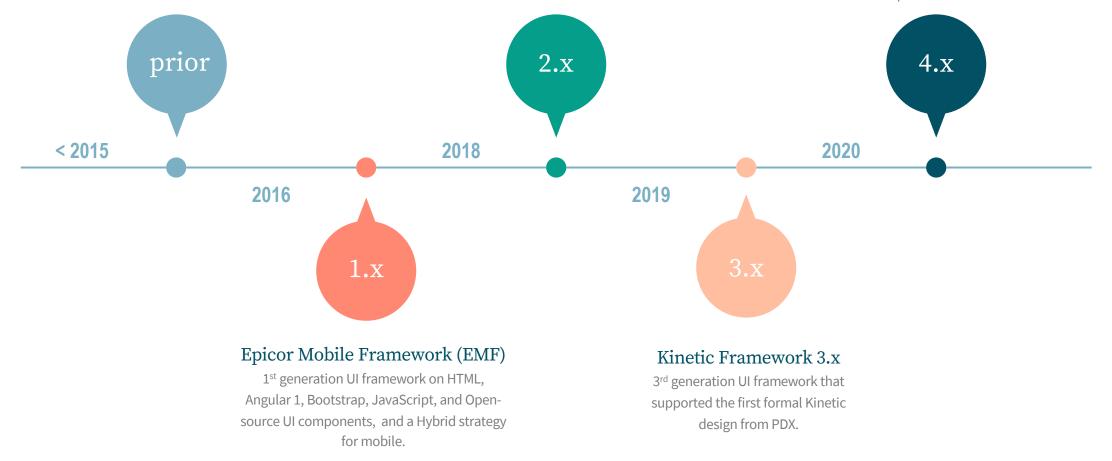
Use of many various technologies and approaches trying to solve browser & mobile applications within Epicor.

Kinetic Framework 2.x

2nd generation UI framework on Angular 5, Kendo UI components, and TypeScript.

Kinetic Framework 4.x

4th generation UI framework that supports extensibility, modules, customizations, and personalizations.



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What is Kinetic?

Design System

A system that defines how the typography, colors, layouts, and UI components behave. It incorporates the Epicor brand.

UI Framework

The UI framework is used by developers to build applications. The framework adheres to the Kinetic Design system out of the box.

Cross-Platform Framework

Standard UI framework for building applications across all platforms within Epicor.









Technically, how does it work?

Industry Technologies

Kinetic uses industry standard technologies, frameworks, and UI components.

Deployed to NPM

The Kinetic framework is versioned, compiled, and deployed to our Epicor NPM artifacts for consumption.



Browser, Hybrid & Mobile Apps

Kinetic applications can be deployed as browsers apps, desktop apps, or mobile apps.





Auto Updated / Desktop Applications

Store Downloaded / Mobile Applications



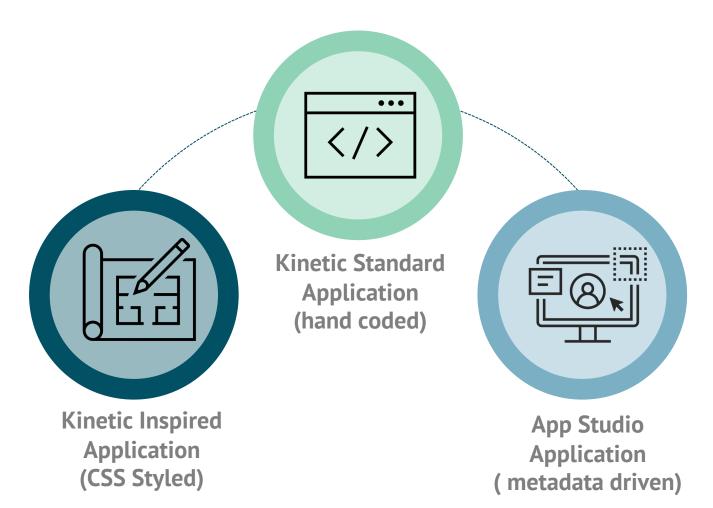


Kinetic is integrating to everything!

We are seeing more and more Kinetic applications that are integrating to everything from geolocation and camera access, high-speed scanners and card scanners, printers and health and monitoring APIs, to machine learning and AI.

Kinetic Application Types

There are several types of Kinetic applications that are being created within Epicor. Adopting Kinetic, to its fullest capabilities, depends on the platform's technology position.



The Kinetic Team







Kinetic Product Design Team (PDX) Director / PO – Chris McCurry

This team is responsible for all aspects of the Kinetic design inside of the framework. Fonts, colors, and layout patterns. This team implements the **Epicor brand** for the framework.

Kinetic Framework Team Director / PO – Brian Conner

This team is responsible for the engineering and delivery of the Kinetic Core framework ,and Kinetic App Studio.

Kinetic Mobile DevOps Team Owner - Ragam Ramachandran

This team is responsible for helping engineering teams create CI/CD pipelines for their products. This team has expertise in preparing applications for delivery to the Apple and Android app stores.



Our Services

Platform Apps Onboarding

The Kinetic team will help your team get up to speed on the framework so they can start building applications quickly.



Design & Framework Consulting

The Kinetic team can consult with your team on design ideas for your applications and help your developers utilize the framework features properly from the beginning.



Feature Planning Support

The Kinetic team can help you plan new features in Kinetic that your application depends on. We will work with your team to ensure proper delivery of the features to meet your deadlines.



Code Reviews

The Kinetic team can help provide code reviews for your team to ensure things are being developed appropriately to standards for solving your requirements.



The Kinetic team can recommend best practices depending on the requirements of your application.



beveloper help

The Kinetic team provides help to get defects fixed and enhancements submitted and prioritized for the Kinetic releases.



Features & Capabilities



Framework Core Elements











Provides standards on fonts, colors, terminology, layouts, and more

Application Shell

The core application shell provides authentication, routing, home page, slide out panels, menus, etc.

Component Library

The core UI components that are used to build out the user interfaces

Plugin Layer

A standard way to create a layer to extend Kinetic framework for specific platform requirements

Application Studio

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Epicor's designer used for building web and mobile applications with customizations and personalizations



Kinetic Framework Layers

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App Studio Application (metadata driven)

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Kinetic Plugin Layer

Kinetic Application Studio

applications.

Provides tooling for building new applications

and customizing and personalizing existing

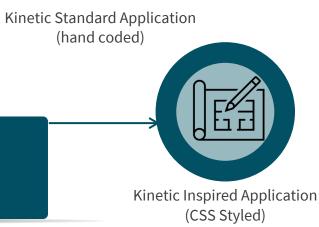
Framework override layer that provides platform specific behaviors and extensibility.

Kinetic Core Framework

Core framework that Epicor developers use fo building applications.

Kinetic Design System

The core system that provides Epicor branding, typography, icons, colors, layouts, and UI behaviors.





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What do you get out of the box?



Responsive Shell Kinetic provides a responsive shell that contains left and right sidebars, navigation patterns, and is responsive across form factors.



Menu Bar / Panels Kinetic provides a menu bar on the left side of the shell that provides a standard menu, favorites, recents, help & support, user preferences, notifications, and more.



UI Component Suite Kinetic provides a strong set of UI components that are built on the foundation of the Telerik Kendo UI components.



REST Services

Kinetic provides automatically configured REST services that can talk to your backend system for access to business logic and data.



Mobile Components There are several mobile components that provide features like geolocation, camera and photos, barcode scanning, media access, and more.



Kinetic Angular Services Kinetic provides a large set of utility services including internationalization, localization, telemetry, and more.



Login & Session Management

Kinetic provides a login that supports many different authentication methods including Epicor Token v1, Azure AD, Epicor IdP, and Custom.



DataViews & Data Binding

Kinetic provides DataViews and Binding to allow your application to interact with your data.



Developer Standards Kinetic provides developer standards on how to build applications, implement coding standards, and provides a framework for builds and deployments.

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The Kinetic Shell

The Kinetic Shell provides the core foundation for any applications built with the Kinetic framework.



UI Alignment across Epicor

The Kinetic shell provides a standard in aligning all applications within Epicor to the Kinetic Design system.

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Application Framework

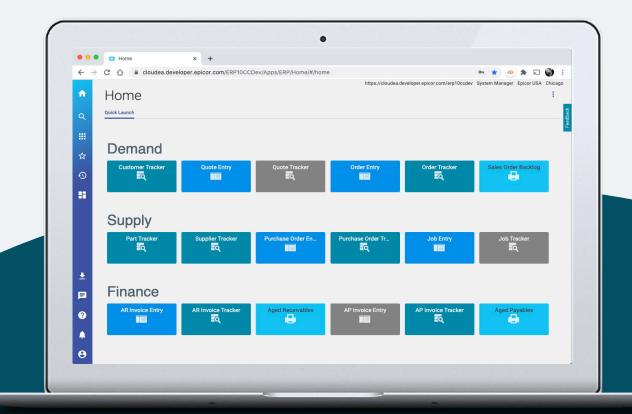
The Kinetic shell provides many features out of the box like the menu bar, favorites, sliding panels (left / right) and a responsive design that scales to mobile.

Standard Home Page



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The home page offers a flexible, gridbased layout, for placing UI components that represent important information for your users.



Mobile Features

Kinetic works with Cordova for native mobile features

Although Kinetic is a web-based architecture based on HTML5, CSS, and Angular it also can be used with Cordova plugins for native hardware access on both iOS and Android devices.



Native Hardware Access

Kinetic applications can access native hardware functionality through Cordova plugins.



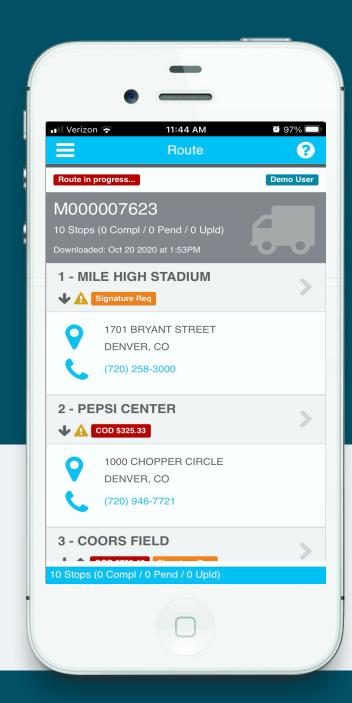
Single Codebase

Kinetic are a single code base that can be run in the browser and on mobile devices. Harness your web developers' skillsets for



Many Mobile Plugins

Cordova has many plugins for mobile application development. This can help advance the mobile capabilities of your application.



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Release Cadence & Upgrades



Kinetic Version Policy

- Kinetic follows <u>Semantic Versioning</u> policies
- All versions can be found on our NPM feed <u>http://epicornpm:4873/</u>
- MAJOR.MINOR.PATCH (x.x.x)
 - MAJOR version when you make incompatible changes to the framework.
 - MINOR version when you add functionality in a backwards-compatible manner.
 - PATCH version when you make backwards-compatible bug fixes.



Kinetic Release Cadence





Previous Versions

Critical Bugs - Every 2 weeks

Current Version

Critical Bugs – Every 2 weeks Enhancements – Every 2 weeks

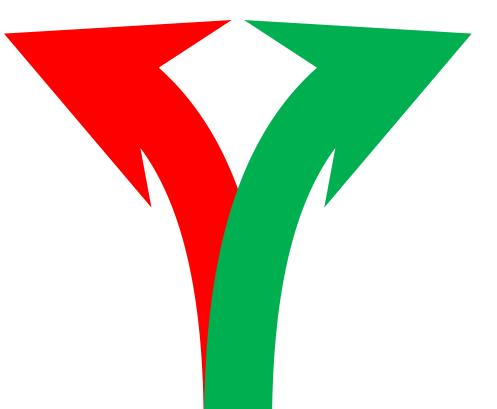
We encourage everyone to try to stay on the latest minor version of a release...



Upgrade Procedure

Rollback Capable

If your team finds that a newer version has some issue for your application, you can easily just rollback to the previous version and work with the Kinetic team to figure out a path forward.



On-demand Upgrades

At anytime you can upgrade your Kinetic application to a newer version and test it out.

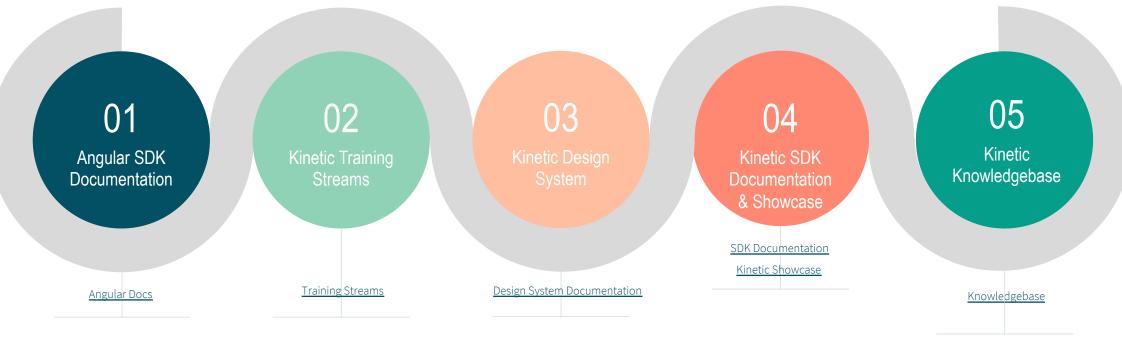
We recommend reading thoroughly through the release notes and follow any upgrade procedures.



Documentation & Training



Kinetic Training Resources



Learn Angular Learning Angular is the first step to be successful with Kinetic

Learn Kinetic

Use these videos to become familiar with the Kinetic architecture and application concepts

Understand Kinetic Design

Learn how the design system impacts how the framework manifests itself

Understand Components

Learn about the many different UI components and services offered by the framework

Get Answers

Search the knowledgebase for answers on things other developers have already run into



Developer Help



Knowledge Base

Search for answers in our knowledgebase from working with other developers.



Yammer Channel

Get help by posting questions to our live Yammer channel to get live interaction from the Kinetic team.



Kinetic Requests Submit a request for defects and feature enhancements to the Kinetic triage team.



Global Help

Many choices to get help!

Developers have a few different choices when it comes getting support from the Kinetic team. Each channel offers a different level of support.