

## Visual Integrator à?? Couche des m  tadonn  es

### Description

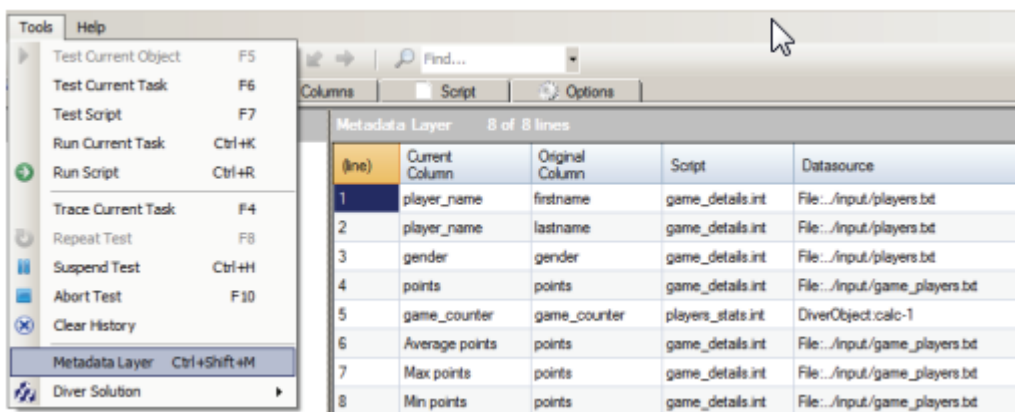
L'outil **Couche des m  tadonn  es** pr  sent dans Visual Integrator peut   tre utilis   pour suivre une colonne de l'objet OUP du script courant depuis son origine.

Visual Integrator va analyser le r  pertoire courant et les sous-r  pertoires et va essayer de d  terminer quels scripts sont d  pendants les uns des autres.

Pour chaque colonne de l'objet OUP, Visual Integrator va afficher les colonnes responsables des donn  es et    partir de quels fichiers de donn  es elles proviennent.

Un rapport va   tre cr     dans le m  me dossier que le script Integrator et va   tre nomm   **metadata.html**.

Pour utiliser cette fonctionnalit  , ouvrez un script **.int**, puis allez dans **Outils > Couche de m  tadonn  es**.



(line)	Current Column	Original Column	Script	Datasource
1	player_name	firstname	game_details.int	File:../input/players.bt
2	player_name	lastname	game_details.int	File:../input/players.bt
3	gender	gender	game_details.int	File:../input/players.bt
4	points	points	game_details.int	File:../input/game_players.bt
5	game_counter	game_counter	players_stats.int	DiverObject.calc-1
6	Average points	points	game_details.int	File:../input/game_players.bt
7	Max points	points	game_details.int	File:../input/game_players.bt
8	Min points	points	game_details.int	File:../input/game_players.bt

- Field 'player\_name' is defined in script 'players\_stats.int' in object 'calc-2'
  - Depends on
    - Field 'firstname' is defined in script 'players\_stats.int' in object 'filein-1'
      - Depends on
        - Field 'firstname' is defined in script 'players\_stats.int' in object 'filein-1' from source file '../output/game\_detail.txt'
        - Depends on
          - Field 'firstname' is defined in script 'game\_details.int' in object 'read-players'
            - Depends on
              - Field 'firstname' is defined in script 'game\_details.int' in object 'read-players' from source file '../input/players.txt'
  - Field 'lastname' is defined in script 'players\_stats.int' in object 'filein-1'
    - Depends on
      - Field 'lastname' is defined in script 'players\_stats.int' in object 'filein-1' from source file '../output/game\_detail.txt'
      - Depends on
        - Field 'lastname' is defined in script 'game\_details.int' in object 'read-players'
          - Depends on
            - Field 'lastname' is defined in script 'game\_details.int' in object 'read-players' from source file '../input/players.txt'
- Field 'gender' is defined in script 'players\_stats.int' in object 'filein-1'
  - Depends on
    - Field 'gender' is defined in script 'players\_stats.int' in object 'filein-1' from source file '../output/game\_detail.txt'
    - Depends on
      - Field 'gender' is defined in script 'game\_details.int' in object 'read-players'
        - Depends on
          - Field 'gender' is defined in script 'game\_details.int' in object 'read-players' from source file '../input/players.txt'

Cette fonctionnalit   fonctionne bien lorsque les noms de fichiers r  f  renc  s dans les diff  rents scripts correspondent exactement.

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Les scripts complexes qui utilisent des it rations et des PARMS sont difficiles   analyser. Essayez cette fonctionnalit  ! Elle peut vous aider lors de la cr ation d'une documentation relative aux champs que vous pouvez par la suite inclure en tant qu'action sur clic de Portlet de DivePort.

### Tags

1. script
2. Visual Integrator