

Oracle Endeca Platform Services

Forge API Guide for Perl

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Contents

Preface.....	7
About this guide.....	7
Who should use this guide.....	7
Conventions used in this guide.....	7
Contacting Oracle Support.....	8
 Chapter 1: Introduction to the Forge API.....	 9
About the Perl manipulator.....	9
Classes available to a Perl manipulator.....	10
Understanding Forge and downstream record processing.....	10
About the Forge Execution Framework.....	12
An example Perl manipulator	12
Additional use case examples.....	14
Remove a property from each record.....	14
Reformat a property on each record.....	15
Remove records with a particular property.....	16
Perform a left join on records from two record sources.....	17
Retrieve records matching a key from any number of record sources.....	19
Process records using a subclass.....	21
Add a geocode property to a record	22
 Chapter 2: EDF::DVal class.....	 25
EDF::DVal class overview.....	25
EDF::DVal::dimension_id method.....	25
EDF::DVal::id method	26
 Chapter 3: EDF::Manipulator class.....	 27
EDF::Manipulator class overview.....	27
EDF::Manipulator::context method.....	28
EDF::Manipulator::finish method.....	28
EDF::Manipulator::get_records method.....	28
EDF::Manipulator::name method.....	29
EDF::Manipulator::next_record method.....	29
EDF::Manipulator::prepare method.....	30
EDF::Manipulator::record_source method.....	30
EDF::Manipulator::record_sources method.....	31
 Chapter 4: EDF::PVal class.....	 33
EDF::PVal class overview	33
EDF::PVal::name method	33
EDF::PVal::value method	34
 Chapter 5: EDF::RecordKey class.....	 35
EDF::RecordKey class overview	35
EDF::RecordKey::add_columns method	35
EDF::RecordKey::clone method	36
EDF::RecordKey::columns method	36
EDF::RecordKey::equals method	36
 Chapter 6: EDF::KeyColumn class.....	 39
EDF::KeyColumn class overview	39
EDF::KeyColumn::add_values method	39
EDF::KeyColumn::id method.....	40
EDF::KeyColumn::type method	40
EDF::KeyColumn::values method	41

EDF::KeyColumn::DVAL constant	41
EDF::KeyColumn::PVAL constant	42
Chapter 7: EDF::Record class.....	43
EDF::Record class overview	43
EDF::Record::add_dvals method	43
EDF::Record::add_pvals method	44
EDF::Record::clone method	44
EDF::Record::dvals method	45
EDF::Record::key method	45
EDF::Record::pvals method	46
Chapter 8: EDF::RecordSource class.....	47
EDF::RecordSource class overview	47
EDF::RecordSource::get_records method	48
EDF::RecordSource::name method	48
EDF::RecordSource::next_record method	49
EDF::RecordSource::number method	49
Chapter 9: Static methods.....	51
Static methods overview.....	51
EDF::print_error method	51
EDF::print_info method	52
EDF::print_warning method	52

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Preface

The Oracle Endeca Commerce solution enables your company to deliver a personalized, consistent customer buying experience across all channels — online, in-store, mobile, or social. Whenever and wherever customers engage with your business, the Oracle Endeca Commerce solution delivers, analyzes, and targets just the right content to just the right customer to encourage clicks and drive business results.

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About this guide

This reference describes the classes and methods you can incorporate in a Perl manipulator component. A Perl manipulator component uses Perl to efficiently manipulate source records as part of Forge's data processing. For example, pipeline developers can use a Perl manipulator to add, remove, and reformat properties, join record sources, and so on.

Who should use this guide

This reference is intended for developers who are building Data Foundry pipelines using Endeca Developer Studio.

Conventions used in this guide

This guide uses the following typographical conventions:

Code examples, inline references to code elements, file names, and user input are set in monospace font. In the case of long lines of code, or when inline monospace text occurs at the end of a line, the following symbol is used to show that the content continues on to the next line: ↵

When copying and pasting such examples, ensure that any occurrences of the symbol and the corresponding line break are deleted and any remaining space is closed up.

Contacting Oracle Support

Oracle Support provides registered users with important information regarding Oracle Endeca software, implementation questions, product and solution help, as well as overall news and updates.

You can contact Oracle Support through Oracle's Support portal, My Oracle Support at <https://support.oracle.com>.

Chapter 1

Introduction to the Forge API

This guide describes the classes and methods you can incorporate in a Perl manipulator component.

About the Perl manipulator

A Perl manipulator component uses Perl to efficiently manipulate source records as part of Forge's data processing. For example, pipeline developers can use a Perl manipulator to add, remove, and reformat properties, join record sources, and so on.

The Forge API is the interface between a Perl manipulator and the Forge Execution Framework. All pipeline components (record adapter, spider, indexer adapter, and so on) plug into the Forge Execution Framework using one of two methods: `next_record` or `get_records`. For all components except the Perl manipulator, these two methods are hidden from the pipeline developer.

Before a component such as an indexer adapter processes records, it gets them from an upstream component by calling `next_record` or `get_records` via the Forge Execution Framework. See the topic on understanding Forge and downstream record processing for an explanation of this process.

However, for the Perl manipulator, the `next_record` and `get_records` methods are exposed to you as methods that you can override. These methods allow the Perl manipulator to plug into the Forge Execution Framework and make calls to upstream pipeline components during record processing.

There are the four overrideable methods available to a Perl manipulator. They are overrideable because the Perl manipulator component in Developer Studio provides an empty implementation of each one. If you run the default implementation, the methods do nothing. It is your custom implementation that overrides the default and defines how a Perl manipulator behaves.

Each method can be called at different stages of record processing. At a minimum, one method (either `get_records` or `next_record`) is required to retrieve records.

- `EDF::Manipulator::prepare`—called before record processing starts to perform setup and initialization tasks. Optional.
- `EDF::Manipulator::next_record`—called during record processing when a downstream pipeline component requests the next record from the Perl manipulator. This method accesses any record sources specified on the Sources tab of your Perl manipulator. More commonly used than `get_records`.
- `EDF::Manipulator::get_records`—called during record processing when a downstream pipeline component requests the set of records matching a given key. This method accesses any record sources specified on the Sources tab of your Perl manipulator.
- `EDF::Manipulator::finish`—called when record processing is complete. Typically performs clean up or logging tasks. Optional.

Within these four overrideable methods, you can use classes and methods in the EDF namespace that Endeca provides to perform record manipulation. In other words, you implement the four overrideable methods of `EDF::Manipulator` using methods and classes in the EDF namespace such as `EDF::Record`, `EDF::PVal`, `EDF::DVal`, and so on. See the classes available to a Perl manipulator for an overview of each class.

Creating a Perl manipulator

See the *Oracle Endeca Developer Studio Help* for information about creating, modifying, or removing a Perl manipulator component from your pipeline.

Classes available to a Perl manipulator

If Forge encounters a Perl manipulator component while processing your pipeline, it creates an instance of the `EDF::Manipulator` class.

The `EDF::Manipulator` works with `EDF::RecordSource` to retrieve records using the classes `EDF::RecordKey` and `EDF::KeyColumn` to identify records. The `EDF::Manipulator` manipulates the structure of records with the `EDF::Record`, `EDF::PVal`, and `EDF::DVal` classes. In addition, there are also several static methods available in the EDF name space for logging.

Here is a summary of the available classes:

Class	Description
<code>EDF::DVal</code>	Represents a dimension value tagged to a record or contained in an <code>EDF::RecordKey</code> .
<code>EDF::KeyColumn</code>	Represents a value for comparison within an <code>EDF::RecordKey</code> .
<code>EDF::Manipulator</code>	Represents a Perl manipulator component in Forge.
<code>EDF::PVal</code>	Represents a property value on a record or in an <code>EDF::RecordKey</code> .
<code>EDF::Record</code>	Describes a record.
<code>EDF::RecordKey</code>	Contains the information necessary to identify records for record selection and joins.
<code>EDF::RecordSource</code>	Represents a record source specified on the Sources tab of the Perl Manipulator editor.
Static methods	Contains methods for logging different levels of messages (ERR, INF, WRN).

Understanding Forge and downstream record processing

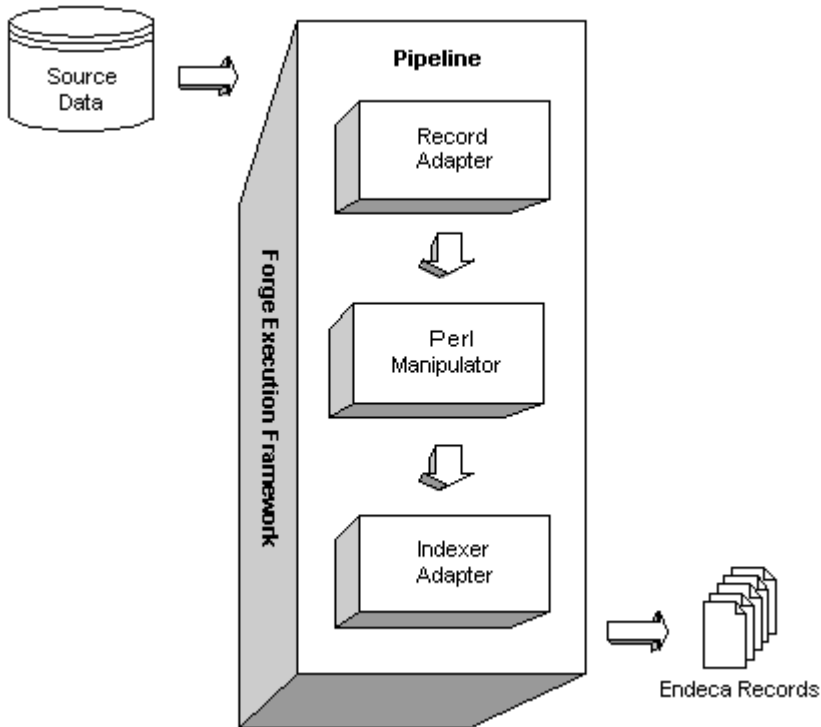
The pipeline metaphor suggests all data moves downstream through a pipeline during processing. It is important to understand that although the term pipeline suggests that record processing occurs in a downstream order (a push scenario beginning with source data and ending with indexed Endeca records), Forge actually processes records by requesting records from upstream components (a pull scenario) to retrieve records as necessary.

Pipeline components, such as a record adapter, Perl manipulator, indexer adapter, spider, and so on, call backwards up a pipeline, either requesting a record one at a time using the `next_record` method,

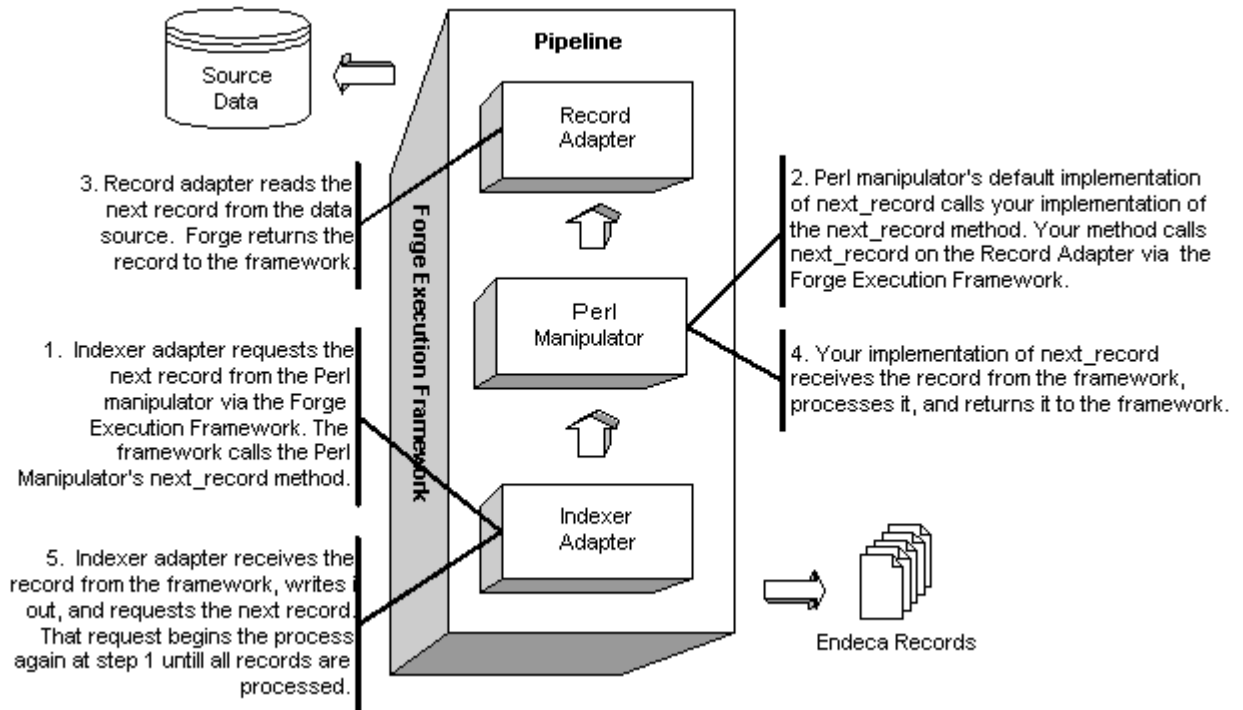
or requesting all records that match a key using the `get_records` method. Forge then returns the records downstream to the requesting component for processing.

When you write the `EDF::Manipulator::next_record` or `EDF::Manipulator::get_records` method for a Perl manipulator, you are defining how the Forge Execution Framework retrieves the records from the Perl manipulator and how the framework returns them to the downstream component.

It's useful to contrast downstream record flow with upstream method calls in the diagrams below. The first diagram shows the conceptual explanation of downstream processing. Records flow from a source database through the pipeline, and Forge produces Endeca records as a result.



The second diagram shows each component in the pipeline calling `next_record` through the Forge Execution Framework to make upstream requests for records. The upstream requests are represented in steps 1, 2, and 3. The Forge Execution Framework returns the records to the requesting component. The downstream record flow is represented in steps 4 and 5.



About the Forge Execution Framework

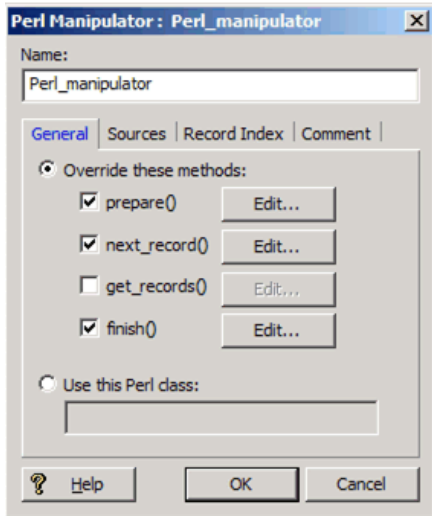
The Forge Execution Framework is the layer of Forge that runs a Forge pipeline.

The framework does this by having pipeline components request records from their upstream record sources. See the topic on understanding Forge and downstream record processing for an explanation of this process.

An example Perl manipulator

This Perl manipulator example adds a Record Number property to each record. The example uses the `prepare`, `next_record`, and `finish` methods.

First, the General tab shows the name of the component and that `prepare`, `next_record`, and `finish` methods are checked, which means that each method is defined in the Method Override editor rather than as an external file or class.



Clicking **Edit** for the `prepare()` method displays the Method Override editor, which contains the Perl code shown below. This code makes sure there is only one record source and initializes the record count to zero.

```
# Make sure there is exactly one record source configured
my @source_list = $this->record_sources;

if (scalar(@{ $this->record_sources }) != 1) {
    die("Perl Manipulator ", $this->name,
        " must have exactly one record source.");
}
# Keep the current record number in our context.
$this->context->{RECNO} = 0;
```

Clicking **Edit** for the `next_record()` method displays the Method Override editor which contains the Perl code shown below. This code counts the records processed and tags each record with a property value with that indicates the record number.

```
#Count this record.
++$this->context->{RECNO};
my $rec = $this->record_source(0)->next_record;

# Careful: $rec will be undef if there are no more records.
if ($rec) {
    my $pval = new EDF::PVal("Record Number", $this->context->{RECNO});
    $rec->add_pvals($pval);
}
return $rec;
```

Clicking **Edit** for the `finish()` method displays the Method Override editor, which contains the Perl code shown below. This code prints the number of records processed using the `print_info` method.

```
# Print the number of records processed.
EDF::print_info("Perl Manipulator ".
    $this->name, " processed ".
    $this->context->{RECNO}.
    " records.");
```

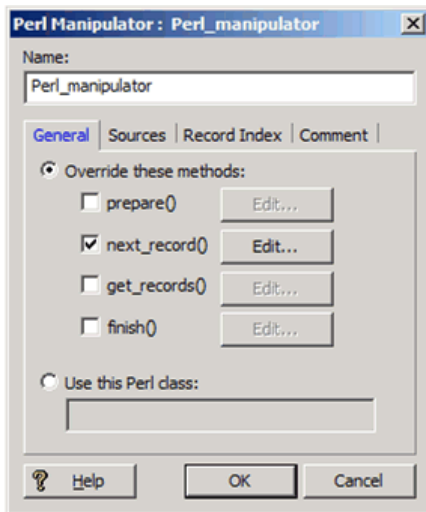
Additional use case examples

This section contains additional use case examples.

Remove a property from each record

This Perl manipulator example removes the Password property from each record as it is processed.

First, the General tab shows the name of the component and that the `next_record` method is checked, which means that `next_record` is defined in the Method Override editor rather than as an external file or class.



Clicking **Edit** for the `next_record()` method displays the Method Override editor which contains the Perl code shown below. This code removes the Password property from each record.

```
# Get the next input record.
my $rec = $this->record_source(0)->next_record;

# Careful: $rec will be undef if there are no more records
if (!$rec) { return undef; }

# There are two ways to do this: the slow way, which is to walk over
# the array of PVals and splice out each one that is named 'Password';
# and the fast way, which is to grep all of them out and re-assign the
# array. We'll do it the fast way.

@{ $rec->pvals } = grep { $_->name ne 'Password' } @{ $rec->pvals };

return $rec;
```



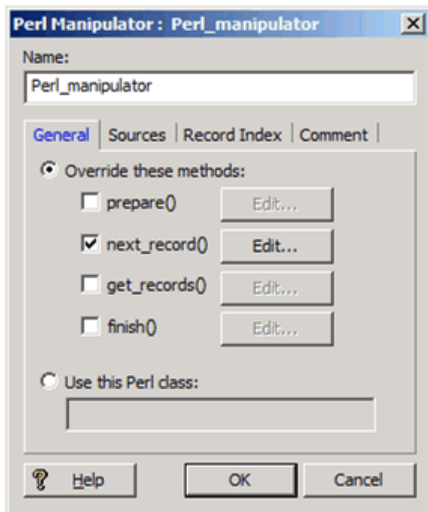
Note: This example could also include a `prepare` method to perform the same record source validation as in the introduction's example Perl manipulator.

Reformat a property on each record

This example reformats the Price property on each record.

Assume the Price value has no dollar sign. The Perl manipulator replaces the Price value with a number that has a leading dollar sign and exactly two decimal places.

First, the General tab shows the name of the component and that the `next_record` method is checked, which means that `next_record` is defined in the Method Override editor rather than as an external file or class.



Clicking **Edit** for the `next_record()` method displays the Method Override editor which contains the Perl code shown below. This code reformats the Price property on each record.

```
# Get the next input record.
my $rec = $this->record_source(0)->next_record;

# Careful: $rec will be undef if there are no more records.
if (!$rec) { return undef; }

# Pull the PVals named 'Price' out of the list of PVals.
my @prices = grep { $_->name eq 'Price' } @{$rec->pvals };

# If there isn't exactly one price property, print a warning.
if (scalar(@prices) != 1) {
    EDF::print_warning("Expected 1 PVal named Price; found " .
        scalar(@prices));
}
# Reformat all the Price properties. This works even if
# there are 0 properties.
foreach my $pval ( @prices ) {
    # $pval is a reference the same PVal that is on the
    # record, so changing the value here changes it on the record.
    $pval->value = sprintf("\$%.2f", $pval->value);
}
return $rec;
```

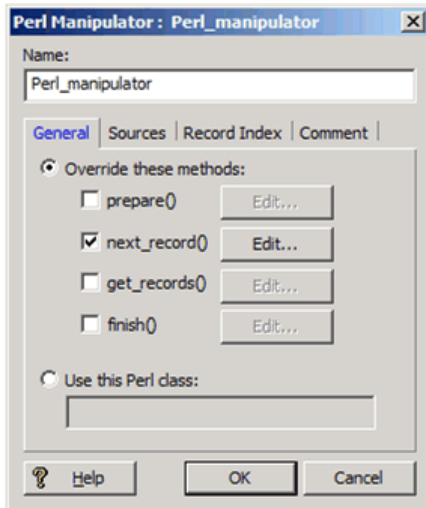


Note: This example could also include a `prepare` method to perform the same record source validation as in the introduction's example Perl manipulator.

Remove records with a particular property

This example removes records with the property named Delete This Record.

First, the **General** tab shows the name of the component and that the `next_record` method is checked, which means that `next_record` is defined in the **Method Override editor** rather than as an external file or class.



Clicking **Edit** for the `next_record()` method displays the **Method Override editor**, which contains the Perl code shown below. This code removes records with the property named Delete This Record.

```
# Here's the trick: as long as the record has at least one PVal named
# "Delete This Record", we don't return it; instead, we skip it by
# looping back up and fetching the next record. This effectively
# removes (by skipping) records with PVals named "Delete This Record".
my $rec;
my $skip;

do {
    $rec = $this->record_source(0)->next_record;
    # Careful: $rec will be undef if there are no more records
    return undef unless $rec;
    # Find all the pvals named "Delete This Record"
    my @pvals = grep { $_->name eq "Delete This Record" } @{$rec->pvals };

    # If there's at least one, skip this record.
    skip = (scalar(@pvals) > 0);
} while ($skip);

# If you want to do additional work, do it here.
return $rec;
```

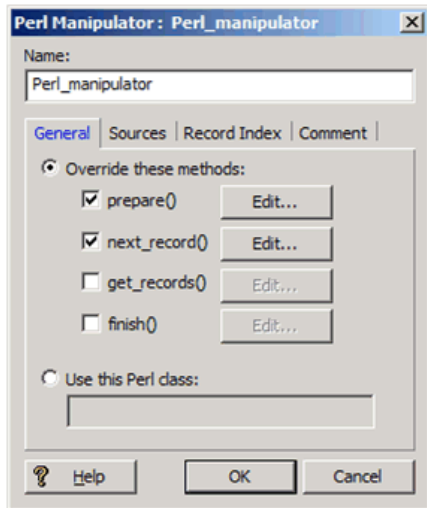


Note: This example could also include a `prepare` method to perform the same record source validation as in the introduction's example Perl manipulator.

Perform a left join on records from two record sources

This example performs a left join on records from two record sources.

First, the **General** tab shows the name of the component and that both `prepare` and `next_record` methods are checked, which means that each method is defined in the **Method Override** editor rather than as an external file or class.



Clicking **Edit** for the `prepare` method displays the **Method Override** editor, which contains the Perl code shown below. This code makes sure there are exactly two record sources.

```
# Make sure we have exactly two record sources
if (scalar(@{ $this->record_sources }) != 2) {
    die("Perl Manipulator ", $this->name,
        " must have exactly two record sources.");
}

# Make sure the record sources are named "Left" and "Right"
# This name is arbitrary, and only done to demonstrate
# retrieving record sources by name.
if (!$this->record_source("Left")) {
    die("Perl Manipulator ", $this->name,
        " must have a record source named 'Left'.");
}

if (!$this->record_source("Right")) {
    die("Perl Manipulator ", $this->name,
        " must have a record source named 'Right'.");
}

# Keep the canonical record key in our context.
# This key has two columns. The first column is the values
# of the property "KeyProp". The second column is the values
# from the dimension with ID 1000.

my $key = new EDF::RecordKey;
$key->add_columns(new EDF::KeyColumn(EDF::KeyColumn::PVAL, "KeyProp"));
$key->add_columns(new EDF::KeyColumn(EDF::KeyColumn::DVAL, 1000));
$this->context->{KEY} = $key;
```

Clicking **Edit** for the `next_record()` method displays the **Method Override** editor, which contains the Perl code shown below. This code joins the two record sources.

```
my $left_src = $this->record_source('Left');
my $right_src = $this->record_source('Right');
my $left_rec;
my @right_recs;
$left_rec = $left_src->next_record;
if (!$left_rec) { return undef; } # End of input

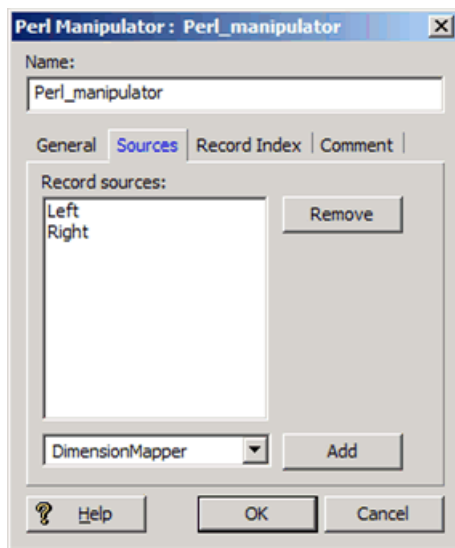
# This makes a copy of the canonical key and fills it in.
my $key = $left_rec->key($this->context->{KEY});

# Find matching records on the right-hand side.
@right_recs = $right_src->get_records($key);

# Move PVals and DVals from the right-hand records onto the
# left-hand records.

foreach my $right_rec ( @right_recs ) {
    # Don't move KeyProp over.
    my @pvals = grep { $_->name ne "KeyProp" } @{$right_rec->pvals };
    $left_rec->add_pvals(@pvals);
    # Don't move DVals from dimension 1000 over.
    my @dvals = grep { $_->dimension_id != 1000 } @{$right_rec->dvals };
    $left_rec->add_dvals(@dvals);
}
return $left_rec;
```

Clicking the **Sources** tab of the Perl Manipulator editor shows that both Left and Right record sources are available.



Note: A Perl manipulator causes Forge to fail when the Perl manipulator is on the left side of a left join and no record cache adapter is used. Forge returns the following error:

```
---FATAL ERROR---
FTL: [LoadData]: (RecordAdapter.cpp:566) Can't call nextRecordInput at end-
```

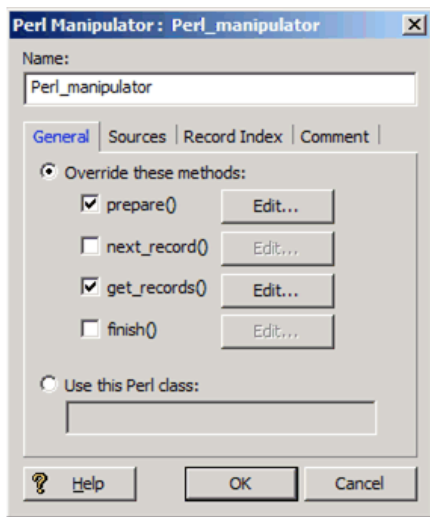
```
of-stream
on RecordAdapter 'LoadData'
```

To work around this issue, add a record cache adapter after the Perl manipulator. See the *Endeca Developer Studio Help* for details about using a record cache.

Retrieve records matching a key from any number of record sources

This example retrieves records from any number of record sources that match a key.

First, the **General** tab shows the name of the component and that the `prepare()` and `get_records()` methods are checked, which means that they are defined in the **Method Override** editor rather than as an external file or class.



Clicking **Edit** for the `prepare()` method displays the **Method Override** editor which contains the Perl code shown below. This code sets a flag for later manipulation on the first call of `get_records()`.

```
# We want to do special processing on the first call to
# GET_RECORDS.
# Setting this context flag will let us determine later
# what to do for the first call.
$this->context->{FIRST} = 1;
```

Clicking **Edit** for the `get_records()` method displays the **Method Override** editor, which contains the Perl code shown below. This code retrieves records from all the record sources available on the **Sources** tab of the **Perl Manipulator** editor.

```
my $key = shift;
my @recs;

# Things to do on the first call only.
if ($this->context->{FIRST}) {

# Not the first call any more; reset the flag.
$this->context->{FIRST} = 0;

# Build a hash of the names of PVals that are in the key.
$this->context->{PVAL_KEYS} = \{ };
```

```

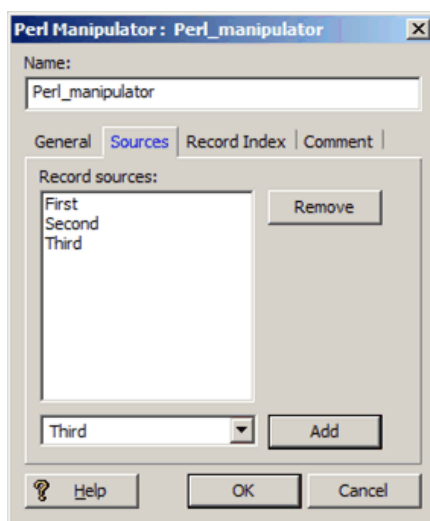
# Build a hash of the dimension IDs of that are in the key.
$this->context->{DVAL_KEYS} = \{ };
foreach $col ( @{$key->columns} ) {
    if ($col->type eq PVAL) {
        $this->context->{PVALS}->{$col->id} = 1;
    }
    else {
        $this->context->{DVALS}->{$col->id} = 1;
    }
}
}

# Do the rest on each call to get_records.
foreach my $src ( $this->record_sources ) {
    my @fetched = $src->get_records($key);

    # Remove the PVals that are in the key. This is done on the
    # assumption that we're on the right-hand side of a join, so
    # the key PVals are already on the record used to make the key
    # that was passed to us. Leaving these PVals on the key would
    # create duplicates that we'd have to remove later.
    foreach my $rec ( @fetched ) {
        # Remove PVals that are in the key.
        @{$rec->pvals} =
            grep { !$this->context->{PVALS}->{$_->name} }
                @{$rec->pvals};
        # Remove DVals that are in the key.
        @{$rec->dvals} =
            grep { !$this->context->{DVALS}->{$_->dimension_id} }
                @{$rec->dvals};
    }
    push(@recs, @fetched);
}
return @recs;

```

Clicking the **Sources** tab of the **Perl Manipulator** editor shows that the First, Second, and Third record sources are available.



Process records using a subclass

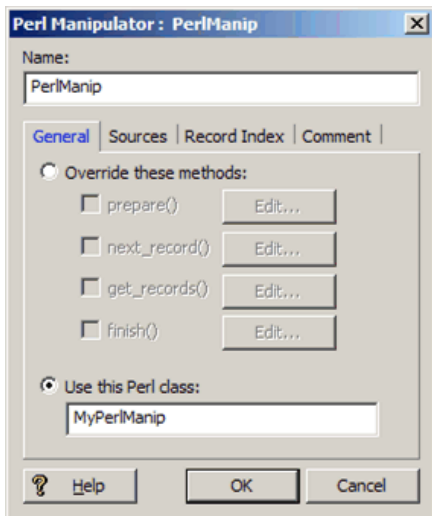
This example uses a subclass of `EDF::Manipulator` to add a property to each record in the same way as in the first example Perl manipulator. This approach provides an alternative to writing your Perl code in the **Method Override** editor or in a Perl file.



Note: The Perl class must be located on the machine running Forge. It is convenient to locate the PM file in the same location as other Perl modules for Endeca (`ENDECA_ROOT\lib\perl`). Placing your PM file in `ENDECA_ROOT\lib\perl` does not require any additional configuration for Forge to locate it. However, if you upgrade Forge, you will have to copy this file to another location and copy it back in after upgrading.

If you place the file in a location other than `ENDECA_ROOT\lib\perl`, you must modify Perl's library search path to include the path to the PM file. You can modify the path by either modifying your `PERLLIB` environment variable or by running Forge with the `--perllib` command line option and providing the path as an argument.

The Perl manipulator component is configured to access a Perl class as shown:



The contents of the `MyPerlManip` class are as follows:

```
package MyPerlManip;
use EDF::Manipulator;
@ISA = qw(EDF::Manipulator);
sub new
{
    my $proto = shift;
    my $class = ref($proto) || $proto;
    my $this = {};
    bless($this, $class);
    $this->SUPER::init(@_);
    return $this;
}
sub prepare
{
    # Make sure there is exactly one record source configured
    my @source_list = $this->record_sources;
```

```

        if (scalar(@{ $this->record_sources }) != 1) {
            die("Perl Manipulator ", $this->name,
                " must have exactly one record source.");
        }
        $this->{RECNO} = 0;
    }
    sub next_record
    {
        my $this = shift;
        ++$this->{RECNO};
        my $rec = $this->record_source(0)->next_record;
        if ($rec) {
            my $pval = new EDF::PVal("Record Number", $this->{RECNO});
            $rec->add_pvals($pval);
        }
        return $rec;
    }
}

```

Add a geocode property to a record

An application may include geocode properties in its records to enable record sorting by distance from a given reference point.

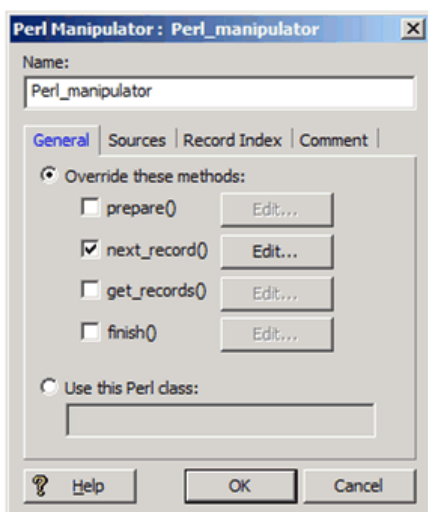
The indexer requires geocode data in the form *d, d* where each *d* is a double-precision floating-point value:

- The first *d* is the latitude of the location in whole and fractional degrees. Positive values indicate north latitude and negative values indicate south latitude.
- The second *d* is the longitude of the location in whole and fractional degrees. Positive values indicate east longitude, and negative values indicate west longitude.

For example, Endeca's main office is located at 42.365615 north latitude, 71.075647 west longitude. This geocode should be supplied to the indexer as "42.365615,-71.075647". If the input data is not available in this format, it can be assembled from separate properties using EDF Perl.

This example creates a Location property by concatenating the values of a record's Latitude property and its Longitude property.

First, the **General** tab shows the name of the component and that the `next_record` method is checked, which means that `next_record` is defined in the **Method Override** editor rather than as an external file or class.



Clicking **Edit** for the `next_record` method shows the Perl code. This code creates a Location property and adds it to each record that contains Latitude and Longitude properties.



Note: The contents of the **Method Override** editor are as follows:

```
#Get the next record from the first record source.
my $rec = $this->record_source(0)->next_record;
return undef unless $rec;
#Return an array of property values from the record.
my @pvals = @{$rec->pvals};

#Return the value of the Latitude property.
my @lat = grep {$_->name eq "Latitude"} @{$rec->pvals};

#Return the value of the Longitude property.
my @long = grep {$_->name eq "Longitude"} @{$rec->pvals};

#Exit if there is more than one Latitude property.
if (scalar (@lat) !=1) {
    die("Perl Manipulator ", $this->name,
        " must have exactly one Latitude property.");
}

#Exit if there is more than one Longitude property.
if (scalar (@long) !=1) {
    die("Perl Manipulator ", $this->name,
        " must have exactly one Longitude property.");
}

#Concatenate Latitude and Longitude into Location.
my $loc = $lat[0]->value . "," . $long[0]->value;

#Add new Location property to record.
my $pval = new EDF::PVal("Location", $loc);
$rec->add_pvals($pval);

return $rec;
```



Note: This example could also include a `prepare` method to perform the same record source validation as in the introduction's example Perl manipulator.

Chapter 2

EDF::DVal class

This section describes the EDF::DVal class.

EDF::DVal class overview

An EDF::DVal object represents a dimension value tagged to a record or contained in an EDF::RecordKey.

Constructor

The new method constructs a new EDF::DVal object. The method takes up to two optional input arguments, the dimension ID, and the DVal ID. For example:

```
my $empty_dval = new EDF::DVal;  
my $full_dval = new EDF::DVal(1000, 1234);
```

Methods

- dimension_id
- id

EDF::DVal::dimension_id method

The dimension_id method returns a scalar value representing the ID of the dimension that contains the DVal.

Example Usage

```
my $rec = $this->record_source(0)->next_record;  
my $dval = $rec->dvals->[0];  
if ($dval->dimension_id == 1000) {  
    $dval->dimension_id = 2000; # Swap dimensions  
}
```

Input Arguments

None.

Return Values

A scalar value representing the ID of the dimension that contains the DVal.

EDF::DVal::id method

The `id` method returns a scalar value representing the ID of the DVal.

Example Usage

```
my $rec = $this->record_source(0)->next_record;  
my $dval = $rec->dvals->[0];  
if ($dval->id == 1234) {  
    $dval->id = 4321; # Change all 1234's into 4321's  
}
```

Input Arguments

None.

Return Values

A scalar value representing the ID of the DVal.

Chapter 3

EDF::Manipulator class

This section describes the `EDF::Manipulator` class.

EDF::Manipulator class overview

Each Perl manipulator that Forge runs as part of your pipeline is an instance of the `EDF::Manipulator` class.

The `EDF::Manipulator` class varies from other classes in the EDF namespace because you, the pipeline developer, write the body of the overrideable methods for an `EDF::Manipulator`. The overrideable methods are `prepare`, `get_records`, `next_records`, and `finish`.



Note: For convenience, the local variable `$this` is already initialized to reference the `EDF::Manipulator` instance when your code is evaluated. This initialization is approximately equivalent to the code:

```
package EDF::Manipulator;
sub next_record($) {
    my $this = shift;
    # Your code goes here
}
```

Constructor

There is no constructor method for this class. Forge constructs an `EDF::Manipulator` object at runtime when Forge encounters a Perl manipulator component in your pipeline.

Methods

- `context`
- `finish`
- `get_records`
- `name`
- `next_record`
- `prepare`
- `record_source`
- `record_sources`

EDF::Manipulator::context method

The context method stores information that needs to persist across method calls and that needs to be restricted to a specific Perl manipulator.

For example, you might use this method to store the number of records processed, a key used for lookups, and so forth. This method is useful when you have multiple Perl manipulators that each store information, such the number of records or a particular key, and that information must not be shared among them. The information stored by the context method is not global— each Perl manipulator in a pipeline has its own context.

Example Usage

```
# Recall $this is initialized with the EDF::Manipulator instance.
$this->context->{RECNO} += 1;
```

Input Arguments

None.

Return Values

A reference to a hash.

EDF::Manipulator::finish method

The finish method contains your custom-written Perl code that you want Forge to call after record processing is complete. The code you provide here becomes the body of the finish method.

Calls to next_record or get_records methods result in an error. To signal a failure during finish, call Perl's die() function. See the Introduction's example Perl manipulator for a sample usage of this method.

Input Arguments

None.

Return Values

None.

EDF::Manipulator::get_records method

The get_records method contains your custom-written Perl code that Forge calls to retrieve all the records matching an EDF : RecordKey argument you specify.

The code you provide here becomes the body of the get_records method. Although you write the Perl code to determine how Forge implements get_records, you do not call this method. Forge calls this method when the component downstream of the Perl manipulator requests records. The get_records method returns an array of records to the requesting pipeline component. Like the next_record method, get_records has access to any record sources specified on the **Sources** tab of your Perl Manipulator editor.

See the example that retrieves records matching a key for a sample usage.

Input Arguments

Provide an `EDF::RecordKey` argument to identify records.

Return Values

An array of records matching the provided `EDF::RecordKey`. This array is passed back to the requesting pipeline component. Returning an empty list or `undef` does not signal the end of processing. An `undef` or an empty list indicates there are no records that match the key provided.

EDF::Manipulator::name method

The `name` method returns the value of the `Name` field that you specified in the **Perl Manipulator** editor.

The local variable `$this` is initialized to contain the `EDF::Manipulator` instance for the Perl manipulator. Such initialization means calling `$this->name`; returns the name of the `EDF::Manipulator` instance.

Example Usage

```
EDF::print_info("This Perl manipulator is named ". $this->name);
```

Input Arguments

None.

Return Values

The name of the Perl manipulator.

EDF::Manipulator::next_record method

The `next_record` method contains your custom-written Perl code that returns the next record from this Perl manipulator during record processing.

Although you write the Perl code to determine how the next record should be returned to Forge, you do not call this method. Forge calls this method when a component downstream of the Perl manipulator requests the next record. The `next_record` method returns a single record per invocation. Like the `get_records` method, `next_record` has access to any record sources specified on the **Sources** tab of the Perl manipulator.

See the example that reformats a property on each record for a sample usage.

Input Arguments

None.

Return Values

A single record, which is passed to the requesting pipeline component. To signal the end of records to be processed, return the `undef` value.

EDF::Manipulator::prepare method

The prepare method contains custom-written Perl code that you want Forge to call before record processing starts.

This code typically performs pre-processing tasks such as checking data sources, initializing record counts, and so on. The code you provide here becomes the body of the prepare method. Calling either `next_record` or `get_records` from prepare results in an error. To signal a failure during prepare, call Perl's `die()` function. Also see the `Manipulator::finish` method.

See the Introduction's example Perl manipulator for a sample usage of this method.

Input Arguments

None.

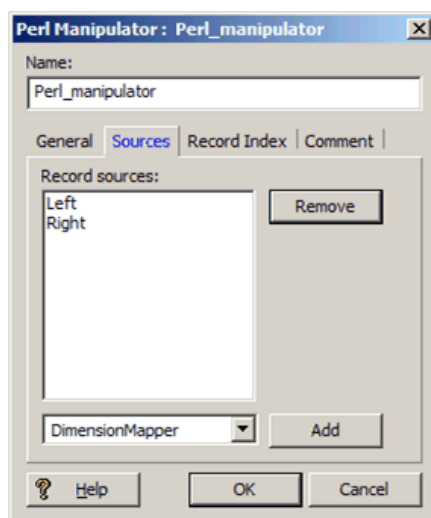
Return Values

None.

EDF::Manipulator::record_source method

The `record_source` method provides the Perl manipulator access to any record source specified on the **Sources** tab of the Perl Manipulator editor.

Sources can be identified by either name or position number. The number of a record source is determined by the position in which it appears in the **Sources** tab of the **Perl Manipulator** editor beginning from the index point 0. In this example, record source number 0 is named "Left," and record source number 1 is named "Right."



Example Usage

This example accesses the record source identified by name:

```
my $rec = $this->record_source("Left")->next_record;
```

This example accesses the record source identified by position:

```
my $rec = $this->record_source(0)->next_record;
```

Input Arguments

Either the name or position number of the desired record source.

Return Values

An EDF::RecordSource object or undef if the indicated source does not exist.

EDF::Manipulator::record_sources method

The record_sources method provides a Perl manipulator access to all the record sources specified on the **Sources** tab of the **Perl Manipulator** editor.

See record_source to get a single record source.

Example Usage

```
# Make sure we have exactly two record sources
if (scalar(@{ $this->record_sources }) != 2) {
    die("Perl manipulator ", $this->name,
        " must have exactly two record sources.");
}
```

Input Arguments

None.

Return Values

An array of EDF::RecordSource objects.

Chapter 4

EDF::PVal class

This section describes the EDF::PVal class.

EDF::PVal class overview

An EDF::PVal object represents a property value on a record or an EDF::RecordKey.

Constructor

The new method creates a new EDF::PVal object. The method takes two optional input arguments, the name and value of the PVal. For example:

```
my $empty_pval = new EDF::PVal;  
my $full_pval = new EDF::PVal("Name", "Value");
```

Methods

- name
- value

EDF::PVal::name method

The name method returns a scalar value representing the name of the EDF::PVal. Manipulating the value changes the EDF::PVal object.

Example Usage

```
my $rec = $this->record_source(0)->next_record;  
my $pval = $rec->pvals->[0];  
if ($pval->name =~ /^Endeca\.\/) {  
    $pval->name = "Internal Property."  
}
```

Input Arguments

None.

Return Values

A scalar value representing the name of the EDF : :PVal.

EDF::PVal::value method

The value method returns a scalar value representing the value of the EDF : :PVal object. Manipulating the value changes the EDF : :PVal object.

Example Usage

```
my $rec = $this->record_source(0)->next_record;  
my $pval = $rec->pvals->[0];  
if ($pval->value =~ /^file:/) {  
    $pval->value = "File Path";  
}
```

Input Arguments

None.

Return Values

A scalar value representing the value of the EDF : :PVal.

Chapter 5

EDF::RecordKey class

This section describes the `EDF::RecordKey` class.

EDF::RecordKey class overview

An `EDF::RecordKey` contains the information necessary to identify records for record selection and joins. An `EDF::RecordKey` contains one or more `EDF::KeyColumn` objects that represent values for comparison.

Constructor

The new method constructs a new `EDF::RecordKey`. The constructor takes no input arguments. For example:

```
my $key = new EDF::RecordKey;
```

Methods

- `add_columns`
- `clone`
- `columns`
- `equals`

EDF::RecordKey::add_columns method

The `add_columns` method adds one or more `EDF::KeyColumn` objects to an `EDF::RecordKey`.

Example Usage

```
my $key = shift;  
$key->add_columns(new EDF::KeyColumn);
```

Input Arguments

A list of `EDF::KeyColumn` objects.

Return Values

None.

EDF::RecordKey::clone method

The `clone` method takes an `EDF::RecordKey` and clones it according to the `EDF::PVal` and `EDF::DVal` contents of the `EDF::RecordKey`. The `EDF::PVal` and `EDF::DVal` values in the `RecordKey` are not shared between the original and the copy.

By contrast, `EDF::Record::key` creates a copy where `EDF::PVal` and `EDF::DVal` values are shared between the original and the copy.

Example Usage

```
my $key = shift;
my $copy = $key->clone;
```

Input Arguments

An `EDF::RecordKey` object.

Return Values

A new `EDF::RecordKey` object.

EDF::RecordKey::columns method

The `columns` method returns a reference to the array of columns in the `EDF::RecordKey`. Manipulating the referenced array changes the `EDF::RecordKey`.

Example Usage

```
my $key = shift;
if (scalar @{$key->columns} > 0) {
    @{$key->columns} = ( ); # Remove all columns
}
```

Input Arguments

None.

Return Values

A reference to the array of columns in the `EDF::RecordKey`.

EDF::RecordKey::equals method

The `equals` method takes one argument, another `EDF::RecordKey`, and returns 1 if the second key is the same as the first or 0 if it is not.

Example Usage

```
my $key = shift;
my $copy = $key->clone;
if (!$key->equals($copy)) {
    die("Something is awry.");
}
```

Input Arguments

An EDF::RecordKey object.

Return Values

1 if the record keys are equal or 0 if they are not.

Chapter 6

EDF::KeyColumn class

This section describes the `EDF::KeyColumn` class.

EDF::KeyColumn class overview

An `EDF::KeyColumn` object represents a value for comparison within an `EDF::RecordKey`. Each column has a type, an ID, and zero or more values that are either `EDF::DVal` or `EDF::PVal` objects.

Constructor

The `new` method constructs a new `EDF::KeyColumn` object. The method takes two input arguments, a type and an ID. See the `type` and `id` methods below for more information. For example:

```
my $col = new EDF::KeyColumn(PVAL, "Color");
```

Methods

- `add_values`
- `id`
- `type`
- `values`

Constants

- `PVAL`
- `DVAL`

EDF::KeyColumn::add_values method

The `add_values` method adds one or more values to the column. You can add either property values or dimension values; however, the type of the value must match the `column_type`.

You can use the `KeyColumn::type` method to check whether `EDF::KeyColumn` values are type `EDF::KeyColumn::PVAL` or `EDF::KeyColumn::DVAL`.

Example Usage

```

my $key = new EDF::RecordKey;
my $col = new EDF::KeyColumn;
$key->add_columns($col);
$col->type = PVAL;
my @pvals;
for my $i ( 1..10 ) {
    push(@pvals, new EDF::PVal("Number", $i));
}
$col->add_values(@pvals);
$col = new EDF::KeyColumn;
$col->type = DVAL;
$key->add_columns($col);
my @dvals;
for my $i ( 1001..1010 ) {
    push(@dvals, new EDF::DVal(1000, $i));
}
$key->add_values(@dvals);

```

Input Arguments

Either EDF::PVal or EDF::DVal objects depending on the column type.

Return Values

None.

EDF::KeyColumn::id method

The id method returns a scalar value representing the ID of the column.

This value is either a property name, if the column type is KeyColumn::PVAL, or a dimension ID if the column type is KeyColumn::DVAL. Manipulating the value changes the EDF::KeyColumn object.

Example Usage

```

my $pcol = new EDF::KeyColumn;
$pcol->type = EDF::KeyColumn::PVAL;
$pcol->id = "Color";
my $dcol = new EDF::KeyColumn;
$dcol->type = EDF::KeyColumn::DVAL;
$dcol->id = 1000;

```

Input Arguments

None.

Return Values

Either a property name or a dimension ID.

EDF::KeyColumn::type method

The type method returns a scalar value representing the type of the column.

Example Usage

This example creates a new KeyColumn object and assigns it the type PVAL.

```
my $col = new EDF::KeyColumn;
$col->type = EDF::KeyColumn::PVAL;
```

Input Arguments

None.

Return Values

Either an EDF::KeyColumn::PVAL constant or an EDF::KeyColumn::DVAL constant.

EDF::KeyColumn::values method

The values method returns a reference to the array of values in the EDF::KeyColumn object.

Each entry in the array is either an EDF::PVal or an EDF::DVal. Manipulating the referenced array changes the EDF::KeyColumn object.

Example Usage

```
my $key = shift;
for $col ( @{ $key->columns } ) {
    if ($col->type eq PVAL) {
        my @pvals = @{ $col->values };
    }
    else {
        my @dvals = @{ $col->values };
    }
}
```

Input Arguments

None.

Return Values

A reference to the array of values in the column.

EDF::KeyColumn::DVAL constant

The DVAL constant indicates that the column type contains EDF::DVal values. If you need to compare this value to others, use Perl's string comparison operators eq or ne.

Example Usage

This example creates a new KeyColumn object of type DVAL.

```
my $col = new EDF::KeyColumn;
$col->type = EDF::KeyColumn::DVAL;
```

This example shows a comparison using eq:

```
if ($col->type eq EDF::KeyColumn::DVAL) {...}
```

EDF::KeyColumn::PVAL constant

The PVAL constant indicates that the column type contains EDF::PVal objects. If you need to compare this value to others, use Perl's string comparison operators eq or ne.

Example Usage

This example creates a new EDF::KeyColumn object of type PVAL:

```
my $col = new EDF::KeyColumn;  
$col->type = EDF::KeyColumn::PVAL;
```

This example shows a comparison using eq:

```
if ($col->type eq EDF::KeyColumn::PVAL) {...}
```

Chapter 7

EDF::Record class

This section describes the `EDF::Record` class.

EDF::Record class overview

An `EDF::Record` object describes a record. Records have a list of property values and a list of dimension values.

Constructor

The `new` method creates a new `EDF::Record` object. The method takes no arguments. For example:

```
my $rec = new EDF::Record;
```

Methods

- `add_dvals`
- `add_pvals`
- `clone`
- `dvals`
- `key`
- `pvals`

EDF::Record::add_dvals method

The `add_dvals` method adds a list of `EDF::DVal` objects to the record.

Example Usage

```
my $rec = $this->record_source(0)->next_record;  
my $dval = new EDF::DVal(1, 1);  
$rec->add_dvals($dval);  
my @newvals;  
foreach $n ( 1..10 ) {  
    push(@newvals, new EDF::DVal(1, $n));  
}  
$rec->add_dvals(@newvals);
```

Input Arguments

A list of EDF::DVal objects.

Return Values

None.

EDF::Record::add_pvals method

The add_pvals method adds a single EDF::PVal or a list of EDF::PVals to the record.

This method is synonymous to the following code: push(@{\$rec->pvals},@newvals);

Example Usage

```
my $rec = $this->record_source(0)->next_record;
my $pval = new EDF::PVal("Number", 1);
$rec->add_pvals($pval);
my @newvals;
foreach $n ( 1..10 ) {
    push(@newvals, new EDF::PVal("Number", $n));
}
$rec->add_pvals(@newvals);
```

Input Arguments

A single EDF::PVal or a list of EDF::PVal objects.

Return Values

None.

EDF::Record::clone method

The clone method creates a copy of the record including the EDF::PVal and EDF::DVal items on the record. This is useful if you want to make a copy of a record to modify, while retaining a copy of the original.

Example Usage

```
my $rec = $this->record_source(0)->next_record;
# $clone has copies of $rec's PVals
my $clone = $rec->clone;
# Rename the first PVal on $clone to "Wilma" -
# the first PVal on $rec is left untouched.
$clone->pvals->[0]->name = "Wilma";
```

Input Arguments

An EDF::Record object.

Return Values

A new EDF::Record object.

EDF::Record::dvals method

The dvals method returns an array of the dimension values tagged to a record. Manipulating the referenced array changes the EDF::Record object.

Example Usage

```
my $rec = $this->record_source(0)->next_record;
my $dvals = $rec->dvals;
# Add a constant DVal to the record
push(@{$dvals}, new EDF::DVal(1,1));
```

Input Arguments

None.

Return Values

An array of the dimension values tagged to the record.

EDF::Record::key method

The key method takes an EDF::RecordKey, clones it according to the contents of the EDF::Record, and fills the dimensions of the cloned key in with the appropriate EDF::PVal and EDF::DVal values. The resulting copy has EDF::PVal and EDF::DVal values that are shared between the original and the copy. See also EDF::RecordKey::clone.

Example Usage

```
my $rec = $this->record_source(0)->next_record;
my $col = new EDF::KeyColumn(EDF::KeyColumn::PVAL, "KeyProp");
my $empty_key = new EDF::RecordKey;
$empty_key->add_columns($col);
my $filled_in_key = $rec->key($empty_key);
```

Input Arguments

An EDF::RecordKey object.

Return Values

A new EDF::RecordKey object.

EDF::Record::pvals method

The `pvals` method returns a reference to the array of property values (EDF::PVal objects) on the record. Manipulating the referenced array changes the EDF::Record object.

Example Usage

```
my $rec = $this->record_source(0)->next_record;
my $pvals = $rec->pvals;
# Change the name of the first PVal on the record
# to "Wilma"
$pvals->[0]->name = "Wilma";
# Remove all PVals from the record
@{ $pvals } = ( );
```

Input Arguments

None.

Return Values

A reference to the array of EDF::PVal objects (property values) on the record.

Chapter 8

EDF::RecordSource class

This section describes the EDF : :RecordSource class.

EDF::RecordSource class overview

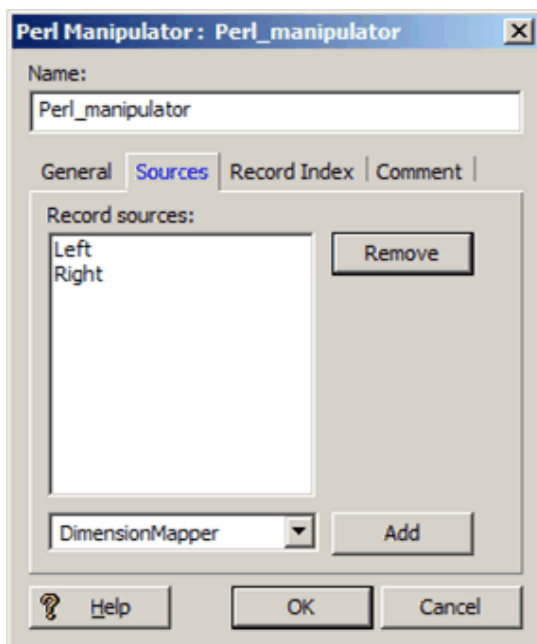
An EDF : :RecordSource object represents the record source specified on the **Sources** tab of the Perl Manipulator editor.

The data in this object becomes the record input that the EDF : :Manipulator modifies. An EDF : :RecordSource has a name and a number, and can be addressed by either. You can retrieve records from an EDF : :RecordSource using the `next_record` and `get_records` methods.



Note: The number of a record source is determined by the position in which it appears in the **Sources** tab of the **Perl Manipulator** editor beginning from the index point 0.

In this example, record source number 0 is named "Left," and record source number 1 is named "Right."



Constructor

There is no constructor method for this class. Calling the `EDF::Manipulator::record_source` method returns an `EDF::RecordSource` object.

Methods

- `get_records`
- `name`
- `next_record`
- `number`

EDF::RecordSource::get_records method

The `get_records` method returns the list of records matching a specified `EDF::RecordKey`.

Note that different pipeline components that act as record sources handle the `get_records` call in different ways. For example, a record cache retains copies of all records, and can return multiple copies if the same request is made repeatedly. Most other components do not retain copies. They return a matching record the first time a given request is made and discard non-matching records between request.

Example Usage

```
my $key = shift;
my $src = $this->record_source(0);
my @recs = $src->get_records($key);
```

Input Arguments

An `EDF::RecordKey` object.

Return Values

The list of records matching a given `EDF::RecordKey`.

EDF::RecordSource::name method

The `name` method returns the name of a record source as specified on the **Sources** tab of the **Perl Manipulator** editor.

Example Usage

```
my $src = $this->record_source(0);
EDF::print_info("Record source 0 is ".
    $src->name);
```

Input Arguments

None.

Return Values

The name of the record source.

EDF::RecordSource::next_record method

The next_record method returns the next record from this source, or undef if there are no more records available from this source.

Example Usage

```
my $src = $this->record_source(0);  
my $rec = $src->next_record;
```

Input Arguments

None.

Return Values

The next record from this source, or undef if there are no more records available from this source.

EDF::RecordSource::number method

The number method returns the index of the record source in the array of record sources for a particular Perl manipulator.

Note that if the same record source serves as an input to multiple Perl manipulators (for example, a record cache), it may have a different number in each.

Example Usage

```
my $src = $this->record_source('RecordCache');  
EDF::print_info("RecordCache is source number ".  
$src->number);
```

Input Arguments

None.

Return Values

The index of the record source in the array of record sources for a particular Perl Manipulator.

Chapter 9

Static methods

This section describes the `Static` methods.

Static methods overview

The `Static` methods can be used in any Forge Perl code to log messages.

Use these methods to log different levels of messages (ERR, INF, WRN): `print_error`, `print_info`, and `print_warning`.

EDF::print_error method

The `EDF::print_error` method prints a message at log level ERR.

A terminating new line token (`\n`) is not required. `EDF::print_error` does not cause Forge to exit. Call Perl's `die()` function to exit Forge. When Forge exits, it exits with an error code.

Example Usage

```
# Make sure we have exactly one record source,  
# or print error and stop Forge.  
if (scalar(@{ $this->record_sources }) != 1) {  
    EDF::print_error ("Perl Manipulator ", $this->name .  
        " must have exactly one record source.");  
    die("Perl Manipulator ", $this->name,  
        " must have exactly one record source.");  
}
```

Input Arguments

A string message to print.

Return Values

None.

EDF::print_info method

The EDF::print_info method prints a message at log level INF.

A terminating new line token (\n) is not required.

Example Usage

```
my $src = $this->record_source('RecordCache');
EDF::print_info("RecordCache is source number " .
    $src->number);
```

Input Arguments

A string message to print.

Return Values

None.

EDF::print_warning method

The EDF::print_warning method prints a message at log level WRN.

A terminating new line token (\n) is not required.

Example Usage

```
# If there isn't exactly one price property, print a warning.
if (scalar(@prices) != 1) {
    EDF::print_warning("Expected 1 PVal named Price; found" .
        scalar(@prices));
}
```

Input Arguments

A string message to print.

Return Values

None.

Index

A

- add_columns 35
- add_dvals 43
- add_pvals 44
- add_values 39

C

- clone 44
- columns 36
- context 28

D

- dimension_id 25
- DVal class
 - dimension_id 25
 - id 26
 - overview 25
- dvals 45

E

- equals 37
- examples
 - add a geocode property 22
 - perform a left join 17
 - process records with a subclass 21
 - reformat a property 15
 - remove property 14
 - remove records by a property 16
 - retrieve records matching a key 19

F

- finish 28
- Forge Execution Framework
 - introduced 12
 - record processing 10

G

- get_records 28, 48

K

- key 45
- KeyColumn class
 - add_values 39
 - DVAL 41
 - id 40

- KeyColumn class (*continued*)

- PVAL 42
 - type 41
 - values 41

M

- Manipulator class
 - context 28
 - get_records 28
 - name 29
 - next_record 29
 - overview 27
 - prepare 30
 - record_source 30
 - record_sources 31
 - finish 28

N

- name 29, 33, 48
- next_record 29, 49
- number, RecordSource class 49

P

- Perl manipulator
 - class summary 10
 - example 12
 - introduced 9
- prepare 30
- print_error 51
- print_info 52
- print_warning 52
- PVal class
 - name 33
 - overview 33
 - value 34
- pvals, Record class 46

R

- Record class
 - add_dvals 43
 - add_pvals 44
 - clone 44
 - dvals 45
 - key 45
 - overview 43
 - record_source 30
 - record_sources 31

Index

RecordKey class
 add_columns 35
 clone 36
 columns 36
 equals 37
 overview 35
RecordSource class
 get_records 48
 name 48
 next_record 49
 overview 47

S

static methods
 overview 51

static methods (*continued*)
 print_error 51
 print_info 52
 print_warning 52

T

type 41

V

value 34
values 41