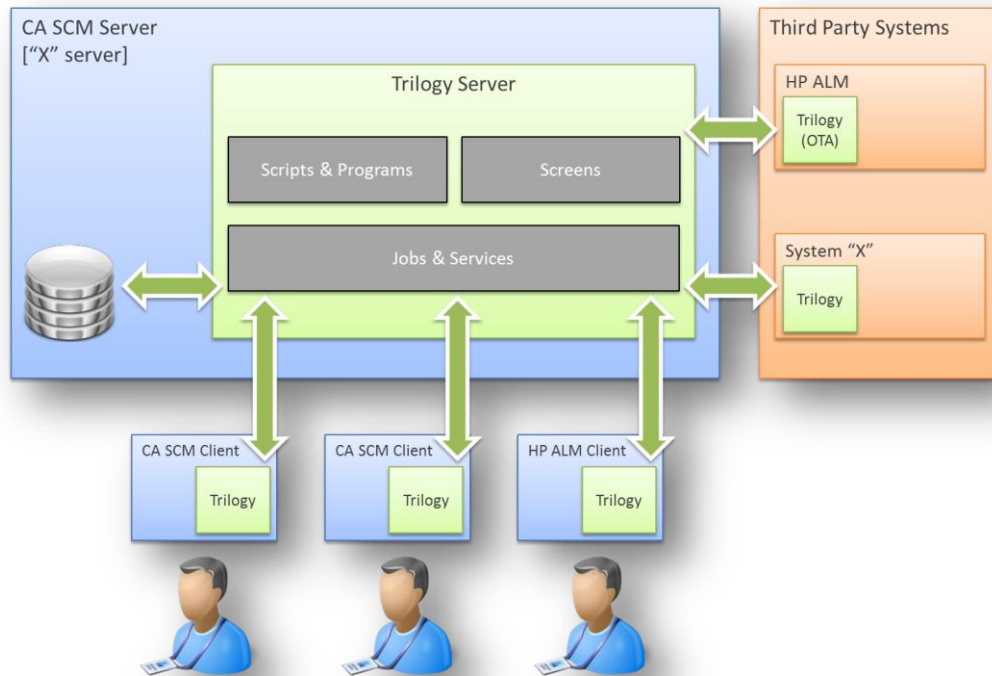


Trilogy

The enterprise integration toolkit



Example Trilogy Architecture used in an integration between CA Harvest and HP ALM

What is Trilogy?

Trilogy is an enterprise system integration toolkit. Large organisations typically implement tools and solutions that bridge the gap between the business and IT. Each tool has a purpose and a set of users that makes use of that tool.

Many organisations have come to realise that the benefit of these tools, and the data they manage, is not within any single tool but how each tool interacts with the next. For example, an organisation might have a sophisticated Service Management tool for the business, a Requirements Management tool and Software Configuration Management tool for the application development teams, and a Defect Management tool for the Quality Assurance team.

Whilst each team will derive its own benefit from using each of the specified tools, the greater benefit comes from linking the relational data between all of the tools. Vendors realise this as well and that is why APIs (Application Programming Interfaces) and SDKs (Software Development Kits) are made available for customers to build their own integrations.

However, building your own integration with this approach requires training and an understanding of the specific APIs and SDKs - this takes time, can be onerous and the robustness of such integrations can be questionable.

Trilogy provides an integration framework that allows customers to rapidly implement such integrations. Jobs and Services can be defined on a centrally located server that acts as a communication layer between the enterprise tools. Specific Jobs can be defined that enable simple interactions based on events from one or more enterprise tools.

As more sophistication is required for these types of integrations, such as user interaction, then server-based screens can be defined to capture user input that can then be used within the underlying Jobs. Since these screen definitions are server-based, no software distribution is required and any changes to the dialogs presented to the user are inherited immediately.

Trilogy is multi-platform and, therefore, the dialogs can be rendered on various distributed platforms. Trilogy inherits the look and feel of the user's platform, making the integration appear like a natural extension of the enterprise tool the user is using.

What are the Benefits?

Low Technical Ability

Trilogy is designed as a rapid development environment for enterprise integrations, which means that users with little technical knowledge will be able to very quickly implement sophisticated integrations with little or no training.

Implementation Time

Integrations can be implemented very quickly and with little knowledge or training. It is possible to implement integrations that have traditionally taken weeks and deliver these in hours or days, depending on competency and experience.

Preferred Scripting Language

Trilogy can be used in conjunction with any favoured scripting or programming language utilised within your organisation.

Extend Existing Scripting Investment

Trilogy does not have to replace your existing scripts and integrations, but can extend and increase the sophistication, robustness and usefulness of your integration investment.

User Interaction

Trilogy enables enterprise system administrators to easily implement sophisticated integrations that require user interactivity. The screen definitions are server-based and,

therefore, no software distribution is required if rapid changes are required for large numbers of distributed users - screen edits are picked up dynamically each time the integration Job is invoked.

Trilogy is multi-platform and adopts the Operating System look and feel which makes any integration appear like a natural extension of the enterprise tool from which the integration is built.

Server Based Solution

Trilogy is a server-based solution which means that any scripts, programs or Jobs - existing and new - can be stored centrally. Jobs are designed to be object-orientated so that they can be reused for multiple integrations.

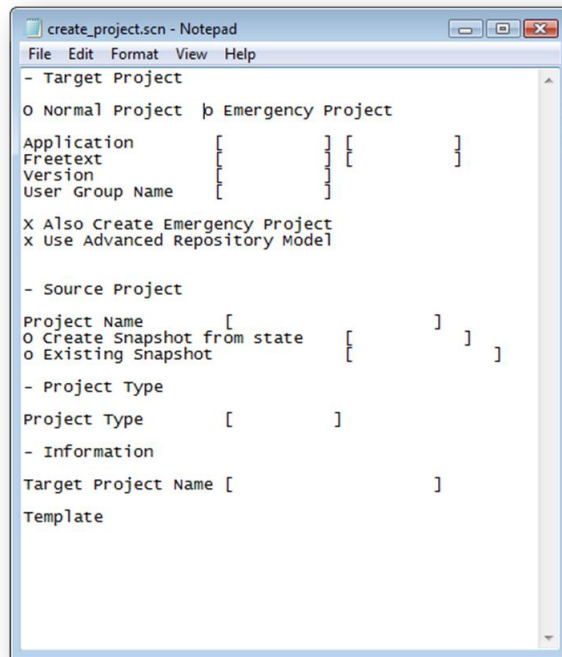
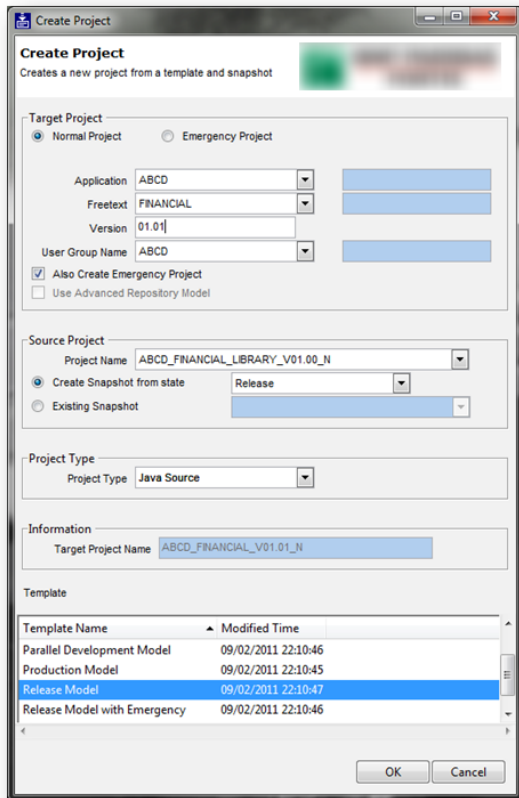
Multiple Platform Support

Trilogy is not platform specific which means it can be installed, configured and implemented on all common distributed platforms.

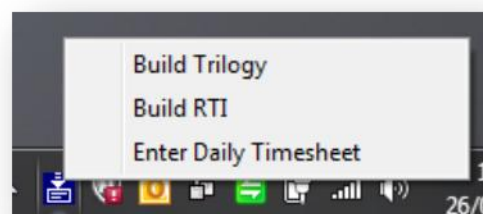
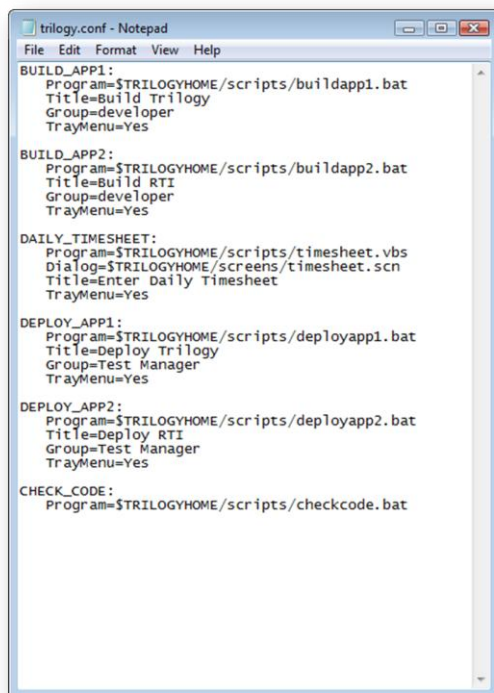
Desktop Integration

Trilogy Jobs can interact with the Windows System Tray, allowing groups of users to subscribe to Jobs which can be used to alert users to the status of a Trilogy Job - a system tray balloon might appear, for example, when a new Service Management request has been raised by the business and assigned to Development for investigation.

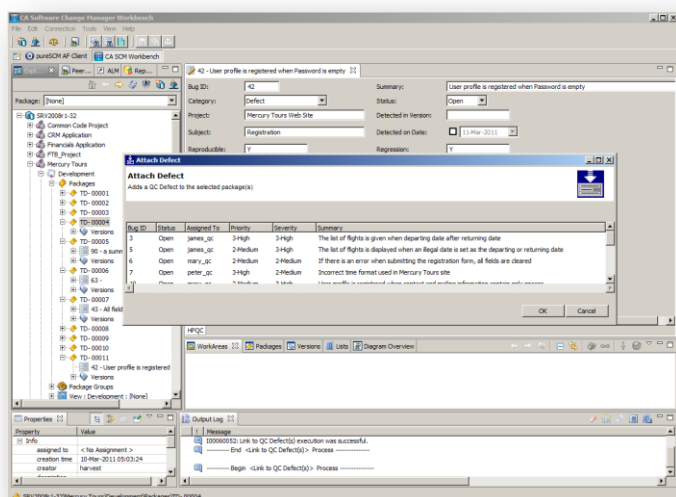
Trilogy Jobs defined on the server can also be invoked by users, or groups, via their system tray. A user, for example, might invoke a Trilogy Job via the system tray that displays a Trilogy dialog, populated by Service Management records assigned to that user.



The above is an example of a custom Trilogy dialog and its server-based screen definition file (requiring no software distribution). Custom dialogs can, therefore, be created in a matter of minutes and implemented without the need to re-distribute changes to users – changes are read dynamically from the Trilogy server.



The above example shows Trilogy Jobs defined in the configuration file (trilogy.conf), enabling jobs to interact with users' desktops via the Windows System Tray. The Windows System Tray can be used for invoking Trilogy Jobs or to simply push notifications, providing real-time feedback.



This example illustrates a real-time integration between CA Harvest and HP Application Lifecycle Manager (Quality Center).

Sophisticated integrations can be implement between any enterprise systems, contact OpenMake Software for more information.