

PeopleSoft®

EnterpriseOne 8.93
Object Management Workbench
PeopleBook

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Object Management Workbench PeopleBook
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About These EnterpriseOne PeopleBooks

Preface

EnterpriseOne PeopleBooks provide you with the information that you need to implement and use PeopleSoft EnterpriseOne applications.

This preface discusses:

- EnterpriseOne application prerequisites
- Obtaining documentation updates
- Typographical elements and visual cues
- Comments and suggestions

Note

EnterpriseOne PeopleBooks document only fields that require additional explanation. If a field is not documented with the process or task in which it is used, then either it requires no additional explanation or it is documented with common elements for the section, chapter, PeopleBook, or product line.

EnterpriseOne Application Prerequisites

To benefit fully from the information that is covered in these books, you should have a basic understanding of how to use EnterpriseOne applications.

See the *Foundation Guide*.

You might also want to complete at least one EnterpriseOne introductory training course.

You should be familiar with navigating the system and adding, updating, and deleting information by using EnterpriseOne menus and forms. You should also be comfortable using the World Wide Web and the Microsoft Windows or Windows NT graphical user interface.

These books do not review navigation and other basics. They present the information that you need to use the system and implement your EnterpriseOne applications most effectively.

Obtaining Documentation Updates

You can find updates and additional documentation for this release, as well as previous releases, on the PeopleSoft Customer Connection Website. Through the Documentation section of PeopleSoft Customer Connection, you can download files to add to your PeopleBook Library. You can find a variety of useful and timely materials, including updates to the full PeopleSoft documentation that is delivered on your PeopleBooks CD-ROM.

Note

Before you upgrade, you must check PeopleSoft Customer Connection for updates to the upgrade instructions. PeopleSoft continually posts updates as the upgrade process is refined.

See Also

PeopleSoft Customer Connection Website, <http://www.peoplesoft.com/corp/en/login.jsp>

Typographical Conventions and Visual Cues

This section discusses:

- Typographical conventions
- Visual cues

Typographical Conventions

The following table contains the typographical conventions that are used in EnterpriseOne PeopleBooks:

Typographical Convention or Visual Cue	Description
<i>Italics</i>	Indicates emphasis, topic titles, and titles of PeopleSoft or other book-length publications. Also used in code to indicate variable values.
Key+Key	A plus sign (+) between keys means that you must hold down the first key while you press the second key. For example, Alt+W means hold down the Alt key while you press W.
Monospace font	Indicates a PeopleCode program or other code example.
“ ” (quotation marks)	Indicates an adjective that is used in a way that might not be readily understood without the quotation marks, for example "as of" date, "as if" currency, "from" date, and "thru" date.
Cross-references	EnterpriseOne PeopleBooks provide cross-references either below the heading "See Also" or preceded by the word See. Cross-references lead to other documentation that is pertinent to the immediately preceding documentation.

Visual Cues

EnterpriseOne PeopleBooks contain the following visual cues:

- Notes
- Cautions

Notes

Notes indicate information that you should pay particular attention to as you work with the PeopleSoft system.

Note

Example of a note.

Cautions

Text that is preceded by *Caution* is crucial and includes information that concerns what you must do for the system to function properly.

Caution

Example of a caution.

Comments and Suggestions

Your comments are important to us. We encourage you to tell us what you like, or what you would like to see changed about PeopleBooks and other PeopleSoft reference and training materials. Please send your suggestions to:

PeopleSoft Product Documentation Manager, PeopleSoft Inc., 4460 Hacienda Drive, Pleasanton CA 94588

Or you can send e-mail comments to doc@peoplesoft.com.

While we cannot guarantee an answer to every e-mail message, we will pay careful attention to your comments and suggestions.

Object Management Workbench

Object Management Workbench (OMW) is the primary component of the change management system for EnterpriseOne development. A change management system is vital to a productive development environment because it helps organize a myriad of development activities and helps prevent problems, such as when a developer intermixes components from different releases or when multiple developers simultaneously change an object. OMW automates many of these change management activities.

OMW has the following three components:

Graphical User Interface (GUI)	Unifies all development in an intuitive interface
Configuration System	Controls all development from a central location
Logging System	Tracks all program changes automatically

OMW Projects

Projects are composed of objects and owners. All development of objects within EnterpriseOne must be performed within the context of a project. Usually, you must first create or choose a project, add an object to it, and then you can work with that object. Typically, objects are included in a project because they have been modified or created by a developer to complete a specific task.

In addition to objects, users can be associated with different projects. In fact, before you can add an object to a project, you must have been added to the project as a user in a role that has permission to add objects. A user can be assigned to the same project more than once with different roles. Projects may also contain other projects.

Default Projects in OMW

The default project is your personal project that you use for development and research. It holds any miscellaneous development objects that you want to work with but that you have not associated with a specific project. EnterpriseOne creates a default project when you run OMW for the first time. Your EnterpriseOne logon is the name of your default project.

Use your default project to do the following:

- Research, develop, and prototype objects
- Review objects that you do not need to modify or check in

The default project is similar to other projects; however, the status of a default project does not change. Therefore, you cannot use a default project to transfer objects.

Some objects, such as versions, and reports can be created and edited outside of OMW. Nevertheless, any changes that you make to these objects must be tracked and managed. You use your default project to manage these objects. If you create or access such objects outside of OMW, these objects are added to your default project.

User Roles in OMW

Users must be assigned to a project before they can revise the project or the objects within that project. When you add a user to a project, you also identify the role of the user within the project. The user role defines the function of the user within the project organization and specifies the user's access to certain OMW functions, depending on the allowed actions associated with the role. User roles and their allowed actions are defined in the Object Management Configuration application.

Note

Do not confuse user roles in the OMW with the concept of user roles as applied to other components of EnterpriseOne, such as Solution Explorer. OMW roles function independently of all other role-based systems in EnterpriseOne.

Allowed Actions

Allowed actions are rules that define the actions that may be performed by a user who is assigned a specific user role. You set up these rules for each user role, object type, and project status by using the Object Management Workbench Configuration program.

Tokens

Some objects use tokens to minimize the possibility of one user overwriting another user's changes to an object. The token management system organizes application development by providing a single checkout environment. Tokens provide a change control solution in a system that does not support merging or multiple versions of object specifications.

Projects hold tokens for an object, and each object has only one token. You can check out an object only if your project holds the token for the object. In this way, an object can reside in several projects, but can be checked out and checked in only by qualified users of the project that holds the token. However, you can allow other projects to share an object's token, thereby allowing the object to be checked out and checked in by qualified users of one or more projects. Only one person can check out an object at a time.

Note

Only Object Librarian objects have tokens. See [Object Librarian and Non-Object Librarian Objects](#) in the *Object Management Workbench Guide* or more information about Object Librarian objects.

You can perform the following actions while your project holds the token:

Action	Description
Allow Another Project to Inherit the Token	This action forces both projects to be advanced together as if they were one project and allows multiple fixes to be applied to an object.
Switch the Token to Another Project	The project that donates the token returns to the queue as the first project waiting for the token when the new project inherits the token. This action allows an emergency fix to be applied immediately. Token switching should be restricted to a specific user role to ensure security of the objects.
Release the Token	You can release the token and allow the next project in the queue to inherit the token. The token can be released manually or configured to be released when a project advances to a new status. The token can be released when the project's status first changes or as late as when the project is closed. You must configure token release according to object type. Some object types, such as business functions, can hold their tokens longer, while other object types can give up their tokens earlier. You must also, set up tokens for release at a predefined object transfer point.

Your organization's change control procedures determine how you configure the object-transfer activity rules to release tokens. If you do not define object-transfer activity rules to release tokens, developers risk overwriting the changes of other developers.

Object Management Workbench Interface

From left to right, the initial OMW form displays the following:

- The project window, which displays your projects and their related objects and users. To view your current projects, click Find.

The following information describes how the color of an Object Librarian Object icon indicates its status:

- Gray Object Icon with Check Mark: Another project holds the token for this object.
- Colored Object Icon (not gray): The project that contains the object holds the token for this object.
- Colored Object Icon with Check Mark (not gray): The project that contains the object holds the token for the object, and the object is checked out.
- Gray Object Icon: This object is not checked out and no project currently holds the object for the token.

Non-Object Librarian Object icons do not vary in appearance.

Objects to be deleted are marked in bold in this window.

- The center column, which contains action buttons that you use to perform actions on a selected object. Available buttons vary based on your roles in the current project and on the status of the project in which the selected object resides. When you first launch OMW, no buttons appear in the center column because you have not selected an object.

- The information window, which displays a Web site; project status and release information; object or user information; and search results. Initially, the window displays a Web site or HTML page. The contents change based on your tab and object selections. For example, when you select a project or an object in the project window, the information window displays information about the selected project or object. To return this window to its initial state, click News on the toolbar.

Object Librarian and Non-Object Librarian Objects

OMW provides control of PeopleSoft objects in a simple, integrated, graphical user interface for software development. In EnterpriseOne, an object is a reusable entity based on software specifications that are created by PeopleSoft tools.

In OMW, this definition is expanded to include non-Object Librarian objects that are data source-based rather than path code-based.

EnterpriseOne objects include the following Object Librarian objects:

- Batch applications and versions (UBE)
- Business functions (BSFN)
- Business views (BSVW)
- Data structures (DSTR)
- Interactive applications (APPL)
- Media objects (GT)
- Tables (TBLE)

PeopleSoft objects include the following non-Object Librarian objects:

- Data dictionary items
- User defined code items
- Workflow objects
- Menus

Working with Object Management Workbench

After your system administrator has configured Object Management Workbench (OMW), including setting up security and roles, you can start working with OMW.

Default Projects

When you run OMW for the first time, the system creates a default project and tags it with your user ID. The default project is your personal project that you can use for development and research.

You can use default projects to do the following:

- Develop objects that are later moved into a regular project.
- Store objects to be added to a project later.
- Automatically store objects worked on outside of OMW.

A default project is similar to a project except that the project status of a default project never changes. Therefore, you cannot use a default project to transfer objects.

Non-Object Librarian objects can be accessed outside of OMW. If you access objects such as versions, user defined codes, menus, or the RDA outside of OMW, these objects are added to the default project. Any changes that you make to these objects must be tracked and managed through the default project. Modifications to non-Object Librarian objects are always logged.

If you want to advance the status of an object, use OMW to move the object from the default project to a project.

Using Your Default Project

Although your default project appears immediately, you have one role only (usually Originator), as configured by your system administrator. You might need to add yourself to your default project in another role, such as Developer.

See Also

- *Adding Users to Projects* in the *Object Management Workbench Guide* for information about adding yourself in additional roles to a project

Understanding the Life Cycle of a Project

This topic discusses a typical project life cycle from inception to completion. It includes steps required by a SAR-based (software action request) system. If you are not using a SAR-based system, some of the following steps might not apply to you. Furthermore, depending on your business's software development procedures, the steps that you follow and their order might vary from the following process.

1. Based on the task to be accomplished, create a new project.
2. Add users to the project.

When you add a user, you define the role of the user, based on the actions that you want that user to be able to perform within this project. You might need to add a user more than once if you want the user to be able to perform actions allowed by different roles. As the project progresses, you can continue to add (or remove) users as required.

When you create a project with SAR integration turned off, you are automatically added to that project in the role determined by your system administrator (usually, as the Originator). You might want to add yourself to the project in other roles as well.

When you create a project with SAR integration turned on, the person who entered the SAR is added to the project in the role of Originator.

3. Add objects to the project.

Qualified users might be adding objects to the project throughout much of its life cycle.

If you create a new object, drag and drop the object from your default project to the project as appropriate.

4. Check objects out and in.

To be able to save your changes to an object, you must check the object out, apply your changes, and check the object in.

You can check out an object only if no other projects hold the token for that object. If the token is available, it passes to your project when you check the object out. If another project already holds the token for the object, you can join a token queue to be notified when the token becomes available.

After checking out an object and modifying it, you can save your changes without checking the object in.

When you check an object in, the system might not release the token from the project, depending on how OMW is configured. As long as your project holds the token, another qualified user in your project can check the object out, but users in other projects cannot. You can allow users in other projects to check an object out by removing the object from the project.

5. Advance the project.

As the project progresses through its life cycle, you must change its status. You do this by advancing the project. When you advance a project, the allowed actions for some roles might change and some objects might be transferred to other locations. Status-based role changes and transfers are configured by your system administrator.

6. Complete the project.

Based on your processes, you might archive or delete the project when finished. In OMW, 01 (Complete) is a closed status.

Working with Projects

In Object Management Workbench (OMW), all development is performed within the context of a project.

By default, when you click Find on OMW, the project window displays all of the projects to which you are added in at least one role. The project list can become lengthy, and you might want to filter the list so that only certain projects appear. For example, if you have a Developer role on some projects, you might want to filter your list so that you view only those projects with a development status. You can filter by user, role, and status.

In addition to projects in which you have a role, you can also view any other projects in the system. You can search for projects based on a variety of criteria, including object. If you complete the filter fields in the project window before you perform a search, you can refine the search based on the information that you enter in the filter fields.

Note

Searches are case-sensitive. When you complete fields, verify that you entered your search criteria using the commonly accepted spelling and case. If you receive no search results, try different capitalization or spelling.

► To filter projects

1. On Object Management Workbench, complete the following fields in the project window:
 - User
This field is required. When you launch the OMW, this field displays your ID. You can also enter other user IDs in this field.
 - Role
 - Status
The range that you enter is inclusive. To search for projects with a specific status, enter the status code in both fields.
2. Click Find.

► To perform a project search

1. On Object Management Workbench, choose Advanced Search from the Form menu.
2. If you entered a user ID on the previous form, the OMW Project Search and Select by Project User form appears, and you can limit the search by completing the following fields:
 - User Role
 - Project Status
To search for projects with a specific status, enter the status code in both fields. The range that you enter in these fields is inclusive.

The OMW Project Search and Select form appears if you did not complete any of the filter fields in the project window. These fields are unavailable on the OMW Project Search and Select form.

3. Enter the desired criteria in the Query by Example (QBE) columns, and then click Find.
4. Choose one or more projects, and then click Select.

The projects that you chose appear in the project window.

► **To search for projects by object**

This search method places all of the selected projects in the project window.

1. On Object Management Workbench, choose Search by Object from the Form menu.
2. On OMW Project Search and Select by Object, enter the desired criteria in the Query by Example (QBE) columns, and then click Find.
3. Choose one or more projects, and then click Select.

Creating New Projects

You create new projects to use as containers for objects and users that are grouped for a specific purpose. For example, you can create separate projects for different system enhancements. Through logging, projects also allow you to track the evolution of objects within the project, as well as the project itself.

► **To create new projects**

1. On Object Management Workbench, click Add.
2. On Add J.D. Edwards Object to the Project, click OMW Project, and then click OK.
3. On Adding a Project, choose how you want to create the project, and then click OK.

The option to create a project using a SAR is valid when SAR integration is enabled. This form is unavailable if your system is does not use the J.D. Edwards SAR system.

4. On Project Revisions, click the Summary tab, and then complete the following fields:

- Project ID

J.D. Edwards recommends that you use the following format when you name your projects:

YYYzzzzz

Where *YYY* = a company-specific code (JDE is reserved for J.D. Edwards projects)

zzzzz = a unique five-digit number

For example, ABC00001 might be the name of a project.

- Description
 - Type
 - Severity
 - Product System Code
 - Release
5. Click the Dates tab, and then complete the following field:
 - Planned Completion Date
 6. Click the Category Codes tab, and then complete the following optional fields:
 - Category Code 1 through Category Code 10
 7. Click the Attachments tab, and then add optional text comments to document the new project.
 8. Click OK.

► **To add users to projects**

1. On Object Management Workbench, click the project to which you want to add the users.
2. Set up a list of users to add to the destination project by performing a search using the Search tab in the information window.
3. On the search form, select the user to be added to the destination project.
4. Verify that the owner's node in the destination project in the project window is highlighted. If it is not highlighted, click it.
5. With the user to be added highlighted, click the Add Object or User to Project button in the center column.
6. On Add User to Project, complete the following fields, and then click OK:
 - Role
 - Lead

Note

To add a user in more than one user role, repeat the add user procedure and choose a second user role for the same user. Different functions are enabled for different user roles, according to their allowed (user) actions. These actions are configured by the administrator for your project using the configuration program of the OMW.

► **To remove users from projects**

Removing a user from a project does not delete the user from the system.

1. On Object Management Workbench, choose a user in the project window.
2. Click the Remove Object or User from Project button in the center column.

Changing Project Properties

You can view and modify the following properties of any project that you select:

- Description
- Type
- Severity
- Product system code
- Release information
- Start date
- Planned completion date
- Category codes
- Text attachments

► **To change project properties**

1. On Object Management Workbench, click a project, and then click Select.
You can also click the Design button in the center column.
2. On Project Revisions, click the Summary tab, and then revise the information in the following fields:
 - Description
 - Type
 - Severity
 - Product System Code
 - Release
3. Click the Dates tab, and then revise the information in the following fields:
 - Date Started
 - Planned Completion Date
4. Click the Category Codes tab, and then revise the information in the following optional fields:
 - Category Code 1 through Category Code 10
5. Click the Attachments tab, and then add optional text comments to document the project.
6. Click OK.

Advancing Projects

After development is complete for all objects in a project, the status of the project must be advanced to send the project through the development cycle. Changing the status of a project might affect the allowed actions of certain roles.

OMW can be configured to allow users, based on their roles, to perform specific actions when a project is at a specific status. For example, a user who is assigned to a project in the role of developer might be able to perform the following actions before the project is advanced: check out, design, and check in. However, after the project is advanced to the next status, a developer might not be able to perform any actions at all.

Changing the status of a project can also initiate actions, such as transferring objects in the project and deleting from the system objects that have been marked for removal. You cannot advance a default project.

Prerequisite

- ❑ Ensure that all of the objects in a project are checked in, including objects in projects that will inherit a token.
- ❑ In SAR-based systems, ensure that you complete all required SAR fields.

► To advance projects

1. On Object Management Workbench, click the project to be advanced.
2. Click the Advance Project button in the center column.
3. Click the field labeled >>>, and then enter the desired project status.

Your choices are limited, based on the current status of the project and on your company's specific procedures, which are defined in the Object Management Workbench Configuration application.

Note

Turn on the Validate Only option to validate the status change without actually advancing the status of the project. This option allows you to verify that the project is valid before attempting any object transfers. Any projects that are linked to it through token inheritance are validated at this time as well.

4. Check for dependencies, if applicable.

When you advance a project, you can use the Check Dependency feature to determine whether the project contains objects that can be rolled up when an ESU is created. If the system finds a rule violation, the project is not transferred.

5. Click OK.

If you did not turn on the Validate Only option, the system advances the project status and initiates any required object transfers and deletions. Otherwise, the system validates only the project status.

Use the OMW logging system to view any errors that occurred during the status change. If you cannot advance the project, verify the following:

- All of the objects in the project are checked in, including objects in projects that will inherit a token.
- If you are using a SAR system, you have completed all of the required fields in the SAR.

Adding Existing Projects to a Project

In addition to objects and users, projects can contain other projects. You can add a project to a project or, if the target project and the project to be added both appear in your project window, you can move the project to be added under the target project using drag-and-drop. The methods for adding and moving projects are identical to the methods for adding and moving objects.

See Also

See the following topics in the *Object Management Workbench Guide*:

- *Adding Objects to Projects*
- *Moving Objects*

Deleting Projects

When you delete a project, the system removes all objects and owners from the project. The project is then completely deleted from the system.

If you delete a project that contains objects that are checked out, the system erases the check-out for each object before deleting the project. If the project holds any tokens, the system releases them as well.

► To delete projects

1. On Object Management Workbench, click a project, and then click Delete.
The system confirms the deletion.
2. Click OK in the Confirm Delete query.

Working with Objects

OMW allows you to administer database objects in a tool that displays nodes, tables, business views, indexes, and programs hierarchically. Rather than have an administrator manage all of the objects and track what modifications went with which SAR/Project, you do it yourself. You can create and manage a variety of objects with OMW, including:

- Applications
- Business functions
- Data structures
- Tables
- Business views
- Data and menu items
- User defined codes (UDCs)
- Workflow processes

► To create objects

1. From the Object Management Workbench, click Add.
2. On Add PeopleSoft® Object to the Project, click the object type that you want to create, and then click OK.

The Add Object form appears. The contents of this form vary based on the type of object that you are creating.

3. On Add Object, complete the fields as appropriate for the type of object you are creating, and then click OK.

Depending on the object that you are creating, a design form, which provides the functions you need to design the object, might appear. For example, if you create an interactive application, the Interactive Application Design form appears. Click the Design Tools tab to access the buttons that launch Form Design Aid, Work with Vocabulary Overrides, Work with Interactive Versions, and so on.

Searching for Objects

Conducting an efficient search is preliminary to adding objects to a project. You can search for objects by category and type, or you can perform an advanced search and find objects based on other criteria.

Note

Searches are case-sensitive. When you enter your search criteria, enter the commonly accepted spelling in standard capitals and lower case. If you receive no search results, try different capitalization or spelling.

► **To search for objects**

1. On Object Management Workbench, click the Search tab.
2. Complete the following fields, and then click the button next to the Search field:
 - **Category**

You can search a variety of categories. For example, to find a report, choose Object Librarian as the category because reports are Object Librarian objects. To find a project, choose OMW Project. To find a user, choose Owners.
 - **Search Type**

Valid choices for this field vary based on the category that you choose.

If you set the search type to Object Name|Version Name, you can use the | delimiter to specify a search suffix. For example, if the category is Object Librarian and the search type is object name, entering R0008P|XJDE* displays all XJDE versions of object R0008P (Date Patterns Report).
 - **Search**

Entries in this field must match the Search Type that you choose.
3. To search for objects based on criteria other than category, search type, and name, click Advanced Search.
4. On Object Librarian Search and Select, enter the desired criteria in the Query by Example columns, and then click Find.
5. Choose one or more objects, and then click Choose.

The objects that you chose appear in the information window.

See Also

- *Adding Objects to Projects* in the *Object Management Workbench Guide* for information about moving objects to the project window

Adding Objects to Projects

An object must exist within one of your projects before you can work with it. You can add an existing object to a project, or you can create a new object for a project. When you create a new object, the system places it in the current object that you have selected. If you did not select a project before creating the object, the system places it in your default project. Adding an object to a project neither checks out the object nor downloads the specifications of the object to your local environment.

Note

If you try to add an object to a project that already exists in that same project, the Release Search & Select form appears because the system allows you to modify the same object across multiple releases.

See Also

See the following topics in the *Object Management Workbench Guide*:

- ❑ *Moving Objects* for instructions for moving an object from one project in your project window to another project in your project window
- ❑ *Checking Objects In and Out* for instructions for checking objects out so that you can modify them
- ❑ *Getting Object Specifications* for instructions for downloading the specifications of an object to your workstation without checking out the object

► To add an object

1. On Object Management Workbench, click the project to which the object will be added.
2. Find the object to add to the destination project by performing a search using the Search tab in the information window.
3. When the search completes, on the search form, choose the object to be added to the destination project.
4. Verify that the destination project is highlighted in the project window. If it is not highlighted, click it.
5. With the object to be added highlighted, click the Add Object or User to Project button in the center column.

► To add multiple objects

1. On Object Management Workbench, click the project to which the objects will be added.
2. Find the objects to add to the destination project by performing a search using the Search tab in the information window.
3. Verify that the destination project is highlighted in the project window. If it is not highlighted, click it.
4. From the Row menu, choose Advanced, and then choose Add All Objects.
The system adds all of the objects that fit the search criteria to the project that you selected in step 1.

Moving Objects

You can move objects from one project to another by dragging and dropping them. Both projects and the object must be visible in your project window. This task can be used to move users from one project to another. You can also use this task to move a project to another project.

► To move an object

1. On Object Management Workbench, in the project window, click and hold the mouse button on the object that you want to move.
2. Drag the object over the target project and release the mouse button.
The system removes the object from the source project and adds it to the target project.

► **To move multiple objects**

1. On Object Management Workbench, in the project window, click the project that contains the objects that you want to move.
2. From the Row menu, choose Advanced, and then choose Move Objects.
3. On Move Multiple Objects Search & Select, in the To Project field, enter the project to which you want to move the selected objects.
4. In the detail area, click the objects that you want to move.
5. Click Select.

The system moves the objects from the source project to the target project. This process might take several minutes, depending on the number of objects that you selected.

Removing Objects from Projects

This action removes the reference to the object from the project; it does not delete the object. This task also can be used to remove users from a project.

► **To remove objects from projects**

1. On Object Management Workbench, choose an object in the project window.
2. Click the Remove Object or User from Project button in the center column.

Deleting Objects

You can delete any object from the server that is at an open status. You can also mark an object for deletion from its transfer locations upon project advancement or from its current save location (the location where the system saves the object when you click the Save button in the center column of OMW).

You can also use this task to remove the specifications for Object Librarian object from your workstation.

When you choose Delete Object from Server for a non-Object Librarian object, the system deletes the object from locations that are defined in the transfer activity rules when you click OK. If you choose Mark Object to be Deleted from Transfer Locations, the system deletes the object from any other configured locations when the project advances.

For an Object Librarian object, you can delete the local and save specifications. If the Object Librarian object is checked in, you can delete the checked-in version of this object by choosing Delete Object from Server. If you choose Mark Object to be Deleted from Transfer Locations, the Object Librarian object is deleted from its transfer locations, which are defined in the transfer activity rules when the Project Status is advanced.

► **To delete objects**

1. On Object Management Workbench, choose an object in the project window.
2. Click Delete.

A Delete form appears. Your available options vary depending on the object type and whether the object has been checked in.

3. Choose one or more of the following options, and then click OK:
 - **Delete Object from Server**
Click View Locations for a list of locations from which the object is deleted when you choose this option. This action occurs as soon as you click OK.
 - **Delete Object Locally**
This action occurs as soon as you click OK.
 - **Delete Object from the SAVE location**
This action occurs as soon as you click OK.
 - **Mark Object To Be Deleted From Transfer Locations**
Objects marked for deletion from transfer locations appear in bold letters in the project window. They are deleted from the transfer locations when the project status is advanced.
 - **Remove Object from ALL locations**
This option selects all of the above options.

Getting Object Specifications

To download checked-in object specifications from the server that is defined for the current status, choose the object and click the Get button in the center column. Use this function when someone else has been working on the object and you want to see the changes, or when you have made changes to the object but want to abandon them in favor of another version of the object.

The Get button allows you to get the specifications for objects that reside in your path code only. However, you can download the specifications of an object that resides in other areas of the system. For example, you might want to get the specifications for an object as it existed in a previous software release. Use the advanced get feature to specify the location of the object that you want to download.

Note

If you want to review the object and not save any changes, use the Get button to copy the latest specifications to your local workstation instead of checking out the object and then erasing the checkout.

► **To use advanced get**

1. On Object Management Workbench, choose an object in the project window.
2. From the Row menu, choose Advanced, and then choose Advanced Get.
You are prompted to decide whether you want to overwrite local specifications.
3. Click one of the following options:
 - Yes
If you choose Yes, go to step 5.
 - No
If you choose No, continue with step 4.
4. On Path Code Search & Select, complete the following field, and then click Find.
 - Path Code
5. Choose the location of the object that you want to get, and then click Select.

Checking Objects In and Out

You can check out an Object Librarian object that resides in your projects provided that the token for the object is either available or held by the project in which the object currently resides. Only one user at a time can check out an object. Checkout fails if the object is already checked out or if the token is unavailable. If the token is unavailable, you can join the token queue for the desired object. If you join the token queue, you will be notified when the token is available and your project will receive the token.

Check in an object when you want to upload its specifications to the server and make it publicly available. When you check in an object, the system records the project in which the object resides and ensures that only changes made under the current project are transferred when the project is advanced to a status that triggers a transfer. If you move an object from one project to another using the drag-and-drop method, the system tracks the change and records the new project for the object. However, consider the following scenario:

- You add an object to a project and check it out.
- You change the object and check it in.
- You use the right-facing arrow in the center column to remove the object from the project.
- You later add the object to a different project.

In this scenario, the system cannot track the object because it passes out of a project completely. Therefore, when you advance the second project, if the system needs to transfer the object as part of the advance, the transfer will fail because the object's last known check-in project location and its current project location do not match.

When you drag-and-drop an object, the system updates its tables in such a way that the transfer can occur. This is not the case when you remove an object from a project and then add it to a different project later.

If an object is checked out, you can erase the checkout. When you erase a checkout, local changes are not uploaded to the server. Erasing the checkout for an object does not release its token, but it does allow other developers who are assigned to the same project to check out the object.

See Also

- *Working with Tokens* in the *Object Management Workbench Guide*

► To check objects out

1. On Object Management Workbench, choose an object in the project window.
2. Click the Checkout button in the center column.

OMW indicates that an object is checked out by superimposing a check mark over the object's icon. Additionally, data about the object that appears in the information window is updated to reflect its checked out status.

Note

If the object is unavailable, the system asks if you want to be added to the token queue for the object. If you choose to join the queue, the system alerts you when the token is released and assigns the token to your project. To determine which project holds the token for an object, choose the object in the project window and click the News/Status tab in the information window. Additionally, if you have joined a token queue, your position in the queue appears here.

► To check objects in

1. On Object Management Workbench, choose a checked-out object in the project window.
2. Click the Check-in button in the center column.

OMW indicates that an object is checked in by removing the check mark that was superimposed over the object's icon when it was checked out.

► To erase checkouts

1. On Object Management Workbench, choose a checked-out object in the project window.
2. Click the Erase Checkout button in the center column.

OMW indicates that an object is no longer checked out by removing the check mark that was superimposed over the object's icon when it was checked out.

Changing Objects

When you create an object using Object Management Workbench (OMW), OMW allows you to define the properties of the object. OMW also provides access to design tools and system actions for the object. Similarly, after the object is created, you can use OMW to modify the object and its specifications.

Your system administrator can also specify a separate save location that is different from your local environment and from the location of the object on the server. Save objects to this location by selecting the object and clicking the Save button in the center column. Retrieve an object from its save location by selecting the object and clicking the Restore button in the center column. Note that the save location for the object must be different from its system location.

You must check out the object before you modify it to be able to check the object back in and upload the changes.

As users modify objects, the changes exist only in their local environments until they either save the object to its save location or check in the object to its system location.

► To change objects

1. On Object Management Workbench, choose an object in the project window.
2. Click the Design button in the center column.

An appropriate design form for the object appears. The current properties of the object appear on the form.

3. Make the necessary changes to the object, and then click OK.

Maintaining Objects in Multiple Software Releases

Same-named objects in different software releases can be modified in OMW in the same project. After adding the objects to the project, you can maintain them independently or you can update one to match the other. When working on objects from separate releases, OMW handles save and check-in file paths for you, based on the Object Management Configuration. You perform the necessary modifications and use the OMW functions as you would normally.

Caution

Changing and maintaining objects in multiple releases can cause problems due to EnterpriseOne object interdependencies. Changing an object in one version and then updating the object in another version to match might cause dependent objects to malfunction.

Prerequisite

- ❑ Determine the paths of the objects that you want to modify.

► **To add same-named objects to a project**

1. On Object Management Workbench, add the first object to the project.

Note

The object is added to the project at the current release level of your EnterpriseOne.

2. Add the same object to the project again.
3. On the Release Search and Select form, click Find.
All available releases for which the object can be added to the project appear.
4. Click the release you want, and then click Select.
The object is added to the project for the selected release level.

► **To change the release level of an object on your project**

1. On Object Management Workbench, choose Advanced from the Row menu, and then choose Change Release.
2. On the Release Search and Select form, click Find.
All available releases for which the object can be added to the project appear.
3. Click the release that you want, and then click Select.
The object is added to the project for the selected release level.

► **To update an object to match another object**

1. Check out the object A from release A.
2. Modify the object.
3. Check in the modified object A.
4. Check out the object B from release B.
5. Choose object B, choose Advanced from the Row menu, and then choose Advanced Get.
6. Click Yes to override local specifications.
7. On Path Code Search & Select, find and select the path code in which the release A version of the object was checked in, and then click Select.
In your project, the release B version of the object is modified to match the release A version of the object.
8. Check in object B.

► **To update different objects in different releases**

1. Check out the object from release A.
2. Modify the object.
3. Check in the modified object.
4. Check out the object from release B.
5. Modify the object.
6. Check in the modified object.

Working with Tokens

In Object Management Workbench (OMW), Object Librarian objects use tokens to minimize the possibility of one user overwriting another user's changes. Each object has a single token, and it is associated with a project when the object is checked out. Checking in the object does not release the token; instead, the token is released when the status of the project changes to a level determined by your system administrator. At that time, another developer can check out the object and receive the token.

The following three actions are allowed while your project holds the token:

- Allow another project to inherit the token. This action forces both projects to be advanced together as if they were one project and allows multiple corrections to a project to be applied to a single object. No matter how many projects have inherited the token, however, only one user at a time can check out the object. For a project to successfully inherit a token, the target project must be at the same status as the source project.
- Switch the token to another project. After the token is switched, the project that loses the token will be placed in the token queue as the first project that is waiting for the token. When you configure OMW, token switching should be restricted to a specific user role so that you can maintain object security.
- Release the token. A project owner can give up the token and allow the next project in the queue to receive it.

OMW might have been configured to release tokens for different object types at different project status levels. Therefore, all object types might not give up their tokens during the same change in project status.

The Token Queue

OMW attempts to acquire a token for an object when you check out an object. If the token is unavailable, the information window displays information about the token, such as which project currently holds it, the user who checked it out, and when the user checked it out. You can join the token queue so that you are notified when the token is released and your project is assigned the token. Projects in the token queue are assigned the token in the order in which the users requested the token. After joining the token queue, you can choose to inherit the token.

When a project has a token, the token stays with that project until the project advances to a status that is configured in the activity rules for release of the token or until it is switched or released manually. When the token is released, the next project in the token queue is notified and assigned the token. Each Object Librarian object has one token per release.

If you join a token queue and then decide later that you do not need the token, remove the object from your project to relinquish your position in the queue.

► **To view the token queue**

1. On Object Management Workbench, click an object in the project window.
2. From the Row menu, choose Advanced, and then choose Token Queue.

The View Object's Token Queue form appears. The form shows which project currently holds the token and which projects, in order, are in the queue.

See Also

- *Inheriting Tokens* in the *Object Management Workbench Guide*

Inheriting Tokens

Token inheritance can be useful when developers have the same object in multiple projects for which they would like to implement changes simultaneously, without having to wait for other projects that are holding the token to progress through the project life cycle.

To inherit tokens, both the project holding the token and the inheriting project must be at the same project status. After a token is inherited, these projects will be linked and will automatically advance in project status together. Therefore, if the project status of one project is advanced, the project status of its linked project also advances. If one or more projects are linked through token inheritance, ensure that all development in the linked projects is complete before you advance the projects. The user who is attempting to advance the project must be assigned a role that permits this action in all of the linked projects, or the advance attempt will fail.

All project advancement requirements must be met for all projects that are linked through token inheritance; if one project fails to advance, OMW does not advance any of the other linked projects. If an advancement failure occurs, review the logs for all of the linked projects to determine where the errors occurred.

► **To inherit tokens**

1. Attempt to check out an object for which another project holds the token.
The system asks you whether you wish to enter the token queue for the object or inherit the token.
2. Choose to inherit the token, and then click OK.

Note

If you have inherited the token but cannot check out the object, the object is already checked out by another user. You cannot check out the object until the other user checks it in or until checkout is erased. This action prevents you from overwriting changes when you inherit the token.

Switching Tokens

A project owner whose role allows switching tokens might take the token from the project that currently holds it and assign it to another project. Switching tokens might be necessary when you need to make an emergency change. If a change in another project needs to be implemented to an object in your project, you can switch the token to the other project to allow the change.

Note

After the token is returned, the user from whom the token was taken can save the object, check the object out, and then restore the object to return the object to its previous state before switching. However, the user must manually implement any changes made during the switch.

To switch a token, you must be an owner in both the holding and the requesting projects. Your role in both projects must be one that allows you to switch tokens at the current status of the project and for the object type.

Prerequisite

- ❑ The token requester should attempt to check out the object and then join the token queue.

► To switch a token

1. On Object Management Workbench, choose the object that has the token that you want to switch.
2. Click the Switch Token button on the central column.
3. On Project Token Queue Search and Select, click Find.
A list of projects in the token queue appears.
4. Choose the project to which you want to give the token, and then click Select.
The current token owner should save the object before you switch the token.

Releasing Tokens Manually

You can release a token manually if you decide you do not need to modify an object. Additionally, you can release the token if you want to allow the next person in the token queue to check out the object for development. If you have made changes to an object and checked it in, another developer in another project must refrain from checking in the object until after your project has been promoted to a status where the system transfers the object to the next path code, or your changes will not be transferred.

See Also

- *The Token Queue* in the *Object Management Workbench Guide*
- *Advancing Projects* in the *Object Management Workbench Guide*

► To release tokens manually

1. On Object Management Workbench, either erase the check out or check in the object that has the token that you want to release, if appropriate.
2. Choose the object, and then click the Release Token button in the center column.

Working with Users

To be able to perform Object Management Workbench (OMW) tasks, one must first exist as a user in the related EnterpriseOne system. Then, when you add a user to a project, you assign that user at least one OMW role. You can control what actions each user can perform by assigning at least one role to that user. The user role defines the user's function within the project organization. Roles in the OMW system are separate from roles in EnterpriseOne software. When you define user roles, you specify a user defined code value or job title for roles that can be played on a project. You can either assign predefined user roles or create your own user roles.

You can also remove a user from a project by removing all of the user's roles for that project.

Searching for Users

Conduct a search before you add users to a project. You can search for user names or IDs, or you can perform an advanced search and find users based on their class or group.

Note

Searches are case-sensitive. When entering your search criteria, enter the commonly accepted spelling in standard capitals and lower case. If you receive no search results, try different capitalization or spelling.

► To search for users by name or ID

1. On Object Management Workbench, click the Search tab.
2. Complete the following fields:

- Category

Enter Owners.

- Search Type
- Search

Entries in this optional field must match the search type that you selected.

You can use | to specify a search suffix. For example, if the category is Owners and the search type is Address Book#|Search Type, entering *|E displays all entries in the Address Book with a search type of E for employee.

3. Click the Search button next to the Search field.

► **To search for users by class or group**

1. On Object Management Workbench, click the Search tab.
2. Complete the following fields:
 - Category
Enter Owners.
 - Search Type
3. Click Advanced Search.
4. On J.D. Edwards User ID Search and Select, complete one or more of the Query by Example columns and click Find.
5. Choose the users that you want, and then click Select.

Adding Users to Projects

To affect a project and the objects within that project, a user must be added to the project. When added to the project, a user is assigned a specific role. This role dictates the kind of actions that the user can perform. A user can be added to a project more than once with different roles. Additionally, some roles can be associated with several users. For instance, a project might include several developers.

► **To add users to projects**

1. On Object Management Workbench, click the project to which you want to add the users.
2. Set up a list of users to add to the destination project by performing a search using the Search tab in the information window.
3. On the search form, select the user to be added to the destination project.
4. Verify that the owner's node in the destination project in the project window is highlighted. If it is not highlighted, click it.
5. With the user to be added highlighted, click the Add Object or User to Project button in the center column.
6. On Add User to Project, complete the following fields, and then click OK:
 - Role
 - Lead

Note

To add a user in more than one user role, repeat the add user procedure and choose a second user role for the same user. Different functions are enabled for different user roles, according to their allowed (user) actions. These actions are configured by the administrator for your project using the configuration program of the OMW.

► **To remove users from projects**

Removing a user from a project does not delete the user from the system.

1. On Object Management Workbench, choose a user in the project window.
2. Click the Remove Object or User from Project button in the center column.

► **To change user properties**

1. On Object Management Workbench, choose a user (owner) in the project window, and then click Select.
2. On Project User Details, complete the following fields, and then click OK:
 - User Role
 - Project Lead
 - Estimated Hours

Working with Attachments

Object Management Workbench (OMW) allows you to add text, graphic, OLE, and file attachments to projects and to Object Librarian objects within projects. These attachments are available only through OMW; they neither affect the way in which the object functions nor are they available when a user employs the object. You use this feature to document the creation, purpose, and intended use of objects in the system.

See Also

- ❑ *Media Object Attachments* in the *Foundation Guide* for information about adding and working with attachments
- ❑ *Media Objects and Imaging* in the *System Administration Guide* for information about enabling media objects
- ❑ *Creating a Media Object Data Structure* in the *Development Tools Guide*

► To view attachments in Design view

1. On Object Management Workbench, create an object or project, or choose an existing object or project, and click the Design button in the center column.
2. On the design form, click the Attachments tab.

► To view attachments in Object Management Workbench

1. On Object Management Workbench, choose a project.
2. Click the News/Status tab.
3. From the Row menu, choose Attachments.
If attachments exist, they appear in the information window.

Object Management Workbench Configuration

The Object Management Workbench (OMW) automates many of the object management tasks users performed manually in previous releases of the software. Much of this automation requires careful configuration by the system administrator through the Object Management Workbench Configuration program.

Use the Object Management Workbench Configuration program to configure the following optional features:

Option	Description
Constants	Enables you to set general constants pertaining to OMW projects.
SAR System Integration	Enables you to disable SAR system integration with OMW and, thus, EnterpriseOne development tools.
Logging System	Enables you to specify the project and object events to be logged. In the event that logging fails, you can also disable development or allow development but disable transfers.
Object Action Notification	Enables you to enable and disable Object Action Notification, which sends a notification message when an action such as checkin or checkout is performed on an object.
Notification Setup	Enables developers to be notified, via subscription, when actions are performed on an object.
Activity Rules	Enables you to add and modify project statuses and object transfer activity rules.
User Roles	Enables you to maintain user roles.
Allowed Actions	Enables you to assign to a user role the actions allowed for each object type during a specific project status.
Save Locations	Enables you to add, modify, and delete the locations where you save objects.

Configuration Process Flow

The list below provides a recommended process flow for using all of the Object Management Workbench configuration tools. The list contains each configuration function in the process flow, along with the topic in which you can find more information about each function.

Note

The following items in the process flow require advance preparation:

- Assigning user roles
- Applying allowed actions to users
- Setting up project status rules and object transfer rules

Before configuring these functions, make sure you understand user roles, allowed actions, project status rules, and object transfer rules.

The recommended process flow is as follows:

Configuration Function	Procedure Location
Assigning User Roles	See <i>Configuring User Roles and Allowed Actions</i>
Applying Allowed Actions to Users	See <i>Configuring User Roles and Allowed Actions</i>
Disabling SAR Integration with Object Management Workbench	See <i>Configuring OMW Functions</i>
Setting Up Project Constants	See <i>Configuring OMW Functions</i>
Setting Up Project Status and Object Transfer Rules	See <i>Configuring Activity Rules</i>
Adding, Modifying, and Deleting Object Save Locations	See <i>Configuring Object Save Locations</i>
Controlling Development in the Event of Logging Failure	See <i>Configuring OMW Functions</i>
Controlling Logging Detail	See <i>Configuring OMW Functions</i>
Enabling or Disabling Object Action Notification	See <i>Configuring Notification Subscriptions</i>
Adding, Modifying, and Deleting Notification Subscriptions	See <i>Configuring Notification Subscriptions</i>
Viewing Major and Detail Logs	See <i>Working with Logs</i>

Activity Rules

The following two types of activity rules exist:

- Project status activity rules
- Object transfer activity rules

Project status activity rules define the possible paths for an Object Management Workbench project. For a given project status, these rules define the possible next project statuses to which the project can be advanced.

For each project status activity rule, one or more object transfer activity rules exist. Each object transfer activity rule defines a FROM and TO location, where objects of this type are moved from and to for a specific software release.

For example, one object transfer activity rule can specify that all APPL objects be transferred from the DV810 location to the PY810 location during a specified project status change.

Allowed Actions

The Allowed Actions form enables you to assign allowed actions to user roles for each object type during a specific project status. You must create the user role before configuring any allowed user actions.

Using allowed actions, administrators can restrict the actions that users with a specific role can perform.

Project and Object Logging

Object Management Workbench logging tracks information about projects and objects. A major log is created whenever:

- A project is created, copied, or deleted.
- The project status is changed.
- A new or existing object is added to or removed from a project.
- An object is created, copied, or deleted.
- An object is checked in, checked out, saved, restored, transferred, or retrieved.

For every significant step or event within these actions, the system creates a detail log and attaches it to the major log record.

Project Constants

The Object Management Constants form enables an administrator to set the following general constants pertaining to Object Management Workbench projects:

Type of Constant	Description
Project Status for Users' Personal Default Projects	The default status assigned to a default project within the Object Management Workbench. This project constant can be any one of the standard project status codes.
Project Status for All New Projects	The status assigned to a project when it is first created. This project constant can be any one of the standard project status codes or you can create a status and code for this purpose.
User Role to be Assigned to the Project's Originator	When a project is created, the originator is added as a user on the project. This project constant defines the user role assigned to the originator.

Object Save Locations

The Object Save Locations form indicates the save location for Object Librarian (OL) objects. Defining the save location will allow users to transfer objects that are saved into the path code specified. Currently, only the save locations for Object Librarian objects may be defined.

Object Action Notifications

The Object Action Notifications form enables you to activate or deactivate object action notification. The Object Action Notification System sends you an email each time an event, such as check-in or checkout, occurs to one of your objects. Object action notification is enabled by default.

Notification Subscriptions

The notification system sends email messages to users about changes to objects, such as object check-in and checkout, in the system. The Notification Subscriptions form allows you to add, delete, and modify notification subscriptions, as well as to sort notification subscription records by criteria that you choose.

Application and User Role Security

You should secure the following applications using application security:

- P98230 - OMW Configuration System
- R98210B - Object Management Log Purge
- P98231 - OMW Transfer Activity Rules Director

Securing User Roles

You can prevent users from adding a user to a project by using row-level security for the F98221.puomwur field. This field contains the user defined code of the user role for each user in a specific project.

However, all users must be able to add the following user roles when setting up a new project:

- Originator
- Supervisor
- Manager
- Developer
- QA
- Product Support

The administrator role should be secured from all but a few users. Because manager and supervisor roles cannot be secured, consider creating a product manager role or similar role that can be secured. This new user role can be granted security attributes, such as being allowed to switch a token from one project to another.

Securing Administrative Updates

You should secure all actions, including project status change, for project statuses 40 (Production Development), 41 (Transfer Production to Prototype), and 42 (Transfer Prototype to Development). These statuses allow administrators to apply fixes to objects in the Production path code and then to promote the objects back to development. The ability to do so should be limited to administrators only.

Choosing a Configuration Option

All configuration options are set up through the OMW Configuration System application (P98230). You choose the option that you want to configure by clicking the button that corresponds to the desired option.

► **To choose a configuration option**

From the Cross Application Development Tools menu (GH902), choose Object Management Configuration (P98230).

1. If necessary, click the General tab to display function options.
2. Click one of the following buttons to configure the corresponding function:
 - Constants
 - SAR System Integration
 - Logging System
 - Object Action Notification
 - Notification Setup
 - Activity Rules
 - User Roles
 - Allowed Actions
 - Save Locations

Configuration Settings Indicators

Some of the function buttons on the Object Management Setup Form have setting indicators next to them. Settings indicators describe the current setting for the SAR System Integration, Logging System, and Object Action Notification options. The purpose of each setting indicator is as follows:

Indicator	Description
SAR System Integration Indicator	Indicates whether the SAR (Software Action Request) system is integrated with the Object Management Workbench. SAR integration is enabled or disabled.
Logging System Indicator	Indicates whether full or reduced logging of project or object events is selected.
Object Action Notification Indicator	Indicates whether the object notification system is enabled or disabled.

Configuring User Roles and Allowed Actions

Configuring user roles and allowed actions is one of the most important Object Management Workbench (OMW) configuration tasks. OMW's automation relies on an administrator who carefully configures these areas.

Note

If you are using EnterpriseOne LDAP (Lightweight Directory Access Protocol) to administer your security and user profiles, refer to the *EnterpriseOne LDAP System Administration and End User Administration Guide*.

The following table shows the allowed user actions that PeopleSoft recommends for each user role, the project status at which these actions should be authorized, and the responsibility of the person in that user role:

Recommended Project Status	User Role	Recommended Allowed Action	Explanation
11 - New Project Pending Review	Originator	Status Change	Originator might need to advance the status to 91 - Cancelled Entered in Error
	Manager, Supervisor	Update Project	Change values for the project
		Update Users	Change values for the user
		Status Change	Advance project to the next status
21 - Programming	Developer	Add Objects	Add objects to project in order to fix or enhance
		Remove Objects	Remove objects that were incorrectly added
		Check Out	Check out objects from the server
		Check In	Check in objects to the server
		Get	Get objects from the server
		Status Change	Advance project to the next status
25 - Rework-Same Issue	Developer	Status Change	Change project to 21 - Programming status

26 - QA Test/Review	Quality Analyst	Get	Get objects from the server
		Status Change	Advance project to next status
28 - QA Test/Review Complete	Manager, Supervisor	Update Project	Change values for the project
		Status Change	Advance project to the next status
38 – In Production	Manager, Supervisor	Status Change	Advance project to the next status
01 - Complete	Developer	Remove Objects	Remove objects from projects at status 91 that might have been added but not removed

Note

You might want to allow the Manager and Supervisor roles to perform the same actions as the Developer role, in case the Developer cannot perform assigned duties or needs to have work verified.

The following default allowed actions cannot be changed. This information is provided for reference only:

Value	Description
02	Check In
03	Check Out
04	Delete
05	Add
06	Copy
08	Save
09	Restore
10	Design
11	Get
12	Remove Object from Project
13	Update a Project

- 16 Add Object to a Project
- 21 Switch Token
- 23 Force Release from Token Queue
- 30 Erase Check Out

The following default object types are provided for reference only:

Value	Description
01	Object Librarian objects
02	Data items
03	Versions
04	UDCs
05	Menus
06	Documentation record (SAR object)
11	Transfer record (SAR object)
12	History record (SAR object)

► **To modify a user role**

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click User Roles.
2. Choose the user role you want to modify.
3. Double-click the first field that you want to change, and modify it.
4. Repeat step 3 to make all required modifications.
5. Click Find and verify that the modifications you made appear in the list.
6. Click OK.

► To delete a user role

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the User Roles button.
2. Click the cell to the left of the User Role that you want to delete.
3. Click Delete.
4. In the Confirm Delete query, click OK.
5. Repeat steps 2 through 4 to delete all desired user roles.
6. Click Find to verify that the user roles were deleted.
7. Click OK.

Setting Up Allowed User Actions

The Allowed Actions Form lets you assign allowed actions to user roles for each object type during a specific project status. The following user defined codes (UDCs) define allowed Object Management Workbench actions involving objects:

- 02 – Check in
- 03 – Check out
- 04 - Delete
- 05 - Add
- 06 - Copy
- 07 - Install
- 08 - Save
- 09 - Restore
- 10 - Design
- 11 - Get
- 12 - Remove object from project
- 13 - Update the project
- 16 - Add an object to the project
- 21 - Switch tokens
- 23 - Release from token queue
- 30 - Erase check out
- 38 - Status change

For example, if you want the developer to be allowed to check in all object types when the project is at project status 21, you would enter the following values in the Allowed Actions Form:

Field	Value
User Role	02 – Developer
Object Type	*ALL
Allowed Action	02 – Check in
Project Status	20 - Programming

Note

Before setting up allowed actions, you must add the user role to the User Roles UDC by using the User Defined Code form.

► **To set up allowed user actions**

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Allowed Actions button.
2. Click Find to display previously defined user actions.
3. To create a blank row in which to add a definition, sort on the allowed user action to be worked on.
4. Complete one or more of the query by example (QBE) columns and click Find.
5. Scroll to a blank row at the bottom of the sorted list.
6. Complete the following fields in the blank row:
 - OMW User Role
 - Object Type
 - Project Status
 - Action

Note

You can enter *ALL in any field except User Role. Typing *ALL in a field indicates that the user role chosen can work with all object types, project statuses, or actions.

After you complete a row, a new blank row appears.

7. Repeat this procedure until all allowed user actions are set up.
8. Click OK.

Configuring Object Management Workbench Functions

To configure Object Management Workbench (OMW) functions, you can disable the Software Action Request (SAR) system. This action is necessary if your company does not use SARs. You can also control logging detail and disable or limit development when logging fails. Finally, you can set up project constants to track the course of project development.

Disabling SAR Integration

Most companies do not have the SAR (Software Action Request) system. You can verify that SAR integration is disabled by checking the settings indicator to the right of the SAR System Integration button on the Object Management Setup Form.

If you do not have the SAR system installed and the SAR System Integration settings indicator shows that SAR integration is enabled, you must disable SAR integration.

► To disable SAR system integration

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the SAR System Integration button.
2. Make sure the Integrate SAR System option is blank.
3. Verify that all other fields are grayed out and deselected.
4. Click OK.

► To control logging detail

Note

The Object Management Logging System form enables you to specify which project and object events you wish to have logged.

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Logging System button.
2. Click the Reduce Logging Detail option.
A check mark appears next to the option chosen.
3. Double-click the Log Actions and Detail Log Items folders.

4. Double-click items for which you do not want to log details.
A red X appears next to the deselected items.
5. Repeat step 3 to deselect all unwanted log detail items.
6. Click OK.

► **To control development in the event of logging failure**

The Object Management Logging System form also enables you to disable development or to allow development but disable transfers if logging fails.

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Logging System button.
2. To disable development if logging fails, choose the “Do not allow any development” option.
3. To permit development but disable object transfers in the event of a logging failure, choose the following option:
 - Allow development but do not allow any transfers option.

Note

The “Allow development but do not allow any transfers” option is the default value.

4. Click OK.

Setting Up Project Constants

The Object Management Constants form enables you to set general constants pertaining to OMW Projects. These project constants are:

- Project status for users' personal default projects
- Project status for all new projects
- User role to be assigned to the project originator

► **To set up project constants**

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Constants button.
2. To enter a project status for a user's personal default project, click the visual assist for the following field:
 - Enter the Project Status for user's personal default project
3. Double-click a project status.

4. To enter the initial project status for all new projects, click the visual assist of the following field:
 - Enter the initial Project Status for all new projects
5. Double-click a project status.
6. To enter the User Role to use when assigning the originator to a project, click the visual assist for the following field:
 - Enter the User Role to use when assigning the originator to a project
7. Double-click a project status.

Note

You can click the Attachments buttons next to the three fields to view their respective attachments.

Configuring Activity Rules

The Activity Rules button on the Object Management Setup form enables you to set up both project status activity rules and object transfer activity rules. Project status activity rules define the activities that occur during a project development cycle. Object transfer activity rules work in conjunction with project status activity rules to define the From and To locations for moved objects.

Setting Up Project Status Activity Rules

You can set up statuses for a project as development progresses from one phase to the next. For example, the project might move from a programming phase to a manager review phase. For each of these transitions you will define the following:

- Whether this project status rule is active
- The System Role to which this project status transition applies
- The related “To” project status
- The related “From” and “To” SAR* statuses

Complete the From and To SAR status only if you have SAR integration turned on.

► **To set up project status activity rules**

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Activity Rules button.
2. Click Find.

All available From project statuses appear.

3. Click the From Project Status for which you want to set up one or more To project statuses.
4. Click Select.

Project Status Activity Rules lists all valid To project statuses for the From project status you chose.

The current project status appears in the From Project Status field.

5. Scroll to the blank row at the bottom of the list and complete the following fields:

- Active

This field can be used to allow only specific users or only users who are members of a specified group to perform a status change. To make the rule available to everyone, enter *PUBLIC in this field.

- User/Role
- To Project Status

- From SAR Status

Complete for projects with SARs and only if you have SAR integration turned on. If SAR integration is disabled, these columns are disabled.

- To SAR Status

Complete for projects with SARs and only if you have SAR integration turned on. If SAR integration is disabled, this column is disabled.

A blank row appears below the row you completed.

6. Repeat step 5 to set up or modify other To project status entries for this particular From Project Status.
7. Click OK when you are done.
8. Choose the next From Project Status and repeat steps 5 through 7 to set up project activity rules for each remaining From Project Status.
9. When all project activity rules are complete, click OK to return to the Work with Object Management Activity Rules Form.
10. Click Close.

Setting Up Object Transfer Activity Rules

You must configure object transfer activity rules for each object type used in a project that you want to perform an action on.

For each object type you want to perform an action on, you must define the following information:

- Project statuses at which users can check in, check out, and get objects (“getting” an object means copying its specifications to your work area without checking it out)
- At which status change you would like objects to be transferred
- Project statuses at which object tokens are released

The following object location tasks must be performed when setting up object transfer activity rules:

- Define FROM and TO transfer locations for each object type at each project status transition—for example, when project status 21 (development) changes to project status 26 (prototype). In this example, objects are transferred from DV810 to PY810.
- Define checkout and get locations for Object Librarian object types.
- Define checkin locations for Object Librarian objects.

Note

Transfer activity rules can occur in any order. For example, you might have one status change that will require more than one object transfer. If you expect an object to transfer from DV810 to PY810 and then to PD810, you will want to set up rules to transfer the object from DV810 to PY810 and from DV810 to PD810 because the object could be retrieved in any order.

► **To set up object transfer activity rules**

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Activity Rules button.
2. Click Find to display all available project statuses.
3. Double-click the From Project Status folder for which you want to set up object transfer activity rules.
4. Click one of the related To project statuses.

This field defines the To Project Status, which completes the From and To Project Status transition for which you want to configure object transfer activity rules. For each From and To Project Status transition, you can create multiple object transfer activity rules for different object types.

5. Click Select.
6. Scroll to the blank row at the bottom of the list. Complete the following fields for the object type desired:
 - Active
 - User/Role

This field can be used to allow the activity rule to apply only specific users or only users who are members of a specified group. To make the rule available to everyone, enter *PUBLIC in this field.

- Object Type

Note

*ALL may not be used when defining transfer activity rules.

- From Location
- To Location

Note

Object Librarian objects use path codes for the From Location and To Location values, whereas non-Object Librarian objects use data source values. For Versions, if a path code is entered, the F983051 record and the specs for the version are transferred (for batch versions), and if a data source is entered, just the F983051 record is transferred between the defined locations.

- Object Release

This field contains the release level of EnterpriseOne that you are currently working on. The From Release value should be the same as the To Release value.

- To Release

Currently not used. This field is populated with the From Release value.

- Release Token
- Allowed Action

A blank row appears when you have finished. When you set up transfer activity rules for Workflow objects, an additional form appears. Use the form to provide From and To Data Source values for the Task Specifications table (F98811) records.

7. Repeat this procedure to set up or modify other object types for this project status transition.
8. Click OK to return to the Object Management Activity Rules form.
9. Choose the next From and To project status transition, and repeat this procedure to set up its object transfer activity rules.
10. Repeat step 9 until all object transfer activity rules are complete.
11. Click OK to return to the Object Management Activity Rules form.
12. Click Close.

Note

When you set up transfer activity rules for APPL objects, you must also define rules for User Override Object types so that OMW can transfer any *PUBLIC user overrides for the APPL objects. If you do not do so, APPL objects will not transfer successfully.

Project Promotion Life Cycle

The normal project promotion life cycle is as follows:

11 > 21 > 26 > 28 > 38 > 01

Where

11 = New project pending review

21 = Programming

26 = QA test/review

28 = QA test/review complete

38 = In production

01 = Complete

During a normal project promotion cycle, developers check objects out of and in to the Development path code; promote them to the prototype path code; and then promote them to the Production path code before declaring them complete.

Administrators can follow a different promotion cycle, as follows:

11 > 40 > 41 > 42 > 01

Where

11 = New project pending review

40 = Production development

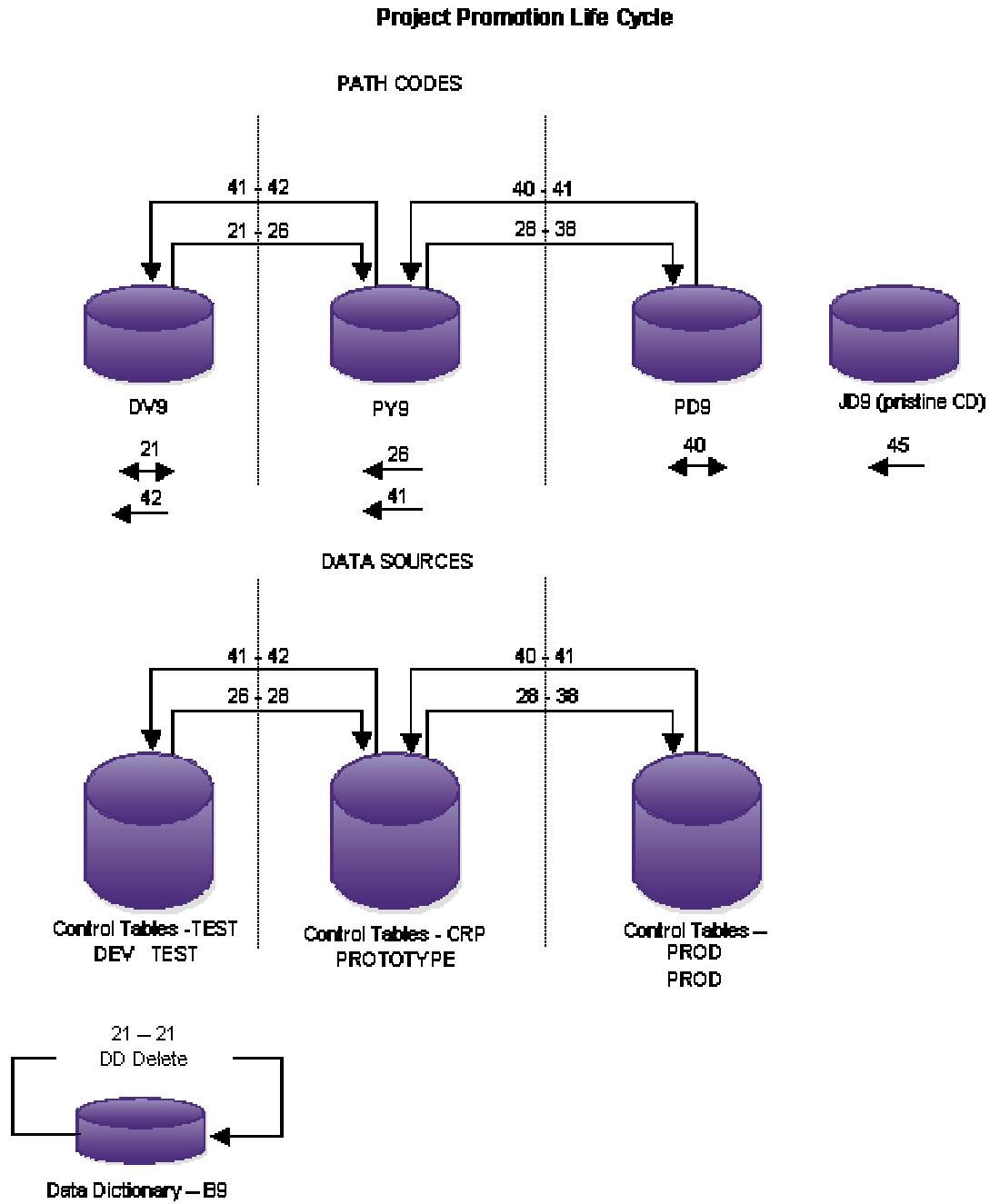
41 = Transfer from Production to Prototype

42 = Transfer from Prototype to Development

01 = Complete

During this promotion cycle, administrators check objects out of and in to the Production path code to apply fixes, and then demote the objects to the Prototype path code and the Development path code. Developers should not use this promotion cycle. PeopleSoft recommends that you apply status activity rules that limit this promotion cycle to a specific group: those with the User ID for administrators.

The following illustration shows the project promotion life cycle:



Configuring Object Save Locations

Using Object Management Workbench (OMW), you can create a save location, which is a path code developers use to save their objects. With the save location created, you add the path code to the system, allowing saved objects to be transferred. You can also modify or delete save locations.

Creating a Save Location

During the installation process, an additional path code might not have been created to use as your OMW save location. To use this feature, you must create a path code where developers can save their objects while they are in development. When users perform a Save, their objects are checked into the path code defined as the save location; when they perform a Restore, objects are retrieved from this location.

► **To add an object save location**

Note

The Object Save Locations form indicates the save-off location for Object Librarian (OL) objects. Defining the save location will transfer objects that are saved into the path code specified. Currently, only the save locations for Object Librarian objects may be defined.

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Save Locations button.
The Location column contains the names of path code where your version of EnterpriseOne is installed.
2. To add a new save location, click a blank field in the Location column.
3. Click the visual assist button.
4. Locate and double-click the current location of the object.
The Object Save Locations form reappears with your object's current location in the Location column.
5. In the same row, scroll to and double-click the Save Location field located to the right of the Location field clicked previously.
6. Click the visual assist button.
7. Scroll to and double-click the new save location of the object.
The Object Path Save Locations form reappears with your object's new save location in the Save Location column.
8. Click OK.

► **To modify an object save location**

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Save Locations button.
2. Click the Save Location field.
3. Click the visual assist button.
4. Scroll and double-click the new save location for the object.

The Object Save Locations form reappears with the modified object save location in the Save Location column.

5. Click OK.

► **To delete an object save location**

Note

If an Object Librarian object is deleted, you should also delete the object's save location in order to delete the save location completely from the system.

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Save Locations button.
2. On Object Save Locations, choose the record to be deleted.
3. Click Delete.
4. Click OK in the Confirm Delete box.
5. Click OK.

Configuring Notification Subscriptions

Notification subscriptions allow you to alert users via email about changes to objects in the system, such as object checkins and checkouts. After you enable object notification, you can add, modify, delete, or sort notification subscriptions. The Object Action Notification System is initially enabled by default.

► To enable or disable object action notifications

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Object Action Notification button.
2. To enable object action notification, choose the Activate Object Action Notification option.
3. To disable object action notification, clear the Activate Object Action Notification option.
4. Click OK.

Note

Notification that users are added to or removed from projects always occurs, even when object action notification is disabled. In this situation, an email message is sent to the user.

► To add a notification subscription

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. From the Object Management Setup form, click the Notification Setup button.
2. Click Find to display the current notification subscriptions.
3. Scroll to a blank row and complete the following mandatory fields:
 - OMW User Role
 - Action
4. Complete the following optional fields:
 - Object Type
 - Object Name
 - Reporting System Code
 - Path Code

A new row appears when you are done.

5. Repeat steps 3 and 4 until all notification subscriptions are added.
6. Click OK.

Note

Notification Subscriptions can be created for an action performed on the following objects:

- All objects of the specified system code
 - All objects of a specified type
 - All objects of a combination of 1 and 2
 - A specific object name and type
-

► To modify a notification subscription

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Notification Setup button.
2. On Notification Subscriptions, click Find to display the current notification subscriptions.
3. Choose the fields to be modified and make your changes.
4. Click OK.

► To delete a notification subscription

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Notification Setup button.
2. On Notification Subscriptions, choose the record to be deleted.
3. Click the Delete button.
4. Click OK in the Confirm Delete query.
5. Click OK.

► To sort notification subscriptions

From the Object Management menu (GH9081), choose Object Management Configuration (P98230).

1. On Object Management Setup, click the Notification Setup button.
2. Above the rule headers, click the Query by Example column to be filtered.
If a visual assist appears, click it and double-click your filter criteria. In other Query by Example columns, enter your filter criteria.
3. Click Find.
The filtered notification subscriptions appear.
4. Click OK.

Working with Logs

Object Management Workbench (OMW) contains an object management logging application. Project and object logs provide an excellent way to review the development history of projects or objects. Furthermore, you can view log details for any log record currently appearing on your monitor. From the Work With Log Detail form, you can bring up the actual log entry in the View Full Log Text window.

This application also allows you to rearrange log fields to customize software development reporting. You can view all logs, view sorted logs, or show only the last logging action for an object or project. The following two tasks must be performed together to produce customized project and object development reports:

- Reorder log record fields
- Print logs

► To view project or object logs

1. On Solution Explorer, type GH902 in the Fast Path field and press Enter.
2. From Cross Application Development Tools, choose Object Management Logging.
3. On Work With Object Management Log, perform one of the following actions:
 - Click Find to view logs for all projects and their objects in OMW.
 - Enter sorting criteria in the Query by Example cells to filter search results, and then click Find.
 - Turn on the Show Only Last Action option to show only the last logging action for a given project or object.
4. Click Close.

► To locate object logs

1. In Solution Explorer, type GH902 in the Fast Path field and press Enter.
2. From Cross Application Development Tools, choose Object Management Logging.
3. On Work With Object Management Log, click Form and then click Object Logs.
4. On Work With Object Logs, you can do the following:
 - Click Find to show all OMW object logs.
 - Enter data in the Query by Example cells to narrow your search and click Find.
 - Turn on the Show Only Last Action option to show only the last logging action.
 - Click the Check for Attachments button to check for object attachments.
5. Click Close.

► To locate project logs

1. On Solution Explorer, type GH902 in the Fast Path field and press Enter.
2. From Cross Application Development Tools, choose Object Management Logging.
3. On Work With Object Management Log, click Form and then click Project Logs.
4. On Work With Project Logs, you can perform the following functions:
 - Click Find to show all OMW project logs.
 - Enter data in the Query by Example cells to narrow your search, and then click Find.
 - Turn on the Show Only Last Action option to show only the last logged action for the selected project.
 - Click the Check for Attachments button to check for attachments.
5. Click Close.

► To view detail logs

1. Double-click any log record you want to research. Or, click the desired log record row to highlight it, and then click Select.
2. Click Find.

The detail log record for the selected log appears. All sequence details for the selected Log record appear in ascending numerical order.
3. To view the full text of the Description field, click it and then click Select.

The View Full Log Text window appears, showing the actual log entry.
4. You can move between detail logs by clicking the Previous and Next buttons.
5. Click Close.

► To reorder log record fields

1. In Solution Explorer, type GH902 in the Fast Path field and press Enter.
2. From the Cross Application Development Tools, choose Object Management Logging.
3. On Work With Object Management Log, click Sequence.
4. Click the first column you want to sort in the Columns Available window.
5. Click the right-pointing arrow to move it to the Columns Sorted window on the right.
6. Repeat steps 3 and 4 as required until all the columns you want to view are in the correct sort order.

If you make an error, you can move columns back to the Columns Available window for resorting. Select the column to be resorted and the left-pointing arrow.
7. Click OK in the Select Grid Row Sort Order form to reorder the log columns.

► **To print logs**

From the Cross Application Development Tools menu (GH902), choose Object Management Logging (P98210).

1. On Work with Object Management Log, click File and then Print Screen.
2. Modify print settings as required.
3. Click OK in the Print form.

EnterpriseOne PeopleBooks Glossary

“as of” processing	A process that is run at a specific point in time to summarize item transactions.
52 period accounting	A method of accounting that uses each week as a separate accounting period.
account site	In the invoice process, the address to which invoices are mailed. Invoices can go to a different location or account site from the statement.
active window	The window that contains the document or display that will be affected by current cursor movements, commands, and data entry in environments that are capable of displaying multiple on-screen windows.
ActiveX	A technology and set of programming tools developed by Microsoft Corporation that enable software components written in different languages to interact with each other in a network environment or on a web page. The technology, based on object linking and embedding, enables Java applet-style functionality for Web browsers as well as other applications (Java is limited to Web browsers at this time). The ActiveX equivalent of a Java applet is an ActiveX control. These controls bring computational, communications, and data manipulation power to programs that can “contain” them—for example, certain Web browsers, Microsoft Office programs, and anything developed with Visual Basic or Visual C++.
activity	In Advanced Cost Accounting, an aggregation of actions performed within an organization that is used in activity-based costing.
activity driver	A measure of the frequency and intensity of the demands that are placed on activities by cost objects. An activity driver is used to assign costs to cost objects. It represents a line item on the bill of activities for a product or customer. An example is the number of part numbers, which is used to measure the consumption of material-related activities by each product, material type, or component. The number of customer orders measures the consumption of order-entry activities by each customer. Sometimes an activity driver is used as an indicator of the output of an activity, such as the number of purchase orders that are prepared by the purchasing activity. See also cost object.
activity rule	The criteria by which an object progresses from a given point to the next in a flow.
actual cost	Actual costing uses predetermined cost components, but the costs are accumulated at the time that they occur throughout the production process.
adapter	A component that connects two devices or systems, physically or electronically, and enables them to work together.
add mode	The condition of a form where a user can enter data into it.
advanced interactive executive	An open IBM operating system that is based on UNIX.
agent	A program that searches through archives or other repositories of information on a topic that is specified by the user.

aging	A classification of accounts by the time elapsed since the billing date or due date. Aging is divided into schedules or accounting periods, such as 0-30 days, 31-60 days, and so on.
aging schedule	A schedule that is used to determine whether a payment is delinquent and the number of days which the payment is delinquent.
allegato IVA clienti	In Italy, the term for the A/R Annual VAT report.
allegato IVA fornitori	In Italy, the term for the A/P Annual VAT report.
application layer	The seventh layer of the Open Systems Interconnection Reference Model, which defines standards for interaction at the user or application program level.
application programming interface (API)	A set of routines that is used by an application program to direct the performance of procedures by the computer's operating system.
AS/400 Common	A data source that resides on an AS/400 and holds data that is common to the co-existent library, allowing PeopleSoft EnterpriseOne to share information with PeopleSoft World.
assembly inclusion rule	A logic statement that specifies the conditions for using a part, adjusting the price or cost, performing a calculation, or using a routing operation for configured items.
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 return	A feature that allows a user to move to the next entry line in a detail area or to the first cell in the next row in several applications.
availability	The expression of the inventory amount that can be used for sales orders or manufacturing orders.
available inventory	The quantity of product that can be promised for sale or transfer at a particular time, considering current on-hand quantities, replenishments in process, and anticipated demand.
back office	The set of enterprise software applications that supports the internal business functions of a company.
backhaul	The return trip of a vehicle after delivering a load to a specified destination. The vehicle can be empty or the backhaul can produce less revenue than the original trip. For example, the state of Florida is considered a backhaul for many other states—that is, many trucking companies ship products into the state of Florida, but most of them cannot fill a load coming out of Florida or they charge less. Hence, trucks coming out of Florida are either empty or produce less revenue than the original trip.
balance forward	The cumulative total of inventory transactions that is used in the Running Balance program. The system does not store this total. You must run this program each time that you want to review the cumulative inventory transactions total.

balance forward receipt application method	A receipt application method in which the receipt is applied to the oldest or newest invoices in chronological order according to the net due date.
bank tape (lock box) processing	The receipt of payments directly from a customer's bank via customer tapes for automatic receipt application.
base location	[In package management] The topmost location that is displayed when a user launches the Machine Identification application.
basket discount	A reduction in price that applies to a group or "basket" of products within a sales order.
basket repricing	A rule that specifies how to calculate and display discounts for a group of products on a sales order. The system can calculate and display the discount as a separate sales order detail line, or it can discount the price of each item on a line-by-line basis within the sales order.
batch job	A job submitted to a system and processed as a single unit with no user interaction.
batch override	An instruction that causes a batch process to produce output other than what it normally would produce for the current execution only.
batch process	A type of process that runs to completion without user intervention after it has been started.
batch program	A program that executes without interacting with the user.
batch version	A version of a report or application that includes a set of user-defined specifications, which control how a batch process runs.
batch/lot tracking	The act of identifying where a component from a specific lot is used in the production of goods.
batch/mix	A manufacturing process that primarily schedules short production runs of products.
batch-of-one processing	A transaction method that allows a client application to perform work on a client workstation, and 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 collection of binary data stored as a single entity in a [file].
binder clip	See paper clip.
black products	Products that are derived from the low or heavy end of the distillation process—for example, diesel oils and fuel oils. See also white products.
blend note	Document that authorizes a blending activity, and describes both the ingredients for the blend and the blending steps that occur.

blend off	Reworking off-specification material by introducing a small percentage back into another run of the same product.
blind execution	The mode of execution of a program that does not require the user to review or change the processing options set for the program, and does not require user intervention after the program has been launched.
boleto	In Brazil, the document requesting payment by a supplier or a bank on behalf of a supplier.
bolla doganale	VAT-Only Vouchers for Customs. In Italy, a document issued by the customs authority to charge VAT and duties on extra-EU purchasing.
bookmark	A shortcut to a location in a document or a specific place in an application or application suite.
bordero & cheque	In Brazil, bank payment reports.
broker	A program that acts as an intermediary between clients and servers to coordinate and manage requests.
BTL91	In the Netherlands, the ABN/AMRO electronic banking file format that enables batches with foreign automatic payment instructions to be delivered.
budgeted volume	A statement of planned volumes (capacity utilization) upon which budgets for the period have been set.
bunkering	A rate per ton or a sum of money that is charged for placing fuel on board; can also mean the operation itself.
business function	An encapsulated set of business rules and logic that can normally be re-used 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-EnterpriseOne 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 that is created by using through event rules rather than C programming. Contrast with embedded event rule. See also event rule.
business object library	[In interoperability] The repository that stores EnterpriseOne business objects, which consist of Java or CORBA objects.
business unit	A financial entity that is used to track the costs, revenue, or both, of an organization. A business unit can also be defined as a branch/plant in which distribution and manufacturing activities occur. Additionally, in manufacturing setup, work centers and production lines must be defined as business units; but these business unit types do not have profit/loss capability.

business view	Used by EnterpriseOne applications to access data from database tables. A business view is a means for selecting specific columns from one or more tables with data that 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)	An EnterpriseOne GUI tool for creating, modifying, copying, and printing business views. The tool uses a graphical user interface.
buy-back crude	In foreign producing oil countries, that portion of the host government's share of "participation crude" which it permits the company holding a concession to "buy back."
CAB	In Italy, the bank branch code or branch ID. A five-digit number that identifies any agency of a specific bank company in Italy.
cadastro de pessoas fisicas	Cadastro de pessoas fisicas. In Brazil, the federal tax ID for a person.
category code	A code that identifies a collection of objects sharing at least one common attribute.
central object	A software component that resides on a central server.
central objects merge	A process that blends a customer's modifications with the objects in a current release with objects in a new release.
central server	A computer that has been designated to contain the originally installed version of the software (central objects) for deployment to client computers.
certificate input	See direct input.
certificate of analysis (COA)	A document that is a record of all of the testing which has been performed against an item, lot, or both, plus the test results for that item and lot.
change management	[In software development] A process that aids in controlling and tracking the evolution of software components.
change order	In PeopleSoft, an addendum to the original purchase order that reflects changes in quantities, dates, or specifications in subcontract-based purchasing. A change order is typically accompanied by a formal notification.
chargeback	A receipt application method that generates an invoice for a disputed amount or for the difference of an unpaid receipt.
chart	EnterpriseOne term for tables of information that appear on forms in the software. See forms.
check-in location	The directory structure location for the package and its set of replicated objects. This location 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.

checksum value	A computed value that depends on the contents of a block of data, and that is transmitted or stored with the data to detect whether errors have occurred in the transmission or storage.
class	[In object-oriented programming] A category of objects that share the same characteristics.
clean cargo	Term that refers to cargoes of gasoline and other refined products. See also dirty cargo.
client access	The ability to access data on a server from a client machine.
client machine	Any machine that is connected to a network and that exchanges data with a server.
client workstation	A network computer that runs user application software and is able to request data from a server.
ClieOp03	In the Netherlands, the euro-compliant uniform electronic banking file format that enables batches with domestic automatic direct debit instructions and batches with domestic payment instructions to be delivered.
ClieOp2	In the Netherlands, the uniform electronic banking file format that enables batches with domestic automatic direct debit instructions and batches with domestic payment instructions to be delivered.
cluster	Two or more computers that are grouped together in such a way that they behave like a single computer.
co-existence	A condition where two or more applications or application suites access one or more of the same database tables within the same enterprise.
cold test	The temperature at which oil becomes solid. Generally considered to be 5 degrees F lower than the pour point.
commitment	The number of items that are reserved to fill demand.
common object request broker architecture	An object request broker standard that is endorsed by the Object Management Group.
compa-ratio	An employee's salary divided by the midpoint amount for the employee's pay grade.
component changeout	See component swap.
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.

component swap	In Equipment/Plant Management, the substitution of an operable component for one that requires maintenance. Typically, you swap components to minimize equipment downtime while servicing one of the components. A component swap can also mean the substitution of one parent or component item for another in its associated bill of material.
conference room pilot environment	An EnterpriseOne environment that is 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 verify that your configuration works before you release changes to end-users.
configurable network computing (CNC)	An application architecture that allows interactive and batch applications that are composed of a single code base to run across a TCP/IP network of multiple server platforms and SQL databases. The applications consist of re-usable 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.
configurable processing engine	Handles all “batch” processes, including reporting, Electronic Data Exchange (EDI) transactions, and data duplication and transformation (for data warehousing). This ability does not mean that it exists only on the server; it can be configured to run on desktop machines (Windows 95 and NT Workstation) as well.
configuration management	A rules-based method of ordering assemble-to-order or make-to-order products in which characteristics of the product are defined as part of the Sales Order Entry process. Characteristics are edited by using Boolean logic, and then translated into the components and routing steps that are required to produce the product. The resulting configuration is also priced and costed, based on the defined characteristics.
configured item segment	A characteristic of a configured item that is defined during sales order entry. For example, a customer might specify a type of computer hard drive by stating the number of megabytes of the hard drive, rather than a part number.
consuming location	The point in the manufacturing routing where a component or subassembly is used in the production process. In kanban processing, the location where the kanban container materials are used in the manufacturing process and the kanban is checked out for replenishment.
contra/clearing account	A G/L account used by the system to offset (balance) journal entries. For example, you can use a contra/clearing account to balance the entries created by allocations.
contribution to profit	Selling price of an item minus its variable costs.
control table	A table that controls the program flow or plays a major part in program control.
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.
corrective work order	A work order that is used to formally request unscheduled maintenance and communicate all of the details pertaining to the requested maintenance task.
corrective work order	A work order that is used to formally request unscheduled maintenance and communicate all of the details pertaining to the requested maintenance task.
cost assignment	Allocating resources to activities or cost objects.
cost component	An element of an item's cost—for example, material, labor, or overhead.
cost object	Any customer, product, service, contract, project, or other work unit for which you need a separate cost measurement.
cost rollup	A simulated scenario in which work center rates, material costs, and labor costs are used to determine the total cost of an item.
costing elements	The individual classes of added value or conversion costs. These elements are typically materials, such as raw and packaging; labor and machine costs; and overhead, such as fixed and variable. Each corporation defines the necessary detail of product costs by defining and tracking cost categories and subcategories.
credit memo	A negative amount that is used to correct a customer's statement when he or she is overcharged.
credit notice	The physical document that is used to communicate the circumstances and value of a credit order.
credit order	A credit order is used to reflect products or equipment that is received or returned so that it can be viewed as a sales order with negative amounts. Credit orders usually add the product back into inventory. This process is linked with delivery confirmation.
cross segment edit	A logic statement that establishes the relationship between configured item segments. Cross segment edits are used to prevent ordering of configurations that cannot be produced.
crude oil assay	A procedure for determining the distillation curve and quality characteristics of a crude oil.
cumulative update	A version of software that includes fixes and enhancements that have been made since the last release or update.
currency relationships	When converting amounts from one currency to another, the currency relationship defines the from currency and the to currency in PeopleSoft software. For example, to convert amounts from German marks to the euro, you first define a currency relationship between those two currencies.
currency restatement	The process of converting amounts from one currency into another currency, generally for reporting purposes. It can be used, for example, when many currencies must be restated into a single currency for consolidated reporting.

current cost	The cost that is associated with an item at the time a parts list and routing are attached to a work order or rate schedule. Current cost is based on the latest bill of material and routing for the item.
customer pricing rules	In Procurement, the inventory pricing rules that are assigned to a supplier. In Sales, inventory pricing rules that are assigned to a customer.
D.A.S. 2 Reporting (DAS 2 or DADS 1)	In France, the name of the official form on which a business must declare fees and other forms of remuneration that were paid during the fiscal year.
data dictionary	A dynamic repository that is used for storing and managing a specific set of data item definitions and specifications.
data source workbench	During the Installation Workbench process, Data Source Workbench copies all of the 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 description of the format of records in a database such as the number of fields, valid data types, and so on.
data types	Supplemental information that is attached to a company or business unit. Narrative type contains free-form text. Code type contains dates, amounts, and so on.
datagram	A self-contained packet of information that is forwarded by routers, based on their address and the routing table information.
date pattern	A period of time that is set for each period in standard and 52-period accounting and forecasting.
DCE	See distributed computing environment.
DEB	See déclaration d'échange de biens.
debit memo	In Accounts Payable, a voucher that is entered with a negative amount. Enter this type of voucher when a supplier sends you a credit so that you can apply the amount to open vouchers when you issue payment to the supplier.
debit memo	A form that is issued by a customer, requesting an adjustment of the amount, which is owed to the supplier.
debit statement	A list of debit balances.
de-blend	When blend off does not result in a product that is acceptable to customers. The further processing of product to adjust specific physical and chemical properties to within specification ranges. See also blend off.
déclaration d'échange de biens (DEB)	The French term that is used for the Intrastat report.
delayed billing	The invoicing process is delayed until the end of a designated period.

delta load	A batch process that is used to compare and update records between specified environments.
denominated-in currency	The company currency in which financial reports are based.
deployment server	A server that is used to install, maintain, and distribute 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 information	Information that primarily relates to individual lines in a sales or purchase order.
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.
direct input	The system calculates the net units when you enter gross volume, temperature, and gravity or density. This data is generally entered during product receiving from the certificate that is prepared by an independent inspector.
direct ship orders	A purchase order that is issued to a third-party supplier who designates the destination as the customer. A direct ship sales order is also created for the customer. Direct ship orders occur when a product is not available from a company-owned or company-operated source, so the system creates an order to ship the product from a third-party source directly to the customer. Sometimes referred to as a drop ship or third-party supply.
direct usage	Consumption of resources that are attributable to specific production runs because the resources were directly issued to the schedule/order.
director	An EnterpriseOne user interface that guides a user interactively through an EnterpriseOne process.
dirty cargo	Term that refers to crude oil cargoes or other non-refined petroleum cargoes. See also clean cargo.
dispatch planning	Efficient planning and scheduling of product deliveries. Considerations include: Dispatch groups Scheduled delivery date Scheduled delivery time Preferred delivery date Preferred delivery time Average delivery time for that geographical location Available resources Special equipment requirements at the product's source or destination.

displacement days	The number of days that are calculated from today's date by which you group vouchers for payment. For example, if today's date is March 10 and you specify three displacement days, the system includes vouchers with a due date through March 13 in the payment group. Contrast with pay-through date.
display sequence	A number that the system uses to re-order a group of records on the form.
distributed computing environment (DCE)	A set of integrated software services that allows software which is running on multiple computers to perform seamless and transparently to the end-users. DCE provides security, directory, time, remote procedure calls, and files across computers running on a network.
distributed data processing	Processing in which some of the functions are performed across two or more linked facilities or systems.
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 by using one byte and other characters by using two bytes. Double-byte character sets are necessary to represent some characters in the Japanese, Korean, and Chinese languages.
downgrade profile	A statement of the hierarchy of allowable downgrades. Includes substitutions of items, and meeting tighter specifications for those products with wider or overlapping specification ranges.
DTA	Datenträgeraustausch. A Swiss payment format that is required by Telekurs (Payserv).
dual pricing	To provide prices for goods and services in two currencies. During the euro transition period, dual pricing between the euro and Economic and Monetary Union (EMU) member currencies is encouraged.
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.
economy of scale	A phenomenon whereby larger volumes of production reduce unit cost by distributing fixed costs over a larger quantity. Variable costs are constant; but fixed costs per unit are reduced, thereby reducing total unit cost.
edit mode	A processing mode or condition where the user can alter the information in a form.
edit rule	A method that is used for formatting user entries, validating user entries, or both, against a predefined rule or set of rules.
embedded event rule	An event rule that is specific to a particular table or application. Examples include

	form-to-form calls, hiding a field that is based on a processing option value, or calling a business function. Contrast with business function event rule. See also event rule.
employee work center	A central location for sending and receiving all EnterpriseOne 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 EnterpriseOne messages or Microsoft Exchange.
Emulator	An item of software or firmware that allows one device to imitate the functioning of another.
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.
engineering change order (ECO)	A work order document that is used to implement and track changes to items and resulting assemblies. The document can include changes in design, quantity of items required, and the assembly or production process.
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 server	A computer containing programs that collectively serve the needs of an enterprise rather than a single user, department, or specialized application.
EnterpriseOne object	A re-usable 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.
EnterpriseOne process	Allows EnterpriseOne clients and servers to handle processing requests and execute transactions. A client runs one process, and servers can have multiple instances of a process. EnterpriseOne processes can also be dedicated to specific tasks (for example, workflow messages and data replication) to ensure that critical processes do not have to wait if the server is particularly busy.
EnterpriseOne web development computer	A standard EnterpriseOne 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 application controls/form.

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.
equivalent fuel	A barrel of equivalent fuel supplies six million BTUs of heat. Fuel gas quantities are usually calculated as equivalent fuel barrels in economic calculations for refinery operations.
escalation monitor	A batch process that monitors pending requests or activities, and restarts or forwards them to the next step or user after they have been inactive for a specified amount of time.
ESR	Einzahlungsschein mit Referenznummer. A pay slip with a reference number.
event rule	[In EnterpriseOne] A logic statement that instructs the system to perform one or more operations that are based on an activity that can occur in a specific application, such as entering a form or exiting a field.
exit bar	[In EnterpriseOne] The tall pane with icons in the left portion of many EnterpriseOne program windows.
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.
fast path	[In EnterpriseOne] A command prompt that allows the user to move quickly among menus and applications by using specific commands.
file handle	A temporary reference (typically a number) that is assigned to a file which has been opened by the operating system and is used throughout the session to access the file.
file server	A computer that stores files to be accessed by other computers on the network.
find/browse	A type of form used to: Search, view, and select multiple records in a detail area. Delete records. Exit to another form. Serve as an entry point for most applications.
firm planned order (FPO)	A work order that has reached a user defined status. When this status is entered in the processing options for the various manufacturing programs, messages for those orders are not exploded to the components.
fiscal date pattern	A representation of the beginning date for the fiscal year and the ending date for each period in that year.
fix/inspect	A type of form used to view, add, or modify existing records. A fix/inspect form has no detail area.

fixed quantity	A term that indicates the bill of material relationship between a parent item and its components or ingredients. When a bill of material component has a fixed quantity relationship to its parent, the amount of the component does not change when the software calculates parts list requirements for different work order quantities. Contrast with variable quantity.
flexible account numbers	The format of account numbers for journal entries. The format that you set up must be the three segments: Business unit. Object. Subsidiary.
form design aid (FDA)	The EnterpriseOne GUI development tool for building interactive applications and forms.
form exit	[In EnterpriseOne] An option that is available as a button on the Form Exit bar or as a selection in the Form menu. It allows users to open an interconnected form.
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 EnterpriseOne: Find/browse. Fix/inspect. Header detail. Headerless detail. Message. Parent/child. Search/select.
form-to-form call	A request by a form for data or functionality from one of the connected forms.
framework	[In object-oriented systems] A set of object classes that provide a collection of related functions for a user or piece of software.
frozen cost	The cost of an item, operation, or process after the frozen update program is run; used by the Manufacturing Accounting system.
frozen update program	A program that freezes the current simulated costs, thereby finalizing them for use by the Manufacturing Accounting system.
globally unique identifier (GUI)	A 16-byte code in the Component Object Model that identifies an interface to an object across all computers and networks.
handle	[In programming] A pointer that contains the address of another pointer, which, in turn, contains the address of the desired object.

hard commitment	The number of items that are reserved for a sales order, work order, or both, from a specific location, lot, or both.
hard error	An error that cannot be corrected by a given error detection and correction system.
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 information	Information that pertains to the entire order.
hover help	A help function that provides contextual information or instructions when a cursor moves over a particular part of the interface element for a predefined amount of time.
ICMS	Imposto sobre circulação de mercadoria e serviços. In Brazil, a state tax that is applied to the movement of merchandise and some services.
ICMS Substituto	Imposto sobre circulação de mercadoria e serviços substituto. In Brazil, the ICMS tax that is charged on interstate transactions, or on special products and clients.
ICMS Substituto-Markup	See imposto sobre circulação de mercadoria e serviços substituto-markup.
imposto de renda (IR)	Brazilian income tax.
imposto sobre produtos industrializados	In Brazil, a federal tax that applies to manufactured goods (domestic and imported).
imposto sobre services (ISS)	In Brazil, tax on services.
inbound document	A document that is received from a trading partner using Electronic Data Interface (EDI). This document is also referred to as an inbound transaction.
indented tracing	Tracking all lot numbers of intermediates and ingredients that are consumed in the manufacture of a given lot of product, down through all levels of the bill of material, recipe, or formula.
indexed allocations	A procedure that allocates or distributes expenses, budgets, adjustments, and so on, among business units, based on a fixed percentage.
indirect measurement	Determining the quantity on-hand by: Measuring the storage vessels and calculating the content's balance quantity. or Theoretically calculating consumption of ingredients and deducting them from the on-hand balance.
indirect usage	Determining what should have been used by multiplying receipt quantity of the parent times the quantity per statement in the formula, recipe, or bill of material. This transaction typically affects both consumption on schedule as well as issue from on-hand balances.

in-process rework	<p>Recycling a semi processed product that does not meet acceptable standards. Further processing takes the product out of a given operation and sends it back to the beginning of that operation or a previous operation (for example, unreacted materials).</p> <p>Rework that is detected prior to receipt of finished goods and corrected during the same schedule run.</p>
INPS withholding tax	Instituto Nazionale di Previdenza Sociale withholding tax. In Italy, a 12% social security withholding tax that is imposed on payments to certain types of contractors. This tax is paid directly to the Italian social security office.
inscrição estadual	ICMS tax ID. In Brazil, the state tax ID.
inscrição municipal	ISS tax ID. In Brazil, the municipal tax ID.
integrated toolset	Unique to EnterpriseOne is an industrial-strength toolset that is embedded in the already comprehensive business applications. This toolset is the same toolset that is used by PeopleSoft to build EnterpriseOne interactive and batch applications. Much more than a development environment, however, the EnterpriseOne integrated toolset handles reporting and other batch processes, change management, and basic data warehousing facilities.
integrity test	A process that is used to supplement a company's internal balancing procedures by locating and reporting balancing problems and data inconsistencies.
interbranch sales order	A sales order that is used for transactions between branch/plants other than the selling branch/plant.
Interoperability	The ability of different computer systems, networks, operating systems, and applications to work together and share information.
inventory pricing rule	A discount method that is used for purchases from suppliers and sales to customers. The method is based on effectivity dates, up-to quantities, and a factor by which you can mark up or discount the price or cost.
inventory turn	The number of times that the inventory cycles, or turns over, during the year. A frequently used method to compute inventory turnover is to divide the annual costs of sales by the average inventory level.
invoice	An itemized list of goods that are shipped or services that are rendered, stating quantities, prices, fees, shipping charges, and so on. Companies often have their invoices mailed to a different address than where they ship products. In such cases, the bill-to address differs from the ship-to address.
IP	See imposto sobre produtos industrializados.
IR	See imposto de renda.
IServer Service	Developed by PeopleSoft, 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.
ISS	See imposto sobre servicos.

jargon	An alternate data dictionary item description that EnterpriseOne or PeopleSoft World displays, based on the product code of the current object.
java application server	A component-based server that resides in the middle-tier of a server-centric architecture and provides middleware services for security and state maintenance, along with data access and persistence.
JDBNET	A database driver that allows heterogeneous servers to access each other's data.
jde.ini	A PeopleSoft file (or member for AS/400) that provides the runtime settings that are required for EnterpriseOne initialization. Specific versions of the file or member must reside on every machine that is running EnterpriseOne, including workstations and servers.
JDE.LOG	The main diagnostic log file of EnterpriseOne. Always located in the root directory on the primary drive. Contains status and error messages from the startup and operation of EnterpriseOne.
JDEBASE Database Middleware	<p>PeopleSoft proprietary database middleware package that provides two primary benefits:</p> <ol style="list-style-type: none"> 1. Platform-independent APIs for multidatabase access. These APIs are used in two ways: <ol style="list-style-type: none"> 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 access, EnterpriseOne 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 that is used by business functions to invoke other business functions.
JDEIPC	Communications programming tools that are used by server code to regulate access to the same data in multiprocess environments, communicate and coordinate between processes, and create new processes.
JDENET	PeopleSoft proprietary middleware software. JDENET is a messaging software package.
JDENET communications middleware	PeopleSoft proprietary communications middleware package for EnterpriseOne. 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 EnterpriseOne supported platforms.
just in time installation (JITI)	EnterpriseOne's method of dynamically replicating objects from the central object location to a workstation.
just in time replication (JITR)	EnterpriseOne's method of replicating data to individual workstations. EnterpriseOne replicates new records (inserts) only at the time that the user needs the data. Changes, deletes, and updates must be replicated using Pull Replication.

Kagami	In Japan, summarized invoices that are created monthly (in most cases) to reduce the number of payment transactions.
latitude	The X coordinate of the location of an item in the warehouse. The system can use latitude, longitude, and height when suggesting locations for putaway, replenishment, and picking.
laytime (or layhours)	<p>The amount of time that is allotted to a tanker at berth to complete loading or discharging cargo. This time is usually expressed in running hours, and is fixed by prior agreement between the vessel owner and the company that is chartering the vessel. Laytime is stipulated in the charter, which states exactly the total of number of hours that are granted at both loading and unloading ports, and indicates whether such time is reversible. A statement of “Seventy-Two Hours, Reversible” means that a total of 72 hours is granted overall at both ports, and any time saved at one port can be applied as a credit at the other port.</p> <p>For example, if the vessel uses only 32 hours instead of 36 hours to load cargo, it can apply an additional four hours to the 36 hours allotted at the discharge port. Such considerations are important for purposes of computing demurrage.</p>
leading zeros	A series of zeros that certain facilities in PeopleSoft systems place in front of a value that is entered. This situation normally occurs when you enter a value that is smaller than the specified length of the field. For example, if you enter 4567 in a field that accommodates eight numbers, the facility places four zeros in front of the four numbers that you enter. The result appears as 00004567.
ledger type	A code that designates a ledger which is used by the system for a particular purpose. For example, all transactions are recorded in the AA (actual amounts) ledger type in their domestic currency. The same transactions can also be stored in the CA (foreign currency) ledger type.
level break	The position in a report or text where a group of similar types of information ends and another one begins.
libro IVA	Monthly VAT report. In Italy, the term for the report that contains the detail of invoices and vouchers that were registered during each month.
line of business	A description of the nature of a company’s work; also a tool to control the relationship with that customer, including product pricing.
linked service type	A service type that is associated with a primary service type. Linked service types can be cancelled, and the maintenance tasks are performed when the primary service type to which they are linked comes due. You can specify whether the system generates work orders for linked service types, as well as the status that the system assigns to work orders that have already been generated. Sometimes referred to as associated service types. See also primary service type and service type.
livro razao	In Brazil, a general ledger report.
load balancing	The act of distributing the number of processes proportionally to all servers in a group to maximize overall performance.

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.
logic data source	Any code that provides data during runtime.
logical compartment	One of two ways that is identified in the transportation constants to display compartments on vehicles. Logical display numbers the compartments sequentially. For example, if two vehicles are on a trip and each vehicle has three compartments, the logical display is 1,2,3,4,5,6.
logical file	A set of keys or indices that is used for direct access or ordered access to the records in a physical file. Several logical files can have different accesses to a physical.
logical shelf	A logical, not physical, location for inventory that is used to track inventory transactions in loan/borrow, or exchange agreements with other companies. See also logical warehouse.
logical warehouse	Not a physical warehouse containing actual inventory, but a means for storing and tracking information for inventory transactions in loan/borrow, or exchange agreements with other companies.
longitude	The Y coordinate of the location of an item in the warehouse. The system can use latitude, longitude, and height when suggesting locations for putaway, replenishment, and picking.
LSV	Lastschriftverfahren. A Swiss auto debit format that is required by Telekurs (Payserv).
mail merge	A mass-mail facility that takes names, addresses, and (sometimes) pertinent facts about recipients and merges the information into a form letter or a similarly basic document.
mailmerge workbench	[In EnterpriseOne] An application that merges Microsoft Word 6.0 (or higher) word-processing documents with EnterpriseOne records to automatically print business documents.
main fuels	Usually refers to bulk fuel products, but sometimes includes packaged products.
maintenance loop	See maintenance route.
maintenance route	A method of performing PMs for multiple pieces of equipment from a single preventive maintenance work order. A maintenance route includes pieces of equipment that share one or more identical maintenance tasks which can be performed at the same time for each piece of equipment. Sometimes referred to as maintenance loop.

maintenance work order	In PeopleSoft EnterpriseOne systems, a term that is used to distinguish work orders created for the performance of equipment and plant maintenance from other work orders, such as manufacturing work orders, utility work orders, and engineering change orders.
manufacturing and distribution planning	Planning that includes resource and capacity planning, and material planning operations. Resource and capacity planning allows you to prepare a feasible production schedule that reflects your demand forecasts and production capability. Material Planning Operations provides a short-range plan to cover material requirements that are needed to make a product.
mapping	A set of instructions that describes how one data structure passes data to another.
master business function	An interactive master file that serves as a central location for adding, changing, and updating information in a database.
master business function	A central system location for standard business rules about entering documents, such as vouchers, invoices, and journal entries. Master business functions ensure uniform processing according to guidelines that you establish.
master table	A database table that is 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.
matching document	A document that is associated with an original document to complete or change a transaction. For example, a receipt is the matching document of an invoice.
media object	An electronic or digital representation of an object.
media storage objects	Files that use one of the following naming conventions that are not organized into table format: Gxxx, xxxGT, or GTxxx.
memory violation	An error that occurs as the result of a memory leak.
menu selection	An option on a menu that initiates a software function directly.
message center	A central location for sending and receiving all EnterpriseOne messages (system- and user-generated), regardless of the originating application or user.
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.
metal content	A series of properties of a blended product that help to determine its suitability for a prescribed purpose.
metals management	The process of maintaining information about the location and status of durable product containers such as liquid petroleum gas (LPG) cylinders.
mobile inventory	Inventory that is transferred from a depot to a barge or truck for milk-run deliveries.

modal	A restrictive or limiting interaction that is 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 its primary window or to the entire system. A modal dialog box must be closed by the user before the application continues.
model work order	For scheduled preventive maintenance or for a condition-based alert, a model work order functions as a template for the creation of other work orders. You can assign model work orders to service types and condition-based alerts. When the service type comes due or the alert is generated, the system automatically generates a work order that is based on information from the model work order.
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.
multiple stocking locations	Authorized storage locations for the same item number at locations, in addition to the primary stocking location.
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, re-usable business logic that is created by using event rules, rather than C programming.
national language support (NLS)	Mechanisms that are provided to facilitate internationalization of both system and application user interfaces.
natureza da operação	Transaction nature. In Brazil, a code that classifies the type of commercial transaction to conform to the fiscal legislation.
negative pay item	An entry in an account that indicates a prepayment. For example, you might prepay a supplier before goods are sent or prepay an employee's forecasted expenses for a business trip. The system stores these pending entries, assigning them a minus quantity as debit amounts in a designated expense account. After the prepaid goods are received or the employee submits an expense report, entering the actual voucher clears all of the negative pay items by processing them as regular pay items. Note that a negative pay item can also result from entering a debit memo (A/P) or a credit memo (A/R).
net added cost	The cost to manufacture an item at the current level in the bill of material. Thus, for manufactured parts, the net added cost includes labor, outside operations, and cost extras applicable to this level in the bill of material, but not materials (lower-level items). For purchased parts, the net added cost also includes the cost of materials.
next status	The next step in the payment process for payment control groups. The next status can be either WRT (write) or UPD (update).
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 performing other networking and, in some cases, local processing.

non-inventory items	See non-stock items.
non-list price	A price for bulk products that is determined by its own algorithms, such as a rolling average or commodity price plus.
non-prime product	A manufactured product with revenue potential that is less than the product planned for, or scheduled to be produced.
non-stock items	Items that the system does not account for as part of the inventory. For example, office supplies, or packaging materials can be non-stock items.
nota fiscal	In Brazil, a legal document that must accompany all commercial transactions.
nota fiscal fatura	In Brazil, a nota fiscal and invoice information.
notula	In Italy, the process whereby a business does not recognize value added tax until the payment of a voucher.
object configuration manager (OCM)	EnterpriseOne'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 by 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 that are reusable in building applications.
object linking	When an object is linked to another document, a reference is created with the file in which the object is stored, as well as with the application that created it. When the object is modified, either from the compound document or directly through the file in which it is saved, 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 technology for transferring and sharing information among applications by allowing the integration of objects from diverse applications, such as graphics, charts, spreadsheets, text, or an audio clip from a sound program. OLE is a compound document standard that was developed by Microsoft Corporation. It enables you to create objects with one application, and then link or embed them in a second application. Embedded objects retain their original format and links to the application that created them. See also object embedding, object linking.
object management workbench (OMW)	The change management system that is used for EnterpriseOne development.

object-based technology (OBT)	A technology that supports some of the main principles of object-oriented technology: Classes. Polymorphism.I Inheritance. Encapsulation.
object-oriented technology (OOT)	Brings software development past procedural programming into a world of re-usable programming that simplifies development of applications. Object orientation is based on the following principles: Classes. Polymorphism.I Inheritance. Encapsulation.
offsetting account	An account that reduces the amount of another account to provide a net balance. For example, a credit of 200 to a cash account might have an offsetting entry of 200 to an A/P Trade (liability) account.
open database connectivity (ODBC)	Defines a standard interface for different technologies to process data between applications and different data sources. The ODBC interface comprises 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.
order detail line	A part of an order that contains transaction information about a service or item being purchased or sold, such as quantity, cost, price, and so on.
order hold	A flag that stops the processing of an order because it has exceeded the credit or budget limit, or has another problem.
order-based pricing	Pricing strategy that grants reductions in price to a customer. It is based upon the contents and relative size (volume or value) of the order as a whole.
outbound document	A document that is sent to a trading partner using EDI. This term is also referred to as an outbound transaction.

outturn	<p>The quantity of oil that is actually received into a buyer's storage tanks when a vessel is unloaded. For various reasons (vaporization, clingage to vessel tank walls, and so on), the amount of a product pumped into shore tankage at unloading is often less than the quantity originally loaded onto the vessel, as certified by the Bill of Lading. Under a delivered or CIF outturn transaction, the buyer pays only for the barrels actually "turned out" by the vessel into storage.</p> <p>When a buyer is paying CIF Bill of Lading figures, a loss of 0.5% of total cargo volume is considered normal. Losses in excess of 0.5%, however, are either chargeable to the seller or are covered by specialized insurance that covers partial, as well as total, loss of the cargo.</p>
overhead	In the distillation process, that portion of the charge that leaves the top of the distillation column as vapor. This definition is strictly as it relates to ECS.
override conversion method	A method of calculating exchange rates that is set up between two specific currencies. For those specific currencies, this method overrides the conversion method in General Accounting Constants and does not allow inverse rates to be used when calculating currency amounts.
package / package build	A collection of software that is grouped into a single entity for modular installation. EnterpriseOne 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 the installation program can find them on the deployment server. It is a point-in-time "snapshot" of the central objects on the deployment server.
package location	The directory structure location for the package and its set of replicated objects. This location is usually \\deployment server\release\path_code\package\ package name. The replicated objects for the package are placed in the subdirectories under this path. This location is also 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.
packaged products	Products that, by their nature, must be delivered to the customer in containers which are suitable for discrete consumption or resale.
pane/panel	A resizable subarea of a window that contains options, components, or other related information.
paper clip	An icon that is used to indicate that a media object is attached to a form or record.
parent/child form	<p>A type of form that presents parent/child relationships in an application on one form:</p> <p>The left portion of the form presents a tree view that displays a visual representation of a parent/child relationship.</p> <p>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.</p> <p>The parent/child form supports drag and drop functionality.</p>

parent/child relationship	See parent/component relationship.
parent/component relationship	<p>1. In Capital Asset Management, the hierarchical relationship of a parent piece of equipment to its components. For example, a manufacturing line could be a parent and the machinery on the line could be components of the line. In addition, each piece of machinery could be a parent of still more components.</p> <p>2. In Product Data Management, a hierarchical relationship of the components and subassemblies of a parent item to that parent item. For example, an automobile is a parent item; its components and subassemblies include: engine, frame, seats, and windows.</p> <p>Sometimes referred to as parent/child relationship.</p>
partita IVA	In Italy, a company fiscal identification number.
pass-through	A process where data is accepted from a source and forwarded directly to a target without the system or application performing any data conversion, validation, and so on.
pay on consumption	The method of postponing financial liability for component materials until you issue that material to its consuming work order or rate schedule.
payment group	A system-generated group of payments with similar information, such as a bank account. The system processes all of the payments in a payment group at the same time.
PeopleSoft database	See JDEBASE Database Middleware.
performance tuning	The adjustments that are made for a more efficient, reliable, and fast program.
persistent object	An object that continues to exist and retains its data beyond the duration of the process that creates it.
pervasive device	A type of intelligent and portable device that provides a user with the ability to receive and gather information anytime, from anywhere.
planning family	A means of grouping end items that have similarity of design or manufacture.
plug-in	A small program that plugs into a larger application to provide added functionality or enhance the main application.
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.
portal	A Web site or service that is a starting point and frequent gateway to a broad array of on-line resources and services.
Postfinance	A subsidiary of the Swiss postal service. Postfinance provides some banking services.

potency	Identifies the percent of an item in a given solution. For example, you can use an 80% potent solution in a work order that calls for 100% potent solution, but you would use 25% more, in terms of quantity, to meet the requirement ($100 / 80 = 1.25$).
preference profile	The ability to define default values for specified fields for a user defined hierarchy of items, item groups, customers, and customer groups. In Quality Management setup, this method links test and specification testing criteria to specific items, item groups, customers, or customer groups.
preflush	A work order inventory technique in which you deduct (relieve) materials from inventory when the parts list is attached to the work order or rate schedule.
preventive maintenance cycle	The sequence of events that make up a preventive maintenance task, from its definition to its completion. Because most preventive maintenance tasks are commonly performed at scheduled intervals, parts of the preventive maintenance cycle repeat, based on those intervals.
preventive maintenance schedule	The combination of service types that apply to a specific piece of equipment, as well as the intervals at which each service type is scheduled to be performed.
primary service type	A service type to which you can link related service types. For example, for a particular piece of equipment, you might set up a primary service type for a 1000-hour inspection and a linked service type for a 500-hour inspection. The 1000-hour inspection includes all of the tasks performed at 500 hours. When a primary service type is scheduled to be performed, the system schedules the linked service type. See also linked service type.
pristine environment	An EnterpriseOne environment that is used to test unaltered objects with PeopleSoft demonstration data or for training classes. You must have this environment so you can compare pristine objects that you modify.
processing option	A data structure that allows users to supply parameters that regulate the execution of a batch program or report.
product data management (PDM)	In PeopleSoft EnterpriseOne software, the system that enables a business to organize and maintain information about each item which it manufactures. Features of this system, such as bills of material, work centers, and routings, define the relationships among parents and components, and how they can be combined to manufacture an item. PDM also provides data for other manufacturing systems including Manufacturing Accounting, Shop Floor Management, and Manufacturing and Distribution Planning.
product line	A group of products with similarity in manufacturing procedures, marketing characteristics, or specifications that allow them to be aggregated for planning; marketing; and, occasionally, costing.
product/process definition	A combination of bill of material (recipe, formula, or both) and routing (process list). Organized into tasks with a statement of required consumed resources and produced resources.
production environment	An EnterpriseOne environment in which users operate EnterpriseOne software.

program temporary fix (PTF)	A representation of changes to PeopleSoft software that your organization receives on magnetic tapes or diskettes.
project	[In EnterpriseOne] A virtual container for objects being developed in Object Management Workbench.
projected cost	The target expenditure in added value for material, labor, and so on, during manufacture. See also standard cost.
promotion path	The designated path for advancing objects or projects in a workflow.
protocollo	See registration number.
PST	Provincial sales tax. A tax that is assessed by individual provinces in Canada.
published table	Also called a “Master” table, this is the central copy to be replicated to other machines and 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 EnterpriseOne methods for replicating data to individual workstations. Such machines are set up as pull subscribers that use EnterpriseOne’s data replication tools. The only time that 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).
query by example (QBE)	Located at the top of a detail area, this area is used to search for data to display in the detail area.
rate scheduling	A method of scheduling product or manufacturing families, or both. Also a technique to determine run times and quantities of each item within the family to produce enough of each individual product to satisfy demand until the family can be scheduled again.
rate type	For currency exchange transactions, the rate type distinguishes different types of exchange rates. For example, you can use both period average and period-end rates, distinguishing them by rate type.
real-time	Pertaining to information processing that returns a result so rapidly that the interaction appears to be instantaneous.
receipt routing	A series of steps that is used to track and move items within the receipt process. The steps might include in-transit, dock, staging area, inspection, and stock.
referential integrity	Ensures that a parent record cannot be deleted from the database when a child record for exists.

regenerable	Source code for EnterpriseOne 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.
register types and classes	In Italian VAT Summary Reporting, the classification of VAT transactions.
relationship	Links tables together and facilitates joining business views for use in an application or report. Relationships that are created are based on indexes.
rélevé d'identité bancaire (RIB)	In France, the term that indicates the bank transit code, account number, and check digit that are used to validate the bank transit code and account number. The bank transit code consists of the bank code and agency code. The account number is alphanumeric and can be as many as 11 characters. PeopleSoft supplies a validation routine to ensure RIB key correctness.
remessa	In Brazil, the remit process for A/R.
render	To include external data in displayed content through a linking mechanism.
repassé	In Brazil, a discount of the ICMS tax for interstate transactions. It is the adjustment between the interstate and the intrastate ICMS tax rates.
replenishment point	The location on or near the production line where additional components or subassemblies are to be delivered.
replication server	A server that is responsible for replicating central objects to client machines.
report design aid (RDA)	The EnterpriseOne GUI tool for operating, modifying, and copying report batch applications.
repost	In Sales, the process of clearing all commitments from locations and restoring commitments, based on quantities from the Sales Order Detail table (F4211).
resident	Pertaining to computer programs or data while they remain on a particular storage device.
retorno	In Brazil, the receipt process for A/R.
RIB	See rélevé d'identité bancaire.
ricevute bancarie (RiBa)	In Italy, the term for accounts receivable drafts.
riepilogo IVA	Summary VAT monthly report. In Italy, the term for the report that shows the total amount of VAT credit and debit.
ritenuta d'acconto	In Italy, the term for standard withholding tax.
rollback	[In database management] A feature or command that undoes changes in database transactions of one or more records.
rollup	See cost rollup.

row exit	[In EnterpriseOne] An application shortcut, available as a button on the Row Exit bar or as a menu selection, that allows users to open a form that is related to the highlighted grid record.
runtime	The period of time when a program or process is running.
SAD	The German name for a Swiss payment format that is accepted by Postfinance.
SAR	See software action request.
scalability	The ability of software, architecture, hardware, or a network to support software as it grows in size or resource requirements.
scripts	A collection of SQL statements that perform a specific task.
scrub	To remove unnecessary or unwanted characters from a string.
search/select	A type of form that is used to search for a value and return it to the calling field.
selection	Found on PeopleSoft menus, selections represent functions that you can access from a menu. To make a selection, type the associated number in the Selection field and press Enter.
serialize	To convert a software object into a stream of bytes to store on a disk or transfer across a network.
server map	The server view of the object configuration mapping.
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 interval	The frequency at which a service type is to be performed. Service intervals can be based on dates, periods, or statistical units that are user defined. Examples of statistical units are hours, miles, and fuel consumption.
service type	An individual preventive maintenance task or procedure, such as an inspection, lubrication, or overhaul. Service types can apply to a specific piece of equipment or to a class of equipment. You can specify that service types come due based on a predetermined service interval, or whenever the task that is represented by the service type becomes necessary.
servlet	A [small] program that extends the functionality of a Web server by generating dynamic content and interacting with Web clients by using a request-response paradigm.
share path	The network node under which one or more servers or objects reside.
shop floor management	A system that uses data from multiple system codes to help develop, execute, and manage work orders and rate schedules in the enterprise.
silent mode	A method for installing or running a program that does not require any user intervention.

silent post	A type of post that occurs in the background without the knowledge of the user.
simulated cost	After a cost rollup, the cost of an item, operation, or process according to the current cost scenario. This cost can be finalized by running the frozen update program. You can create simulated costs for a number of cost methods—for example, standard, future, and simulated current costs. See also cost rollup.
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 by using a single-byte character set.
single-level tracking	Finding all immediate parents where a specific lot has been used (consumed).
single-voyage (spot) charter	An agreement for a single voyage between two ports. The payment is made on the basis of tons of product delivered. The owner of the vessel is responsible for all expenses.
slimer	A script that changes data in a table directly without going through a regular database interface.
smart field	A data dictionary item with an attached business function for use in the Report Design Aid application.
SOC	The Italian term for a Swiss payment format that is accepted by Postfinance.
soft commitment	The number of items that is reserved for sales orders or work orders in the primary units of measure.
soft error	An error from which an operating system or program is able to recover.
software action request (SAR)	An entry in the AS/400 database that is used for requesting modifications to PeopleSoft software.
SOG	The French term for a Swiss payment format that is accepted by Postfinance.
source directory	The path code to the business function source files belonging to the shared library that is created on the enterprise server.
special period/year	The date that determines the source balances for an allocation.
specification merge	The Specification merge is comprised of three merges: Object Librarian merge (via the Object Management Workbench). Versions List merge. 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 an EnterpriseOne object. Each object has its own specification, or name, which is used to build applications.
spot charter	See single-voyage charter.
spot rates	An exchange rate that is entered at the transaction level. Spot rates are not used on transactions between two EMU member currencies because exchange rates are irrevocably fixed to the euro.
stamp tax	In Japan, a tax that is imposed on drafts payable, receipts over 30000 Japanese yen, and all contracts. The party that issues any of the above documents is responsible for this tax.
standalone	Operating or capable of operating independently of certain other components of a computer system.
standard cost	The expected, or target cost of an item, operation, or process. Standard costs represent only one cost method in the Product Costing system. You can also calculate, for example, future costs or current costs. However, the Manufacturing Accounting system uses only standard frozen costs.
standard costing	A costing method that uses cost units that are determined before production. For management control purposes, the system compares standard costs to actual costs and computes variances.
subprocess	A process that is triggered by and is part of a larger process, and that generally consists of activities.
subscriber table	The Subscriber table (F98DRSUB), which is stored on the Publisher Server with the Data Replication Publisher table (F98DRPUB), that 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 which is stored in certain tables. Contrast with detail.
super backflush	To create backflush transactions for material, labor, or both, against a work order at predefined pay points in the routing. By doing so, you can relieve inventory and account for labor amounts at strategic points throughout the manufacturing process.
supersession	Specification that a new product is replacing an active product on a specified effective date.
supplemental data	Additional types of data for customers and suppliers. You can enter supplemental data for information such as notes, comments, plans, or other information that you want in a customer or supplier record. The system maintains this data in generic databases, separate from the standard master tables (Customer Master, Supplier Master, and Address Book Master).

supplying location	The location from which inventory is transferred once quantities of the item on the production line have been depleted. In kanban processing, the supplying location is the inventory location from which materials are transferred to the consuming location when the containers are replenished.
system code	A numeric or alphanumeric designation that identifies a specific system in EnterpriseOne software.
system function	[In EnterpriseOne] A named set of pre-packaged, re-usable instructions that can be called from event rules.
table access management (TAM)	The EnterpriseOne 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 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 EnterpriseOne. It also updates the Table Conversions and Controls detail records to reflect completion.
table design aid (TDA)	An EnterpriseOne 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 an EnterpriseOne database trigger, you must first determine which event will activate the trigger. Then, use Event Rules Design to create the trigger. Although EnterpriseOne allows event rules to be attached to application events, this functionality is application-specific. Table event rules provide embedded logic at the table level.
table handle	A pointer into a table that indicates a particular row.
table space	[In relational database management systems] An abstract collection of containers in which database objects are stored.
task	[In Solution Explorer and EnterpriseOne Menu] A user defined object that can initiate an activity, process, or procedure.
task view	A group of tasks in Solution Explorer or EnterpriseOne Menu that are arranged in a tree structure.
termo de abertura	In Brazil, opening terms for the transaction journal.
termo de encerramento	In Brazil, closing terms for the transaction journal.
three-tier processing	The task of entering, reviewing, approving, and posting batches of transactions.
three-way voucher match	The process of comparing receipt information to supplier's invoices to create vouchers. In a three-way match, you use the receipt records, the purchase order, and the invoice to create vouchers.

threshold percentage	In Capital Asset Management, the percentage of a service interval that you define as the trigger for maintenance to be scheduled. For example, you might set up a service type to be scheduled every 100 hours with a threshold percentage of 90 percent. When the equipment accumulates 90 hours, the system schedules the maintenance.
throughput agreement	A service agreement in which a business partner agrees to store and manage product for another business partner for a specified time period. The second partner actually owns the stock that is stored in the first partner's depot, although the first partner monitors the stock level; suggests replenishments; and unloads, stores, and delivers product to the partner or its customers. The first partner charges a fee for storing and managing the product.
throughput reconciliation	Reconcile confirmed sales figures in a given period with the measured throughput, based on the meter readings. This process is designed to catch discrepancies that are due to transactions not being entered, theft, faulty meters, or some combination of these factors. This reconciliation is the first stage. See also operational reconciliation.
token	[In Object Management Workbench] A flag that is associated with each object which indicates whether you can check out the object.
tolerance range	The amount by which the taxes that you enter manually can vary from the tax that is calculated by the system.
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 can include programs that validate data and format terminal screens.
tracing	The act of researching a lot by going backward, to discover its origin.
tracking	The act of researching a lot by going forward, to discover where it is used.
transaction set	An electronic business transaction (EDI Standard document) composed of segments.
transclude	To include the external data in the displayed content through a linking mechanism.
transfer order	An order that is used to ship inventory between branch/plants within your company and to maintain an accurate on-hand inventory amount. An interbranch transfer order creates a purchase order for the shipping location and a sales order for the receiving location.
translation adjustment account	An optional G/L account used in currency balance restatement to record the total adjustments at a company level.
translator software	The software that converts data from an application table format to an EDI Standard Format, and from EDI Standard Format to application table format. The data is exchanged in an EDI Standard, such as ANSI ASC X12, EDIFACT, UCS, or WINS.

tree structure	A type of graphical user interface that displays objects in a hierarchy.
trigger	Allows 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 which is associated with the data item. EnterpriseOne also has three visual assist triggers: Calculator. Calendar. Search form.
two-way voucher match	The process of comparing purchase order detail lines to the suppliers' invoices to create vouchers. You do not record receipt information.
universal batch engine (UBE)	[In EnterpriseOne] A type of application that runs a noninteractive process.
unnormalized	Data that is a random collection of data elements with repeating record groups scattered throughout. Also see Normalized.
user overrides merge	The User Overrides merge adds new user override records into a customer's user override table.
user-defined code (UDC)	A value that a user has assigned as being a valid entry for a given or specific field.
utility	A small program that provides an addition to the capabilities which are provided by an operating system.
variable numerator allocations	A procedure that allocates or distributes expenses, budgets, adjustments, and so on, among business units, based on a variable.
variable quantity	A term that indicates the bill of material relationship between a parent item and its components or ingredients. When a bill of material component has a variable quantity relationship to its parent, the amount of the component changes when the software calculates parts list requirements for different work order quantities. Contrast with fixed quantity.
variance	1. In Product Costing and Manufacturing Accounting, the difference between the frozen standard cost, the current cost, the planned cost, and the actual cost. For example, the difference between the frozen standard cost and the current cost is an engineering variance. Frozen standard costs come from the Cost Components table, and the current costs are calculated by using the current bill of material, routing, and overhead rates. 2. In Capital Asset Management, the difference between revenue that is generated by a piece of equipment and costs that are incurred by the equipment.
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.
VESR	Verfahren Einzahlungsschein mit Referenznummer. The processing of an ESR pay slip with reference line through accounts receivable and accounts payable.

visual assist	Forms that can be invoked from a control to assist the user in determining what data belongs in the control.
voucher logging	The process of entering vouchers without distributing amounts to specific G/L accounts. The system initially distributes the total amount of each voucher to a G/L suspense account, where it is held until you redistribute it to the correct G/L account.
wareki date format	In Japan, a calendar format, such as Showa or Heisei. When a new emperor begins to reign, the government chooses the title of the date format and the year starts over at one. For instance, January 1, 1998, is equal to Heisei 10, January 1st.
wash down	A minor cleanup between similar product runs. Sometimes used in reference to the sanitation process of a food plant.
wchar_t	An internal type of a wide character. Used for writing portable programs for international markets.
web server	A server that sends information as requested by a browser and uses the TCP/IP set of protocols.
work order life cycle	In Capital Asset Management, the sequence of events through which a work order must pass to accurately communicate the progress of the maintenance tasks that it represents.
workfile	A system-generated file that is used for temporary data processing.
workflow	According to the Workflow Management Coalition, workflow 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 network server usually containing subsets of data that are replicated from a master network server.
WorldSoftware architecture	The broad spectrum of application design and programming technology that PeopleSoft uses to achieve uniformity, consistency, and complete integration throughout its software.
write payment	A step in processing payments. Writing payments includes printing checks, drafts, and creating a bank tape table.
write-off	A method for getting rid of inconsequential differences between amounts. For example, you can apply a receipt to an invoice and write off the difference. You can write off both overpayments and underpayments.

Z file	For store and forward (network disconnected) user, EnterpriseOne 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, EnterpriseOne 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 then updates the records in your transaction files.
z-process	A process that converts inbound data from an external system into an EnterpriseOne software table or converts outbound data into an interface table for an external system to access.
zusammenfassende melding	In Germany, the term for the EU Sales Listing.

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