

# Simple Worked Example

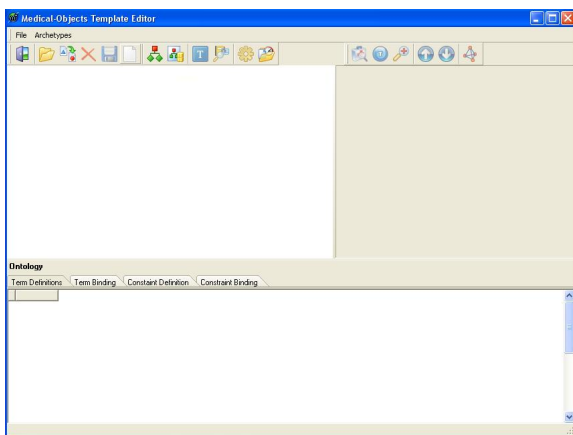
## Overview

Provide a simple worked example for the MO Template Editor.

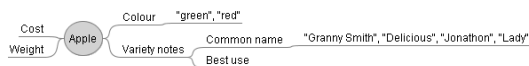
- 1 [Overview](#)
- 2 [An apple example](#)


## An apple example

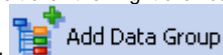
1. Remember to have downloaded the latest MO Template Editor from [Free Version of Template Editor](#)
2. Run it and the following window will appear.



3. Now step back from the keyboard and get a pen and paper! First step is to note down the structure of the object you wish to build an archetype for. In this case we will consider an apple object. It has features such as colour, price, type, weight. How would you structure this? What data types would these attributes have? A simple mind mapping tool can be helpful at this stage:




4. To build this as an EN 13606 archetype, start by clicking on the **New Archetype** button . Give it a name. How about '**CEN13606-Apple.v1**'. Unfold the archetype by clicking on the Fold /Unfold part of the Tree View on the little **+** button and then unfold on **Definition** and **ENTRY**. Left and right click on **items** and delete it as we won't need this. Left click then right click back

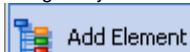


on **ENTRY**, then click on the **Add Data Group** button in the menu. Unfold **ENTRY** again and you can see the new and yet to be named **CLUSTER**. This is how we add top level data groups. We will do that shortly but after adding some leaf node **ELEMENTS** so you can right click and delete this for now, or leave it and when we add **ELEMENTS** shortly you can move the order around.


To start to name things, click back in the tree in the Tree View on the left hand side pane again, for example on **Definition**. Left click now on **ENTRY**, then right click it, then click on the **Add**

**Local Term** button . Call it '**Apple**', then **ok**. We need to make the local code identifier to be 'at0000' for the LocalCode tag in the RHS. Then just type over the field containing 'at0002' or whatever in the **Ontology** pane at the bottom of the screen. Double click on the value to ready it for editing.

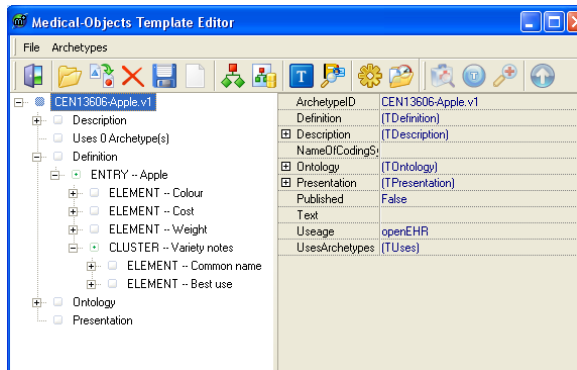
5. Highlight the **ENTRY** part of the tree again by left clicking on it, then right click , then click on the



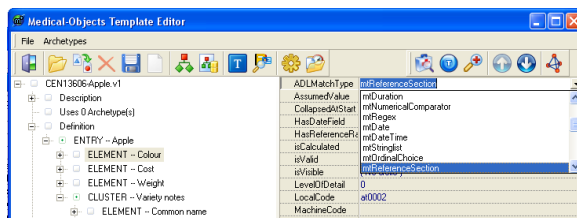
**Add Element** button in the menu. Unfold **ENTRY** again and you can see the new and yet to be named **ELEMENT**. Left, then right click on **ELEMENT**, then click

on the **Add Local Term** button . We'll put 'Colour' here. In a similar way add 'Cost' and 'Weight' as **ELEMENTS**. Leave their type as the default 'mtAny' setting for now.

6. Add a **CLUSTER** (if you haven't left it there from before; by using the Add Data Group button on the right click menu) to **ENTRY**, as we have grouped **ELEMENTS** under 'Variety notes' in the mind map. So name the data group cluster. To this **CLUSTER**, add the final two **ELEMENTS** of 'Common name' and 'Best use'. The archetype should now look like this:




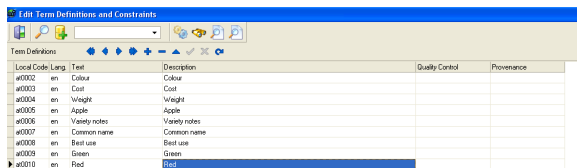
7. Now we can add some datatypes. The choices for colour will come from the list shown in the mindmap. Here's how we can do it. First click on the **ELEMENT** named 'Colour' in the Tree View, then move over to set the **ADLMatchType** in the RHS to **mtReferenceSection** by clicking on the adjacent pane to the tab name in the RHS and then on the down arrow that appears on the right of the box.






Unfold the Colour **ELEMENT** node (nodes are general name for parts of the tree identified uniquely with an **atCode**). Note a child concept has appeared called **ReferenceSectionData**. Click on this and on the RHS see the default tags which reading from top to bottom describe the allowing of textual values (like a CE HL7 datatype); the Choices tag - we'll come back to this; Default Index - don't worry about it; Display style allows display options including horizontal and vertical radio buttons; and (any) mapped HL7 datatypes.

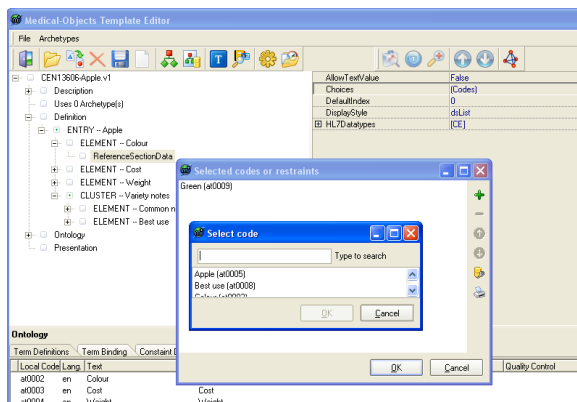
To add the pull down menu choices, we first add them as nodes to the archetype, but not directly in the view of the structure shown in Tree View. Look at the Ontology pane at the bottom of the editor. window. See how term definitions are being built up as we go. We will deliberately add new terms now. Click on the **Edit terms** button back up in the menu at the top of the

window . Click on the blue 'plus sign' button on the same line as **TermDefinitions**. A new row describing a node identifier called an **atCode** or in this case a **LocalCode**, appears. Complete the details, putting 'en' for English if that's your language, 'Green' for the Text and Description, and that's all. Click in another row to save the changes, and repeat for the colour 'Red'.

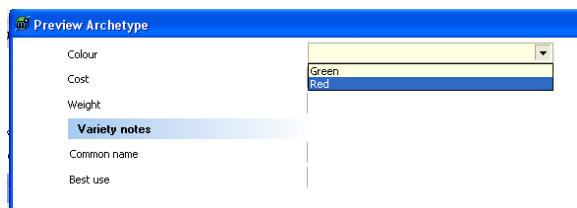


Local Code	Lang	Text	Description	Quality Control	Provenance
a0002	en	Colour	Colour		
a0003	en	Cost	Cost		
a0004	en	Weight	Weight		
a0005	en	Apple	Apple		
a0006	en	Variety notes	Variety notes		
a0007	en	Common name	Common name		
a0008	en	Best use	Best use		
a0009	en	Green	Green		
a0010	en	Red	Red		

Close this window by clicking on the little door icon on the top left . Back in the Tree View, unfold the node named 'Colour' if necessary, click on **ReferenceSectionData**, then on the RHS, click on **(Codes)** in the box adjacent to **Choices**, then on the  button. In the **Selected codes** or **restraints** window that appears, click on the  button, find the term 'Green', then do the same for 'Red' and **ok** out.



Check on how things are looking by clicking on the **Preview Archetype in editor** button



Close this and save your work. Do the same thing to create the choices for the node 'Common name', with choices to be 'Granny Smith', 'Delicious', 'Jonathon' and 'Lady'. Lets look at the other nodes: 'Weight' is a Physical Quantity (PQ). The **ADLMatchType** for this on the RHS is **mtQuantity**. When you have created the 'child' node called **QuantityData** back in the Tree View, left and right click on this again, choose **New Child** and click on that. In the RHS type 'g' for grams in the box next to **Units**. In preview mode you can see that **units of g** are now present in the archetype/template. You can treat dollars as a PQ and do so for the 'Cost' node. Let it have two decimal places. To wrap up the datatypes for our apple archetype, make the node 'Common name' be of type **mtReferenceSection** like the node 'Colour' and refresh your memory from earlier in this section on how to add the appropriate new allowable choice terms and then do so.

8. Local terms may be bound to one or more terminologies, such as LOINC and SNOMED. Here's how to do it. Let's assume you have a license for SNOMED; click somewhere in the archetype



tree in Tree View. Then click on the **Edit terms** button. Click on the row that contains the term 'Green'. Now click on the plus sign in the pane below. Double click in the **Terminology** pane and type 'SNOMED-CT', then next to it under **Code**, type '371246006', then 'Green' under **Text**. If you type a different value for text it will change the archetype's local term to be that term, so don't!

