PeopleSoft®

EnterpriseOne B73.3.1 Web-Based Solutions PeopleBook

June 1999

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One Technology Way
Denver, CO 80237

SKU B7331CEAWP

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Glossary

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Internet Positioning

With the availability of enterprise applications on the Internet, businesses now struggle with where and how they will take advantage of Internet technologies and how these technologies will work with client/server enterprise applications already in place. For all their innovations, Web-based technologies pose many of the same difficulties that any new technology presents to the enterprise, for example, potential disruption to ongoing business, additional user training, and revised business processes. Despite these difficulties, businesses recognize the value Internet and Web-based technologies can add:

Universal clients/simplified interface	Any browser-equipped device can function as a Web client, allowing a heterogeneous mix of client platforms (such as personal computers, Apple Macintosh computers, network computers) to coexist. The browser also provides a single, graphical interface to multiple applications.
Low cost infrastructure	Less code at the desktop translates into reduced maintenance requirements. Web-based computing also reintroduces centralized application maintenance. Information technology departments can install, upgrade, and maintain applications once on the server rather than client by client.
Streamlined information distribution	Organizations can publish and revise information without the constraints and delays of traditional paper-based production and distribution.
Component Commoditization	The comparative low cost and widespread availability of Internet technologies facilitate communications among parties with traditionally proprietary information environments.

Ironically, client/server solutions have assumed the role of “legacy” technology in light of the quick ascendancy of Internet business solutions. But, as with any legacy solution, businesses would like to preserve their significant investment in technology, training, and infrastructure. Also, client/server solutions promised benefits over and above the host-centric solutions they replaced, and businesses would like to continue to realize these benefits, which include:

Leveraging the strengths of multiple platforms	Client/server solutions combine the flexibility and ease of use of workstations with the transaction processing and storage capabilities of application and data servers.
High interactivity and configurability	This mix of platforms also empowers users with a dynamic, graphical environment that simplifies many information technology tasks. Users can often tailor their environments to match the specific requirements of a business process.
Integration among desktop and enterprise tools	The Microsoft Windows client typical of client/server solutions enables tighter integration among desktop applications and information resources on the server. Users can employ multiple tools simultaneously to integrate enterprise information with other sources of locally managed information.
Architectural configurability and scalability	Depending on the flexibility of the supporting architecture, client/server technology can allow the movement of application logic and data among the various platforms on the network. J.D. Edwards OneWorld provides such “dynamic partitioning” at runtime. As the business need changes, the solution configuration can change as well.

Client/Server Mode

Most client/server implementations involve configurations in which workstation clients manage the user interface, some application logic, and some data, with a server acting as the primary data and application platform. In the OneWorld environment, client/server denotes a flexible architecture that allows the movement of data and logic (in the form of objects) among the various machines on a heterogeneous network.

The environment is highly configurable, providing the full suite of information processing tools on the user desktop. Workstation clients can house the entire OneWorld environment, or they can share processing responsibilities with servers of multiple platforms. Users can change the configuration at runtime to balance network loads or to leverage the strengths of a particular platform. Because of the increased responsibilities, the client requires an Intel Pentium-class processor and a 32-bit Microsoft Windows operating system.

OneWorld client/server modes enable a business to move application logic and data among the various machines on a network to match changing business requirements and balance network traffic.

Browser Mode

In browser mode, application logic in the form of Java applets and servlets resides on a Web server integrated into the OneWorld client/server environment. OneWorld users can choose from two browser modes: Java or Virtual (HTML) interface. With the platform independence of OneWorld's web-based applications, businesses can accommodate a mix of clients, for example, personal computers, Apple Macintosh computers, or network computers.

In the Java interface, the applets are downloaded to the browser when requested by the user. With OneWorld implementations, this mode requires a standard TCP/IP network and any Java-enabled Web browser (which is usually embedded in a standard Web browser on a personal computer or a network computer).

In the Virtual interface, the applets reside and execute on the Web server. Only an HTML text file containing a small amount of JavaScript is downloaded to the user, providing a "zero-client," which can run over a modem line on a computer with a slow processor.

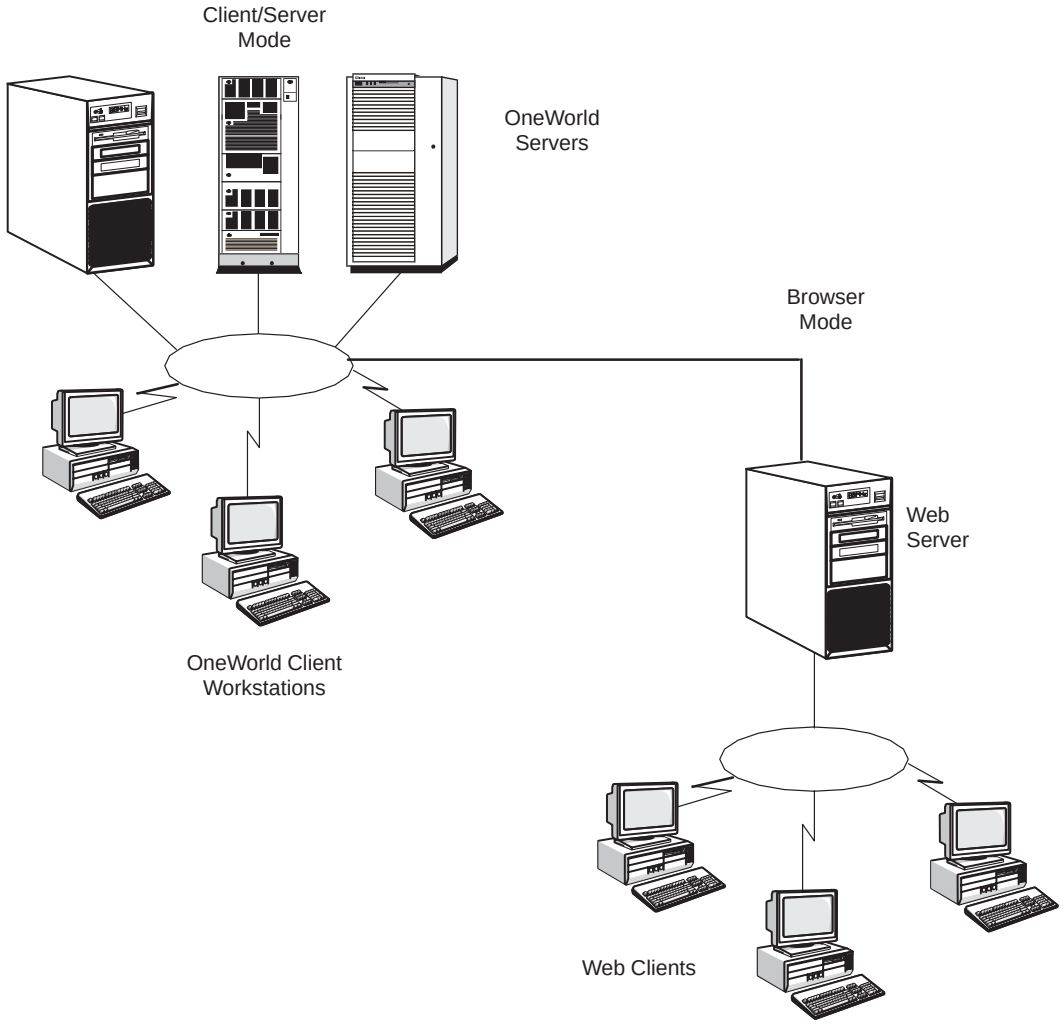
Web-based solutions do not pose the same maintenance issues as client/server solutions because of the streamlined client environment. However, because of their platform independence, web-based applications characteristically do not yet offer the same integration with personal productivity applications as their OLE-compliant client/server counterparts.

Integrating the Client/Server and Browser Modes

OneWorld provides an integrated architecture that offers client/server and browser modes in a single software solution. A business can implement the mode that best serves its needs while maintaining consistent data and functionality both within the enterprise and when extending data and capabilities to partners and customers.

By extending client/server applications with web-based solutions, OneWorld enables businesses to achieve some fundamental goals:

- Better integration within the company
- Tighter integration of the supply chain
- Easier development and deployment of new business models
- Better control of technology costs



Despite the differences between the two modes, enterprises are moving to combine client/server and browser solutions in a single computing solution, such as that provided with OneWorld. Where and how the enterprise deploys each mode depends on the business need and the built-in flexibility of the solution.

In considering the combined use of Internet and client/server technology in the enterprise, businesses face two fundamental challenges:

- They must identify those areas of the business best served by web-based solutions and those areas best served by client/server solutions
- They must implement solutions that accommodate both client/server and browser modes

Integrating the Company

In any given enterprise, only a fraction of the employees have access to the enterprise application suite. Enterprises would like to achieve a better return on the technology investment and reap the benefits of consistent communication across the organization. However, they would like to meet these goals without fully loaded desktops throughout the organization.

Corporate intranets have achieved such widespread popularity due in part to the low cost, streamlined information distribution they provide. Outside of the constraints of traditional paper-based publishing, companies find they can dramatically improve the information flow within the organization. However, most intranet-based information is relatively static. In contrast, information within the enterprise system tends to change with each new transaction. Companies would thus like to integrate the ease of distribution afforded by the corporate intranet with the real-time accuracy and processing capabilities of enterprise applications.

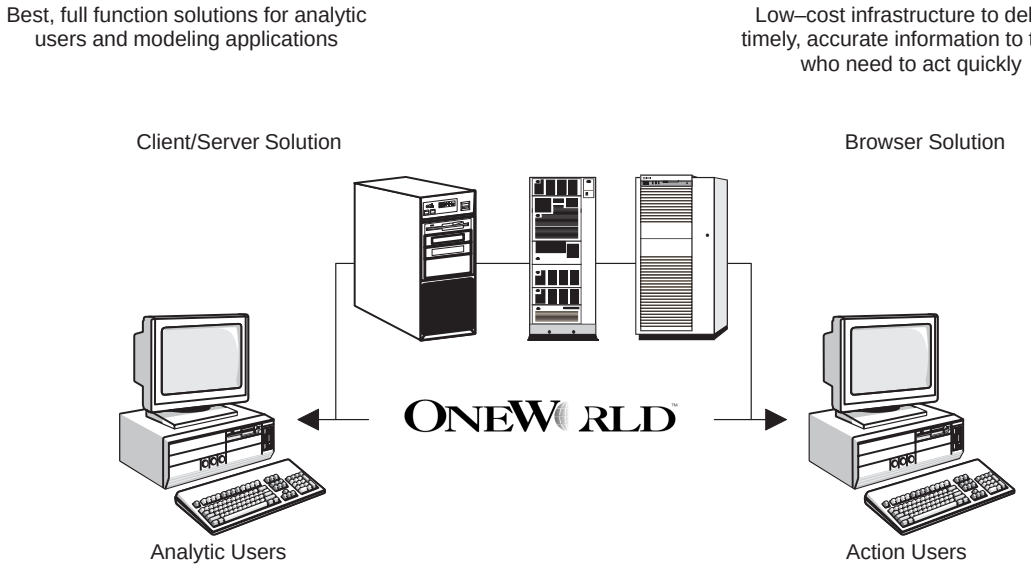
OneWorld allows businesses to leverage the corporate intranet to increase access to enterprise applications. Any browser-equipped device can provide a real-time window into the enterprise's information resources. OneWorld Employee self-service applications allow employees Web-only versions of the Human Resources applications. Because of the low technology overhead, businesses can include more users in the information flow, thus achieving:

- Quicker dissemination of information to a broader corporate audience
- The knitting together of disparate business operations and distributed sites
- Better communication of goals, priorities, and strategies
- Improved decision making through the increased availability of information at every organizational level

The User Spectrum

Not every user in an organization uses enterprise applications in the same way. Some need continual access and the full suite of capabilities and desktop tools afforded by a robust client environment. Others require only the ability to review statuses and enter straightforward transactions. The spectrum of needs presupposes different technology requirements throughout the enterprise, depending on the user's skills and job requirements.

Different users require different things from enterprise applications, depending on their role in the organization. Analytic users leverage multiple desktop tools to interpret and package enterprise information. Action users rely on quickly available, easily accessed information. The following graphic depicts the roles of the analytic and action users.



Analytic Users

At one end of the spectrum are users who gather, analyze, repackage, and distribute information to the rest of the enterprise — the "knowledge workers" of the organization. These users rely on a range of desktop tools, including enterprise applications, spreadsheets, and publishing tools, to bring together the various islands of information in the organization and integrate them into a meaningful whole.

OneWorld client/server modes provide these users with the OLE-based, fully integrated desktop they need to maintain the information flow within the organization. The Windows client unites the processing tools of personal productivity applications and enterprise applications, as well as their respective data resources. Action users can then integrate this information, analyze it from various departmental perspectives, and repackage it in a context relevant to multiple functional areas, for example, requirements planning, executive decision makers, marketing, purchasing, and so on.

Action Users

At the other end of the spectrum are those users who review information so that they can take a particular action. This class of users crosses organizational levels, and, for example, might include order entry clerks, shop floor personnel, and executives. Action users often use the system to check order status and review item availability, for example, but they do not repackage and publish information for subsequent distribution throughout the enterprise.

In browser mode, OneWorld offers action users the access they need with a point-and-click interface that minimizes training. At the same time, the low-overhead client enables the business to extend access to those action users previously out of the information flow due to the cost of equipping them with a fully loaded client workstation. The enterprise can push applications out to these users over a standard TCP/IP network to any browser-equipped device. Because no OneWorld code resides on the client, the business also gains the benefits of centralized software maintenance and upgrades for an entire class of users.

Enterprise Applications

Like users, enterprise applications tend to fit better with either client/server or browser mode depending on the role the application plays in the information flow. Applications that provide the tools for analyzing and manipulating information from a variety of sources are well served by client/server implementations. OneWorld client/server modes furnish the needed interactivity and graphical support, as well as the advantage of dedicated use of the client's processor. Specific examples include:

- Modeling and prototyping
- Budgeting and forecasting
- High volume transactions requiring custom interfaces by transaction or customer type

On the other hand, applications intended to communicate and distribute shared information and support standard transaction entries work well in browser mode. The types of applications listed below showcase information without tying up the client's resources, making them ideal candidates for OneWorld browser mode:

- Information gathering and presentation
- Inquiry-based self-service applications
- Repetitive standard transactions

Even with the complementary fit between computing mode and application environment, business need often dictates that both modes be available to adapt to real-time changes in the business. In the OneWorld environment, both modes are inherent in the architecture, to be deployed when and as needed. The enterprise can employ a mix of both modes, maintaining consistency in business data and processes. By offering both client/server and web-based access to enterprise applications, OneWorld can meet the full spectrum of user needs within the enterprise.

Because client/server and browser modes exist in a single software solution, the business can implement OneWorld to match user needs or the information requirements of a given business process. With more users accessing the enterprise's information resources, the business realizes significant benefits:

Tighter integration of distributed business units	More users throughout the organization have access to a single consistent source of information.
Streamlined processes	Traditional paper-based processes are more easily automated.
More efficient decision cycles	Decisions are not always pushed up to the limited number of users with access to enterprise applications.

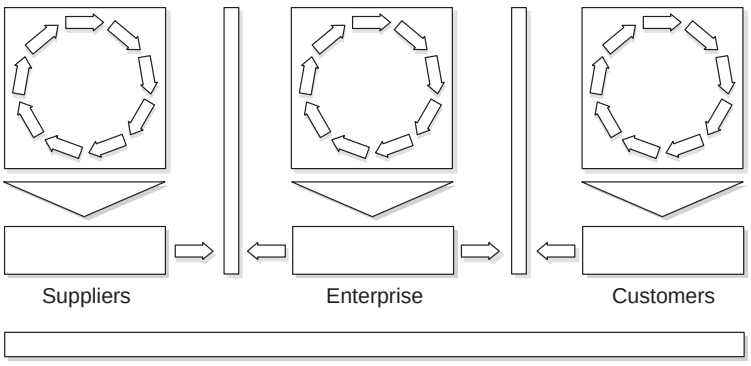
Integrating the Supply Chain

Partners within the supply chain benefit from an improved exchange of information. But the same cost constraints that prohibit widespread implementations of client/server solutions within a business multiply when extending access to entities outside enterprise walls.

Partners within the supply chain have usually developed highly automated, efficient processes for their discrete responsibilities. Inefficiencies occur when exchanging information with partners that have their own standards and processes. Any exchange requires translating information for the consumption of partners, potentially slowing the flow of information in the supply chain. Electronic Data Interchange (EDI) helps standardize specific sets of transactions, but differences in business models inhibit the real-time exchange of information outside of the scope of EDI specifications. For example, a simple inquiry on inventory levels cannot occur real-time under the EDI model.

OneWorld browser mode allows businesses to give their supply chain partners real-time access to enterprise applications and data. This model, often referred to as an "extranet," facilitates communication over private, leased networks, or public Internet (Virtual Private Network) among partners with established, predefined relationships. Partners can use a subset of the OneWorld application suite to monitor order status, inventory levels, and any data item relevant to their own operations and adjust their respective planning accordingly.

Partners within the supply chain demonstrate highly automated, highly efficient processes within their respective organizations. The following graphic illustrates how proprietary technologies and processes can inhibit communications and shared processes with partners outside enterprise walls.



Poorly automated external processes
increases costs of business

The minimal technical infrastructure required to support OneWorld in extranet mode makes it a viable, attractive alternative to more traditional methods of maintaining partnerships in the supply chain. Businesses can offer partners access to information via technology that is likely already in place at the partner's site, namely any browser-equipped device and an Internet connection. Partners access only approved applications and information through either OneWorld applets downloaded to the user's client at runtime (Java user) or the text file downloaded (Virtual user). The partner does not assume any maintenance responsibilities for the OneWorld solution, while the shared applications furnish a standardized environment for real-time communication. The intuitive interface of the browser also minimizes the partner's training requirements, simplifying the transition to online, collaborative processes.

The incentives for replacing voice-based and paper-based business processes outweigh the short-term impact of revamping established processes. For example:

Reduced transaction costs	Several studies have documented the dramatic savings in transaction costs when partners and customers are more self-sufficient in answering questions and submitting orders.
Shorter decision cycles	Real time, 24-hour access from anywhere in the world improves the efficiency of mutual decisions.
Ease of use	Partners are more likely to keep up to date on another partner's enterprise information when access is relatively easy and inexpensive.
Better leveraging of a Partner's niche expertise	Partners can offload some responsibilities, such as inventory management, while still benefiting from close monitoring of inventory levels.

Shared information and capabilities facilitate collaborative forecasting, planning, and replenishment. Pushing technology out to the supply chain helps lower the costs of partnerships, facilitating innovative business models that leverage the complementary talents of organizations. When that solution is robust in enterprise functionality, like J.D. Edwards OneWorld, businesses can streamline cross-partner processes and drive down the costs of transactions, gaining the benefits of working as a single, integrated environment.

Enabling New Business Models

J.D. Edwards' vision of Internet Everywhere includes the universal availability of web-based applications in OneWorld and support for the increasing significance of the Internet as a business environment. The Internet promises new ways of reaching customers and improving existing business methods through its preexisting global infrastructure and around-the-clock availability. Some of the innovations that enterprises are considering and beginning to implement include:

Electronic storefronts	Online product showcases that allow users to fill up virtual shopping baskets and pay by way of an encrypted credit card transaction.
Liquid/custom interfaces	Applications for order entry or self-service that recognize a user's preferences, skill level, and usage history and adapt accordingly.
One-to-one marketing	Service-oriented applications that track user preferences and make suggestions based on the user's profile and previous selections.
On-the-fly spot markets	An online forum that allows companies to publish a requirement that conforms to given specifications and solicit online bids from a group of pre-approved suppliers.
Sales force automation	Online utilities that shorten a sales cycle by assisting prospects in defining specifications for a product.
Self-service modules	Applications that directly empower users to submit queries (on account balances, for example) and perform standard transactions.
Virtual inventories	Real-time access to information on inventory stored at a remote partner site, freeing businesses to specialize in marketing and customer service while contracting to partners for logistics and distribution.

Controlling Technology Costs

Even if a combination of client/server and web-based solutions better serves the spectrum of user and application needs, some businesses are wary of implementing a mixed mode architecture. Two computing modes imply two sets of application code, in turn requiring two software maintenance cycles, two sets of data, and two user training cycles.

OneWorld approach to Internet computing is fundamentally different. The OneWorld environment consists of a single software version with multiple access methods: client/server and browser based. Both modes access the same source of data and offer consistent functionality. Users transition easily between client/server mode and browser mode. As a result, the enterprise does not have to reengineer processes or implement additional user training to accommodate Internet computing.

From an information technology perspective, OneWorld integrated Internet mode does not pose the same maintenance overhead that a patchwork combination of Internet and client/server technology would normally create. The information technology organization learns one toolset and maintains and upgrades one software version, regardless of the mix of access modes available to the user.

Finally, many vendors offer only a limited set of transactions in Internet mode. Because the OneWorld toolset is Java enabled, J.D. Edwards can offer its entire application suite in browser mode. Keep in mind that some applications lend themselves better to the Internet mode of processing. However, OneWorld better positions businesses for evolving Internet commerce by supplying the full range of enterprise functionality in browser mode, helping reduce the future costs of migrating increasingly more business to Internet paradigms.

OneWorld Web-Based Solutions Overview

The OneWorld Web-based solutions build on the strengths and flexibility of the OneWorld architecture. The goal, to provide a means of running OneWorld applications over the Internet, was realized by adding a generator to the toolset. This generator allows you to generate both Java and hypertext markup language (HTML) interfaces.

The OneWorld generator uses the same OneWorld specification tables for generating Java and Virtual (HTML) Web applications. This also allows for multiple foreign language generation.

Using a Web server and Web client you can run OneWorld applications over the Internet or an intranet without requiring any OneWorld software installation on the Web client.

The following table outlines J.D. Edward's OneWorld Internet strategies:

The Internet as a paradigm	OneWorld provides the ease of use and expanded information access in Web-based applications. By design, browser interfaces give you integrated and streamlined business processes that encompass a wide range of applications and information resources.
The Internet as a business network	OneWorld's Java and Virtual (HTML) capabilities allow businesses to use the Internet or an intranet as a business network. OneWorld Web clients require either a Java-capable or Virtual-capable browser to access applications and data. This thin or zero client approach to interface setup provides the following advantages: • Because the Java and Virtual languages are platform-independent, almost any platform can be a client. • You upgrade the centralized implementation, maintenance, and applications on the Web server. • There are lower costs and maintenance for Web clients. • There is enterprise-wide consistency in applications and data because all Web clients access a central Web server, or in a large-scale implementation, multiple Web servers. • You can use the Internet or an intranet as a preexisting global network infrastructure to connect OneWorld enterprise functionality.

Leveraging new technologies	OneWorld incorporates Internet capabilities as a standard component and can incorporate newly developed technologies without disrupting your ongoing business activities. This compatibility provides investment protection and a continuously updated and enhanced business solution.

OneWorld Benefits

The benefits of a OneWorld Web-based solution are:

- No preinstalled OneWorld software required
- Generates the specifications of OneWorld objects, such as forms and event rules, into Java or HTML applications
- Executed using any major browser
- Maintains visual and functional consistency with conventional OneWorld clients
- Allows OneWorld applications to be developed from one toolset and managed in a single set of business specifications
- Coexists with OneWorld Windows clients and WorldSoftware

The following characteristics highlight OneWorld's uniqueness in the marketplace when it comes to Internet solutions:

Internet-ready toolset	The OneWorld toolset can generate Web-ready and standard OneWorld applications from a single set of business specifications. The business can develop applications based on the need of the platform, not the requirements of the platform. To generate Web-ready applications, the toolset reads the set of business specifications and produces Java or Virtual client applications that preserve the look, feel, and ease of use of our standard client applications.
It is in the architecture	Internet capabilities and communication are an inherent part of the OneWorld architecture. Standard OneWorld applications coexist with Web-ready OneWorld applications. See *Technical Architecture*.
Totally integrated solution and complete product	OneWorld's complete Internet offering means the business does not have to develop any component in-house or look to third parties for additional technologies. OneWorld furnishes the business with client applications, communication and middleware technology, and enterprise functionality that function together seamlessly.

The Internet is just another platform	OneWorld's multiplatform benefits extend to the Internet. The business can incorporate an intranet, or connect to the Internet, when needed, as needed, without any significant retraining.

OneWorld Forms

You can use the following form types to develop OneWorld Web applications:

- Find/Browse (data inquiry)
- Parent/Child (represent relationships, currently limited capabilities)
- Fix/Inspect (single-row data modification)
- Header Detail (two tables)
- Headerless Detail (one table with multiple record display)
- Search/Select (user defined code selection)
- Message Box (display messages or request action)

Technical capabilities supported are:

System functions	System functions are program modules provided by OneWorld available to applications and reports for further processing.
Processing options	Processing options allow you to supply parameters to direct the functions of a program. For example, processing options allow you to specify defaults for certain form displays, control the format in which information prints on reports, change how a form displays information, and enter beginning dates.
Business functions	Business functions are an encapsulated set of business rules/logic that can normally be reused by multiple applications. They can execute a transaction or a subset of a transaction. They also contain the application program interface that allows them to be called from a form, a database trigger, or an event rule. Business functions can be combined with other business functions as well as forms, event rules, and other components.
Grid	A grid is a control that is found in OneWorld applications and functions similarly to a spreadsheet grid for viewing, adding, or updating many rows of data at one time.

Hyper-button

Each form contains a menu bar, toolbar, and hyper-button. To use the hyper-button, click the down-arrow within the button. Arrows to the right of an option indicate that it will open an additional menu with more choices.

Query by example

The query by example row is located at the top of a grid and is used to search for data to be displayed in the grid.

Reporting functions

Reporting functions allow you to process data and create reports that identify the data along with other information. Report results are downloaded and displayed in a web browser using PDF format.

Preferences

You set up your preferences to customize the display of your Web client.

See *Setting User Preferences* for more information.

Bookmarks

You can use the bookmark manager to mark your most commonly used applications. You then select applications from the manager instead of navigating through any menus to select them.

See *Using OneWorld Web Bookmarks* for more information.

Media objects

You can use media objects to view the information attached to application transactions.

Language

OneWorld software and the Web generation program support multiple languages using local workstation specification tables (single byte only).

See the *OneWorld Installation Guide* for information on loading multiple languages.

Standard OneWorld security

The OneWorld security includes:

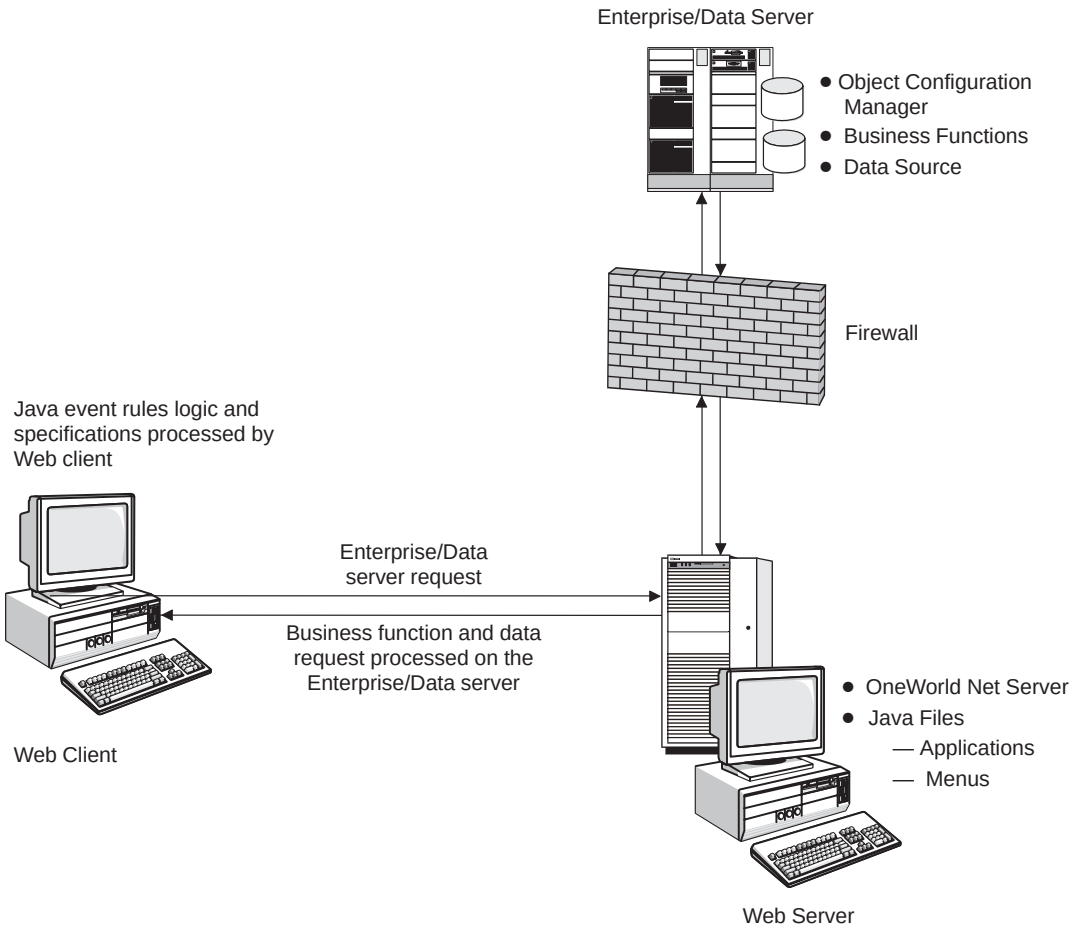
- For Virtual client only: Secure Sockets Layer that provides data security layered between its service protocols HTTP and TCP/IP and provides data encryption, server authentication, and message integrity.
- Security by:
  - Application
  - Action
  - Column
  - Row

Example: Technical Flow Model for OneWorld Web Solutions

Suppose a Web client is performing a customer service inquiry. Specifications and event rules for the Java client run on the Web client by executing Java files that have been downloaded from the Web server. Event rules for the Virtual client run on the Web server. The Web client accesses the enterprise server by way of the Web server for business functions, named event rules, and data requests.

For example, if the Web client inquires on a sales order, the request is passed to the Web server. The Web server passes the request to the enterprise server. The enterprise server handles the request from the Web server just like any request from a OneWorld Windows-based client. As a result, the enterprise server processes the business function, named event rules, or data request. The enterprise server determines the object map and retrieves the applicable data or business function response. The data or response is then returned to the Web server, which in turn delivers it to the Web client.

The following example illustrates the technical flow:



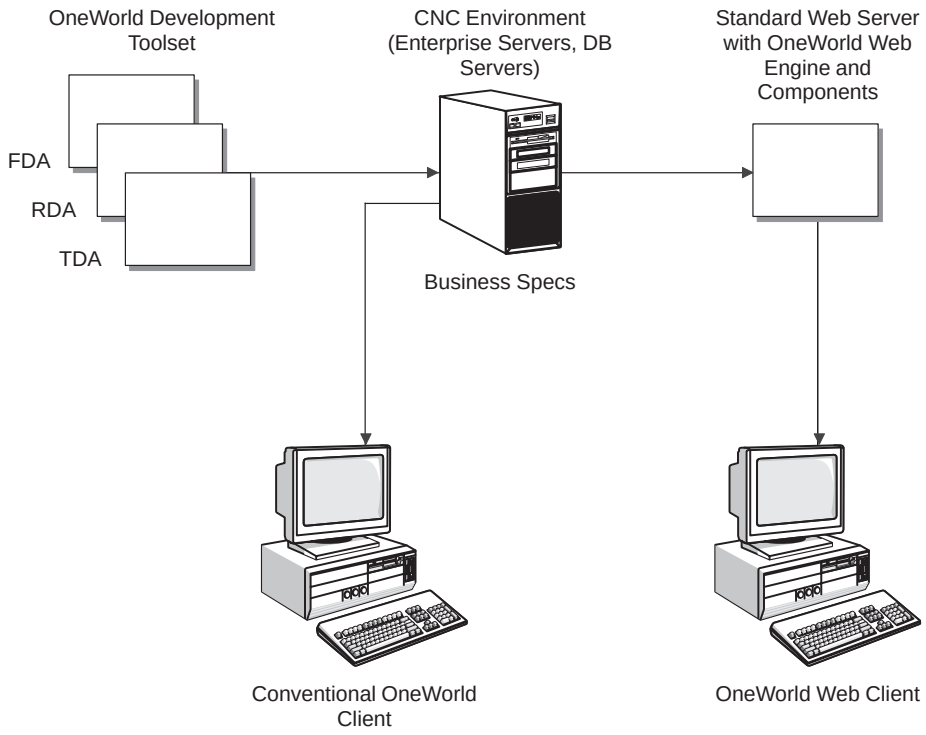
See Also

- *Technical Architecture* for a more detailed description of Web solutions structure

Technical Architecture

The Web application solution retains all of the major features and functionality normally provided by the OneWorld applications written for Microsoft Windows-based workstations. Over 95% of the OneWorld applications are included in the OneWorld Web solution. Futhermore, if you are planning to use Web-based applications as your business solution, OneWorld provides your developers with the tools to build custom Web applications that users can access from a variety of workstations that support Java and HTML. This section gives OneWorld Web users an overview of the technical architecture used to deploy and run OneWorld Web applications.

All OneWorld tools use business specification files to store the developed applications. These files are the starting point of the Web-based generation process. From these business specification files, the OneWorld tool generates Web-enabled applications either in Java or in HTML.



Technical Architecture includes the following topics:

- Java Development Kit
- Web Server Architecture

Java Development Kit

The OneWorld Web architecture was developed using the Sun Microsystems Java Development Kit (JDK) v1.1. The JDK software provides the development tools required for creating Java applications. Designed to reliably deliver superior performance and scalability across the enterprise, the runtime system in the JDK sets a new standard for Java technology performance and reliability. It contains a fast, efficient Java Virtual Machine and an optimizing Java Just-in-Time (JIT) compiler. The combination of the Java Virtual Machine's multithreaded architecture, fast thread synchronization, and new memory management system, provide unparalleled performance for applications written with the Java language.

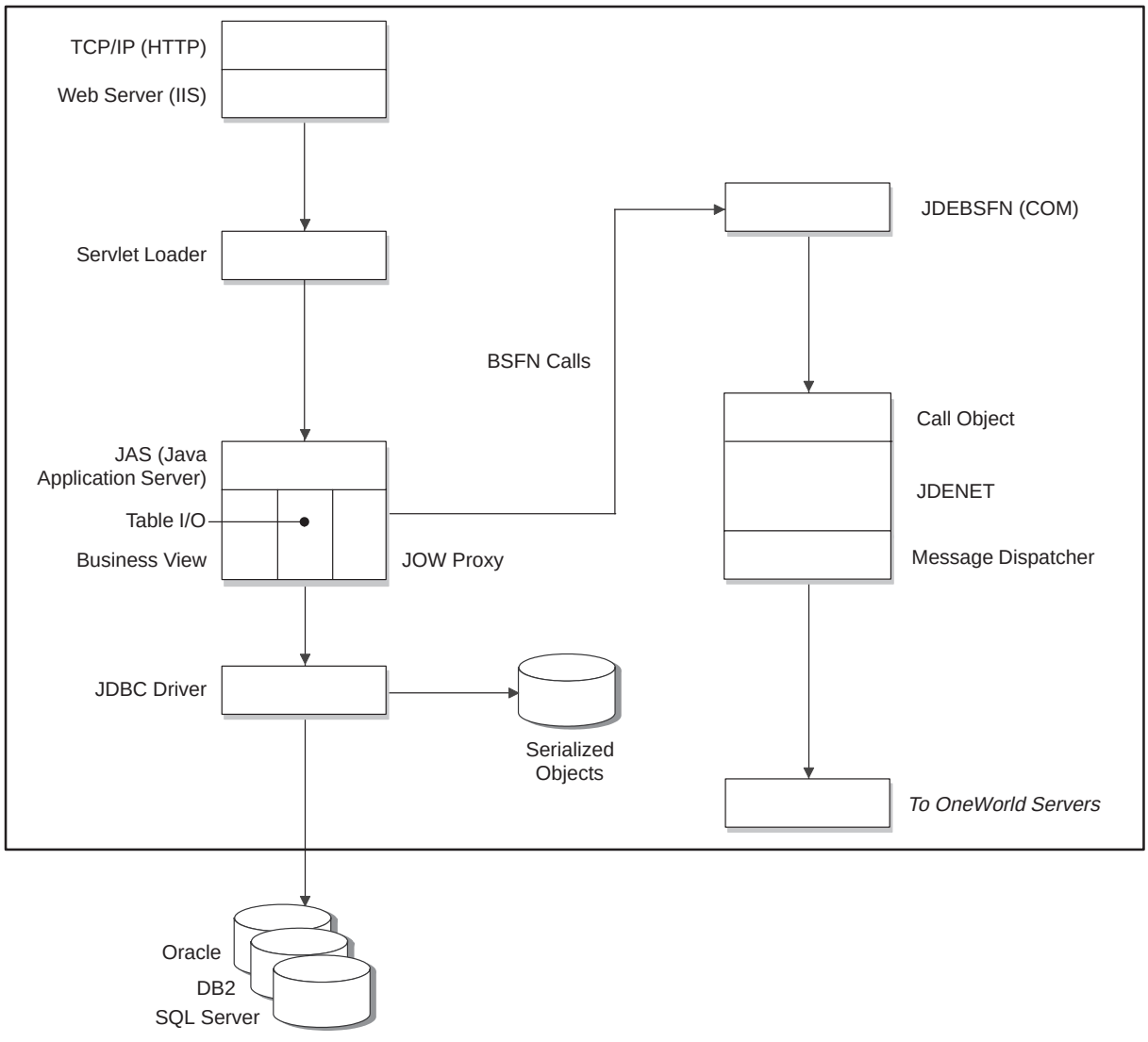
Java Virtual Machine

The Java Virtual Machine (JVM) is a specification developed by Sun Microsystems to enable software to interface between compiled Java code and the microprocessor or hardware platform that performs the program's instructions. Java is platform independent: therefore, a Java application can run on any platform. Once a JVM has been installed on a platform, any Java application can run on that platform.

Web Server Architecture

The Web server architecture includes a J.D. Edwards-developed Java Application Server (JAS). JAS manages communication and required services between the OneWorld Virtual and Java clients and the OneWorld enterprise resources, such as OneWorld data sources, OneWorld enterprise servers, or application servers. In addition, the Web server architecture requires third-party components to support traditional Web server activities and servlet execution environments.

The following example illustrates the Web server architecture:



The Web server cannot be located on the same machine as the enterprise server.

The JAS supports all requests from OneWorld Virtual and Java clients. It functions as an interface between the OneWorld Virtual and Java clients and OneWorld servers, providing access to databases through business views, table I/O, and Structured Query Language (SQL) commands. It also sends requests to the enterprise or application servers to process business functions.

Client Architecture

There are two types of Web clients: OneWorld Virtual (HTML) and OneWorld Java. The OneWorld Virtual and Java clients use Internet protocol (IP) networking over an office intranet or Internet connection to communicate with a Web server.

The JAS handles all OneWorld Virtual and Java client requests and is functionally similar to a standard OneWorld workstation when communicating with enterprise, application, and data servers.

Client Architecture consists of the following topics:

- OneWorld Virtual (HTML) Client
- OneWorld Java Client

OneWorld Virtual (HTML) Client

The OneWorld Virtual (HTML) client is the thinnest available client and is also referred to as a “zero client.” That is, the OneWorld Virtual client requires no preinstalled OneWorld-specific code and is considered to have presentation-only functionality.

The OneWorld Virtual client runs on the same machine as the third-party Web server. The OneWorld Virtual client performs all application logic, such as event rule logic. Because the OneWorld Virtual client downloads only HTML output, rather than applets, network traffic is minimized. Therefore, this is the optimal solution for wide area network (WAN) environments.

OneWorld Java Client

The OneWorld Java client also requires no preinstalled OneWorld code. It retains most of the OneWorld functionality normally associated with a Windows environment. However, specific functionality, such as object linking and embedding, is not available on non-Windows clients.

When the OneWorld Java client initially signs on to the Web server, it downloads menus and controls in the form of Java class files. Additional Java class files are downloaded when a user chooses an application off a OneWorld menu selection. The Java class files that are downloaded from the Web server run on the OneWorld Java client. Because the Java application class files reside in a database instead of a directory, distribution to the client is expedited.

When the OneWorld Java applet, running on the browser client, calls a business function or requests data, it routes the request to the JAS. By accessing the Object Configuration Manager (OCM), the JAS performs the following tasks:

- Verifies proper security
- Determines which application server or data source is needed
- Routes the request to the applicable server

The applicable server processes the request and returns the appropriate information to the JAS. The JAS then routes the data back to the OneWorld Java client. Because the OneWorld Java client downloads Java applets, the network traffic can be significantly greater than the OneWorld Virtual client, which receives only HTML output. Therefore, the OneWorld Java client works best in local area network (LAN) environments.

Components

The JAS architecture fully embraces the concept of components. This technique allows greater flexibility for any future direction that the JAS may take. By separating functions into independent components, one component can be changed or replaced without effecting other components. Another aspect of this architecture allows you to change or add network/protocol interfaces as needed without the need to change the implementation components or interfaces.

The JAS architecture is facilitated by the use of Java servlets. This approach allows you to utilize third-party servlets, as well as giving you the ability to use Web servers that support servlets.

Java Database Connectivity

Java Database Connectivity (JDBC) is a standard set by Sun Microsystems for accessing databases in Java. This allows you to use any database that has JDBC drivers through a standard interface. By having a standard interface for database access, you do not need to change any implementation details at a higher level.

Using OneWorld Web Applications

When you use the OneWorld Web applications, you access the J.D. Edwards OneWorld software from either a Java browser or an HTML browser that resides on a Web server. Depending on which browser you use, Java or HTML, the functionality is as follows:

Java browser

The Java browser's functionality includes the following:

- Setting user preferences, such as desktop color, desktop image, and Master Menu display
- Using the calendar and the calculator tools
- Using search, fast path and developer shortcut tools
- Using bookmarks
- Viewing processing options
- Submitting reports

HTML browser

The HTML browser's functionality includes the following:

- Using the fast path tool
- Using bookmarks
- Viewing processing options
- Submitting reports

Using OneWorld applications on the Web includes all the tasks necessary for you to access, navigate to, and use all the available OneWorld functions. OneWorld functions include the following:

- Sign on and off OneWorld from a Web browser
- Identify the display preferences for your OneWorld desktop from a Web browser
- Manipulate the bookmark manager to view only the OneWorld programs that you frequently use for OneWorld from a Web browser

You are also shown how to:

- Access and use the different OneWorld user interface tools that are available on the Web
- Troubleshoot OneWorld Web applications

Using OneWorld Web applications consists of the following tasks:

- ❑ Using OneWorld Java applications
- ❑ Using OneWorld HTML applications
- ❑ Troubleshooting

Understanding the User Interface

There are some differences between the way tables function in the OneWorld Web client and the OneWorld Windows client, such as forms (the interface between a user and a table) in the Web applications are not detachable.

The following features are *not* supported for this release of the OneWorld Web applications:

- Charts and graphs
- Change the magnification
- Export and import information from and to a grid
- Print the grid

Using OneWorld Java Applications

When you log on to a Java browser, you can access the OneWorld Web applications using any of the following:

- Master Menu
- Fast path
- Developer shortcut
- Bookmarks

Additional OneWorld functionality from a Java browser includes the following:

- Customizing the user interface preferences of the OneWorld Web applications environment
- Using the calendar, calculator, and search capabilities
- Accessing the processing options of applicable programs

Using OneWorld Java applications consists of the following tasks:

- ❑ Logging on as a Java user
- ❑ Setting up user preferences
- ❑ Reviewing the OneWorld Master Menu
- ❑ Using the calendar and calculator
- ❑ Using search, fast path, and developer shortcut
- ❑ Using OneWorld Web bookmarks
- ❑ Viewing processing options
- ❑ Submitting reports

Before You Begin

- ❑ Verify that your Web browser is configured with options enabled to support the Java Just-in-Time (JIT) compiler.
- ❑ Verify that your Web browser does not have a proxy entry for a Socks Server.

Logging On to a Java Browser

You use a Web browser to log on to OneWorld Web applications. You must first have a valid uniform resource locator (URL) to the Web server.

The first time you access the Web server, the system caches files into the browser's cache directory on your workstation. Therefore, the next time you log on using the same workstation, many files are already loaded, and your log on process is much quicker.

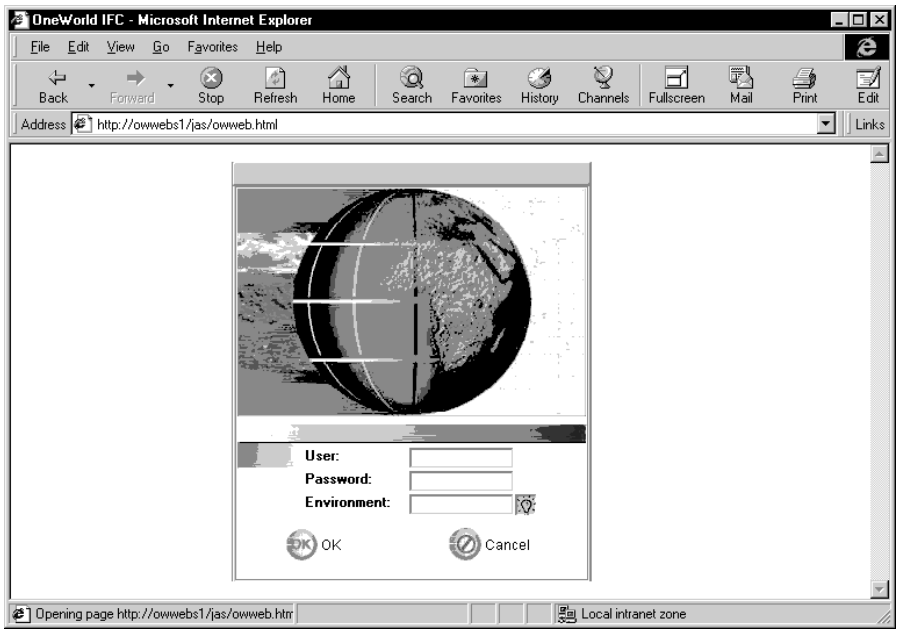
You log off the OneWorld Java applications by choosing Log Off from the View menu.

▶ To log on as a Java user

From your Web browser

1. Enter the appropriate URL.

   If the URL points to a valid and functional Web server, the Java OneWorld logon form appears similar to the one shown in the following illustration, depending on your Web browser.



2. Complete the following fields and click OK:

   - User
   - Password
   - Environment

   You can choose an environment from the Select User Environment form.

   Your user ID, password, and environment is passed to the enterprise server, which handles logon security and user profile and account verification. Upon validation by the enterprise server, the Web client receives the Java applet that displays the main menu of OneWorld Java application selections.

Setting Up User Preferences

You set up user preferences to customize the display of your Web browser. These preferences include the following:

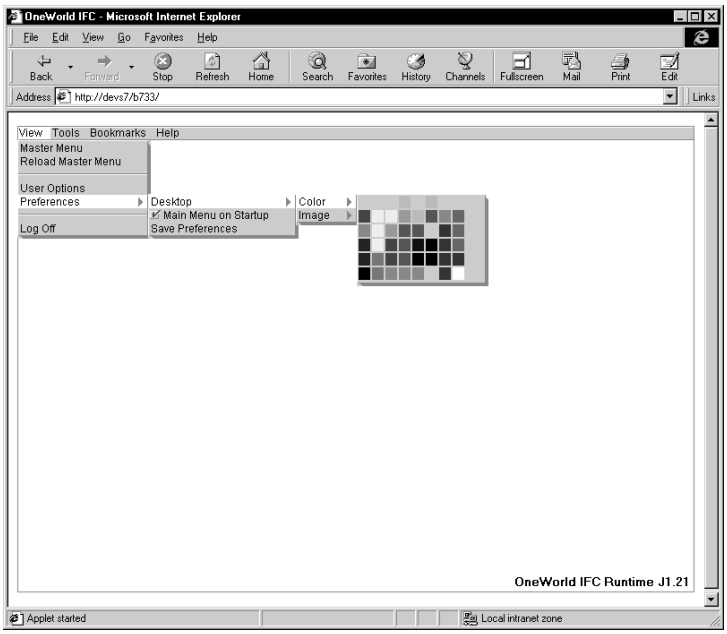
- Desktop color
- Desktop image
- Master Menu display

The preferences described in this task are saved by user ID. Therefore, when you access the OneWorld Web applications from a different Web client, your preferences will be as you left them. The system saves user preferences on the Web server in the JDBC database.

▶ To set up user preferences

From the OneWorld home page

1. To change the color of your desktop, choose Preferences from the View menu, choose Desktop, choose Color, and then choose a color.



2. To change your desktop image, choose Preferences from the View menu, choose Desktop, choose Image, and then choose an available image option.
3. To enable the system to display the Master Menu when you log on as a Java user, choose Preferences from the View menu, and then choose Main Menu on Startup.

4. To save changes to your preferences, choose Preferences from the View menu, and then choose Save Preferences.

Reviewing the OneWorld Master Menu

Menus are the entry point to J.D. Edwards OneWorld applications and reports. Use the OneWorld Master Menu to navigate to OneWorld applications. The menus directly under the Master Directory menu reflect the application suites installed to your business environment. The suites can differ not only between enterprises, but between departments within an enterprise. The application suites might include foundation, financials, HR and payroll management, distribution/logistics, and manufacturing.

After you navigate to the applications available within an application suite, you can then access a specific application. See the applicable OneWorld guide for details on how to use the specific application. For example, if you want to use Address Book Revisions within the foundation application suite, refer to the Address Book Guide for task information.

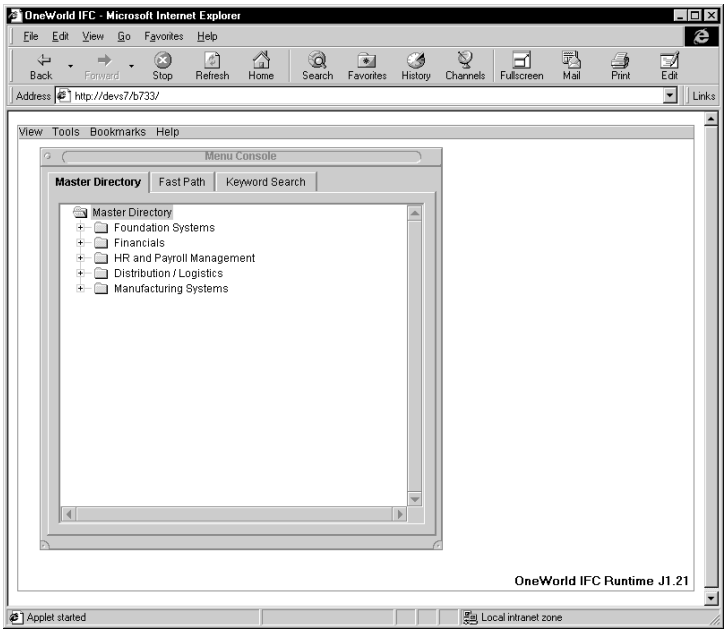
You can set up your user preferences to display the Master Menu when you log on to a Java browser.

Instead of using the Master Menu to navigate to a specific program, you can use the bookmark manager to mark your most commonly used applications. After you identify the applications you frequently use, you can select them directly from the manager.

To review the OneWorld Master Menu

From the OneWorld home page

1. From the View menu, choose Master Menu.



2. Double-click the application that you want to access.

See Also

- *Setting Up User Preferences* for information about automatically displaying the Master Menu
- *Using OneWorld Web Bookmarks* for information about identifying applications from the Master Menu for easy access

Using the Calendar and Calculator

Additional Web style features are incorporated into the OneWorld Web applications. These include calendar and calculator. Use the calendar to enter a specific date in a date field. Use the calculator to place the result of a calculation in a numeric field.

This topic consists of the following tasks:

- Using the calendar
- Using the calculator

▶ To use the calendar

From the OneWorld home page

On most applications with a date field

1. Access the date field.
2. From the Tools menu, choose Calendar.
3. On the calendar, choose the appropriate year and month from the drop-down lists.
4. Click the correct date in the calendar, and then click OK.

   The system inputs the date into the selected field.

   You can drag dates from the calendar to date-enabled fields in OneWorld Web applications. You can navigate through the months and years of the calendar using the forward/backward one year (double arrow) and forward/backward one month (single arrow) buttons.

▶ To use the calculator

From the OneWorld home page

On any application with a numeric field

1. Access the numeric field.
2. From the Tools menu, choose Calculator.
3. On the calculator, use the mouse or the keyboard to perform the calculation, and then click OK.

   The system inputs the calculated value into the selected field.

You can navigate through the calculator using the standard calculator function keys. You can drag values from the calculator into numeric fields in OneWorld Web applications.

Using Search, Fast Path, and Developer Shortcut

OneWorld Web application tools allow you to search for an application and use fast path commands and shortcuts. Use the application search functionality to search on any keyword. When you have found the menu, application, or report that you want, you can display the menu or run the application. You can specify the search to include applications, reports, or application, reports, and menus.

You can quickly move among menus and applications by using fast path commands. A fast path command is:

- An abbreviation that is either shipped with J.D. Edwards demo data or which you define to suit your business environment. For example, the fast path OL takes you to the application Object Librarian so you can work with OneWorld objects.
- A combination of menu selection and menu number. For example, 2/G01 (menu selection number 2 on menu G01) takes you to Work With Addresses in Address Book. As you become more familiar with OneWorld menu abbreviations, you might find fast path a quicker way to navigate to an application.

You can set up your own fast path abbreviations to access frequently-used applications using the Menu Design application.

Use the Developer Shortcut field to access a specific program or a specific form within a specific program. For example, P01012_W01012B is the shortcut to the Work With Addresses program and P01012_W01012A is the shortcut to access the Address Book Revision form within the Work With Addresses program.

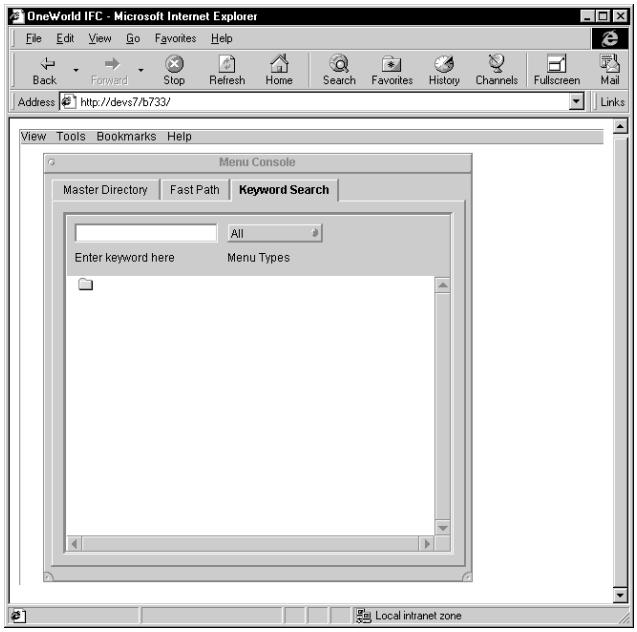
Using search, fast path, and developer shortcut consists of the following topics:

- Searching for an application or report
- To quickly access a menu or application
- To access a program or form

To search for an application or report

From the OneWorld home page

1. From the Tools menu, choose Search Menu.

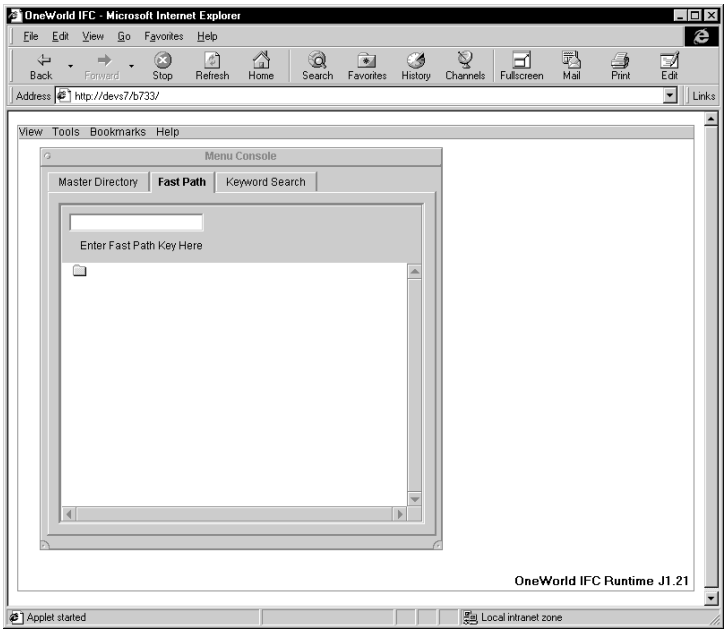


2. Enter a single word or a string of words to display all menus and applications that match. For example, if you enter *address book*, the keyword search displays menus and applications that contain that test string, such as the Address Book menu, the Address Book application, and the Update A/P from Address Book report.
3. To narrow your search, use the pull-down selection menu to choose Application or Report.

▶ To quickly access a menu or application

From the OneWorld home page

1. From the Tools menu, choose Fast Path.



2. Enter a fast path command, either an application or menu abbreviation, or a combination of a menu selection and menu number.

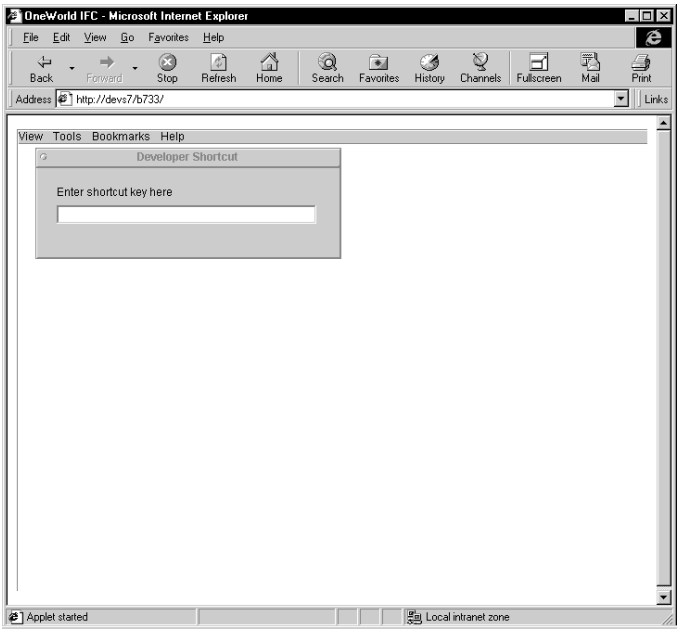
See Also

- *Creating Fast Path Selections* in the *OneWorld Foundation Guide* for information about setting up fast path commands

To access a program or form

From the OneWorld home page

1. From the Tools menu, choose Developer Shortcut.



2. Enter a shortcut to a program or form.

   To locate the shortcut for a program or form, access the program or form and click About. The shortcut is the combination of the Application and Form fields. For example, if the application is P01012 and the form is W01012B, the shortcut is P01012_W01012B.

Using OneWorld Web Bookmarks

The OneWorld Web applications provide you with a bookmark facility that is functionally similar to that of Internet browsers. Each user (not based on client or browser) can add bookmarks to OneWorld applications. Just like with an Internet browser, you use the Web applications' bookmark to mark your favorite OneWorld applications. Then, you can choose the bookmark to access the application instead of navigating through the OneWorld Master Menu. The bookmark facility also includes a bookmark manager that allows you to organize your bookmarks into folders.

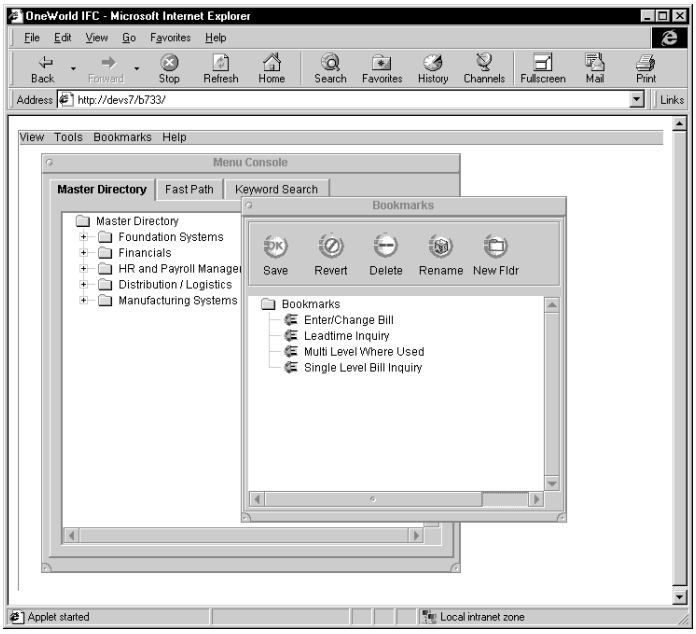
Using OneWorld Web bookmarks consists of the following tasks:

- Adding a bookmark
- Modifying a bookmark

To add a bookmark

From the OneWorld home page

1. Choose Bookmark Manager from the Bookmarks menu.



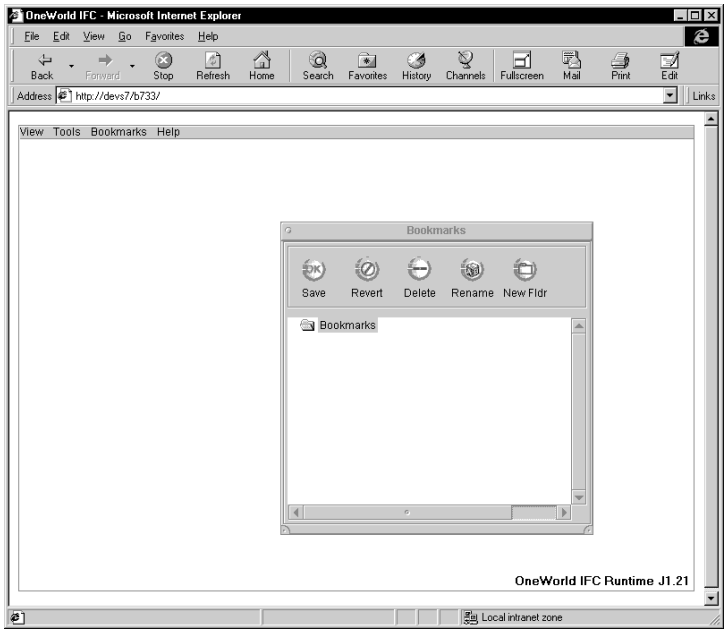
2. On Menu Console, click the Master Directory tab, and navigate to a OneWorld application for which you want to make a bookmark.
3. Choose the application, or directory (if you want all applications within the directory), that you want to bookmark and drag it to the Bookmarks window.

You can also use the Bookmarks menu to add a bookmark. To do this, open an application, and choose Add Bookmark from the Bookmarks menu.

To modify a bookmark

From the OneWorld home page

1. Choose Bookmark Manager from the Bookmarks menu.



2. On Bookmarks, you can save a bookmark, revert to previous bookmark selections, delete a bookmark, rename a bookmark, and create directories to organize your bookmarks. You can also double-click an application to access it. Use the following options to manage your bookmarks:

   - Save
   - Revert
   - Delete
   - Rename
   - New Folder

Viewing Processing Options

Processing options are a set of parameters that alter how a OneWorld Web application runs. They are similar to initialization (.ini) files and command-line arguments for a traditional executable. These processing options let you specify the options you want when you open an application. For example, you can specify how certain forms appear, show or hide a field, change the default status for order activity rules, and set default information to appear in a field.

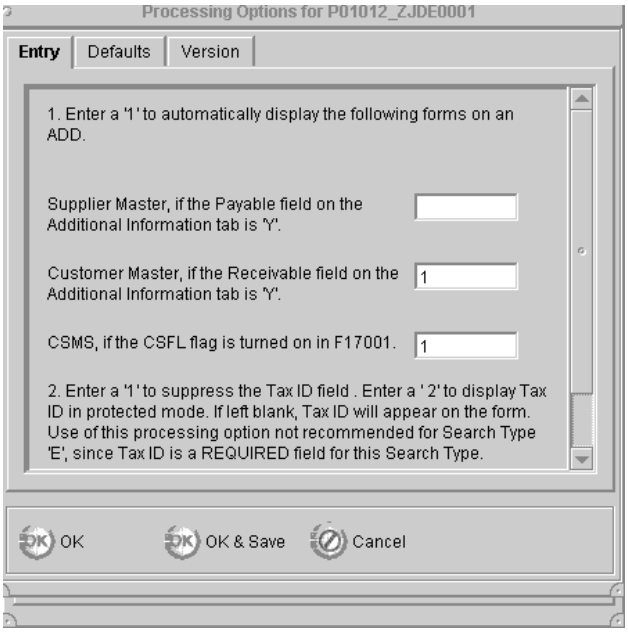
Not all OneWorld applications have processing options. If the Prompt for Values option on the Edit menu is grayed-out, there are no processing options associated with the application or the system administrator disabled the processing options. You must first attach processing options to an interactive application to use versions with the application.

Although you can access the processing options for OneWorld applications, you cannot interactively change the processing options. Instead, you must change the default processing options in the standard OneWorld environment.

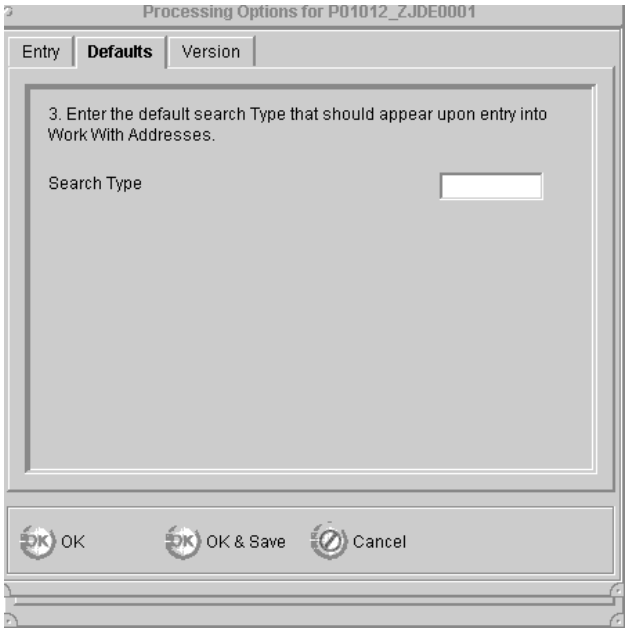
▶ To view processing options

From the OneWorld home page

1. Choose Master Menu from the View menu.
2. Navigate through the menus until you locate an application with processing options that you want to access.
3. Right-click the application, and then choose Prompt for Values.



4. Review any processing options that you want from any of the tabs available. For example, to view a processing option from the Defaults tab, click the Defaults tab to access the processing options.



See Also

- *Changing Processing Options for Interactive Versions* in the *OneWorld Foundation Guide* for more information about processing options and how to change the processing options for an interactive version

Submitting Reports

When you submit a report for processing, the system sends the job to a job queue. After the job finishes processing, you have the option of viewing your report online. You can use Acrobat Reader to view an online image of your report.

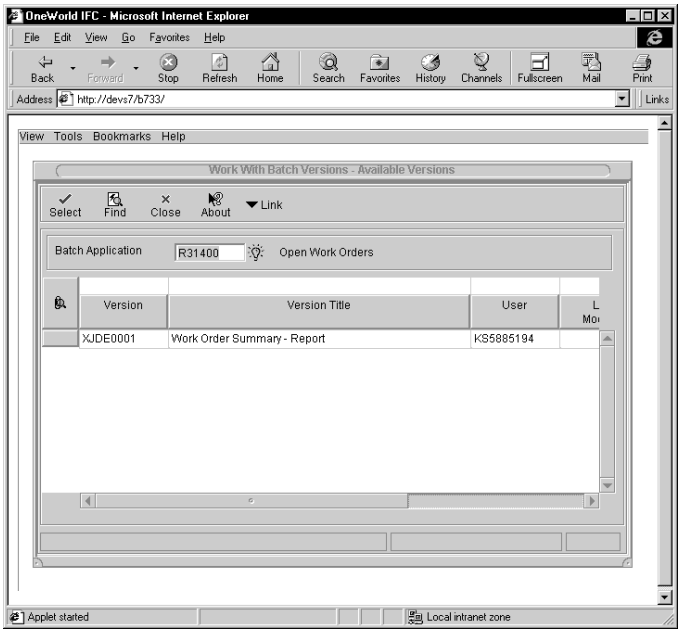
You submit a report by accessing the application for the report, and choosing a version. Using the Submit Job program in the OneWorld Web client you can submit one or more reports from the same form.

When you submit a report, the system uses all the predefined settings to configure your data. These settings are defined in the OneWorld Windows client and include data selection, data sequencing, advanced options for versions, and processing options. You cannot change any of these settings from the Java browser.

To submit reports

From the OneWorld home page

1. From the Tools menu, choose Submit Job.



2. On Work With Batch Versions – Available Versions, complete the following field and click Find:
   - Batch Application
3. Choose the version of the application that you want to submit and click Select.
4. On Version Prompting, click Submit.
5. On UBE Launch, click OK.
6. On Work With Batch Versions – Available Versions, click Close.

   You can check the status of reports submitted by choosing View Job Status from the Tools menu.

See Also

- *Submitting a Report* from the *OneWorld Foundation Guide* for more information about submitting reports using the application

Using OneWorld HTML Applications

When you log on to an HTML browser, you can access the OneWorld Web applications using any of the following:

- Master Menu
- Fast path
- Bookmarks

Using OneWorld HTML applications consists of the following tasks:

- ❑ Logging on to an HTML browser
- ❑ Reviewing the OneWorld Master Menu
- ❑ Using fast path
- ❑ Using OneWorld Web bookmarks
- ❑ Viewing processing options
- ❑ Submitting reports

Before You Begin

- ❑ Verify that your Web browser does not have a proxy entry for a Socks Server.

Logging On to an HTML Browser

You use a Web browser to log on to OneWorld Web applications. You must first have a valid uniform resource locator (URL) to the Web server.

The first time you access the Web server, the system caches files into the browser's cache directory on your workstation. Therefore, the next time you log on using the same workstation, many files are already loaded, and your logon process is much quicker.

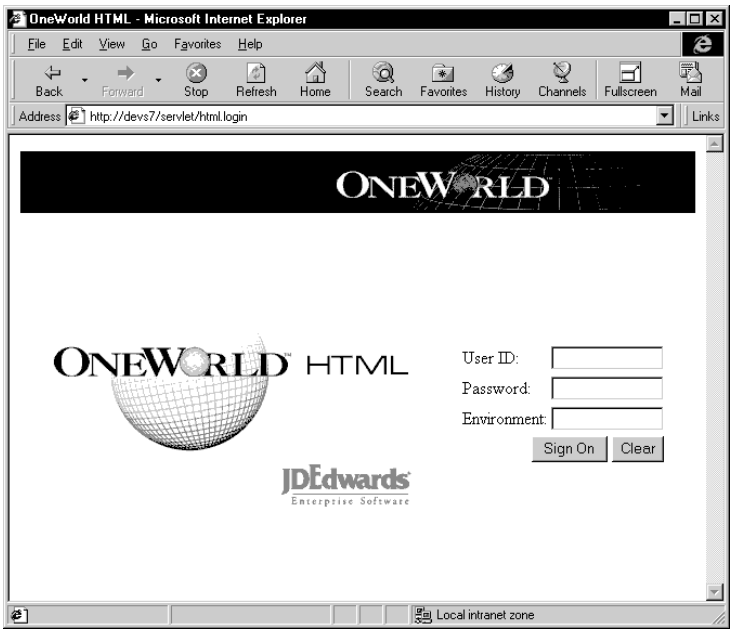
You log off the OneWorld HTML applications by choosing Log off from the pull-down menu or by clicking Logoff.

▶ To log on to an HTML browser

From your Web browser

1. Enter the appropriate URL.

   If the URL points to a valid and functional Web server, the HTML OneWorld logon form appears similar to the one shown in the following illustration, depending on your Web browser.



2. Complete the following fields and click Sign On:
    - User ID
    - Password
    - Environment

If you do not enter an environment, or the environment you enter is not valid, the system displays a list of valid environments from which you can choose an environment.

Your user ID, password, and environment is passed to the enterprise server, which handles logon security and user profile and account verification.

Reviewing the OneWorld Master Menu

Menus are the entry point to J.D. Edwards OneWorld applications and reports. Use the OneWorld Master Menu to navigate the OneWorld applications. The menus directly under the Master Directory menu reflect the application suites installed to your business environment. The suites can differ not only between enterprises, but between departments within an enterprise. The application suites might include foundation, financials, HR and payroll management, distribution/logistics, and manufacturing.

After you navigate to the applications available within an application suite, you can then access a specific application. See the applicable OneWorld guide for details on how to use the specific application. For example, if you want to use Address Book Revisions within the foundation application suite, refer to the Address Book Guide for task information.

Instead of using the Master Menu to navigate to a specific program, you can use the bookmark manager to mark your most commonly used applications. After you identify the applications you frequently use, you can select them directly from the manager.

To review the OneWorld Master Menu

From the OneWorld home page

1. Navigate through the menus until you locate an application you want to access.
2. Click an application that you want to access.

See Also

- *Using OneWorld Web Bookmarks* for information about identifying applications from the Master Menu for easy access

Using Fast Path

OneWorld Web application tools allow you to use fast path commands to quickly access a OneWorld menu or application. A fast path command is:

- An abbreviation that is either shipped with J.D. Edwards demo data or which you define to suit your business environment. For example, the fast path OL takes you to the application Object Librarian so you can work with OneWorld objects.
- A combination of menu selection and menu number. For example, 2/G01 (menu selection number 2 on menu G01) takes you to Work With Addresses in Address Book. As you become more familiar with OneWorld menu abbreviations, you might find fast path a quicker way to navigate to an application.

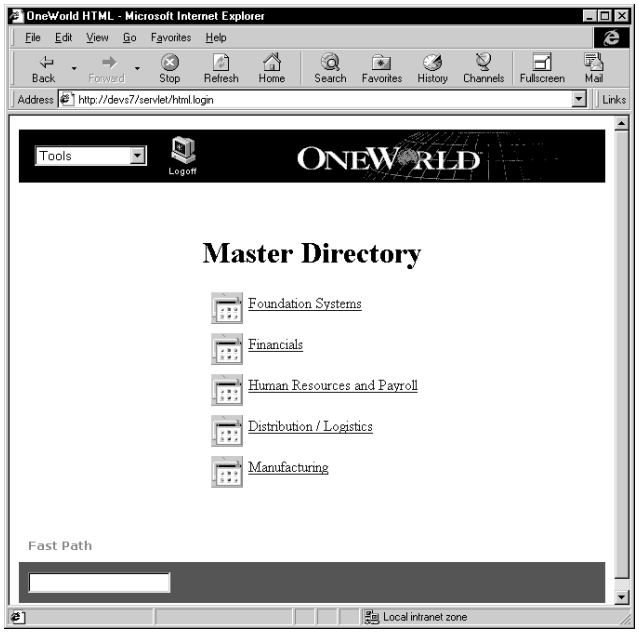
You can set up your own fast path abbreviations to access frequently-used applications using the Menu Design application.

▶ To use fast path

From the OneWorld home page

Enter a fast path command, either an application or menu abbreviation, or a combination of a menu selection and menu number, in the following field:

- Fast Path



The system displays the menu or accesses the application of the fast path command that you entered.

See Also

- *Creating Fast Path Selections* in the *OneWorld Foundation Guide* for information about setting up fast path commands

Using OneWorld Web Bookmarks

The OneWorld Web applications provide you with a bookmark facility that is functionally similar to that of Internet browsers. Each user (not based on client or browser) can add bookmarks to OneWorld applications. Just like with an Internet browser, you use the Web applications' bookmark to mark your favorite OneWorld applications. Then, you can choose the bookmark to access the application instead of navigating through the OneWorld Master Menu. The bookmark facility also includes a bookmark manager that allows you to organize your bookmarks into folders.

Using OneWorld Web bookmarks consists of the following tasks:

- Adding a bookmark
- Modifying a bookmark

▶ To add a bookmark

From the OneWorld home page

1. From the pull-down menu, choose Bookmark Manager.
2. On the Master Directory, navigate to a OneWorld application for which you want to make a bookmark.
3. Choose the application, or directory (if you want all applications within the directory), that you want to bookmark and drag it to the Bookmarks window.

You can also use the pull-down menu to add a bookmark. To do this, open an application, and choose Add Bookmark from the pull-down menu.

To modify a bookmark

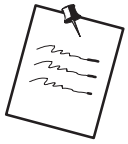
From the OneWorld home page

1. From the pull-down menu, choose Bookmark Manager
2. On Bookmarks, you can save a bookmark, revert to previous bookmark selections, delete a bookmark, rename a bookmark, and create directories to organize your bookmarks. You can also double-click an application to access it. Use the following options to manage your bookmarks:
   - Save
   - Revert
   - Delete
   - Rename
   - New Folder

Viewing Processing Options

Processing options are a set of parameters that alter how a OneWorld application runs. They are similar to initialization (.ini) files and command-line arguments for a traditional executable. These processing options let you specify the options you want when you open an application. For example, you can specify how certain forms appear, show or hide a field, change the default status for order activity rules, and set default information to appear in a field.

You access the application's processing options by clicking the button that follows the application title on the menu. If an application does not have a processing options button, there are no processing options associated with the application or the system administrator disabled the processing options.



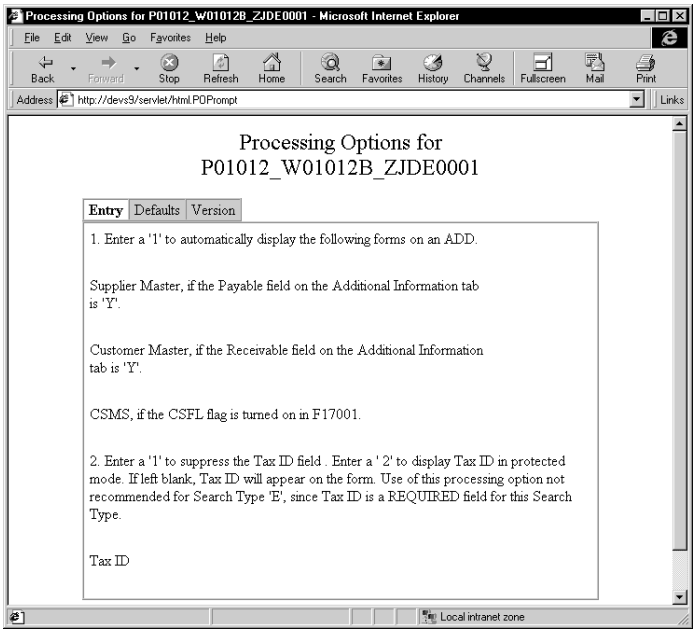
Although you can access the processing options for OneWorld applications, you cannot interactively change the processing options. Instead, you must change the default processing options in the standard OneWorld environment.

To view processing options

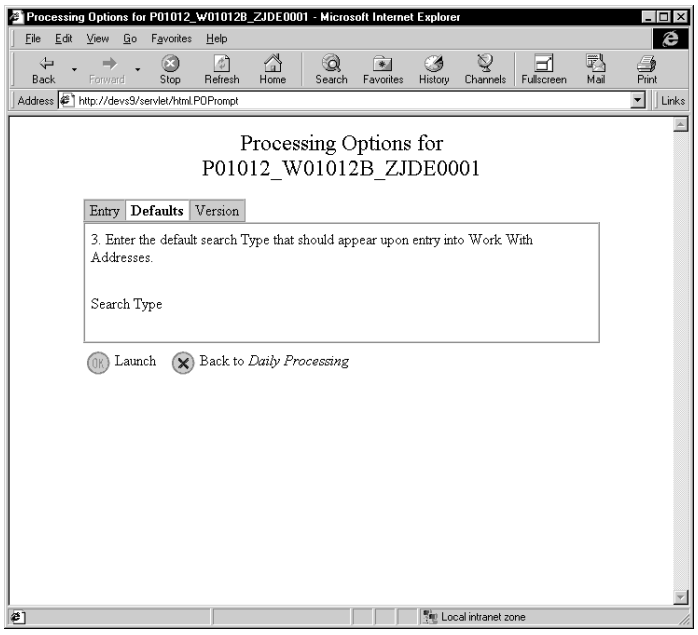
From the OneWorld home page

1. Navigate through the menus until you locate an application with processing options that you want to access.

2. Click the processing options button next to the applicable application.



3. Review any processing options that you want from any of the tab options available. For example, to view a processing option from the Defaults tab, click the Defaults tab to access the processing options.



4. When you are done reviewing the processing options, you can either launch the application or return to the menu by clicking one of the following:
   - Launch
   - Back to *Daily Processing*

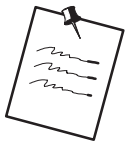
See Also

- *Changing Processing Options for Interactive Versions* in the *OneWorld Foundation Guide* for more information about processing options and how to change the processing options for an interactive version

Submitting Reports

When you submit a report for processing, the system sends the job to a job queue. After the job finishes processing, you have the option of viewing your report online. You can use Acrobat Reader to view an online image of your report.

You submit a report by accessing the application for the report, and choosing a version. Using the Submit Job program in the OneWorld Web client you can submit one or more reports from the same form.

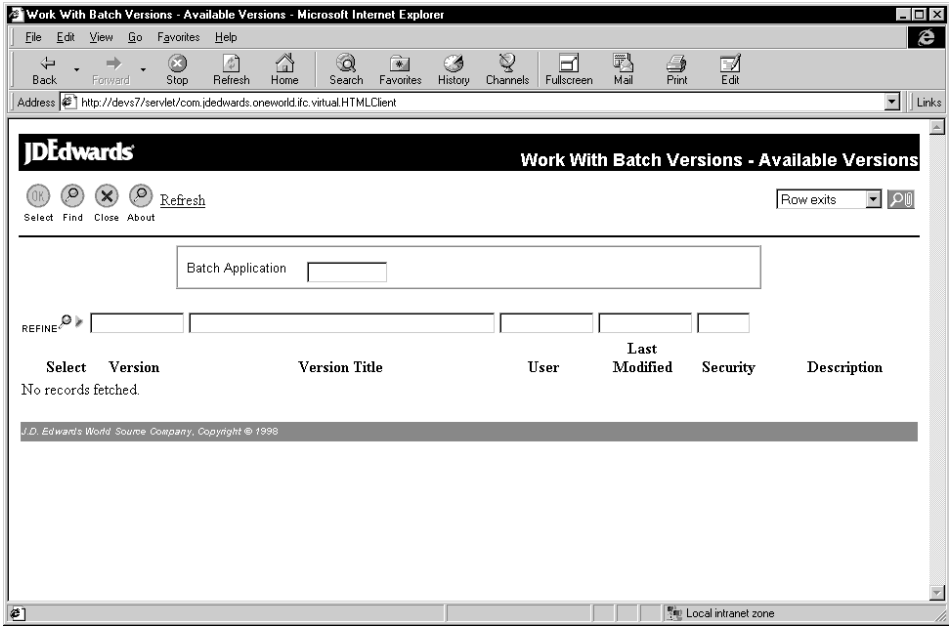


When you submit a report, the system uses all the predefined settings to configure your data. These settings are defined in the OneWorld Windows client and include data selection, data sequencing, advanced options for versions, and processing options. You cannot change any of these settings from the Java browser.

To submit reports

From the OneWorld home page

1. From the pull-down menu, choose Submit Job.



2. On Work With Batch Versions – Available Versions, complete the following field and click Find:
   - Batch Application
3. Click the following option next to the version of the application that you want to submit, and then click Select.
   - Select
4. On Version Prompting, click Submit.
5. On UBE Launch, click OK.
6. On Work With Batch Versions – Available Versions, click Close.

   You can check the status of reports submitted by choosing View Job Status from the pull-down menu.

See Also

- *Submitting a Report* from the *OneWorld Foundation Guide* for more information about submitting reports using the application

Troubleshooting

You can perform some basic procedures to troubleshoot OneWorld. This procedure provides high-level suggestions for troubleshooting the Web client and Web server. In addition, there is a list of the components of the Java Application Server (JAS), and the appropriate settings for the jas.ini configuration. Before you continue, ensure that the following machines and their associated network connections are currently functioning:

- Web client
- Web server
- OneWorld enterprise or data server (can be the same or different machine)
- Java Application Server

Troubleshooting consists of the following tasks:

- Troubleshooting the Web client
- Troubleshooting the Web server
- Troubleshooting the Java Application Server

See Also

- *Troubleshooting the Development Workstation* in the *OneWorld Server and Workstation Administration Guide* for details on troubleshooting the OneWorld enterprise server, data server, and workstation

▶ To troubleshoot the Web client

From the Web client

1. Verify that the browser settings are configured to support the Java Just-in-Time (JIT) compiler.
2. Verify that the Internet or Intranet connection is successful.
3. Verify that you are using the correct uniform resource locator (URL) to connect to the Web server running the OneWorld net server.
4. Consult your company's information technology department to ensure the following machines and their associated network connections are currently functional:

- Web server running the OneWorld Net server
- OneWorld enterprise or data server (can be the same or different machine)

To troubleshoot the Web server

From the Web server

1. Verify that the OneWorld Web applications installation is complete and functional.
2. Consult your company's information technology department to ensure the OneWorld enterprise or data server (can be the same or different machine) and their associated network connections are currently functional.

Troubleshooting the Java Application Server

The JAS is the server through which a user can interact with OneWorld applications using a Web browser. Before you access the JAS, you must load all of its components. The JAS consists of the following components:

- com.jdedwards.jas.UserManager
- com.jdedwards.jas.JDBCProxy
- com.jdedwards.jas.JDEORB
- com.jdedwards.jas.DDValidation
- com.jdedwards.jas.sql.VTManager
- com.jdedwards.jas.SecurityBroker
- com.jdedwards.jas.JDEUpdates
- com.jdedwards.jas.JDEQueries
- com.jdedwards.jas.JDEOWDirect
- com.jdedwards.jas.MenuServer

Troubleshooting the JAS consists of the following topics:

- Jas.ini configuration
- Jde.ini and Java Application Server requirements

Jas.ini Configuration

Jas.ini is the configuration file for the startup of the JAS. The jas.ini file defines the start up of the Object Configuration Manager (OCM), and other properties of the JAS.

The jas.ini configuration consists of the following sections:

- Database system settings
- OneWorld Web settings
- Java Database Connectivity uniform resource locator
- Security settings

Database System Settings

The database system settings are usually copied from a working jde.ini file on the OneWorld enterprise server to the Web server. The following table defines the items in the database system section of the jas.ini configuration:

Item	Value	Purpose
User		The default user with access to the OCM tables. You can make this an option.
Default Pwd		The default password of the user with access to the OCM tables. You can make this an option.
Default Env	M733HPO1W	The default environment specifies the environment in which the OCM tables are accessed. CAUTION: The default environment must be a wide area network environment. If you use an environment other than a wide area network environment, the JAS may have unexpected results.
Base Datasource	Oracle PVC	The base datasource specifies the standard OneWorld datasource name. You cannot leave this value blank.
Object Owner	PVC	The object owner specifies the standard OneWorld database owner of the OCM tables.
Database	hp9000adev1	The database specifies the database name for the OneWorld OCM tables. Review the following list for the database applicable to you: • Oracle uses the connection string that is defined in the Tusnames.ora file. This file is included in the Oracle client installation. • Microsoft structured query language (SQL) or Access uses the database name. • AS400 is blank.
Decimal Shift	Y	The decimal shift specifies whether the system shifts the decimal placement of amount values before storing to or after reading from the database.
Julian Dates	Y	The Julian dates specify whether the system converts the date values before storing to or after reading from the database.
Use Owner	Y	The use owner specifies whether the system only allows access to the OCM tables by the object owner.

Item	Value	Purpose
Type	O	The type specifies the database type that the OCM tables use. The following is a list of valid database types: • O = Oracle • A = Access • S = Microsoft SQL • I = AS400
Library List		The library list specifies the library path when using an AS400 database.
Library		The library specifies the library when using an AS400 database.

OneWorld Web Settings

The following table defines the items in the OneWorld Web section of the jas.ini configuration:

Item	Value	Purpose
PathCodes	('MSTB733')	The pathcodes specifies the environment list of the applicable environments for a Web user on the JAS. If you leave this value blank, all environments are available.
MO QUEUE	C:\Inter-Pub\wwwroot\moqueue	The MO QUEUE specifies the local media object path for the JAS. The JAS uses this path to store or cache the media objects that are accessed or requested from the OneWorld media object queue. CAUTION: If you do not set up a virtual directory for the media objects within the Internet Information Server 4.0, the media objects will not work properly.
ProxyPoolSize	50	The ProxyPoolSize specifies the socket connection limits of the Java OneWorld proxy server for the business functions services.
Error Log	TRUE	The ErrorLog specifies whether the system can enter JAS errors in the jas.log. Valid values are: TRUE The system can enter errors in the jas.log. FALSE The system cannot enter errors in the jas.log.
DebugLog	TRUE	The DebugLog specifies whether the system can enter JAS debugging information in the jastrace.log. Valid values are: TRUE The system can enter information in the jastrace.log. FALSE The system cannot enter information in the jastrace.log.

Java Database Connectivity Uniform Resource Locator

The Java Database Connectivity (JDBC) uniform resource locator (URL) defines the location of the override table for the Java Generation. The JDBC URL allows the following tables' location overridden to the same JAS Web server other than the location defined by the OCM:

- Java Persistent Objects (F989999)
- Java Persistent Objects Cross-Reference (F989998)

The JDBC URL is usually not necessary, however, you can override this location using the following settings:

- Default = jdbc:odbc:Access32|A|JDE|JDE
- M733HPO1W = jdbc:odbc:Access32|A|JDE|JDE

The environment is used to identify the JDBC URL defined here. The system searches the given environment first. If the system does not find an environment, it searches the default environment. If the system does not find an environment in the default environment, it accesses the location defined in the OCM.

The JDBC URL structure is as follows:

- *<environment name>*=<jdbcurl>|<jdbcurl type>|<owner>|<userid>|<password>

<jdbcurl>

This value can be one of the following:

- JDBC-ODBC Bridge: jdbc:odbc:<datasource name>
- Oracle Thin Drive: jdeb:oracle:thin:@<host>:<prot>:<database>
- AS400: jdbc:as400://<host><;translate binary=true;prefetch=false>
- Microsoft SQL: jdbc:ff-mircosoft://<host>:<port>/<database>, or jdbc:odbc:<datasource name>

<jdbcurl type>

This value can be one of the following:

- Oracle: O
- Access: A
- Microsoft SQL: S
- AS400: I

<owner>

This value is the owner of the database to which the jdbcurl connects.

<userid> This value is the database connection user ID.

<password> This value is the database connection user password.

Security Settings

The following table defines the items in the security section of the jas.ini configuration. You can copy this section from the security section of a OneWorld security server's jde.ini file.

Item	Value	Purpose
User	OWSVR	The user specifies the valid user ID that has access to the security server database.
Password	OWSVR	The password specifies the valid password of the user ID that has access to the security server database.
Default Environment	P733HPO1W	The default environment specifies the standard OneWorld environment. This value must be the same as the OneWorld security environment name.
Datasource	Oracle PVC B733	The datasource specifies where the OneWorld security table is located. This value must be the same as the OneWorld security datasource.
Security Server	corowhp2	The security server specifies whether the security server is present. If you comment out this value, the system does not apply the security server to the Java application server. Therefore, all the user IDs and passwords are the only database security.

Jde.ini and Java Application Server Requirements

You must set the UBE and Install settings in the Jde.ini file on the JAS as follows:

Item	Value	Purpose
WebServer	1	The Web server setting, in the UBE section, specifies whether the system enables the UBE feature from the Web server and identifies the OneWorld kernel as a Web Kernel to meet the special needs of the Web. If you leave this value blank, the calls from the business functions or the error message handling from the kernel will not work properly.
WebAdmin	1	The WebAdmin setting, in the Install section, specifies whether the system generates all the Java objects for the default user. This includes overriding Java objects previously generated. If you leave this value blank, the system generates all the Java objects for the current user.

Appendices

Appendix A: SQL or Oracle Database

The information found below defines the different columns for either the Structured Query Language (SQL) 6.5 or Oracle 7.3 database.

Java Persistent Objects Table

The Java Persistent Objects table (F989999) holds the objects that are generated from OneWorld specifications files using the Java mode generation. The Java Persistent Objects become the Java form presentation of the OneWorld applications. This table includes the following columns:

UID	Contains the user IDs for forms
OID	Contains the Java Persistent Object ID
LNGPREF	Contains the user language preferences
JVER	Contains the Java Persistent Object version number
JPO	Contains the Java Persistent Object data

Java Persistent Objects Cross-Reference Table

The Java Persistent Objects Cross-Reference table (F989998) improves performance by cross-referencing the Java Persistent Objects table. This table includes the following columns:

JOBID	Contains the Java Persistent Object cross-reference ID
OID	Contains the Java Persistent Object ID

Glossary

Glossary

action message. With OneWorld, users can receive messages (system-generated or user-generated) that have shortcuts to OneWorld forms, applications, and appropriate data. For example, if the general ledger post sends an action error message to a user, that user can access the journal entry (or entries) in error directly from the message. This is a central feature of the OneWorld workflow strategy. Action messages can originate either from OneWorld or from a third-party e-mail system.

alphabetic characters. Characters on the keyboard including letters of the alphabet and all other symbols (such as *, &, #), but excluding numerals 0 through 9. For example, "ABC*" is a string of alphabetic characters, but "ABC123" is not. Also referred to as an alpha character. Contrast with alphanumeric characters and numeric characters.

alphanumeric characters. The complete set of characters on the keyboard including letters of the alphabet, symbols, and numerals. For example, "ABC*123" is a string of alphanumeric characters. Contrast with alphabetic characters and numeric characters.

alternate language. A language other than English, which is designated in the user profile. A language preference code is used to set the preferred language for each user to display data for online and printed output.

applet. A small application, such as a utility program or a limited-function spreadsheet. It is generally associated with the programming language Java, and in this context refers to Internet-enabled applications that can be passed from a Web browser residing on a workstation.

application. A computer program or set of programs used to accomplish a task. In OneWorld, there are interactive applications and batch applications. Interactive applications are made up of a set of forms through which the user interacts with OneWorld. Interactive application identifiers begin with "P." For example, Address Book Revisions (P01012) is an interactive application. Batch applications run without user interaction. Reports and table conversions are examples of batch applications. Batch application identifiers begin with "R." For example, the Print Mailing Labels report (R01401) is a batch application.

application programming interface (API). A software function call that can be made from a program to access functionality provided by another program.

application server. A server in a local area network (LAN) that contains applications used by network clients.

application workspace. The area on a workstation display in which all related forms within an application appear.

architecture. The underlying design of a computer that defines data storage methods, operations, and compatibility requirements with other systems and software. It also refers to specific components of a computer system, the way they interact with each other, and the type of CPU chip that is used as the basis of a computer system.

AS/400 common. The AS/400 library that typically contains WorldSoftware control files. Can also refer to as an AS/400 Common data source used in OneWorld.

AS/400 COMMON. A data source that resides on an AS/400 and holds data that is common to the coexistent library allowing OneWorld to share information with World.

asynchronous. A method of running table conversions in which starting one conversion does not rely on another conversion's successful completion.

audit trail. The detailed, verifiable history of a processed transaction. The history consists of the original documents, transaction entries, and posting of records and usually concludes with a report.

automatic accounting instruction (AAI). A code that refers to an account in the chart of accounts. AAIs define rules for programs that automatically generate journal entries, including interfaces between the Accounts Payable, Accounts Receivable, Financial Reporting, and General

Accounting systems. Each system that interfaces with the General Accounting system has AAIs. For example, AAIs can direct the General Ledger Post program to post a debit to a specific expense account and a credit to a specific accounts payable account.

base release. The first generally available software for a OneWorld release. See also release, release level.

batch. A group of similar records or transactions that the computer treats as a single unit during processing. For identification purposes, the system usually assigns each batch a unique identifier known as a batch number.

batch application. A single task or groups of tasks that the system treats as a single unit during processing. The computer performs batch applications (jobs) with little or no user interaction. Printing reports and purging files are examples.

batch control. A feature that verifies the number of transactions and the total amount in each batch that you enter into the system.

batch input. A group of transactions loaded from an external source.

batch job. A task or group of tasks you submit for processing that the system treats as a single unit during processing, for example, printing reports and purging files. The system performs a batch job with little or no user interaction.

batch processing. A method by which the system selects jobs from the job queue, processes them, and sends output to the outqueue. Contrast with interactive processing.

batch server. A server on which OneWorld batch processing requests (also called UBEs) are run instead of on a client, an application server, or an enterprise server. A batch server typically does not contain a database nor does it run interactive applications.

batch type. A code assigned to a batch job that designates to which system the associated transactions pertain, thus controlling which records are selected for processing. For example, the Post General Journal program selects for posting only unposted transaction batches with a batch type of O.

batch-of-one immediate. A transaction method that allows a client application to perform work on a client workstation, then submit the work all at once to a server application for further processing. As a batch process is running on the server, the client application can continue performing other tasks. See also direct connect, store-and-forward.

binary large object (BLOB). A database field that has no maximum size limit and holds any digitized information. This field is often used to store objects, such as graphical representations or data structures, rather than standard alphanumeric data.

binary string (BSTR). A length prefixed string used by OLE automation data manipulation functions. Binary strings are wide, double-byte (Unicode) strings on 32-bit Windows platforms.

broadcast message. 1) An e-mail message that you send to multiple recipients. 2) A message that appears on a form instead of in your mailbox.

browser. A client application that translates information sent by the Worldwide Web. A client must use a browser to receive, manipulate, and display Worldwide Web information on the desktop. Also known as a Web browser.

business function. An encapsulated set of business rules and logic that can normally be reused by multiple applications. Business functions can execute a transaction or a subset of a transaction (check inventory, issue work orders, and so on). Business functions also contain the APIs that allow them to be called from a form, a database trigger, or a non-OneWorld application. Business functions can be combined with other business functions, forms, event rules, and other components to make up an application. Business functions can be created through event rules or third-generation languages, such as C. Examples of business functions include Credit Check and Item Availability.

business function event rule. Encapsulated, reusable business logic created using through event rules rather than C programming. Contrast with embedded event rule. See also event rule.

business view. Used by OneWorld applications to access data from database tables. A business view is a means for selecting specific columns from one or more tables whose data will be used in an application or report. It does not select specific rows and does not contain any physical data. It is strictly a view through which data can be handled.

Business View Design Aid (BDA). A OneWorld GUI tool for creating, modifying, copying, and printing business views. The tool uses a graphical user interface.

category code. A type of user defined code for which you can provide the title. For example, if you were adding a code that designated different sales regions, you could change category code 4 to Sales Region, and define E (East), W (West), N (North), and S (South) as the valid codes. Sometimes referred to as reporting codes. See also user defined code.

central objects. Objects that reside in a central location and consist of two parts: the central objects data source and central C components. The central objects data source contains OneWorld specifications, which are stored in a relational database. Central C components contain business function source, header, object, library, and DLL files and are usually stored in directories on the deployment server. Together they make up central objects.

Central Objects merge. A process that blends a customer's modifications to the objects in a current release with objects in a new release.

central processing unit (CPU). Computer component which carries out the logic, calculation and decision-making functions. Interprets and executes instructions upon receipt.

character conversion. The process of converting characters of the same language from one encoding scheme to another while sending and receiving data in a heterogeneous environment.

character set. An ordered set of characters representing any particular language.

chart. OneWorld term for tables of information that appear on forms in the software. See forms.

chart of accounts. The structure for general ledger accounts. The chart of accounts lists types of accounts, describes each account, and includes account numbers and posting edit codes.

check-in location. The directory structure location for the package and its set of replicated objects. This is usually \\deploymentserver\release\path_code\ package\packagename. The subdirectories under this path are where the central C components (source, include, object, library, and DLL file) for business functions are stored.

child. See parent/child form.

client. 1) A workstation or PC in a client/server environment. 2) The receiving end of the spectrum in a request/supply relationship between programs.

client workstation. The computer on which a user operates OneWorld software applications.

client/server. A relationship between processes running on separate machines. The server process is a provider of software services. The client is a consumer of those services. In essence, client/server provides a clean separation of function based on the idea of service. A server can service many clients at the same time and regulate their access to shared resources. There is a many-to-one relationship between clients and a server, respectively. Clients always initiate the dialog by requesting a service. Servers passively wait for requests from clients.

cluster. A group of two or more servers with identical configurations used to provide protection against failure. If one server fails, the other can continue processing.

code page. An ordered set of characters in which an alphanumeric value (code point) is associated with each character set.

code point. The numeric identifier assigned to a character. Its value is usually expressed in a hexadecimal notation.

coexistence. An AS/400 configuration of J.D. Edwards software that allows shared data interface operation to occur between OneWorld and WorldSoftware.

commit. A process that ensures that all database changes for a single transaction occur simultaneously. The changes are treated as a single unit; either all changes occur or none of the changes occur, thereby maintaining the integrity of the database.

common object request broker architecture. An object request broker standard endorsed by the Object Management Group.

component object model (COM). A specification developed by Microsoft for building software components that can be assembled into programs or add functionality to existing programs running on Microsoft Windows platforms. COM components can be written in a variety of languages, although most are written in C++, and can be unplugged from a program at runtime without having to recompile the program.

Conference Room Pilot environment. A OneWorld environment used as a staging environment for production data, which includes constants and masters tables, such as company

constants, fiscal date patterns, and item master. Use this environment along with the test environment to make sure your configuration works before you release changes to end-users.

configurable client engine. Allows user flexibility at the interface level. Users can easily move columns, set tabs for different data views, and size grids according to their needs. The configurable client engine also enables the incorporation of Web browsers in addition to the Windows 95- and Windows NT-based interfaces.

Configurable Network Computing (CNC). An application architecture that allows interactive and batch applications, composed of a single code base, to run across a TCP/IP network of multiple server platforms and SQL databases. The applications consist of reusable business functions and associated data that can be configured across the network dynamically. The overall objective for businesses is to provide a future-proof environment that enables them to change organizational structures, business processes, and technologies independently of each other.

constants. Parameters or codes that you set and that the system uses to standardize the processing of information by associated programs.

control. Any data entry point allowing the user to interact with an application. For example, check boxes, pull-down lists, hyper-buttons, entry fields, and similar features are controls.

Control Table Workbench. During the Installation Workbench process, Control Table Workbench runs the batch applications for the planned merges that update the data dictionary, user defined codes, menus, and user overrides tables.

Control Tables merge. A process that blends a customer's modifications to the control tables with the data that accompanies a new release.

cumulative update. A version of OneWorld software that includes fixes and enhancements made since the last release or update.

custom gridlines. A grid row that does not come from the database, for example, totals. To display a total in a grid, sum the values and insert a custom gridline to display the total. Use the system function Insert Grid Row Buffer to accomplish this.

custom installation. One of the two types of installations you can set up in the Installation Planner application. A custom installation gives the customer flexibility in creating a plan with Java and Windows terminal servers, custom environments, and custom data sources. See also typical installation.

custom modifications. Changes customers make to OneWorld to make the software run more efficiently for them or to meet their particular requirements.

customer. The company that purchases and uses OneWorld. A customer contains individual users.

data dictionary. A database table that OneWorld uses to manage the definitions, structures, and guidelines for the usage of fields, messages, and help text. J.D. Edwards has an active data dictionary, which means that it is accessed at runtime.

Data Dictionary merge. A process that updates a customer's data dictionary tables with the data that accompanies a new release.

data mart. Department-level decision support databases. They usually draw their data from an enterprise data warehouse that serves as a source of consolidated and reconciled data from around the organization. Data marts can be either relational or multidimensional databases.

data only upgrade. A process that preserves customer business data when moving from a previous release of OneWorld to a new release. This shortens the upgrade process by eliminating the need to perform the merges and table conversions that incorporate J.D. Edwards data into a customer's existing data.

data replication. In a replicated environment, multiple copies of data are maintained on multiple machines. There must be a single source that "owns" the data. This ensures that the latest copy of data can be applied to a primary place and then replicated as appropriate. This is in contrast to a simple copying of data, where the copy is not maintained from a central location, but exists independently of the source.

data server. A machine required for AS/400 users who need to put central objects in SQL Server or Oracle. Putting central objects on a data server tells OneWorld they are not on the enterprise server.

data source. A specific instance of a database management system running on a computer. Data source management is accomplished through Object Configuration Manager (OCM) and Object Map (OM).

Data Source Workbench. During the Installation Workbench process, Data Source Workbench copies all data sources that are defined in the installation plan from the Data Source Master and Table and Data Source Sizing tables in the Planner data source to the System – release number data source. It also updates the Data Source Plan detail record to reflect completion.

data structure. A group of data items that can be used for passing information between objects, for example, between two forms, between forms and business functions, or between reports and business functions.

data warehouse. A database used for reconciling and consolidating data from multiple databases before it is distributed to data marts for department-level decision support queries and reports. The data warehouse is generally a large relational database residing on a dedicated server between operational databases and the data marts.

database. A continuously updated collection of all information that a system uses and stores. Databases make it possible to create, store, index, and cross-reference information online.

database administrator. The person who has special skills or training in one or more types of database software, for example, SQL Server or Oracle.

database driver. Software that connects an application to a specific database management system.

database management system (DBMS). A computer program that manages data by providing centralized control, data independence, and complex physical structures for efficient access, integrity, recovery, concurrence, control, privacy, and security.

database server. A server that stores data. A database server does not have OneWorld logic.

default. A code, number, or parameter that the system supplies when the user does not specify one.

default. A value that the system assigns when the user does not enter a value. For example, if the default value for an input is N and nothing is entered in that field, the system assumes the default is an N value.

deployment environment. A OneWorld environment used to run OneWorld on the deployment server. This environment administers information for the system data source, such as user profiles, packages, and environments.

deployment server. The computer used to install, maintain, and distribute OneWorld software to one or more enterprise servers and client workstations.

detail. The specific information that makes up a record or transaction. Contrast with summary.

detail area. An area of a form that displays detailed information associated with the records or data items displayed on the form. See also grid.

development environment. A OneWorld environment used to test modified development objects before transferring them to the conference room pilot environment.

direct connect. A transaction method in which a client application communicates interactively and directly with a server application. See also batch-of-one immediate, store-and-forward.

director. A OneWorld user interface that guides a user interactively through a OneWorld process.

disk. A direct access storage device.

distributed computing environment (DCE). A set of integrated software services that allows software running on multiple computers to perform in a manner that is seamless and transparent to the end-users. DCE provides security, directory, time, remote procedure calls, and files across computers running on a network.

distributed database management system (DDBMS). A system for distributing a database and its control system across many geographically dispersed machines.

Do Not Translate (DNT). A type of data source that must exist on the AS/400 because of BLOB restrictions.

double-byte character set (DBCS). A method of representing some characters using one byte and other characters using two bytes. Double-byte character sets are necessary to represent some characters in the a Japanese, Korean, and Chinese languages.

double-byte enabled. A data storage feature that allows a computer to store ideographic characters from Asian languages. J.D. Edwards coding techniques accommodate both ideographic and alphabetic characters, making it easier to translate an application into another language.

driver. A program or portion of a program that controls the transfer of data from an input or output device.

duplicated database. A decision support database that contains a straightforward copy of operational data. The advantages involve improved performance for both operational and reporting environments. See also enhanced analysis database, enterprise data warehouse.

dynamic link library (DLL). A set of program modules that are designed to be invoked from executable files when the executable files are run, without having to be linked to the executable files. They typically contain commonly used functions.

dynamic partitioning. The ability to dynamically distribute logic or data to multiple tiers in a client/server architecture.

Electronic Data Interchange (EDI). The paperless, computer-to-computer exchange of business transactions, such as purchase orders and invoices, in a standard format with standard content.

embedded event rule. An event rule that is specific to a particular table or application. Examples include form-to-form calls, hiding a field based on a processing option value, and calling a business function. Contrast with business function event rule. See also event rule.

Employee Work Center. This is a central location for sending and receiving all OneWorld messages (system and user generated) regardless of the originating application or user. Each user has a mailbox that contains workflow and other messages, including Active Messages. With respect to workflow, the Message Center is MAPI compliant and supports drag and drop work reassignment, escalation, forward and reply, and workflow monitoring. All messages from the message center can be viewed through OneWorld messages or Microsoft Exchange.

encapsulation. The ability to confine access to and manipulation of data within an object to the procedures that contribute to the definition of that object.

end user. An individual who uses OneWorld software.

enhanced analysis database. A database containing a subset of operational data. The data on the enhanced analysis database performs calculations and provides summary data to speed generation of reports and query response times. This solution is appropriate when external data must be added to source data, or when historical data is necessary for trend analysis or regulatory reporting. See also duplicated database, enterprise data warehouse.

enterprise. Every server, PC, and database that is on an organization's network.

enterprise data warehouse. A complex solution that involves data from many areas of the enterprise. This environment requires a large relational database (the data warehouse) that is a central repository of enterprise data, which is clean, reconciled, and consolidated. From this repository, data marts retrieve data to provide department-level decisions. See also duplicated database, enhanced analysis database.

enterprise server. A database server and logic server. See database server. Also referred to as host.

Enterprise Workflow Management. A OneWorld system that provides a way of automating tasks, such as notifying a manager that a requisition is waiting for approval, using an e-mail-based process flow across a network.

environment. A path code with a set of Object Configuration Manager (OCM) mappings that allow a user to locate data and a specific set of objects. Examples include Conference Room Pilot (CRP), development, production, and pristine.

Environment Checker. An application you can run before installing or upgrading OneWorld to diagnose configuration and setup issues that may exist at the operating system level.

Environment Workbench. During the Installation Workbench process, Environment Workbench copies the environment information and Object Configuration Manager tables for each environment from the Planner data source to the System release number data source. It also updates the Environment Plan detail record to reflect completion.

Ethernet. A commonly used, shared media LAN technology, which broadcasts messages to all nodes on the network segment. Ethernet connects up to 1,024 nodes at 10MB per second over twisted pair cable, coaxial cable, and optical fiber.

event. An action that occurs when an interactive or batch application is running. Example events are tabbing out of an edit control, clicking a push button, initializing a form, or performing a page break on a report. The GUI operating system uses

miniprograms to manage user activities within a form. Additional logic can be attached to these miniprograms and used to give greater functionality to any event within a OneWorld application or report using event rules.

event rule. Used to create complex business logic without the difficult syntax that comes with many programming languages. These logic statements can be attached to applications or database events and are executed when the defined event occurs, such as entering a form, selecting a menu bar option, page breaking on a report, or selecting a record. An event rule can validate data, send a message to a user, call a business function, as well as many other actions. There are two types of event rules:

1 Embedded event rules.
2 Business function event rules.

executable file.

A computer program that can be run from the computer's operating system. Equivalent terms are "application" and "program.".

facility. An entity within a business for which you want to track costs. For example, a facility might be a warehouse location, job, project, work center, or branch/plant. Sometimes referred to as a business unit.

field. 1) An area on a form that represents a particular type of information, such as name, document type, or amount. 2) A defined area within a record that contains a specific piece of information. For example, a supplier record consists of the fields Supplier Name, Address, and Telephone Number.

file. A set of information stored under one name. See also table.

file transfer protocol (FTP). A set of TCP/IP commands used to log on to a network, list directories, and copy files. FTP is also a communications protocol used to transmit files without data loss.

find/browse. A type of form used to:

1 Search, view, and select multiple records in a detail area.
2 Delete records.
3 Exit to another form.
4 Serve as an entry point for most applications.

firewall.

A set of technologies that allows an enterprise to test, filter, and route all incoming messages. Firewalls are used to keep an enterprise secure.

fix/inspect. A type of form used to view, add, or modify existing records. A fix/inspect form has no detail area.

form. The element of the OneWorld graphical user interface by which the user exchanges data with interactive applications. Forms are made up of controls, such as fields, options, and the grid. These controls allow the user to retrieve information, add and revise information, and navigate through an application to accomplish a task.

Form Design Aid (FDA). The OneWorld GUI development tool for building interactive applications and forms.

form interconnection. Allows one form to access and pass data to another form. Form interconnections can be attached to any event; however, they are normally used when a button is clicked.

form type. The following form types are available in OneWorld:

1 Find/browse.
2 Fix/inspect.
3 Header detail.
4 Headerless detail.
5 Message.
6 Parent/child.
7 Search/select.

fourth generation language (4GL).

A programming language that focuses on what you need to do and then determines how to do it. Structured Query Language is an example of a 4GL.

general release. See release.

generic text structures. See Media Storage Objects.

graphical user interface (GUI). A computer interface that is graphically based as opposed to being character-based. An example of a character-based interface is that of the AS/400. An example of a GUI is Microsoft Windows. Graphically based interfaces allow pictures and other graphic images to be used in order to give people clues on how to operate the computer.

grid. A control that displays detail information on a form. The grid is arranged into rows, which generally represent records of data, and columns,

which generally represent fields of the record. See also detail area.

header. Information at the beginning of a table or form. Header information is used to identify or provide control information for the group of records that follows.

header detail. A type of form used to add, modify, or delete records from two different tables. The tables usually have a parent/child relationship.

headerless detail. A type of form used to work with multiple records in a detail area. The detail area is capable of of receiving input.

host. In the centralized computer model, a large timesharing computer system that terminals communicate with and rely on for processing. It contrasts with client/server in that those users work at computers that perform much of their own processing and access servers that provide services such as file management, security, and printer management.

hypertext markup language (HTML). A markup language used to specify the logical structure of a document rather than the physical layout. Specifying logical structure makes any HTML document platform independent. You can view an HTML document on any desktop capable of supporting a browser. HTML can include active links to other HTML documents anywhere on the Internet or on intranet sites.

index. Represents both an ordering of values and a uniqueness of values that provide efficient access to data in rows of a table. An index is made up of one or more columns in the table.

inheritance. The ability of a class to recieve all or parts of the data and procedure definitions from a parent class. Inheritance enhances developement through the reuse of classes and their related code.

install. To load a full or partial set of OneWorld software on a machine that has existing or nonexisting OneWorld software, such as install OneWorld for the 0first time, install an upgrade, or install an update.

installation. The process of putting OneWorld software on your computer for the first time. An example of an installation is B73.2. As in OneWorld Installation Guide.

Installation Planner. OneWorld program that runs on the deployment server as a system administration tool. Installation Planner guides you through the installation setup process, including defining the enterprise server and deployment platform information, setting up environments, and defining data sources.

Installation Workbench. OneWorld system administration program that allocates and configures software and resources on servers and workstations according to the plan you created in Installation Planner.

installer. The person who can perform most tasks and processes during a OneWorld installation, upgrade, or update.

integrated toolset. Unique to OneWorld is an industrial-strength toolset embedded in the already comprehensive business applications. This toolset is the same toolset used by J.D. Edwards to build OneWorld interactive and batch applications. Much more than a development environment, however, the OneWorld integrated toolset handles reporting and other batch processes, change management, and basic data warehousing facilities.

integration. A situation in which J.D. Edwards software and the software of another company access the same database.

integrity test. A process used to supplement a company's internal balancing procedures by locating and reporting balancing problems and data inconsistencies.

interactive processing. Processing actions that occur in response to commands that you enter directly into the system. During interactive processing, you are in direct communication with the system, and it might prompt you for additional information while processing your request. Contrast with batch processing.

interactive processing. A job the computer performs in response to a command. During interactive processing, the user communicates directly with the computer, which may prompt the user to input additional information during the processing of a request.

Internet. The worldwide constellation of servers, applications, and information available to a desktop client through a phone line or other type of remote access.

Internet address. A specified path used to send and receive messages on the Internet. The parts of the address identify the contact, company, and type of business.

interoperability. The ability of different computer systems, networks, operating systems, and applications to work together and share information.

intranet. A small version of the Internet usually confined to one company or organization. An intranet uses the functionality of the Internet and places it at the disposal of a single enterprise.

IP. A connectionless communication protocol that by itself provides a datagram service. Datagrams are self-contained packets of information that are forwarded by routers based on their address and the routing table information contained in the routers. Every node on a TCP/IP network requires an address that identifies both a network and a local host or node on the network. In most cases the network administrator sets up these addresses when installing new workstations. In some cases, however, it is possible for a workstation, when booting up, to query a server for a dynamically assigned address.

IServer Service. Developed by J.D. Edwards, this Internet server service resides on the Web server, and is used to speed up delivery of the Java class files from the database to the client.

J.D. Edwards Database. See JDEBASE Database Middleware.

Java. An Internet executable language that, like C, is designed to be highly portable across platforms. This programming language was developed by Sun Microsystems. Applets, or Java applications, can be accessed from a Web browser and executed at the client, provided that the operating system or browser is Java-enabled. (Java is often described as a scaled-down C++). Java applications are platform independent.

Java application server. A server through which a user can interact with OneWorld applications using a Web browser.

Java Database Connectivity (JDBC). The standard way to access Java databases, set by Sun Microsystems. This standard allows you to use any JDBC driver database.

JDBNET. A database driver that allows heterogeneous servers to access each other's data.

jde.ini. J.D. Edwards file (or member for AS/400) that provides the runtime settings required for OneWorld initialization. Specific versions of the file/member must reside on every machine running OneWorld. This includes workstations and servers.

JDE.LOG. The main diagnostic log file of OneWorld. Always located in the root directory on the primary drive. Contains status and error messages from the startup and operation of OneWorld.

JDEBASE Database Middleware. J.D. Edwards proprietary database middleware package that provides two primary benefits:

1. Platform-independent APIs for multidatabase access. These APIs are used in two ways:
   a. By the interactive and batch engines to dynamically generate platform-specific SQL, depending on the data source request.
   b. As open APIs for advanced C business function writing. These APIs are then used by the engines to dynamically generate platform-specific SQL.
2. Client-to-server and server-to-server database access. To accomplish this OneWorld is integrated with a variety of third-party database drivers, such as Client Access 400 and open database connectivity (ODBC).

JDECallObject. An application programming interface used by business functions to invoke other business functions.

JDEIPC. Communications programming tools used by server code to regulate access to the same data in multiprocess environments, communicate and coordinate between processes, and create new processes.

JDENET communications middleware. J.D. Edwards proprietary communications middleware package for OneWorld. It is a peer-to-peer, message-based, socket based, multiprocess communications middleware solution. It handles client-to-server and server-to-server communications for all OneWorld supported platforms.

job. A single identifiable set of processing actions that user directs the computer to perform. Jobs are initiated by selecting menu options, entering commands, or pressing designated function keys.

job queue. A group of jobs waiting to be batch processed. See also batch processing.

just in time installation (JITI). OneWorld's method of dynamically replicating objects from the central object location to a workstation.

just in time replication (JITR). OneWorld's method of replicating data to individual workstations. OneWorld replicates new records (inserts) only at the time the user needs the data. Changes, deletes, and updates must be replicated using Pull Replication.

landscape. A printer orientation for a page with greater width than height. Contrast with portrait.

language preference code. An abbreviation that identifies the preferred language to be used for the text for online and printed output. This code is used in the user profile to designate the user's preferred language(s).

local area network (LAN). A short distance network consisting of workstations, servers, a NOS, and a communications link. It is distinguished by the absence of telecommunications service.

location. The method by which OneWorld manages the organizational entities within an enterprise. The differentiation between locations can be physical (for example, New York and Tokyo) or virtual (for example, Headquarters and Accounting). A location is identified by a three-character location code, which is set up during OneWorld installation.

Location Workbench. During the Installation Workbench process, Location Workbench copies all locations that are defined in the installation plan from the Location Master table in the Planner data source to the System data source.

log files. Files that track operations for a process or application. Reviewing log files is helpful for troubleshooting problems. The file extension for log files is .LOG.

master table. A database table used to store data and information that is permanent and necessary to the system's operation. Master tables might contain data, such as paid tax amounts, supplier names, addresses, employee information, and job information.

media storage objects. Files that use one of the following naming conventions that are not organized into table format: Gxxx, xxxGT or GTxxx.

menu masking. A security feature that lets you prevent individual users from accessing specified menus or menu selections.

menu merge. A process that blends a customer's modifications to the menu tables with the data that accompanies a new release.

merge. A OneWorld process that takes a customer's custom modifications and blends them into the data that accompanies a new release.

Messaging Application Programming Interface (MAPI). An architecture that defines the components of a messaging system and how they behave. It also defines the interface between the messaging system and the components.

middleware. A general term that covers all the distributed software needed to support interactions between clients and servers. Think of it as the software that's in the middle of the client/server system or the "glue" that lets the client obtain a service from a server.

modal. A restrictive or limiting interaction created by a given condition of operation. Modal often describes a secondary window that restricts a user's interaction with other windows. A secondary window can be modal with respect to it's primary window or to the entire system. A modal dialog box must be closed by the user before the application continues.

modeless. Not restricting or limiting interaction. Modeless often describes a secondary window that does not restrict a user's interaction with other windows. A modeless dialog box stays on the screen and is available for use at any time but also permits other user activities.

multitier architecture. A client/server architecture that allows multiple levels of processing. A tier defines the number of computers that can be used to complete some defined task.

named event rules (NER). Also called business function event rules. Encapsulated, reusable business logic created using event rules, rather than C programming.

National Language Support (NLS). Mechanisms provided to facilitate internationalization of both system and application user interfaces.

network addresses. A unique position assigned to a node operating in a network that other nodes use when communicating with it. For Ethernet and Token Ring network adapters, unique addresses are assigned at the factory and consist of a 6-byte address. Half of this address identifies the board's manufacturer, while the last half is unique to the board and is assigned when the board is manufactured. Communication errors are prevented, because no two Ethernet or Token Ring NICs will have identical addresses.

network computer. As opposed to the personal computer, the network computer offers (in theory) lower cost of purchase and ownership and less complexity. Basically, it is a scaled-down PC (very little memory or disk space) that can be used to access network-based applications (Java applets, ActiveX controls) via a network browser.

network computing. Often referred to as the next phase of computing after client/server. While its exact definition remains obscure, it generally encompasses issues such as transparent access to computing resources, browser-style front-ends, platform independence, and other similar concepts.

next numbers. A feature used to control the automatic numbering of items such as new G/L accounts, vouchers, and addresses. Next numbers provides a method of incrementing numbers.

node. A termination point for two or more communications links. A node can serve as the control location for forwarding data among the elements of a network or multiple networks, as well as perform other networking and, in some cases, local processing.

normalized. In database management, normalization applies a body of techniques to a relational database in order to minimize the inclusion of duplicate information. Normalization significantly simplifies query and update management, including security and integrity considerations.

numeric characters. Digits 0 through 9 that are used to represent data. Contrast with alphanumeric characters.

object. A self-sufficient entity that contains data as well as the structures and functions used to manipulate the data. For OneWorld purposes, an object is a reusable entity that is based on software specifications created by the OneWorld toolset. See also Object Librarian.

Object Configuration Manager (OCM). OneWorld's object request broker and the control center for the runtime environment. It keeps track of the runtime locations for business functions, data, and batch applications. When one of these objects is called, the Object Configuration Manager directs access to it using defaults and overrides for a given environment and user.

object embedding. When an object is embedded in another document, an association is maintained between the object and the application that created it; however, any changes made to the object are also only kept in the compound document. See also object linking.

Object Librarian. A repository of all versions, applications, and business functions reusable in building applications. It provides check-out and check-in capabilities for developers, and it controls the creation, modification, and use of OneWorld objects. The Object Librarian supports multiple environments (such as production and development) and allows objects to be easily moved from one environment to another.

Object Librarian merge. A process that blends any modifications to the Object Librarian in a previous release into the Object Librarian in a new release.

object linking. When an object is linked to another document, a reference is created with the file the object is stored in, as well as with the application that created it. When the object is modified, either from the compound document or directly through the file it is saved in, the change is reflected in that application as well as anywhere it has been linked. See also object embedding.

object linking and embedding (OLE). A way to integrate objects from diverse applications, such as graphics, charts, spreadsheets, text, or an audio clip from a sound program. See also object embedding, object linking.

object-based technology (OBT). A technology that supports some of the main principles of object-oriented technology: classes, polymorphism, inheritance, or encapsulation.

object-oriented technology (OOT). Brings software development past procedural programming into a world of reusable programming that simplifies development of applications. Object orientation is based on the following principles: classes, polymorphism, inheritance, and encapsulation.

OneWorld. A combined suite of comprehensive, mission-critical business applications and an embedded toolset for configuring those applications to unique business and technology requirements. OneWorld is built on the Configurable Network Computing technology, J.D. Edwards' own application architecture, which extends client/server functionality to new levels of configurability, adaptability, and stability.

OneWorld application. Interactive or batch processes that execute the business functionality of OneWorld. They consist of reusable business

functions and associated data that are platform independent and can be dynamically configured across a TCP/IP network.

OneWorld object. A reusable piece of code that is used to build applications. Object types include tables, forms, business functions, data dictionary items, batch processes, business views, event rules, versions, data structures, and media objects. See also object.

OneWorld process. Allows OneWorld clients and servers to handle processing requests and execute transactions. A client runs one process, and servers can have multiple instances of a process. OneWorld processes can also be dedicated to specific tasks (for example, workflow messages and data replication) to ensure that critical processes don't have to wait if the server is particularly busy.

OneWorld Web development computer. A standard OneWorld Windows developer computer with the additional components installed:

- Sun's JDK 1.1.
- JFC (0.5.1).
- Generator Package with Generator.Java and JDECOM.dll.
- R2 with interpretive and apllication controls/form.

open database connectivity (ODBC). Defines a standard interface for different technologies to process data between applications and different data sources. The ODBC interface is made up of a set of function calls, methods of connectivity, and representation of data types that define access to data sources.

Open Systems Interconnection (OSI). The OSI model was developed by the International Standards Organization (ISO) in the early 1980s. It defines protocols and standards for the interconnection of computers and network equipment.

operating system (OS). The software that runs on the hardware. For example, AIX 4.1 is a version of an operating system.

Oracle. A relational DBMS from Oracle. Runs on a broad variety of computers, which allows data to be entered and maintained on multiple hardware platforms.

output queue. See print queue.

package. OneWorld objects are installed to workstations in packages from the deployment server. A package can be compared to a bill of material or kit that indicates the necessary objects for that workstation and where on the deployment server the installation program can find them. It is a point-in-time "snap shot" of the central objects on the deployment server.

package location. The directory structure location for the package and its set of replicated objects. This is usually \\deployment server\release\path_code\package\ package name. The subdirectories under this path are where the replicated objects for the package will be placed. This is also referred to as where the package is built or stored.

Package Workbench. During the Installation Workbench process, Package Workbench transfers the package information tables from the Planner data source to the System - release number data source. It also updates the Package Plan detail record to reflect completion.

parallel release. A configuration of OneWorld software that lets multiple release or update levels run in separate environments on the same machine for testing, training, or development purposes. For release levels running in parallel, no tables or data are shared. For cumulative update levels running in parallel, system and server map data are shared.

parameter. A number, code, or character string you specify in association with a command or program. The computer uses parameters as additional input or to control the actions of the command or program.

parent/child form. A type of form that presents parent/child relationships in an application on one form. The left portion of the form presents a tree view that displays a visual representation of a parent/child relationship. The right portion of the form displays a detail area in browse mode. The detail area displays the records for the child item in the tree. The parent/child form supports drag and drop functionality.

partitioning. A technique for distributing data to local and remote sites to place data closer to the users who access. Portions of data can be copied to different database management systems.

path code. A pointer to a specific set of objects. A path code is used to locate:

1. Central objects.
2. Replicated objects.

plan. Refers to an installation plan. A plan is the standard means for installing, upgrading, or updating a OneWorld configuration. Plans, which are used in various phases of installation, contain

information about data sources you will use, environments you will install, and packages.

planner environment. A OneWorld environment in which you prepare the main components of a OneWorld configuration.

platform. The hardware, operating system, and database on which your software is operating, for example, an HP 9000 processor using HP-UX as the operating system and Oracle as the database.

platform independence. A benefit of open systems and Configurable Network Computing. Applications that are composed of a single code base can be run across a TCP/IP network consisting of various server platforms and SQL databases.

polymorphism. A principle of object-oriented technology in which a single mnemonic name can be used to perform similar operations on software objects of different types.

port number. A numeric code that identifies a unique process for which a service can be provided on a machine.

portability. Allows the same application to run on different operating systems and hardware platforms.

portrait. The default printer orientation for a page with greater height than width. Contrast with landscape.

primary key. A column or combination of columns that uniquely identifies each row in a table.

print queue. A list of tables, such as reports, that you have submitted to be written to an output device, such as a printer. The computer spools the tables until it writes them. After the computer writes the table, the system removes the table identifier from the print queue.

pristine environment. A OneWorld environment used to test unaltered objects with J.D. Edwards demonstration data or for training classes. You must have this environment so you can compare pristine objects that you modify.

process. A complete unit of work with a defined start and end, which a computer performs. Some operating systems, such as Windows NT, HP-UX, and AIX, track processes by assigning identifiers to them. In Windows NT, a process is a running instance of an executable file.

processing option. A feature that allows you to direct the functions of a program. For example, processing options allow you to specify defaults for certain forms, control the format in which information prints on reports, and change how information appears on a form or in a report.

production environment. A OneWorld environment in which users operate OneWorld software.

protocol. A set of formalized rules specifying how hardware and software on a network should interact when transmitting and receiving information.

published table. Also called a “Master” table, this is the central copy to be replicated to other machines. Resides on the “publisher” machine. the Data Replication Publisher Table (F98DRPUB) identifies all of the published tables and their associated publishers in the enterprise.

publisher. The server that is responsible for the published table. The Data Replication Publisher Table (F98DRPUB) identifies all of the published tables and their associated publishers in the enterprise.

pull replication. One of the OneWorld methods for replicating data to individual workstations. Such machines are set up as pull subscribers using OneWorld’s data replication tools. The only time pull subscribers are notified of changes, updates, and deletions is when they request such information. The request is in the form of a message that is sent, usually at startup, from the pull subscriber to the server machine that stores the Data Replication Pending Change Notification table (F98DRPCN).

purge. The process of removing records or data from a system table.

push. Technology used to force information from a centralized server to another server or client.

push installation. A process that allows a system administrator to schedule the automatic installation of OneWorld on workstations.

push replication. A server-to-server method of data replication that notifies subscriber machines when a change is made to the publisher table. If the subscriber machine is not running when the notification is sent, the subscriber receives the message at startup.

query by example (QBE). Located at the top of a detail area, it is used to search for data to be displayed in the detail area.

queue. A stored arrangement of computer data or program waiting to be processed in the order in

which they were submitted. A queue may refer to a print queue, job queue, or message queue.

record. A collection of related, consecutive fields of data that the system treats as a single unit of information.

redundancy. Storing exact copies of data in multiple databases.

referential integrity. Ensures that a parent record cannot be deleted from the database when a child record for exists.

refresh. To modify OneWorld software, or subset of it, such as a table or business data, so that it functions at a new release or cumulative update level, such as B73.2 or B73.2.1.

regenerable. Source code for OneWorld business functions can be regenerated from specifications (business function names). Regeneration occurs whenever an application is recompiled, either for a new platform or when new functionality is added.

relationship. Links tables together and facilitates joining business views for use in an application or report. Relationships are created based on indexes.

release. A release of OneWorld regardless of any updates that might be applied. For example, the term Release B73.2 refers generically to B73.2, B73.2.1, and B73.2.2. Sometimes referred to as a general release. See also base release, release level.

release level. A specific level of OneWorld software. A release level is achieved by installing a base release and applying one or more updates. A release level also can be installed directly. See also base release, release.

release/release update. A “release” contains major new functionality, and a “release update” contains an accumulation of fixes and performance enhancements, but no new functionality.

replicated object. A copy or replicated set of the central objects must reside on each client and server that run OneWorld. The path code indicates the directory where these objects are located.

replication. A copy of an object, usually a table in a relational database, which is placed in another location. As part of replication, the object may undergo a transformation from one type of table, such as an Oracle table, to another, such as a TAM file on a client machine.

Report Design Aid (RDA). The OneWorld GUI tool for operating, modifying and copying report batch applications.

retrofitting. The process of integrating a customer’s modifications into a new release of OneWorld.

rollback. A process which changes data back to a previous state after it has been committed to a database.

runtime objects. Packages of objects that are deployed to any machine that will run OneWorld.

scalability. Allows software, architecture, network, or hardware growth that will support software as it grows in size or resource requirements. The ability to reach higher levels of performance by adding microprocessors.

scripts. A collection of SQL statements that perform a specific task.

search/select. A type of form used to search for a value and return it to the calling field.

security server. A dispatched kernel process running on a server for security validation. A security server protects computer resources using security applications and redundant functionality.

server. Provides the essential functions for furnishings services to network users (or clients) and provides management functions for network administrators. Some of these functions are storage of user programs and data and management functions for the file systems. It may not be possible for one server to support all users with the required services. Some examples of dedicated servers that handle specific tasks are backup and archive servers, application and database servers.

Server Administration Workbench. A OneWorld application that provides the server administrator with vital statistics about the internal functions of OneWorld.

Server Workbench. During the Installation Workbench process, Server Workbench copies the server configuration files from the Planner data source to the System release number data source. It also updates the Server Plan detail record to reflect completion.

service. A type of Microsoft Windows NT process that does not require anyone to be logged on to the operating system. Examples are jdesnet.exe and jdesque.exe.

servlet. Servlets provide a Java-based solution used to address the problems currently associated with doing server-side programming, including inextensible scripting solutions. Servlets are objects that conform to a specific interface that can be plugged into a Java-based server. Servlets are to the server what applets are to the client.

single-byte character set (SBCS). An encoding scheme in which each alphabetic character is represented by one byte. Most Western languages, such as English can be represented using a single-byte character set.

socket. A communications end point through which an application sends or receives packets of data across a network. Also known as Berkley Socket, developed by the University of California at Berkley.

software action request (SAR). An entry in the AS/400 database used for requesting modifications to J.D. Edwards software.

Specification merge. The Specification merge is comprised of three merges: Object Librarian merge, Versions List merge, and Central Objects merge. The merges blend customer modifications with data that accompanies a new release.

Specification Table Merge Workbench. During the Installation Workbench process, Specification Table Merge Workbench runs the batch applications that update the specification tables.

specifications. A complete description of a OneWorld object. Each object has its own specification, or name, which is used to build applications.

specifications. A description of a OneWorld object, such as a table's width and depth, placement of fields, and fonts used.

spool. The function by which the system stores generated output to await processing.

static text. Short, descriptive text that appears next to a control variable or field. When the variable or field is enabled, the static text is black; when the variable or field is disabled, the static text is gray.

store-and-forward. A transaction method that allows a client application to perform work and, at a later time, complete that work by connecting to a server application. This often involves uploading data residing on a client to a server. See also batch-of-one immediate, direct connect.

structured query language (SQL). A fourth generation language used as an industry standard for relational database access. It can be used to create databases and to retrieve, add, modify, or deleta data from databases. SQL is not a complete programming language because it does not contain control flow logic.

subscriber. The server that is responsible for the replicated copy of a published table. Such servers are identified in the Subscriber Table.

subscriber table. The Subscriber table (F98DRSUB), which is stored on the Publisher Server with the Data Replication Publisher table (F98DRPUB) identifies all of the subscriber machines for each published table.

summary. The presentation of data or information in a cumulative or totaled manner in which most of the details have been removed. Many systems offer forms and reports that summarize information stored in certain tables. Contrast with detail.

synchronous. A method of running processes in which one process must finish before the next one can begin.

system. A group of related applications identified by a name and a system code. For example, the Address Book system code is 01. All applications, tables, and menus within a system can be identified by the system code.

system administrator. The person who has access to perform tasks such as issue signon names or maintain security.

system code. A code that identifies a system, for example, 01 for the Address Book system and 31 for the Shop Floor Management system.

system function. A program module, provided by OneWorld, available to applications and reports for further processing.

table. In database environments, a two-dimensional entity made up of rows and columns. All physical data in a database are stored in tables. See also file.

table. A two-dimensional entity made up of rows and columns. All physical data in a database are stored in tables. A row in a table contains a record of related information. An example would be a record in an Employee table containing the Name, Address, Phone Number, Age, and Salary of an employee. Name is an example of a column in the employee table.

table. A file in OneWorld software.

table access management (TAM). The OneWorld component that handles the storage and retrieval of user defined data. TAM stores information such as data dictionary definitions; application and report specifications; event rules; table definitions; business function input parameters and library information; and data structure definitions for running applications, reports, and business functions.

table conversion. During an upgrade or update, this process changes OneWorld technical and application tables to the format for the new release.

Table Conversion Workbench. During the Installation Workbench process, Table Conversion Workbench runs the table conversions that change the technical and application tables to the format for the new release of OneWorld. It also updates the Table Conversions and Controls detail records to reflect completion.

Table Design Aid (TDA). A OneWorld GUI tool for creating, modifying, copying, and printing database tables.

table event rules. Use table event rules to attach database triggers (or programs) that automatically run whenever an action occurs against the table. An action against a table is referred to as an event. When you create a OneWorld database trigger, you must first determine which event will activate the trigger. Then, use Event Rules Design to create the trigger. Although OneWorld allows event rules to be attached to application events, this functionality is application specific. Table event rules provide embedded logic at the table level.

TCP/IP. Transmission Control Protocol/Internet Protocol. The original TCP protocol was developed as a way to interconnect networks using many different types of transmission methods. TCP provides a way to establish a connection between end systems for the reliable delivery of messages and data.

TCP/IP services port. Used by a particular server application to provide whatever service the server is designed to provide. The port number must be readily known so that an application programmer can request it by name.

technical data. A type of OneWorld data source that contains information about how OneWorld operates.

technical tables. Tables used for technical processes such as installation and upgrade of OneWorld, in contrast with tables used by applications.

Telnet. A terminal emulation protocol frequently used on the Internet that allows a user to log on and run a program from a remote computer. Telnet is part of the TCP/IP communications.

test environment. A OneWorld environment used along with the Conference Room Pilot environment to test OneWorld software or the modifications made in the development path code before you release changes to the end user.

third generation language (3GL). A programming language that requires detailed information about how to complete a task. Examples of 3GLs are COBOL, C, Pascal and FORTRAN.

third-party. Describes other software that is used in conjunction with J.D. Edwards software.

token. A bit configuration circulated among workstations, which lets workstation send data to the network.

token ring. A LAN access mechanism in which all stations attached to a bus wait for a broadcast token to be passed to them before they are able to transmit. However, though token-passing technology is in a physical ring, the next receiving station might not be the next physical station.

TP monitor. Transaction Processing monitor. A monitor that controls data transfer between local and remote terminals and the applications that originated them. TP monitors also protect data integrity in the distributed environment and may include programs that validate data and format terminal screens.

trace. A process that helps the user troubleshoot problems.

trigger. Allow you to attach default processing to a data item in the data dictionary. When that data item is used on an application or report, the trigger is invoked by an event associated with the data item. OneWorld also has three visual assist triggers: calculator, calendar and search form.

typical installation. One of the two types of installations you can set up in the Installation Planner application. A typical installation is the quickest way to create an installation plan, because it uses all of the J.D. Edwards default information for environment and data sources. See also custom installation.

uniform resource locator (URL). Names the address of a document on the Internet or an intranet. The following is an example of URL:http://www.jdedwards.com. This is J.D. Edwards Internet address.

unnormalized. Data that is a random collection of data elements with repeating record groups scattered throughout. Also see Normalized.

update. The process of refreshing OneWorld software to a new release level, such as from B73.2 to B73.3.

upgrade. The process of refreshing OneWorld software to a new release level, such as from B73.2 to B73.3.

user. An individual who uses OneWorld software.

user defined code (UDC). A code that users can define, assign code descriptions, and assign valid values. Examples of such codes are unit-of-measure codes, state names, and employee type codes.

user defined code type. The identifier for a table of codes with a meaning that you define for the system, such as ST for the Search Type codes table in Address Book. OneWorld provides a number of these tables and allows you to create and define tables of your own.

User Defined Codes merge. The User Defined Codes merge blends a customer's modifications to the user defined code tables with the data that accompanies a new release.

user display preferences. A set of values that represents a user's preferred language, date format, decimal format, and other country specific conventions.

User Overrides merge. The User Overrides merge adds new user override records into a customer's user override table.

user profile. The predefined characteristics required for each user. The user profile includes a library list, default print queue, and default job queue, as well as several other characteristics.

Versions List merge. The Versions List merge preserves any non-XJDE and non-ZJDE version specifications for objects that are valid in the new release as well as their processing options data.

visual assist. Forms that can be invoked from a control to assist the user in determining what data belongs in the control.

vocabulary overrides. A feature that you can use to override field, row, or column title text on forms and reports.

wchar_t. Internal type of a wide character. Used for writing portable programs for international markets.

Web client. Any workstation that contains an internet browser. The Web client communicates with the web server for OneWorld data.

Web server. Any workstation that contains the IServer service, SQL server, Java menus and applications, and Internet middleware. The Web server receives data from the web client, and passes the request to the enterprise server. When the enterprise server processes the information, it sends it back to the Web server, and the Web server sends it back to the Web client.

wide area network (WAN). A network that extends beyond an area served by the dedicated communication lines of a LAN and is capable of covering long distance. It is distinguished by the requirement that a phone company or telecommunications provider be part of the transmission.

workflow. According to the Workflow Management Coalition, worlflow means "the automation of a business process, in whole or part, during which documents, information, or tasks are passed from one participant to another for action, according to a set of procedural rules.".

workgroup server. A remote database server usually containing subsets of data replicated from a master database server. This server does not performance an application or batch processing. It may or may not have OneWorld running (in order to replicate data).

WorldSoftware Architecture. The broad spectrum of application design and programming technology that J.D. Edwards uses to achieve uniformity, consistency, and complete integration throughout its software.

Worldwide Web. A part of the Internet that can transmit text, graphics, audio, and video. The Worldwide Web allows clients to launch local or remote applications.

z file. For store and forward (network disconnected) user, OneWorld store-and-forward applications perform edits on static data and other critical information that must be valid to process an order. After the initial edits are complete, OneWorld stores

the transactions in work tables on the workstation. These work table are called Z files. When a network connection is established, Z files are uploaded to the enterprise server and the transactions are edited again by a master business function. The master business function will then update the records in your transaction files.

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