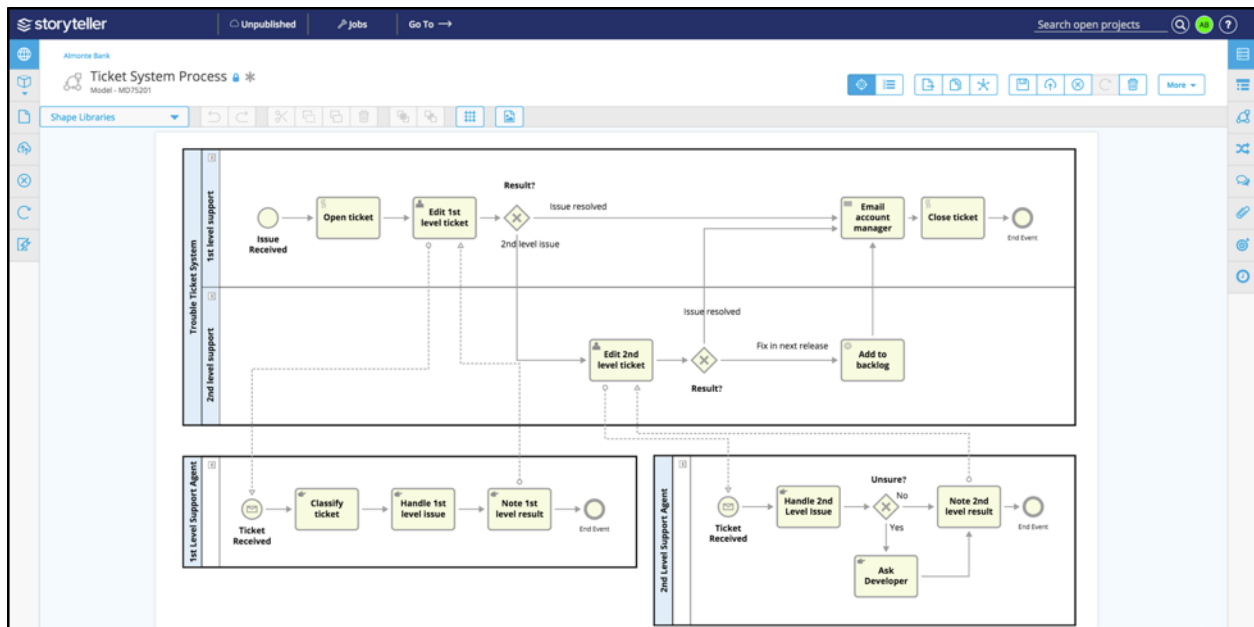# blueprint®

Release Notes

Storyteller v3.1

This document provides an overview of the new features and enhancement requests that were implemented in this release, and describes any important upgrade advisories and resolved issues. It also outlines the known issues, and workarounds if applicable, that you may experience while using Storyteller v3.1.

For more detailed information about Storyteller, please refer to the Storyteller product documentation accessible through the product's user interface under "Storyteller Help".
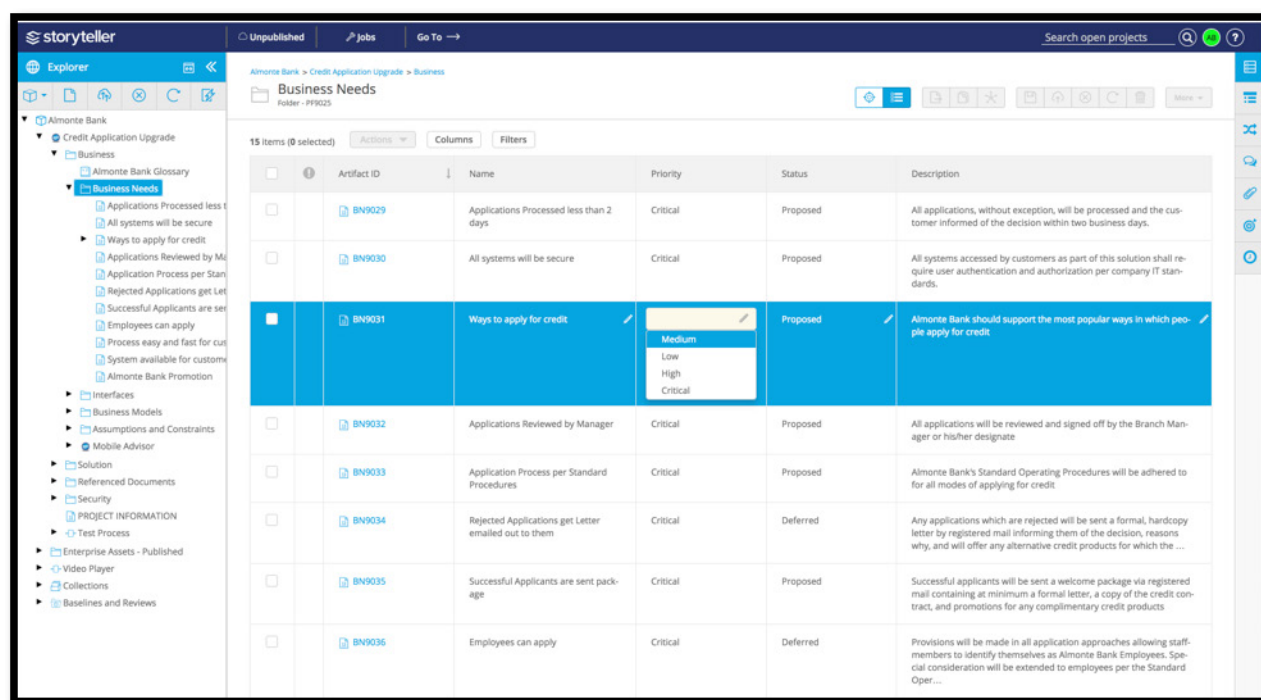
What's New

Storyteller 3.1 introduces new capabilities for agile modeling and planning at scale.

- The new Universal Model Editor (UME) is a powerful, flexible diagram & design editor that enables users to create complex models. It also allows for the seamless conversion of existing diagrams from Blueprint to Storyteller. Every shape is its own sub-artifact, allowing for rich data to underlie a model in terms of traceability, discussions, attachments, and properties. Business Process Models (BPMN 2.0) and Generic Models are supported in Storyteller 3.1 with additional shape palettes coming in future releases.

- Produce documentation for a set of artifacts simply with new Export to Word or PDF format capabilities. This is ideal for highly regulated customers and offline collaboration. This one-click operation is available in artifact detail view, list view, or within a collection.

- There are two ways to edit artifacts in Storyteller 3.1 – Detail view and introducing the new List view. When an artifact is in List view, you will see a table of all the artifact's descendants and their respective properties. The new List View adds the ability to manage and plan work at scale with the flexibility to pivot on large sets of data, allowing users to organize their work their own way.

- List view includes the ability to sort and filter on any part of the project allowing you to create your own custom workspace. Increase efficiencies by rapidly capturing changes with familiar in-line editing and accelerate planning activities with bulk actions without having to navigate away from your custom view. In addition, collections have been enhanced with the same capabilities mentioned creating flexible workspaces for any set of artifacts. Great for defining releases, program increments, sprints, personal workspaces, just to name a few examples.

- Within the instance administrative console, the License Reporting has been updated to align with a universal named licensing model making it easier for administrators to understand their license consumption.

- Added in the release are minor UX Improvements, included are shortcuts to sections of the utility panel (relationships, discussions, history, etc.) when the panel is collapsed. Additionally, keyboard shortcuts have been added to multi-select pickers allowing users to select multiple artifacts quickly as they would in their native operating system.

Browser Advisory

For optimal performance and application experience, the latest Google Chrome version is recommended with the release of Storyteller 3.1.

Implemented Enhancement Requests

- The new filtering design in the List View and Collection allows the same filtering format for single-choice and multiple-choice properties. Users will be presented with a list of checkboxes for the choice values to filter. (ID#325206)

- When working with views, filters, or project folders, users can see the total count of artifacts or artifacts that meet a filter or query criteria. Users now also have a visibility of how many artifacts selected in a particular view. (ID#337909)

- In the Universal Modeling Editor, users now are able to have 3 connection points per side for each shape. It will help user to modal the diagram better when there are more than one activity feeding into another activity. (ID#323157)

- Shape rotation is supported in the Universal Modeling Editor. The number of shapes is also expanded to include more of the commonly used shapes and make the same set available in all diagrams. (ID#324859)

- In the Universal Modeling Editor, users can easily resize any elements and switch the canvas to gridlines. (ID#337587)

- Full screen mode is supported in the Universal Modeling Editor. Users can user simply selects Full Screen or Reduced screen by clicking the icons on Canvas. (ID#337910)

- In the Universal Modeling Editor, users can easily add a new swimlane without manually expanding the swimlane. With the Add lane function in the BPMN shape, the new swimlane will be automatically resized when added to the existing lanes. (ID#3379

- The Universal Modeling Editor allows objects to connect to a Pool or Lane easily. It provides more flexibility for different kinds of diagram modelling. (ID#337916)

Upgrade Advisories

Please note the following advisories before proceeding with your product upgrade:

.NET Framework 4.7.1 or newer

The Storyteller application servers now requires the .NET 4.7.1 Framework or newer. Ensure you have upgraded before deploying the Storyteller 3.1 release.

New Model Artifact Type

To take advantage of the new Universal Model Editor in all of your projects, add the Model artifact type to the Standard Artifact Types section of Instance Administration.

Blueprint and Storyteller Version Support

With the release of Blueprint 9.1 and Storyteller 3.1, support will be terminated for the following Blueprint versions: 7.0, 7.1, 7.2, 7.3, and 7.4; and the following Storyteller versions: 1.0 and 1.1. If you have any questions or concerns, please reach out to the Blueprint Support Team. For optimal performance and application experience, the latest Google Chrome version is recommended with the release of Storyteller 3.1.

Storyteller Access

All Blueprint users can now access Storyteller. All Blueprint/Storyteller systems are set up with a default entry point. If your default entry point is Blueprint, you can access Storyteller by using your regular Blueprint URL and appending /index.html to the end. For example:

https://companyname.blueprintcloud.com/index.html

If your default entry point is Storyteller, you can access Blueprint by appending /default.aspx to the URL. For example:

https://companyname.blueprintcloud.com/default.aspx

Known Issues

The following are known issues in Storyteller v3.1.

- The List View and Collections may take a longer time to load and work on when the table has more than 25 items per page and more than 15 columns in IE.
  WORKAROUND: For optimal performance and application experience, the latest Google Chrome version is recommended.

- For the List View and Collection, the maximum items per page supported in IE is 50.
  Workaround: The latest Google Chrome version is recommended if you want to have more than 50 items per page.

- For the List View and Collection, sticky column header and default columns in the table are not supported in IE.
  Workaround: The latest Google Chrome version is recommended if you want to have sticky column header and default columns.

- For UME, copying an image on canvas generates a new empty image container. It does not copy the image that was upload into the system.
  Workaround: Re-upload the image into the empty image container.

If you require further assistance, or if you have encountered a problem that is not listed above, please submit a support case using the Blueprint Community (https://community.blueprintsys.com).

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Blueprint provides industry-leading solutions that accelerate and de-risk the digital transformation of large organizations.
Our products – Blueprint Storyteller and Blueprint Regulatory Compliance Manager – resolve many of the time-consuming, costly, and error-prone functions that challenge IT organizations. Our products sit at the front of the toolchain, ensuring alignment of business and IT stakeholders. We've created closed loop solutions that drive innovation and collaboration, ensure regulatory compliance, and protect the business value of products from definition to delivery.