



PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Development Tools: Event Rules and System Functions

August 2005

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About This PeopleBook Preface

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

This preface discusses:

- PeopleSoft application prerequisites.
- PeopleSoft application fundamentals.
- Documentation updates and printed documentation.
- Additional resources.
- Typographical conventions and visual cues.
- Comments and suggestions.
- Common elements in PeopleBooks.

Note. PeopleBooks document only page elements, such as fields and check boxes, that require additional explanation. If a page element 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. Elements that are common to all PeopleSoft applications are defined in this preface.

PeopleSoft Application Prerequisites

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

You might also want to complete at least one PeopleSoft introductory training course, if applicable.

You should be familiar with navigating the system and adding, updating, and deleting information by using PeopleSoft menus, and pages, forms, or windows. 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 PeopleSoft applications most effectively.

PeopleSoft Application Fundamentals

Each application PeopleBook provides implementation and processing information for your PeopleSoft applications.

Note. Application fundamentals PeopleBooks are not applicable to the PeopleTools product.

For some applications, additional, essential information describing the setup and design of your system appears in a companion volume of documentation called the application fundamentals PeopleBook. Most PeopleSoft product lines have a version of the application fundamentals PeopleBook. The preface of each PeopleBook identifies the application fundamentals PeopleBooks that are associated with that PeopleBook.

The application fundamentals PeopleBook consists of important topics that apply to many or all PeopleSoft applications across one or more product lines. Whether you are implementing a single application, some combination of applications within the product line, or the entire product line, you should be familiar with the contents of the appropriate application fundamentals PeopleBooks. They provide the starting points for fundamental implementation tasks.

Documentation Updates and Printed Documentation

This section discusses how to:

- Obtain documentation updates.
- Order printed documentation.

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'll find a variety of useful and timely materials, including updates to the full PeopleSoft documentation that is delivered on your PeopleBooks CD-ROM.

Important! 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, <https://www.peoplesoft.com/corp/en/login.jsp>

Ordering Printed Documentation

You can order printed, bound volumes of the complete PeopleSoft documentation that is delivered on your PeopleBooks CD-ROM. PeopleSoft makes printed documentation available for each major release shortly after the software is shipped. Customers and partners can order printed PeopleSoft documentation by using any of these methods:

- Web
- Telephone
- Email

Web

From the Documentation section of the PeopleSoft Customer Connection website, access the PeopleBooks Press website under the Ordering PeopleBooks topic. The PeopleBooks Press website is a joint venture between PeopleSoft and MMA Partners, the book print vendor. Use a credit card, money order, cashier's check, or purchase order to place your order.

Telephone

Contact MMA Partners at 877 588 2525.

Email

Send email to MMA Partners at peoplebookspress@mmapartner.com.

See Also

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

Additional Resources

The following resources are located on the PeopleSoft Customer Connection website:

Resource	Navigation
Application maintenance information	Updates + Fixes
Business process diagrams	Support, Documentation, Business Process Maps
Interactive Services Repository	Interactive Services Repository
Hardware and software requirements	Implement, Optimize + Upgrade, Implementation Guide, Implementation Documentation & Software, Hardware and Software Requirements
Installation guides	Implement, Optimize + Upgrade, Implementation Guide, Implementation Documentation & Software, Installation Guides and Notes
Integration information	Implement, Optimize + Upgrade, Implementation Guide, Implementation Documentation and Software, Pre-built Integrations for PeopleSoft Enterprise and PeopleSoft EnterpriseOne Applications
Minimum technical requirements (MTRs) (EnterpriseOne only)	Implement, Optimize + Upgrade, Implementation Guide, Supported Platforms
PeopleBook documentation updates	Support, Documentation, Documentation Updates
PeopleSoft support policy	Support, Support Policy
Prerelease notes	Support, Documentation, Documentation Updates, Category, Prerelease Notes
Product release roadmap	Support, Roadmaps + Schedules
Release notes	Support, Documentation, Documentation Updates, Category, Release Notes

Resource	Navigation
Release value proposition	Support, Documentation, Documentation Updates, Category, Release Value Proposition
Statement of direction	Support, Documentation, Documentation Updates, Category, Statement of Direction
Troubleshooting information	Support, Troubleshooting
Upgrade documentation	Support, Documentation, Upgrade Documentation and Scripts

Typographical Conventions and Visual Cues

This section discusses:

- Typographical conventions.
- Visual cues.
- Country, region, and industry identifiers.
- Currency codes.

Typographical Conventions

This table contains the typographical conventions that are used in PeopleBooks:

Typographical Convention or Visual Cue	Description
Bold	Indicates PeopleCode function names, business function names, event names, system function names, method names, language constructs, and PeopleCode reserved words that must be included literally in the function call.
<i>Italics</i>	Indicates field values, emphasis, and PeopleSoft or other book-length publication titles. In PeopleCode syntax, italic items are placeholders for arguments that your program must supply. We also use italics when we refer to words as words or letters as letters, as in the following: Enter the letter <i>O</i> .
KEY+KEY	Indicates a key combination action. For example, a plus sign (+) between keys means that you must hold down the first key while you press the second key. For ALT+W, hold down the ALT key while you press the W key.
Monospace font	Indicates a PeopleCode program or other code example.

Typographical Convention or Visual Cue	Description
“ ” (quotation marks)	Indicate chapter titles in cross-references and words that are used differently from their intended meanings.
. . . (ellipses)	Indicate that the preceding item or series can be repeated any number of times in PeopleCode syntax.
{ } (curly braces)	Indicate a choice between two options in PeopleCode syntax. Options are separated by a pipe ().
[] (square brackets)	Indicate optional items in PeopleCode syntax.
& (ampersand)	When placed before a parameter in PeopleCode syntax, an ampersand indicates that the parameter is an already instantiated object. Ampersands also precede all PeopleCode variables.

Visual Cues

PeopleBooks contain the following visual cues.

Notes

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

Note. Example of a note.

If the note is preceded by *Important!*, the note is crucial and includes information that concerns what you must do for the system to function properly.

Important! Example of an important note.

Warnings

Warnings indicate crucial configuration considerations. Pay close attention to warning messages.

Warning! Example of a warning.

Cross-References

PeopleBooks provide cross-references either under the heading “See Also” or on a separate line preceded by the word *See*. Cross-references lead to other documentation that is pertinent to the immediately preceding documentation.

Country, Region, and Industry Identifiers

Information that applies only to a specific country, region, or industry is preceded by a standard identifier in parentheses. This identifier typically appears at the beginning of a section heading, but it may also appear at the beginning of a note or other text.

Example of a country-specific heading: “(FRA) Hiring an Employee”

Example of a region-specific heading: “(Latin America) Setting Up Depreciation”

Country Identifiers

Countries are identified with the International Organization for Standardization (ISO) country code.

Region Identifiers

Regions are identified by the region name. The following region identifiers may appear in PeopleBooks:

- Asia Pacific
- Europe
- Latin America
- North America

Industry Identifiers

Industries are identified by the industry name or by an abbreviation for that industry. The following industry identifiers may appear in PeopleBooks:

- USF (U.S. Federal)
- E&G (Education and Government)

Currency Codes

Monetary amounts are identified by the ISO currency code.

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 send email comments to doc@peoplesoft.com.

While we cannot guarantee to answer every email message, we will pay careful attention to your comments and suggestions.

Common Elements Used in PeopleBooks

Address Book Number	Enter a unique number that identifies the master record for the entity. An address book number can be the identifier for a customer, supplier, company, employee, applicant, participant, tenant, location, and so on. Depending on the application, the field on the form might refer to the address book number as the customer number, supplier number, or company number, employee or applicant id, participant number, and so on.
As If Currency Code	Enter the three-character code to specify the currency that you want to use to view transaction amounts. This code allows you to view the transaction amounts as if they were entered in the specified currency rather than the foreign or domestic currency that was used when the transaction was originally entered.
Batch Number	Displays a number that identifies a group of transactions to be processed by the system. On entry forms, you can assign the batch number or the system can assign it through the Next Numbers program (P0002).
Batch Date	Enter the date in which a batch is created. If you leave this field blank, the system supplies the system date as the batch date.
Batch Status	Displays a code from user-defined code (UDC) table 98/IC that indicates the posting status of a batch. Values are: <i>Blank:</i> Batch is unposted and pending approval. <i>A:</i> The batch is approved for posting, has no errors and is in balance, but it has not yet been posted. <i>D:</i> The batch posted successfully. <i>E:</i> The batch is in error. You must correct the batch before it can post. <i>P:</i> The system is in the process of posting the batch. The batch is unavailable until the posting process is complete. If errors occur during the post, the batch status changes to E. <i>U:</i> The batch is temporarily unavailable because someone is working with it, or the batch appears to be in use because a power failure occurred while the batch was open.
Branch/Plant	Enter a code that identifies a separate entity as a warehouse location, job, project, work center, branch, or plant in which distribution and manufacturing activities occur. In some systems, this is called a business unit.
Business Unit	Enter the alphanumeric code that identifies a separate entity within a business for which you want to track costs. In some systems, this is called a branch/plant.
Category Code	Enter the code that represents a specific category code. Category codes are user-defined codes that you customize to handle the tracking and reporting requirements of your organization.
Company	Enter a code that identifies a specific organization, fund, or other reporting entity. The company code must already exist in the F0010 table and must identify a reporting entity that has a complete balance sheet.

Currency Code	Enter the three-character code that represents the currency of the transaction. PeopleSoft EnterpriseOne provides currency codes that are recognized by the International Organization for Standardization (ISO). The system stores currency codes in the F0013 table.
Document Company	Enter the company number associated with the document. This number, used in conjunction with the document number, document type, and general ledger date, uniquely identifies an original document. If you assign next numbers by company and fiscal year, the system uses the document company to retrieve the correct next number for that company. If two or more original documents have the same document number and document type, you can use the document company to display the document that you want.
Document Number	Displays a number that identifies the original document, which can be a voucher, invoice, journal entry, or time sheet, and so on. On entry forms, you can assign the original document number or the system can assign it through the Next Numbers program.
Document Type	Enter the two-character UDC, from UDC table 00/DT, that identifies the origin and purpose of the transaction, such as a voucher, invoice, journal entry, or time sheet. PeopleSoft EnterpriseOne reserves these prefixes for the document types indicated: <i>P</i>: Accounts payable documents. <i>R</i>: Accounts receivable documents. <i>T</i>: Time and pay documents. <i>I</i>: Inventory documents. <i>O</i>: Purchase order documents. <i>S</i>: Sales order documents.
Effective Date	Enter the date on which an address, item, transaction, or record becomes active. The meaning of this field differs, depending on the program. For example, the effective date can represent any of these dates: • The date on which a change of address becomes effective. • The date on which a lease becomes effective. • The date on which a price becomes effective. • The date on which the currency exchange rate becomes effective. • The date on which a tax rate becomes effective.
Fiscal Period and Fiscal Year	Enter a number that identifies the general ledger period and year. For many programs, you can leave these fields blank to use the current fiscal period and year defined in the Company Names & Number program (P0010).
G/L Date (general ledger date)	Enter the date that identifies the financial period to which a transaction will be posted. The system compares the date that you enter on the transaction to the fiscal date pattern assigned to the company to retrieve the appropriate fiscal period number and year, as well as to perform date validations.

PeopleSoft EnterpriseOne Tools Development Tools: Event Rules and System Functions Preface

This preface discusses the PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Development Tools: Event Rules and System Functions.

PeopleSoft EnterpriseOne Tools Fundamentals

Additional information describing the setup and design of the EnterpriseOne Tools system resides in companion documentation that apply to many or all PeopleSoft EnterpriseOne Tools. These companion PeopleBooks contain information that applies specifically to PeopleSoft EnterpriseOne Tools Event Rules and System Functions.

- *PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: System Administration*
- *PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Object Management Workbench*

See Also

PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: System Administration, “Getting Started with PeopleSoft EnterpriseOne Tools System Administration”

CHAPTER 1

Getting Started with PeopleSoft EnterpriseOne Tools Development Tools: Event Rules and Systems Functions

This chapter discusses:

- Development Tools: Event Rules and Systems Functions overview.
- Development Tools: Event Rules and Systems Functions implementation.

Development Tools: Event Rules and Systems Functions Overview

Development Tools: Event Rules and System Functions are used to create or modify event rules (ER) in PeopleSoft EnterpriseOne applications. Event rules are connect to certain runtime events and instruct runtime how to respond to the conditions you choose to define.

Development Tools: Event Rules and Systems Functions Implementation

This section provides an overview of the steps that are required to implement Development Tools: Event Rules and Systems Functions.

In the planning phase of your implementation, take advantage of all PeopleSoft sources of information, including the installation guides and troubleshooting information. A complete list of these resources appears in the preface in *About These PeopleBooks* with information about where to find the most current version of each.

Development Tools: Event Rules and Systems Functions Implementation Steps

This table lists the steps for the Development Tools: Event Rules and Systems Functions implementation.

Step	Reference
1. Configure Object Management Workbench.	<i>PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Object Management Workbench</i> , “Configuring Object Management Workbench”
2. Configure Object Management Workbench user roles and allowed actions.	<i>PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Object Management Workbench</i> , “Configuring User Roles and Allowed Actions”
3. Configure Object Management Workbench functions.	<i>PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Object Management Workbench</i> , “Configuring OMW Functions”
4. Configure Object Management Workbench activity rules.	<i>PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Object Management Workbench</i> , “Configuring Activity Rules”
5. Configure Object Management Workbench save locations.	<i>PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: Object Management Workbench</i> , “Configuring Object Save Locations”
6. Set up default location and printers.	<i>PeopleSoft EnterpriseOne Tools 8.95 PeopleBook: System Administration</i> , “Setting Up EnterpriseOne Printing”

CHAPTER 2

Understanding Events, Event Rules, and Runtime Processing

This chapter discusses: events, event rules, and how the runtime engine processes them.

- Events.
- Event rules.
- Runtime processing of event rules.

Events

Events are activities that occur on a form, such as entering a form or exiting a field by using TAB. Events can be initiated by the user or the application. A single control might initiate multiple events. The system also initiates some events, such as **Last Grid Record Has Been Read**, when certain actions occur.

Event Rules

This section discusses:

- Event rules
- Named event rules
- Embedded event rules

Event Rules Fundamentals

Event rules (ER) are logic statements that you can create and attach to events. ER is initiated when events occur at runtime. PeopleSoft EnterpriseOne software supports two kinds of Event Rules: Named Event Rules and Embedded Event Rules.

You can attach multiple event rules to one event. The various kinds of event rules include:

- Conditional statements, such as If/Else/End If.
- While loops.
- Assignments.
- Calls to business functions.
- Form or report interconnections.

- Calls to system functions.
- Table I/O operations.

Named Event Rules

A *named event rule* (NER) is a series of regular ER statements (such as assignments, business functions, system function calls, and so forth). A NER encapsulates the series of statements into one reusable component. You can call a NER the same way as calling a business function. Business functions implement customized business logic using C language; NERs implement customized business logic using event rule statements.

Embedded Event Rules

In addition to NERs, the other kind of ER is called *embedded event rules*, or simply *event rules*. Embedded ER is specific to a particular table, interactive application, or batch application. Embedded ER for a table is called *table event rules* or *table triggers*. Embedded ER for an interactive application or batch application is called *application event rules*.

Application Event Rules

You can add business logic that is specific to a particular application. Interactive applications connect ER using Form Design Aid (FDA), while batch event rules use Report Design Aid (RDA).

Table Event Rules

You can create table-specific event rules, which are ER that you attach to a table using Table Design Event Rules. This logic runs whenever any PeopleSoft EnterpriseOne application accesses that table *and* uses that ER. For example, to maintain referential integrity, you might attach ER to a master table that deletes all children when a parent is deleted. Any PeopleSoft EnterpriseOne application that deletes information from that table does not need to have embedded parent/child logic, because that logic exists in the table.

Note. Be aware that this functionality applies *only* to PeopleSoft EnterpriseOne applications. Other applications that access the same database table cannot and do not use these ERs.

Runtime Processing of Event Rules

This section discusses:

- Runtime processing of event rules.
- Runtime data structures.
- Form flow.

Runtime Processing of Event Rules Fundamentals

Runtime processing refers to how, at runtime, the system evaluates various events (such as initializing a form, clicking a button, and using TAB to move between fields) and their attached ER. ER is attached to events, which in turn are attached to controls or forms.

FDA provides several different form types, each of which includes predefined fields and features that are specific to the form type. For example, a find/browse form automatically includes a Find menu option or tool bar button with appropriate functions attached to it. When users enter search text in a filter or query-by-example (QBE) field, and then click the Find button on the tool bar, the runtime engine processes logic to fetch a record.

To avoid generating unnecessary ER, you should understand the different field types and associated capabilities that characterize each form type.

Runtime Data Structures

Runtime data structures are structures or blocks of memory that hold data when user is working with an application. You should know what is happening to each form at runtime. You should know what is in a runtime structure at a given event point in the runtime process.

The runtime system dynamically creates runtime data structures. For example, if a form contains hidden controls, the system allocates memory for those controls even though they are not visible on the form. When you pass processing option (PO) values in a form, the system allocates memory to store the PO value.

Available Objects and Runtime Data Structures

A runtime data structure is made of a variety of objects in a form. An available object is represented by a two-character, alphabetical code that characterizes the source of data and determines how the object data is used in an interactive application at runtime. Available objects make up the runtime data structure for a form.

During runtime processing, the system stores data in memory in an internal data structure. Certain fields of the data structure temporarily store data during runtime. When no longer needed, the data is deleted so that the system can process another record.

In ER, you can access and modify available objects in order to implement business logic. For example, you can assign a value to a QBE field to set query criteria for the form.

This table lists the available objects:

Available Object Code	Description
BC	A column in the business view (BV). BCs for both the form view and the grid view appear in this list. The system fills these columns with values from the database when it performs a fetch. The system writes these values to the database during an add or update.
GC	A column in the grid. The row that the value references depends on which event is accessing the GC. During the fetch cycle, it is usually the selected row. In some circumstances, CG objects also denote a particular physical column in the grid instead of a value. An example is the Set Grid Font system function.
GB	The grid buffer. This buffer is one row of data that is independent of the lines that the system reads from the database and writes to the grid. The GB enables you to manipulate column data for a line that you want to insert or update without affecting the present state of the grid. You access the GB through an available GB object, which appears after the GC objects in the list of available objects in Event Rules Design. Each grid contains only one instance of each GB column.
FC	A control on the form. If the control is a database item, this field corresponds to a BC object. Furthermore, if the control is not a filter, the FC object represents the same value as the BC object, and changing one of these results in changing both.
FI	A value passed through a form interconnection. You access this object either to read values that are passed into the form or to set values to be passed back. These objects correspond to the elements of the form data structure.

Available Object Code	Description
PO	A value passed from a PO. These values are passed into the application when a user launches it. Any form in that application can access them. POs can either be entered by the user, or they can be set up in a particular version of an application.
QC	A cell from the QBE line in the grid. These objects represent the values in any QBE cell on the grid. They include wildcards, but do not include any comparison operators. Likewise, assignments to these objects can include wildcards, but not comparison operators. You can use a system function to set comparisons.
HC	A hypercontrol item. A hypercontrol item is a menu item or a tool bar item.
VA	ER variables. These objects represent any variables that you set up in ER.
SV	System variables. These objects represent some environment variables that are accessible to ER.
SL	System literals. These objects represent some constant system values that are accessible to ER.
TP	Tab page object.
TK	A column in the table that contains the table ER.
CO	A constant, such as the return code for an error.
TV	Text variables.
RC	Report constants for a batch application.
RV	Report variables (batch application).
IC	An input column (table conversion).
OC	An output column (table conversion).

BC and FC share the same internal structure if an FC is associated with a database item; filter fields are an exception.

Processing Available Objects

When an available object is changed through ER, these actions occur:

- The object in the internal runtime structure is changed.
- If the object is a form control or grid cell, row, or column, the screen is updated with the new value.

A BV form control shares the same value as the corresponding business view item. (Filter fields are an exception to this rule.) This means that:

- FC data and BC data are always identical.
- Whenever FC data is changed, BC items are changed to the same value.
- Whenever BC values are changed, the FC runtime values also changes to the same values. This change may not immediately reflected to the screen.

- On **Control is Exited** processing, the value entered into the form control is captured in both the BC and FC item for that control.

Control is Exited Processing

Control is Exited processing includes these actions:

- The value in the control is saved to internal runtime structures.
- The **Control is Exited** event is processed.

If the value has changed since the previous time that the control was exited, these steps occur:

- The system processes the **Control Exited/Changed–Inline** event.
- The system processes the **Control Exited/Changed–Async** event.
- The system validates the value using edit rules defined for the DD item.
- The form control data is formatted using format rules defined for the DD item and displayed on the screen.

Form Flow

Each form type has different properties and event flow. The system provides events for the forms so that you can insert custom logic. These events occur regardless of whether you add event rule logic for that event.

This example represents how values in the runtime structures are stored in memory compared to how they appear on the form. This example uses the find/browse form when it is called directly from a menu. The runtime engine processes events in a certain order. The next sections describe the typical events for the find/browse form and the order in which they are processed. This process flow can vary depending on specific user interaction and the event rule logic that you use.

Pre-Dialog Is Initialized

These steps occur before the **Dialog is Initialized** event is processed and the form appears:

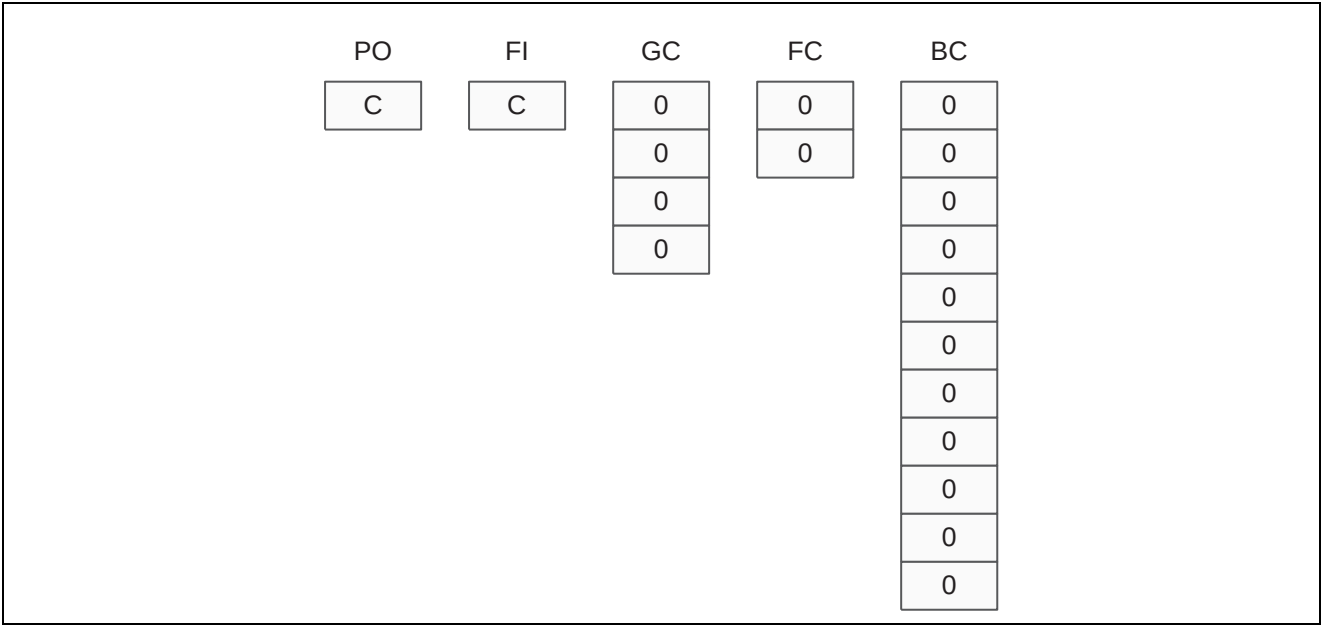
- Initialize runtime structures (or clear memory) as shown:
 - BC = null.
 - FC = null.
 - GC = null.
 - FI = Values passed from a calling form (if any).
 - PO = Values passed from processing options.
- Initialize form controls.
- Initialize error handling.
- Initialize static text.
- Initialize helps.
- Create tool bar.
- Load form interconnect data into corresponding BC columns and filter fields (if any exist).
- Initialize thread handling.

Dialog Is Initialized

The system processes all event rule logic that is attached to the **Dialog is Initialized** event. When this event starts, the runtime structures contain these values:

- BC = Any FI values passed.
- FC = Any FI values passed.
- GC = null.
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

This diagram illustrates the information in the runtime structures just before the system fires **Dialog is Initialized**:



Content of runtime structures before Dialog Is Initialized fires

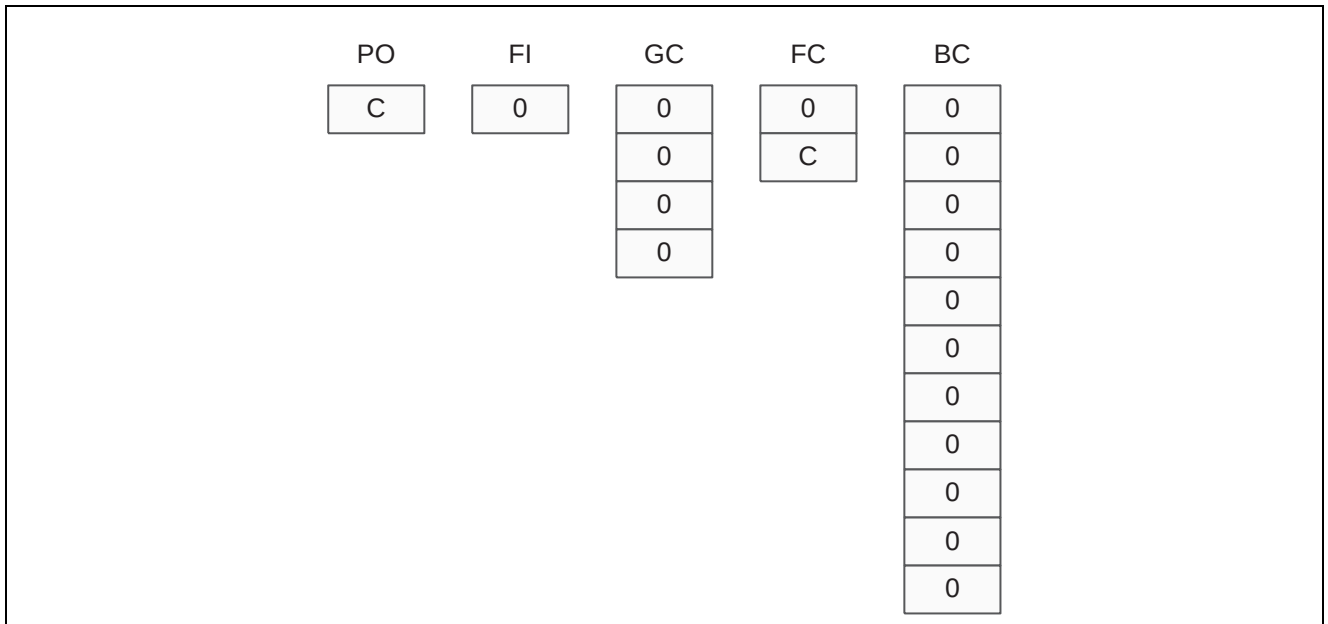
The **Dialog is Initialized** event can be used to initialize the form. After the **Dialog is Initialized** event is finished, runtime starts the **Post Dialog Is Initialized** process.

Post Dialog Is Initialized

Before the system fires the **Post Dialog is Initialized** event, the runtime structures contain these values:

- BC = null (or values already passed in).
- FC = null (or values already passed in).
- GC = null (or values already passed in).
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

This diagram illustrates the information in the runtime structures just before the system fires the **Post Dialog Is Initialized** event:



Content of runtime structures before Post Dialog Is Initialized fires

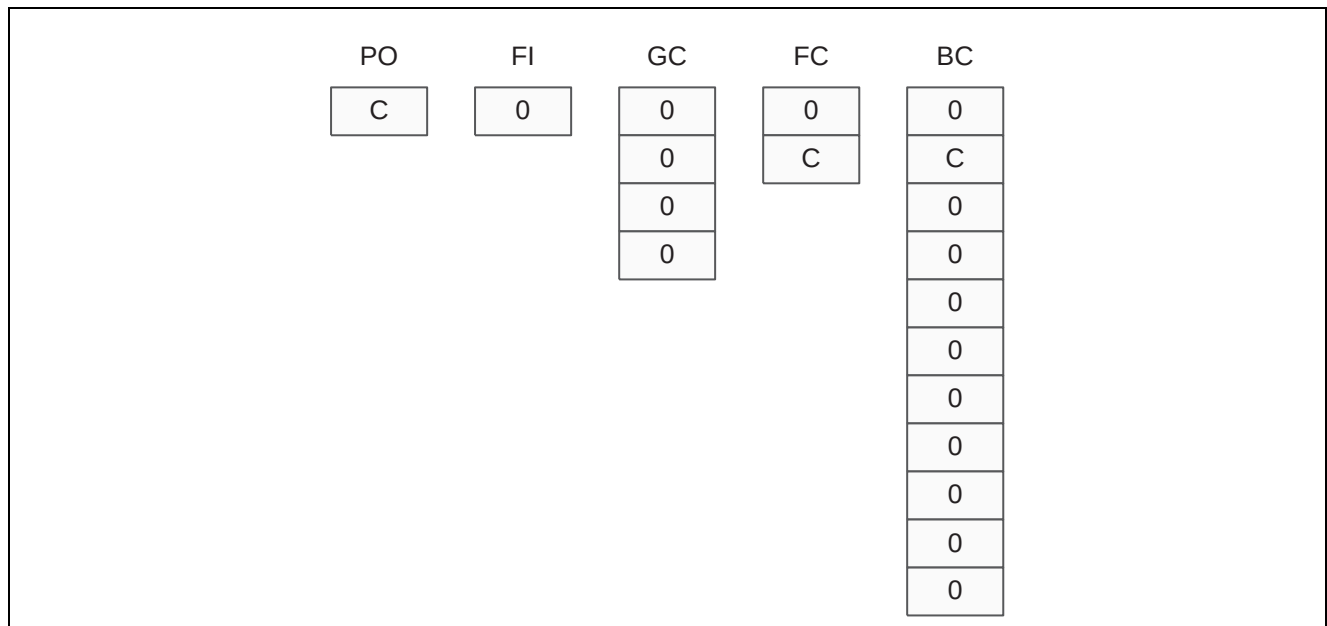
The **Post Dialog is Initialized** event is commonly used to perform these tasks:

- Load filter fields that will be used for the WHERE clause in the SQL SELECT statement.
- Load PO values into filter fields.
- Perform any one-time logic for the form, such as fetching a system date.

Building SQL SELECT

After the user clicks the Find button, the system builds a SELECT statement with a WHERE clause. The SQL SELECT statement includes all columns in the BV. The WHERE clause includes any values in the QBE or filter fields. It can also contain values passed through Set Selection and Set Lower Limit system functions. The WHERE clause is then used to get all records that meet the criteria.

This diagram illustrates the information that appears in the runtime structures just before the system builds the SQL statement:



Content of runtime structures before SQL Select statement builds

Fetching Records

Records are fetched one page at a time (unless page-at-a-time is disabled). The system processes each record fetched one by one and display it in the grid row.

Page-at-a-Time Processing

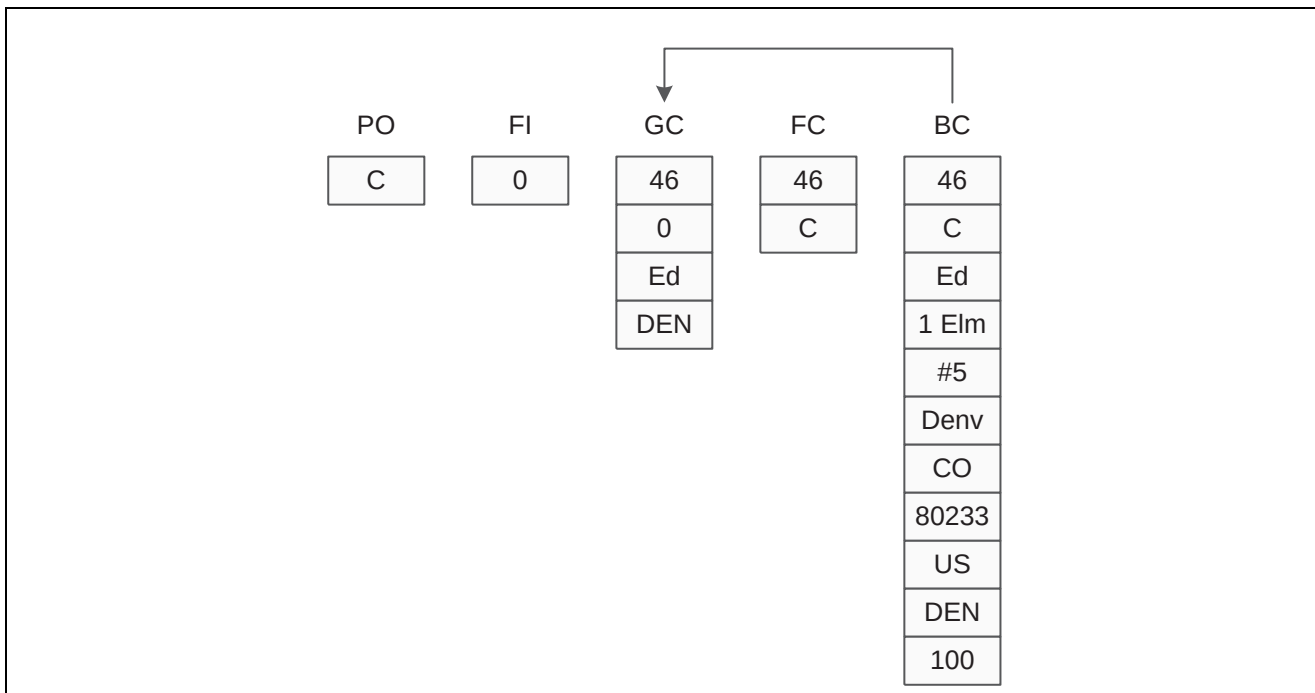
Page-at-a-time processing means that the system fetches only a single page worth of records to display. To see the next page of records, user clicks the Next button. You can customize the page size for each grid in FDA. A system administrator can also set a global page size for all grids.

Typically, page-at-a-time processing improves performance and scalability. Although it can be disabled, the PeopleSoft EnterpriseOne standards state that you should not disable it unless you have a valid business reason to do so.

BC Assigned Database Values

After the system fetches each record from the database, it copies the database values to the BC items. Values from each marked column in the table appear in the BC runtime structure elements.

This diagram illustrates the information in the runtime structures when the system reads the first record:



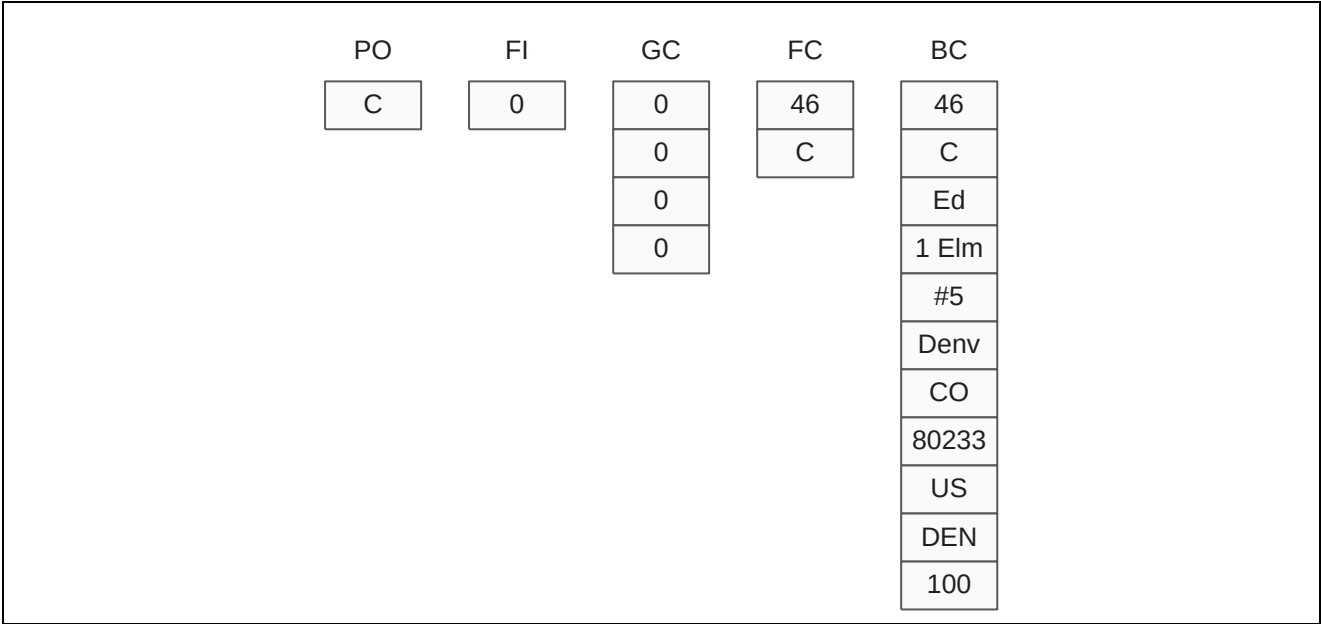
Content of runtime structures when first record read

Grid Record Is Fetched

The engine then fires the **Grid Record is Fetched** event. At this point, the runtime structures have these values:

- BC = Values from the database (for the first record read).
- FC = Values from the database (if the fields are database fields).
- GC = null.
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

This diagram illustrates the information in the runtime structures just before the system fires **Grid Record is Fetched**:



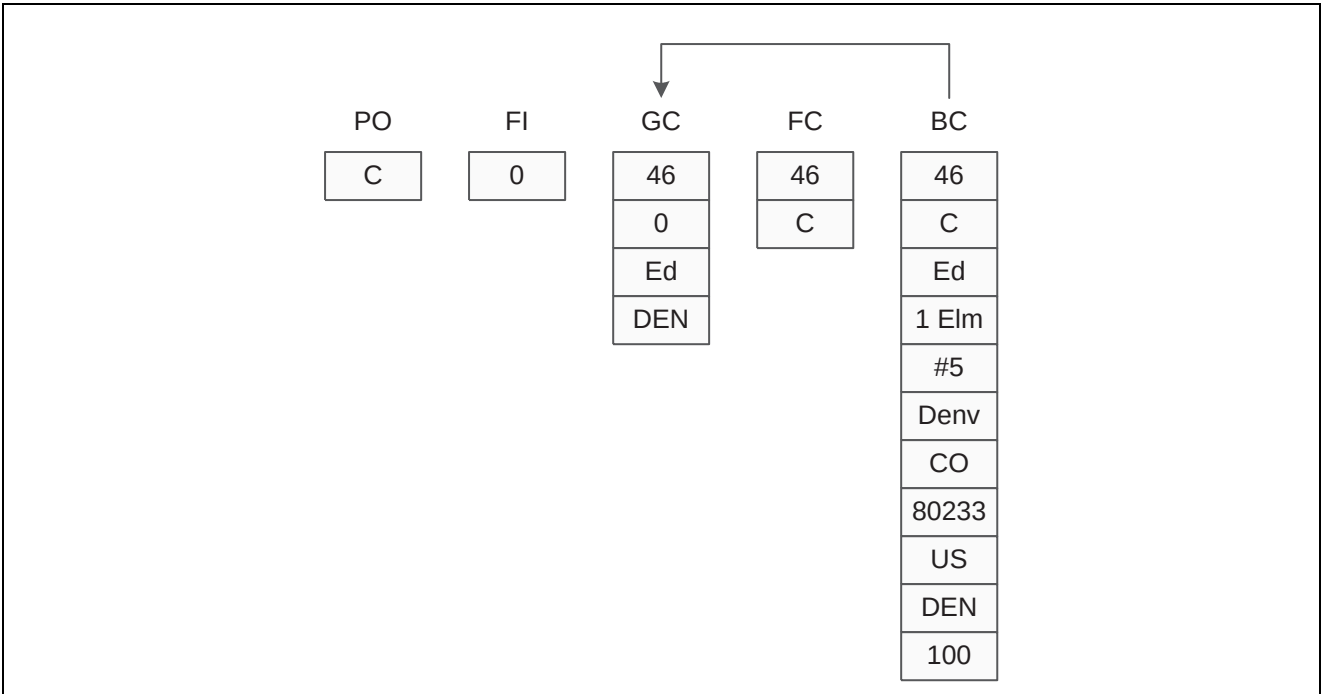
Content of runtime structures before Grid Record is Fetched fires

The **Grid Record is Fetched** event is commonly used to perform these actions:

- Calculate a value for a work field in the grid.
- Suppress a row from being written to the grid.

After the **Grid Rec Is Fetched** event fires, the BC values are copied into the GC runtime structure.

This diagram illustrates the information in the runtime structures when the system reads the first record:



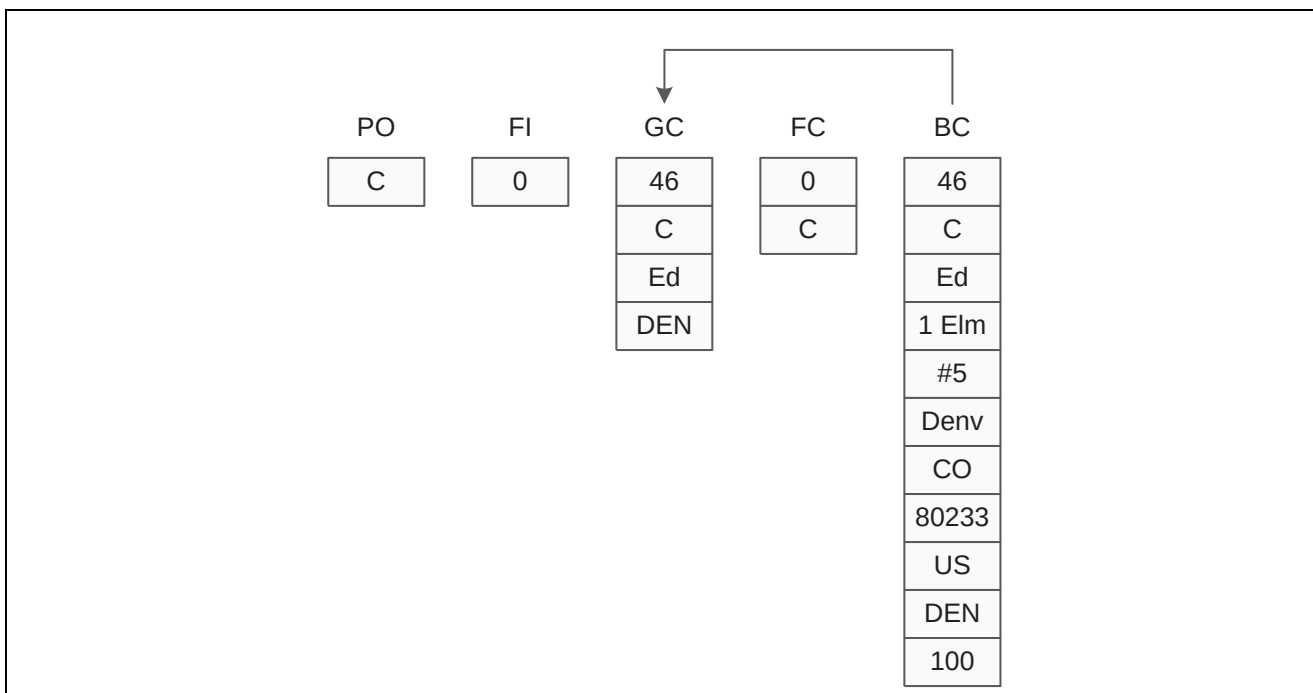
Content of runtime structures when first record is read

Write Grid Line-Before

The engine then fires the **Write Grid Line-Before** event. At this point, the runtime structures have these values:

- BC = Values from the database (from the record just read).
- FC = Values from the database (if the fields are database fields).
- GC = Values from the database (from the previous read).
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

This diagram illustrates the information in the runtime structures just before the system fires **Write Grid Line-Before**:



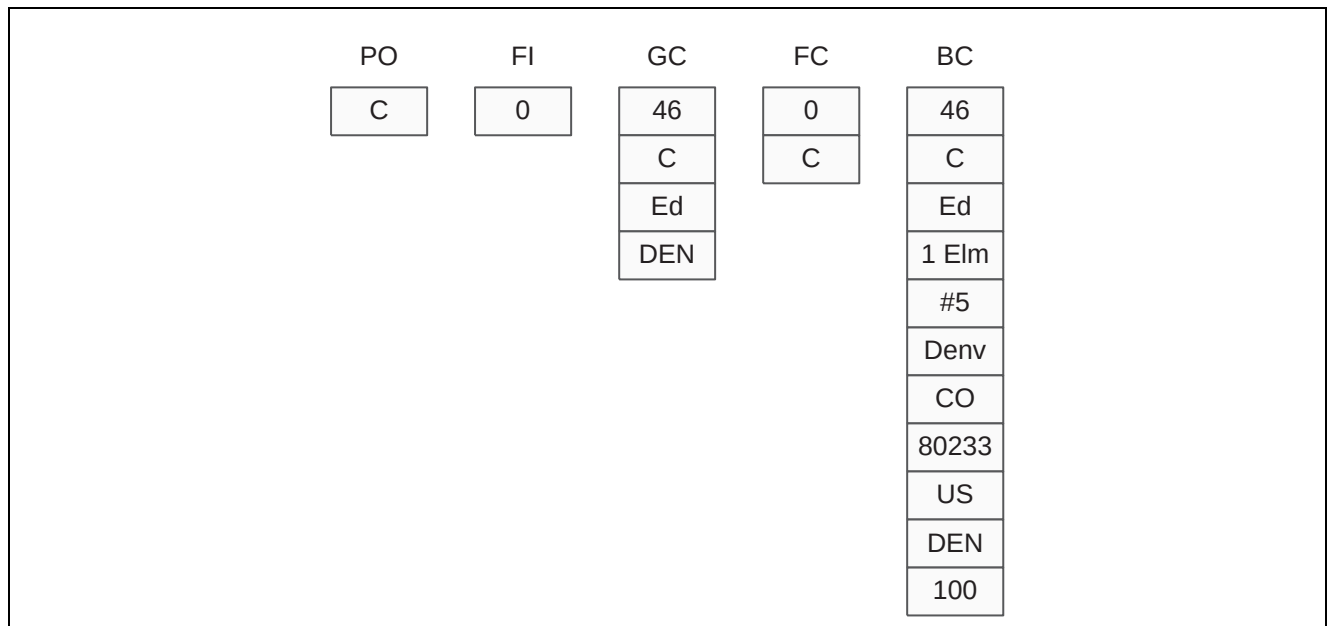
Content of runtime structures before Write Grid Line-Before fires

The **Write Grid Line-Before** event is commonly used to perform these tasks:

- Suppress a grid row from being written.
- Add logic before the user sees a row on the form.
- Change formatting of a grid column.
- Convert any grid value, such as unit of measure.
- Retrieve additional information for the grid row, such as a description, from tables that are not in the BV.

After the system processes **Write Grid Line-Before**, the GC elements, which now include the database values for the first record, are copied to the grid cells on the form.

This diagram illustrates the information that appears in the runtime structures now:



Content of runtime structures after Write Grid Line–Before fires

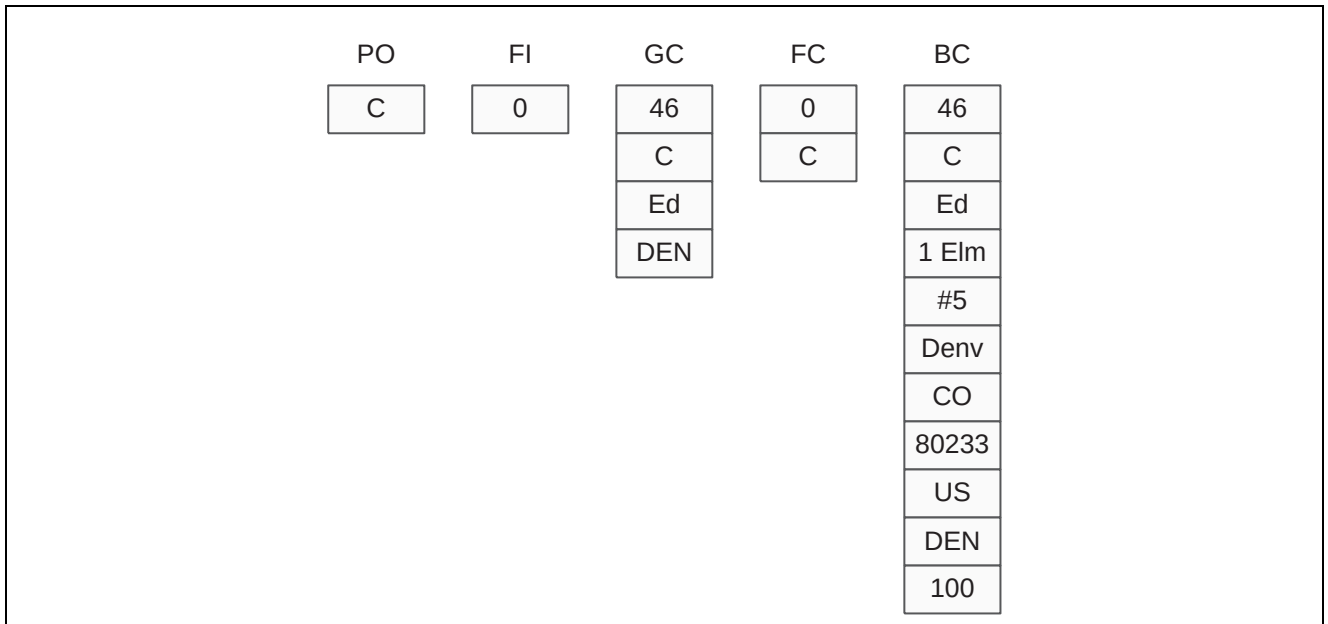
Write Grid Line–After

The engine then fires the **Write Grid Line–After** event. At this point, the runtime structures have these values:

- BC = Values from the database (from the first record read).
- FC = Values from database (if the field is a database field).
- GC = Values from the database (from the first record read).
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

The system displays the current record in the grid cells.

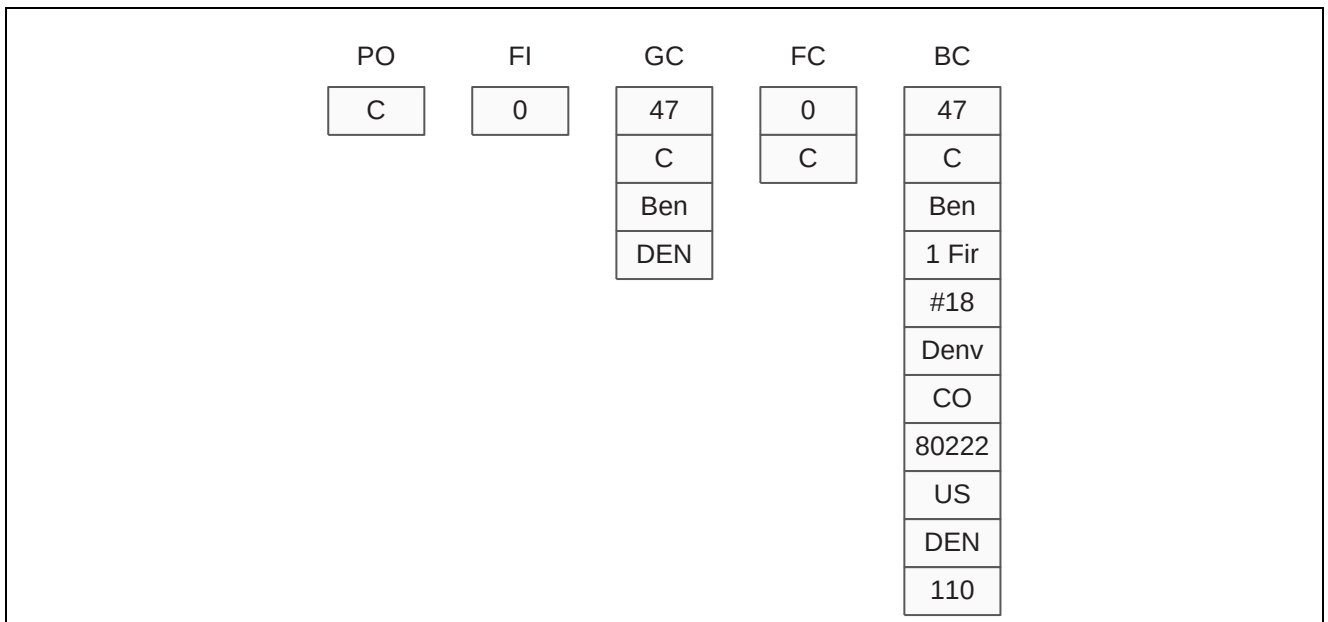
This diagram illustrates the information in the runtime structures just before the system fires **Write Grid Line–After**:



Content of runtime structures before Write Grid Line–After fires

You typically use the **Write Grid Line–After** event to add logic after the user sees a row on the form.

This diagram illustrates the information in the runtime structures after the system processes **Write Grid Line–After**:



Content of runtime structures after Write Grid Line After runs

The system continues to read records from the database and performs the same processing steps. When the system reads the next record, it performs these processing steps:

-
- Assign BC values from the database.
- Process **Grid Rec is Fetched** ER.
- Assign BC values to GC.

- Process **Write Grid Line–Before** ER.
- Display values in the grid row on the form
- Process **Write Grid Line–After** ER.

This process is repeated until there are no more records fetched.

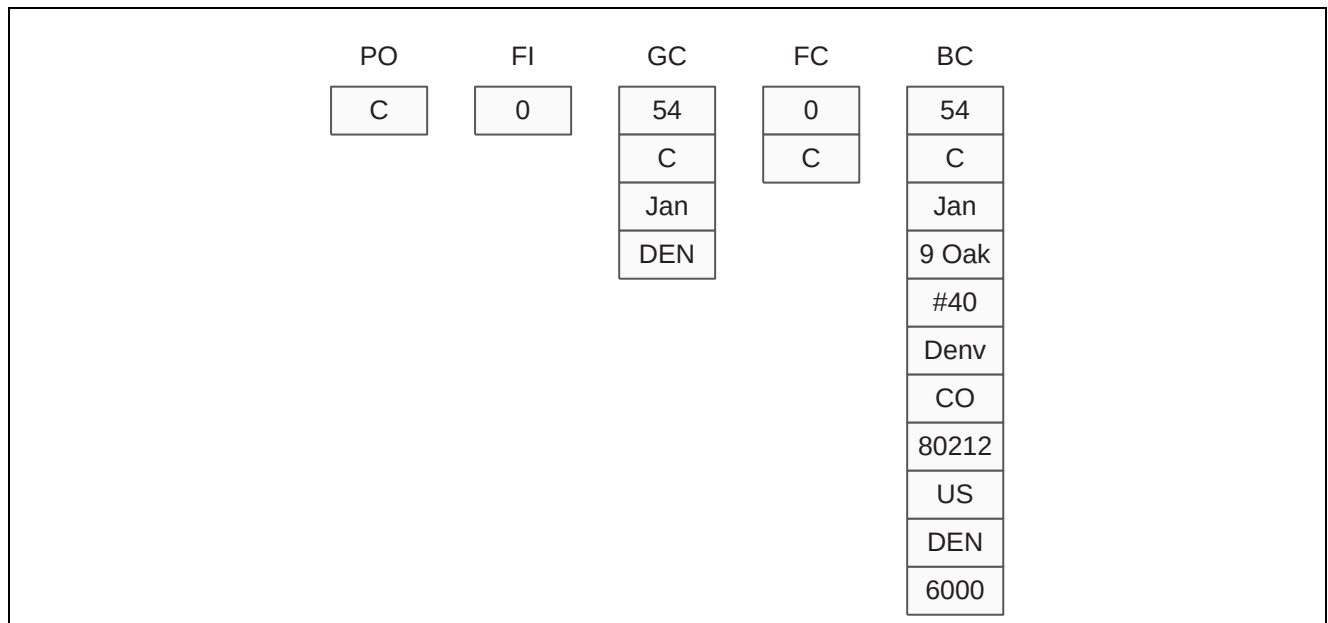
Last Grid Record Has Been Read

When there are no more records fetched from the database, the engine fires **Last Grid Record Has Been Read** event. At this point, the runtime structures contain these values:

- BC = Values from the database (from the last record read).
- FC = Values from the database (if the field is a database field).
- GC = Values from the database (from the last record read).
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

The GC values appear on the last grid row.

This diagram illustrates the information in the runtime structures just before the system runs **Last Grid Record Has Been Read**:



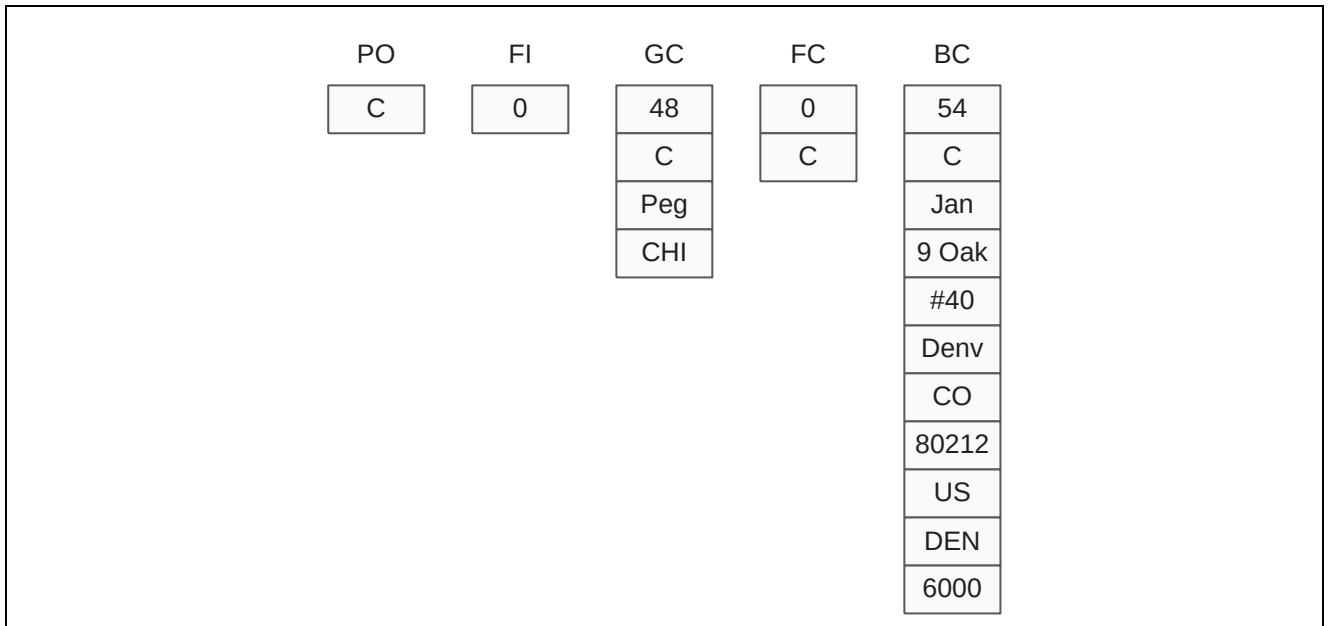
Content of runtime structures before Last Grid Record Has Been Read fires

The **Last Grid Record Has Been Read** event is commonly used to write total lines to the grid and to display totals that are based on grid values.

Select Button Processing

When a user selects a grid row and clicks the Select button, the BC structure stays the same, however the GC structure reflects values on the row that is being selected.

This diagram illustrates the information in the runtime structures when the user selects a grid row that is other than the last fetched row. Note that the BC and GC structures do not contain the same values:



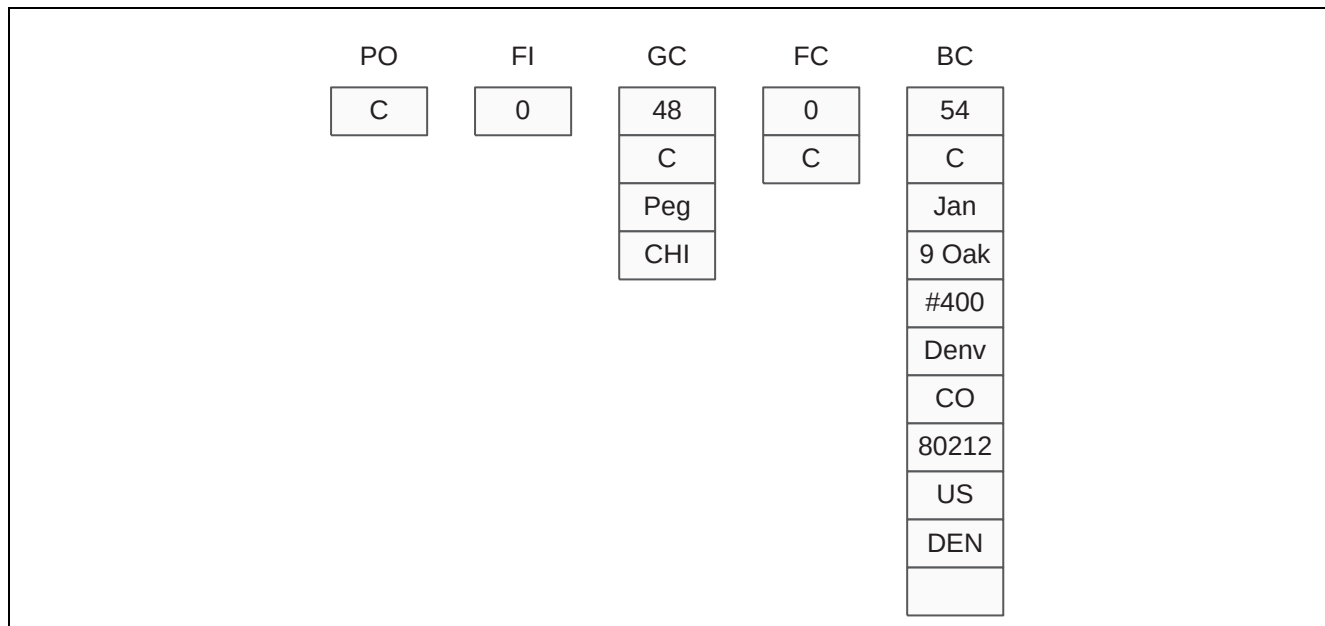
Content of runtime structures when user selects grid row that is other than the last fetched row

Button Clicked

The engine then fires the **Button Clicked** event for the Select button. At this point, the runtime structures have these values:

- BC = Values from the database (from the last record read).
- FC = Values from the database (if the field is a database field).
- GC = Values from the selected grid row.
- FI = Values passed from a calling form (if any).
- PO = Values passed from processing options.

This diagram illustrates the information in the runtime structures just before the system fires **Button Clicked**:



Content of runtime structures before Button Clicked fires

The **Button Clicked** event is commonly used to connect to another form.

Use Repeat Business Rules for Grid to repeat ER when multiple rows are selected.

Add Button Processing

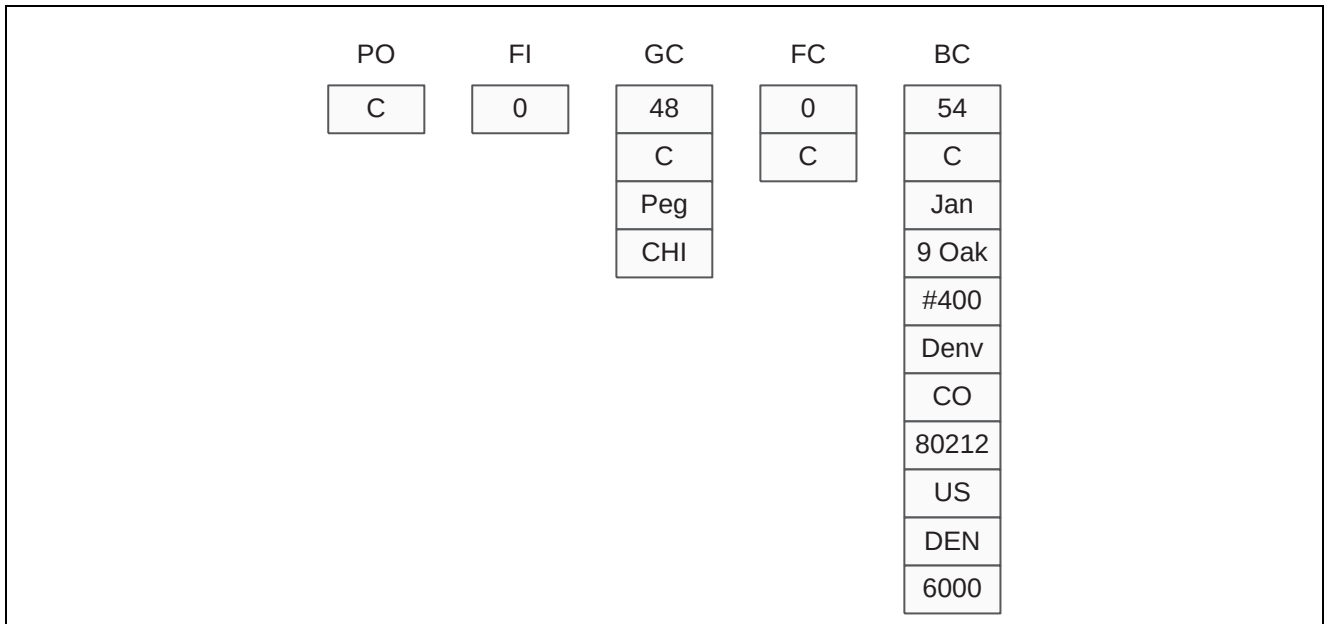
Normally, the user does not select a row before an add action, but if a row is highlighted, the system updates the GC values to reflect the selected row values. The system does not update the database just because the user clicks the row.

The engine pauses for the **Button Clicked** event to be processed. At this point, the runtime structures have these values:

- BC = Values from the database (from the last record read).
- FC = Values from the database (if the field is a database field).
- GC = Values from the database (from the selected row).
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

Because this is an add action, the content of GC is irrelevant at this point. BC and GC do not contain the same values.

This diagram illustrates the information that is in the runtime structures just before the system fires **Button Clicked**:



Content of runtime structures before Button Clicked for Add Button fires

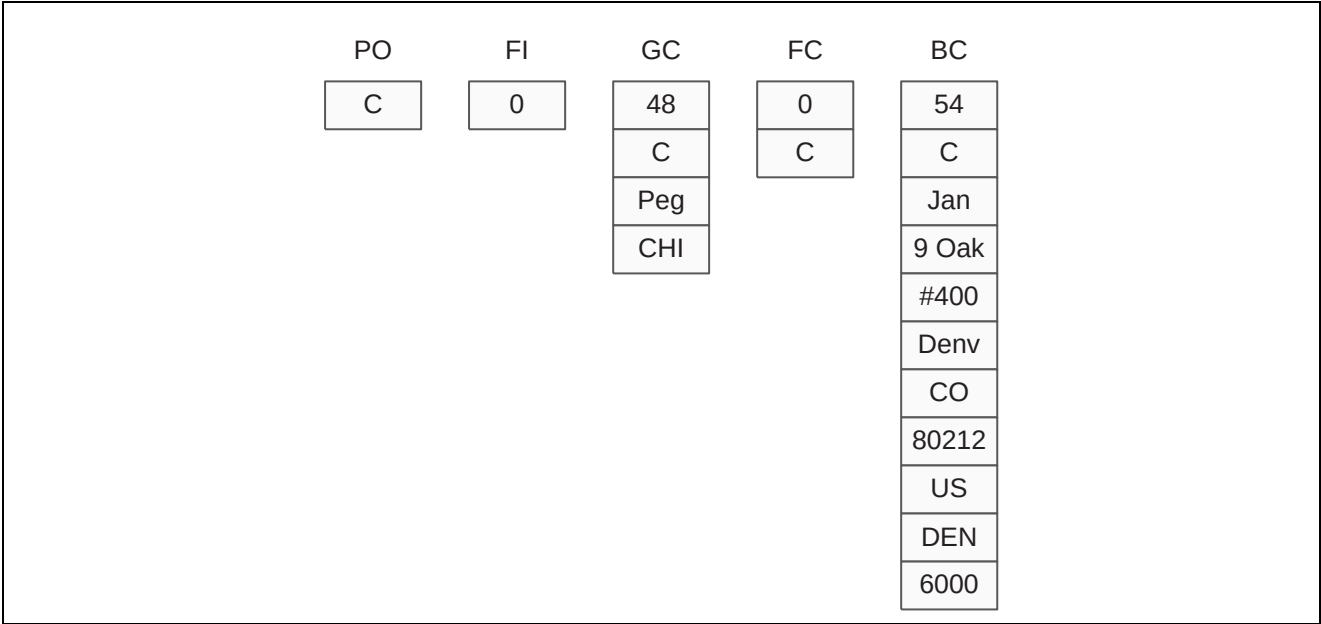
You typically use the **Button Clicked** event for Add button to interconnect to another form, such as a fix/inspect or headerless detail form on which the system actually performs the add action.

Delete Button Processing

When the user selects a grid row and clicks the Delete button, the system does not update the database immediately. The engine first fires the **Button Clicked** event for the Delete button. At this point, the runtime structures have these values:

- BC = Values from the database (from the last record read).
- FC = Values from the database (if the field is a database field).
- GC = Values from the database (from the selected row).
- FI = Values passed from a calling form (if any).
- PO = Values passed from POs.

This diagram illustrates the information in the runtime structures just before the system fires **Button Clicked** for the Delete button:

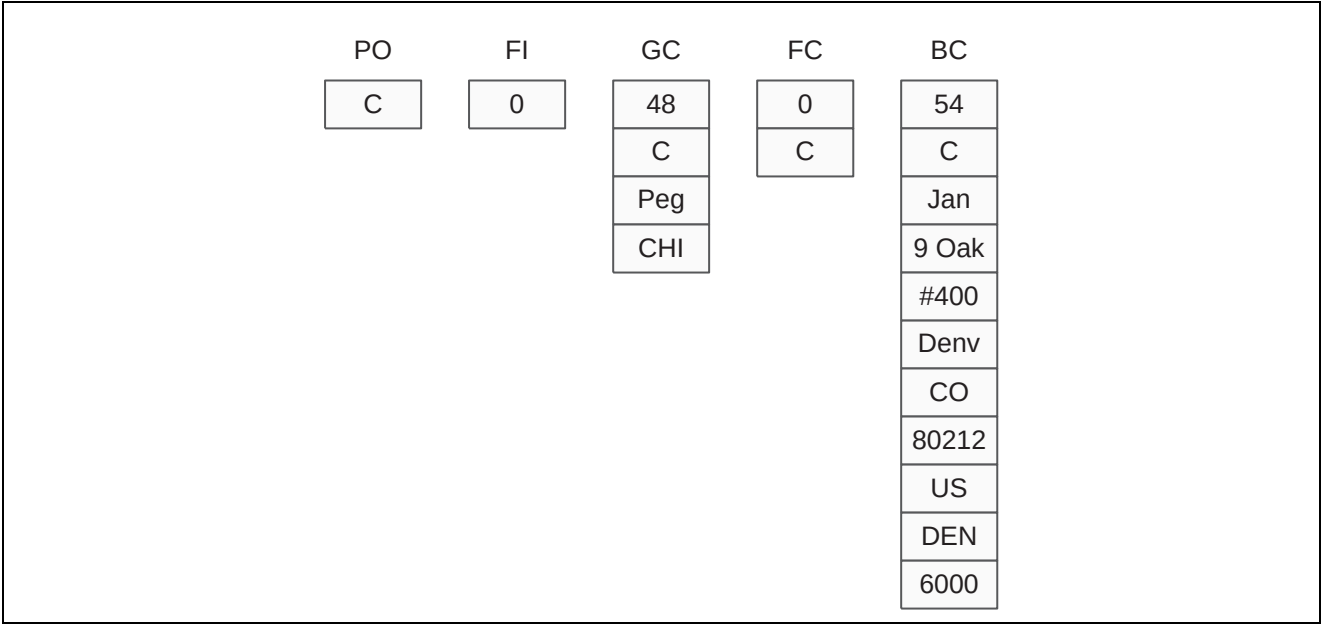


Content of runtime structures before delete Button Clicked fires

Next, the **Delete Grid Rec Verify–Before** event fires.

Delete Grid Rec Verify–Before

This diagram illustrates how the engine fires the **Delete Grid Rec Verify–Before** event:



Content of runtime structure when Delete Grid Rec Verify–Before fires

Next, the system displays a pop up window for user to confirm the delete. If the delete is confirmed, the **Delete Grid Rec Verify–After** event fires.

Delete Grid Rec Verify–After

In the **Delete Grid Rec Verify–After** event, you might want to perform custom logic to verify that the delete is valid. For example, other tables might contain dependant records that prevent this record from being deleted as long as they exist.

The system processes the logic that is attached to this event after the user clicks the OK button in the Verify confirmation form. If the user clicks the Cancel button in the Verify confirmation form, the logic attached to this event does not occur.

Next, the **Delete Grid Rec From DB–Before** event occurs.

Delete Grid Rec From DB–Before

At this point, the runtime structure FC is blank. The system has not yet deleted the record from the database. You can use the **Suppress Delete** system function in this event to prevent the system from deleting the record. :

After the system processes the **Delete Grid Rec From DB–Before** event, it builds a SQL DELETE statement. Then the system deletes the current record. When user selects multiple records, all selected records are deleted.

Delete Grid Rec From DB–After

After the records are deleted from the database, the system fires the **Delete Grid Rec From DB After** event. You might use this event to call a business function to delete information from related tables that are not in the current BV.

All Grid Recs Deleted From DB

After all selected records are deleted, the engine fires the **All Grid Recs Deleted from DB** event. At this point, FC is blank.

CHAPTER 3

Using Event Rules Design

This chapter provides overviews of Event Rules Design, Event Rule validation, If and While statements, Event Rule consistency, and Event Rule variables, and discusses how to use Event Rules Design to create and modify Event Rules.

Understanding Event Rules Design

You can use Event Rules Design to create event rule (ER) logic for forms and controls on a form. For example, you want to pass data for a selected record on a find/browse form to a fix/inspect form to revise that record. You need to create a form interconnection ER and attach it to the Select button option for the **Button Clicked** event.

Use Event Rules Design to create business logic for an application. You can create event rules that perform a large number of tasks. You can do many tasks with Event Rules Design, including:

- Perform a mathematical calculation.
- Pass data from a field on a form to a field on another form.
- Count grid rows that are populated with data.
- Interconnect two forms.
- Hide or display a control using a system function.
- Evaluate If/While and Else conditions.
- Assign a value or an expression to a field.
- Create variables or programmer-defined fields at runtime.
- Perform a batch process upon completion of an interactive application.
- Process table input and output, validate data, and retrieve records.

Before you create an ER, consider which control (form, button, field, grid and so on) you want to add the logic in and what event you want to add the logic for. Answer these questions to determine which event should be used:

- Is the user initializing the form?
- Is the user clicking a button?
- Is the user exiting from a field?
- Is the user changing or exiting from a row?

After you place controls on a form, you can add ERs to any of the event that the control support. Remember that a form is also a control, and you can create logic that the system automatically processes whenever a form event is fired.

You create ERs by clicking the buttons on the tool bar in Event Rules Design. Depending on the button that you click, a different work areas appear for creating and manipulating the ER line-by-line. Specific buttons within Event Rules Design enable you to perform these tasks:

- Attach a business function or system function.
- Create an If/While statement.
- Insert an Else clause in an If statement.
- Assign a value or expression.
- Create a variable.
- Create a form or report interconnection.
- Perform table I/O.
- Find a string in a given ER.
- Add comments in the ER code.
- Print the ER code.

You can cut or copy an ER and paste it in the same event, form, or application or in a different event, form, or application. You can also paste ERs into other applications, such as word processing documents. This feature is useful for documenting the project.

When you paste an ER, the system resolves objects from the source as you paste them. If an object is partially resolved, the system pastes the closest matching object from the destination ER. A comment line appears above the partially-resolved line of event rules and in the status bar to indicate that the object is partially resolved. You can set paste options to display comments before and after a block of pasted ERs. Some objects cannot be resolved in the destination ER. The system disables these lines of ER and displays a comment. For example, an EndIf statement is commented out if its associated If statement is missing.

For criteria statements, the paste operation adds whatever is necessary to maintain a clean, logical structure. For example, if you paste an If statement and no EndIf statement exists, the paste operation adds a matching EndIf statement to make the logic complete.

Use the System Function button to attach predefined PeopleSoft EnterpriseOne system functions to events. For example, you can attach system functions to an event that perform these tasks:

- Hide or display a control.
- Display media objects.

You can attach an existing business function to an event. Business functions include these types of code:

- C code that you generate manually (source language C).
- Named Event Rules (NERs) (source language Event Rules).

You typically use business functions for these purposes:

- Referential integrity, such as deleting secondary records when a master record is deleted, and for editing routines.
- Large and complex calculations that might otherwise overload the runtime engine.

Prerequisites

Before you complete the tasks in this section:

- Create an application with one or more forms.
- Understand the difference between database items and data dictionary (DD) items.
- Understand the relationship between controls, events, and ER.
- Determine the purpose of each form used in the application.
- Answer these questions:
 - What logic is required?
 - For which control are you creating logic?
 - For which event will the logic occur?
 - Which runtime structures are affected?

Understanding Event Rule Validation

When you save an application, the system automatically validates all ERs in the application. Errors will be displayed in a popup window. You can also start the validation in FDA by selecting File, Validate Event Rules.

The error log that the system creates is stored in a file, such as b9\prod\log\p1234.log (where *prod* is the environment). If no errors exist, the system does not generate a log.

Understanding If and While Statements

If and While statements are conditional instructions for an ER. They evaluate conditions and dictate the flow of logic when the ER is activated.

Use the If/While button to build conditional logic into an event. When you create an If statement, the system inserts an Else clause. However, you can use the Delete button to delete the Else clause and then reinsert it using the Insert Else button. When you delete an If or While statement, the system also deletes the associated Else and Endif or Endwhile clauses, but not the lines inside of those statements.

You can drag and drop statements line-by-line to change their sequence. Resequencing ER can result in improper syntax. When you click the Save or OK button, the system verifies the syntax. If it detects syntax errors, you can either disable the ER and continue or edit the ER to eliminate the errors.

To change a statement, double click the line.

To delete a statement, choose the line of the statement, and then click the Delete button.

Understanding ER Consistency

You can check the consistency of events in Event Rule Designer. Events can be either relevant or not relevant. A *relevant* event is one that is valid and that can be executed by the associated control. A *not relevant event* is one that is not executed by the associated control because the properties of that control do not create the conditions that cause the events to execute. You can change a not relevant event to a relevant event by updating the properties of the control.

Understanding ER Variables

An ER variable is a variable that you can use within the ER. You have to assign a DD item to an ER variable. The DD item defines the type and default behavior of the variable.

Use ER variables instead of hidden fields. ER variables use fewer system resources at runtime.

After you add an ER variable, you cannot modify it. Instead, you must delete it and create another one.

Each ER variable is available within a scope. The scope of an ER variable determines how you can use it. Different scope options are available for interactive and batch applications. For example, you can:

- Reference a report variable anywhere in the report.
- Reference an ER variable only within the event in which it was created.

After you create an ER variable, it appears in the available objects list in Event Rules Design where you added it. Use the ER variable in ERs just as you would use any available object in the list. If you create an event level variable and do not use it in ERs, FDA automatically deletes it.

The system automatically assigns to each variable one of these prefixes, based on the specified scope:

- frm_ (Form)
- evt_ (Event)
- grd_ (Grid)
- rpt_ (Report)
- sec_ (Section)

Working with Event Rules Design

This section provides overviews of assignments and event rules design tool bar buttons, and discusses how to:

- Display event information.
- Assign a value.
- Create an If or a While statement.
- Create an ER variable.
- Attach a system function to an event.

- Attach a business function to an event.

Understanding Assignments

Use an assignment to assign a field with a fixed value or a mathematical expression. For example, you can create an assignment that inserts a default value when the user leaves the field. You can also use an assignment to calculate a value

When you create an expression, calculate only the data items that are of the exact same numerical scale or data type. For example, do not calculate different currencies or decimal figures that represent different decimal values because the result of these calculations might compromise data integrity.

Understanding Event Rules Design Tool Bar Buttons

The Event Rules Design form displays these tool bar buttons for generating different types of statements:

- Event Information
Displays information about event relevance.
- Assignment
Creates an assignment or a complex expression.
- Business Function
Attaches an existing business function.
- System Function
Attaches an existing PeopleSoft EnterpriseOne system function.
- If/While
Creates an If/While conditional statement.
- Report Interconnect
Establishes a connection to a batch application or report.
- Form Interconnect
Establishes a form interconnection.
- Else
Inserts an Else clause, which is valid only within the bounds of If and End If.
- Variable
Creates a programmer-defined field.
- Table I/O
Enables ER support for database access. Performs table input and output, data validations, and record retrieval.

Displaying Event Information

To display information about the relevance of an event:

1. On Event Rules Design, select an event.
2. Click the Event Information button.

A not relevant event is displayed in dimmed italic text in the Event combo box. A message box appears that displays any information known to the system about why a not relevant event is not relevant.

Assigning a Value

To assign a value:

1. On Event Rules Design, select an event.
2. Click the Assignment/Expression button.
3. On Assignment, select the To Object that you want to receive the assigned value.
4. Use one of these methods to determine the From/Object Literal value:
 - Select a From Object in the right-hand column to create a simple statement: [left-hand column] = [right-hand column].
 - Type a literal expression (number, text, and so on) in the text entry box to assign a literal statement: [left-hand column] = [literal].
 - Press the $f(X)$ button to create a complex expression or advanced mathematical function using Expression Manager.

Creating an If or a While Statement

To create an If or a While statement:

1. On Event Rules Design, select an event in the Event Rules Design window and click the If/While button.
Each cell in the Criteria Design grid represents a component of the criteria. When you select a cell, a list of valid options appears.
2. Select either the If or While operators.
3. Select a left operand from the list of available data items.
Right-click to sort the available data items by name or object type. If only one type exists, the sort options are unavailable. The system groups the available data items by a variety of object types.
4. Select a logical operator comparison (is equal to, is less than, and so forth).
5. Select a right operand from the object list.
6. To assign a literal, select <Literal>.
7. To create complex If statements, you can select the And option or the Or option, and continue the logic.

Creating an ER Variable

To create an ER variable:

1. On Event Rules Design, click the Variables button.
The Variables form displays different scope options, depending on whether you are working with an interactive application, batch application, or NER.
2. Complete the variable naming field located under the Add button.
3. Click one of the Scope options (Form or Event) depending on the purpose for which you created the variable.
4. If you selected Form Scope and you want to use a grid variable, click the Grid option.

5. Click the DD visual assist to browse for DD items.
6. Select the DD item to which the variable is associated and click the Add button.

The system automatically assigns a prefix to the variable, based on the type of scope that you choose.

Attaching a System Function to an Event

To attach a system function to an event:

1. On Event Rules Design, select an event.
2. Click the $f(S)$ button.
3. Select a category in the System Functions box.
4. Select the system function that you want to attach.
5. In the Available Objects list, select objects to pass to the system function.

Attaching a Business Function to an Event

To attach a business function to an event:

1. On Event Rules Design, select an event.
2. Click the $f(B)$ button.

You can view a description (if one exists) for a business function by choosing Attachments from the Row menu.

3. Select a business function and click the Select button.
4. In the Available Objects list, select objects to pass to the business function.
5. To assign a literal to a business function parameter, select *<Literal>* in the Available Objects list.
6. Enter a single value and click the OK button.

Range and List are not valid literals to use with business function parameters.

7. Indicate the direction of data flow between Value and Data Items, and click the OK button.

As you click the direction arrow, it toggles through these four options:

- Data flows from the source to the target (right-pointing arrow).
- Data flows from the target to the source (left-pointing arrow).
- Data flows from the source to the target, and upon exiting the target, data flows back to the source (bi-directional arrow).
- No data flow (slashed circle).

If the direction of the items is hard-coded in the data structure for a business function (such as when the parameters are predetermined to be input, output, or bidirectional), then this predetermined direction appears here. You must complete the required items that appear in red. The status bar indicates the state of the flow to the target.

8. Select the Include in Transaction option to include this business function for transaction processing.

This option appears on transaction forms only.

9. Select the Asynchronously option to enable asynchronous processing.
10. Click one of these buttons to add notes:

- Business Function Notes
- Structure Notes
- Parameter Notes

CHAPTER 4

Using BrowsER

This chapter provides an overview of the BrowsER utility and discusses how to use it.

Understanding BrowsER

You can use BrowsER to view event rules (ER) and design layout for interactive and batch applications.

BrowsER displays the structure of forms within an interactive application, or sections within a batch application. The forms or sections appear in a hierarchical structure, with events and ER for each section. You can use BrowsER to disable or enable ER, and then observe the effect of the actions on the application.

You can select one of these BrowsER options to easily view or search for code:

- Expand Tree
- Expand Node
- Show Object IDs
- Hide Objects with no ER
- Filter ER Records

Filter ER Records enables you to search ER records for certain types of code, including these:

- Assignments
- Business functions
- Criterion
- Comments
- Form interconnections
- Options
- System functions

Working with BrowsER

To work with BrowsER:

1. On Object Management Workbench, select an object with ER and then click the Design button.
2. On Interactive Design, click the Design Tools tab, and then click the Browse Event Rules button.

Alternatively, you can access BrowsER directly from within Form Design Aid (FDA) or Report Design Aid (RDA) by choosing BrowsER from the View menu.

3. On Browsing, click the plus (+) and minus (–) buttons to expand or collapse the hierarchical view of events for interactive forms or batch report sections.

Each ER appears beneath the event with which it is associated and beside a control that contains event rule logic. If it does not appear beside a control, then no event rule logic exists on that control.

4. To disable an ER line, select the line and then click Disable button.
5. To enable a disabled line, select the line and then click Enable button.

You cannot print or modify ER from any BrowsER form.

6. To set a BrowsER option, right-click anywhere on the Browsing form and select an option from the popup menu.
7. To start a search or filter, right-click anywhere on the Browsing form and select Search or Filter ER Records from the popup menu.

CHAPTER 5

Debugging Event Rules

This chapter provides overviews of debugging, the debugging process, interpretive vs. compiled code, debugging strategies, and the debug log, and discusses how to debug event rules.

Understanding Debugging

Debugging is the method you use to determine the state of your program at any point of execution. Use debugging to help you solve problems and to test and confirm program execution.

Use a debugger to stop program execution so you can see the state of the program at a specific point. This enables you to view the values of input parameters, output parameters, and variables at the specified point. When program execution is stopped, you can review the code line-by-line to check such issues as flow of execution and data integrity.

You use Event Rules Debugger to debug interactive applications, reports (batch applications), and table conversions.

The Debugging Process

Use the debugging process to determine where problems occur and then fix those problems. Isolate each problem to a particular area, and then examine exactly how the program operates in that area.

If you change your program while you are debugging with the Event Rules Debugger, you must:

1. Disconnect the Event Rules Debugger.
2. Rebuild debug information.
3. Reset breakpoints.
4. Run the application.

Features available in the event rule debugger are listed and described in this table:

Feature	Description
Go	Command that resumes program execution after a breakpoint is reached.
Breakpoints	Commands that tell the debugger to stop when a particular line is reached. You can set breakpoints on lines of code where you want to start debugging.

Feature	Description
Step, Step Over	Command that executes the current line of code. Step lets you run the program one line at a time. You can use this feature to determine the results of every line of code as it is executed.
Step Into	Command used when the current line of code contains a function call. The debugger will step into the function so that it can be debugged line by line. When the function is complete, the debugger returns to the next line of code after the function call in the calling routine. Step Into can be used to debug a second application that is called from within a PeopleSoft EnterpriseOne-calling application.
Disconnect	Command that disconnects the debugger from the current application. The application continues to run as if the debugger had not been started.
Watch	Command that displays the value of variables while the program is running. It also lets you inspect expressions so that you can see how a particular expression changes when variables change.

Interpretive vs. Compiled Code

PeopleSoft EnterpriseOne uses both interpretive and compiled code.

Interpretive code refers to code that is compiled as it runs. The translation from program instruction to machine instruction happens at runtime. Interpretive code resides within the application. Interpretive code enables you to customize applications without having to recompile every time you change something. The scripting code for event rules (ER) used in Form Design Aid (FDA) and Report Design Aid (RDA) is interpretive.

Compiled code is compiled and stored in an object file that can be called independently. The translation from program instruction to machine instruction happens at compile time. Compiled code resides outside the application. It is less subject to change and is typically less flexible than interpretive code. You can use Visual C++ to debug compiled code. The ER scripting language can be translated into C, Java, or your current language of choice. The logic only needs to be interpreted one time. Table ER and named event rules (NERs) are compiled code.

Debugging Strategies

You can use several strategies to make debugging faster and easier. Begin by observing the nature of the problem.

Is the Program Ending Unexpectedly?

If the program is ending unexpectedly, the cause is likely an unhandled exception. An unhandled exception is a failure to handle memory correctly. It is an easy problem to track down if it is happening in the same place: simply set breakpoints at strategic points throughout the code and run the program until you find the problem.

If other objects are missing, termination is more abrupt. Remember to transfer all Media Object (also called Generic Text) objects correctly. If an application has a Row exit to an application that does not exist, an unhandled exception in the program occurs immediately.

Termination of the program is more abrupt and less helpful when other kinds of objects are missing. You must review all of the pieces of your application to verify that they are all present and correctly built. A common error is to overlook media objects. If you cannot enter your program at all, a missing object is most likely the problem.

Ensure that the program is terminating in the same place. If the program is failing to restore memory after its use, the program might eventually have insufficient memory to run. If so, you must reboot the workstation to restore memory.

Is the Application Encountering Errors?

When a business function is called from ER, its processing is unknown to the user. This situation is both a benefit and a hindrance. It is a benefit because it should not be a concern to the user how the function works, only that it does work. The disadvantage is that it is not uncommon to call a function with more than 50 parameters, any one of which might cause errors.

The solutions to this sort of issue include:

- Review the function specifications to make sure that you have hooked it up correctly.
- Step into the code to see what is going wrong.

Is the Output of the Program Incorrect?

Incorrect program output typically indicates a flaw within the logic of the code. Trace into the code to find the issue.

Where Else Could the Problem Be Coming From?

Spend some time thinking about where the source of the problem might be. For example, consider the null pointer error. Somewhere in the code, an object is referenced incorrectly. Toggle between the grid rows to force the execution of the **Row is Exited** event. If the problem occurs, you have narrowed your search for the object, because you know that it is occurring in the grid processing.

Is the Function Being Called as Expected?

You can set a breakpoint at the beginning of a called function to ensure that it is being called and that the input is as you expected. To do so, set the breakpoint at the beginning of the business function or at the beginning of an event such as **Grid Row is Fetched**, and then perform these tasks:

- Step through every code path.

Use the debugger to test the code. The PeopleSoft EnterpriseOne Debugger provides you with the ability to modify values as the code is running. Use this ability to trace through *every* line of code. This is also a powerful way to test everything that could happen to your code, not just what *should* happen to it. This method of testing will help demonstrate whether you have handled errors correctly. For example, step through an If branch and input bad data to see if errors occur as expected.

- Find the cause rather than the symptom of the problem.

Debug Logs

Several sections of the jde.ini file relate to debugging. The first statement that must be checked is in the [JDE_CG] section. The line, `Target = Release`, should be modified to read `Target = Debug`. An application install of PeopleSoft EnterpriseOne will deliver the jde.ini file with `Target = Release`. To debug business functions, the jde.ini files must be changed to `Target = Debug`, and the business functions that you want to debug must be rebuilt.

```
[JDE_CG]
STDLIBDIR=c:\MSDEV\LIB
TPLNAME=EXEFORM2
ERRNAME=CGERR
TARGET=Debug
INCLUDES=c:\MSDEV\INCLUDE;$ (SYSTEM) \INCLUDE;$ (SYSTEM) \INCLUDEV;
    $ (SYSTEM) \CG;$ (APP) \INCLUDE;
LIBS=c:\MSDEV\LIB;$ (SYSTEM) \LIB32;$ (SYSTEM) \LIBV32;$ (APP) \LIB32;
MAKEDIR=c:\MSDEV\BIN
USER=DEMO
```

You can output to a file a log of SQL statements and events by changing the line in your jde.ini file under [DEBUG] from `Output = NONE` to `Output = FILE`, as in this sample. This is a useful debugging tool when you have narrowed a problem to a specific issue involving the JDEDB APIs.

```
[DEBUG]
TAMMULTIUSERON=0
Output=FILE
ServerLog=0
LEVEL=BSFN,EVENTS
DebugFile=c:\jdedebug.log
JobFile=c:\jde.log
Frequency=10000
RepTrace=0
```

You can set breakpoints and examine the code.

Debugging Event Rules with the Event Rules Debugger

This section provides an overview of the Event Rules Debugger and discusses how to:

- Debug an application with the Event Rules Debugger.
- Inspect or modify a variable.

Understanding the Event Rules Debugger

The Event Rules Debugger provides the essential debugging tools (such as breakpoints, step commands, and variable inspection) that you need to debug PeopleSoft EnterpriseOne interactive and batch applications. You can use the Event Rules Debugger to debug NERs and table ER. When the Event Rules Debugger generates debug information for an application, it includes NER and table ER information for that application.

Setting up and using Event Rules Debugger involves these steps:

- Running the Event Rules Debugger and setting breakpoints.
- Running and debugging the application, report, or table conversion.

If you want to save the debug information table but do not want the debugger active during your work, you can deactivate debug information. You can activate the table at any time to continue debugging.

Any event on which you want the debugger to stop must have at least one line of ER code. You cannot set a breakpoint on a comment. It automatically goes to the first code line below the comment. When you debug an application and encounter a point at which the interactive or batch application fails, you can view the appropriate variable and correct it.

By observing specific variables while the program runs, you can isolate where the program begins to fail and what exactly it is doing. For example, if a counter is supposed to increment by 1, but you observe it incrementing by random numbers, you know there is a problem with the number or variable you are adding to the counter.

The Event Rules Debugger is a standalone tools program that consists of these main components:

- Object Browse window.
- Event Rules window.
- Breakpoint Manager.
- Variable Selection and Display window.
- Search combo box.

All windows except the Event Rules window are dockable to any side of the main application. You can right-click a window to dock it or to hide it. If you close the debugger, it saves your docking settings until the next time you run the debugger.

Object Browse Window

The Object Browse window lists applications that have debug information built and are available for debugging. You can navigate through a tree structure to a specific event and open an Event Rules window for that event. If one of the objects is a power form with subforms, the subforms are listed under the power form. Form IDs appear next to the form name.

Event Rules Window

The Event Rules window displays the ER for one event. The event name and path, along with an abbreviated description, appear in the title bar for each Event Rule window. The Event Rules window shows the line in the ER that is currently being executed when the runtime engine is stopped on a line break.

The left side of an Event Rule window displays icons that describe the state of a line in the ER. States include breakpoint, disabled, or current line of execution.

You can use the Event Rules window to set and remove breakpoints. You can use any of these methods:

- Double-click the line in ER.
- Select a line and select Debug, Breakpoints.
- Right-click a line and select Breakpoints from the pop-up menu.
- Select a line and press F9.

You cannot set a breakpoint on a comment. The breakpoint automatically goes to the first code line after the comment.

Variable Tree and Watch Window

The Variable Tree and Watch window consists of two panes. The left pane is the Variable Tree pane. It contains a tree structure that lists the variable types as parent nodes and the current variables of each variable type as child nodes. The variables displayed are those that are in scope of the currently displayed event in the Event Rule window. The right pane is the Watch pane. It displays selected variables and their current values, along with the form ID of the variable. You can add a variable to the Watch pane by double-clicking the desired variable in the Variable Tree.

You can change the value of variables while you are debugging an application. To change the value of a variable, double-click the variable in the Watch pane and enter a different value. The new value appears in the Watch pane. If you enter an inappropriate value (for example, you change a numeric value to an alpha value) the new value is not set and the value is not changed.

These special values are displayed for variables:

- blank

The value for the variable contains only blanks. This value applies to string and character types only.

- null

The variable has no value, or a null or empty value.

- unknown

The value for the variable could not be obtained from the runtime engine. This value occurs when the applications are not running or when the variables are out of scope.

Note. Variable inspection and modification is not available for debugging NERs and table ER.

Breakpoint Manager

Breakpoints tell the debugger where or when to halt the execution of a program. When the program is halted at a breakpoint, you can examine the state of your runtime structures, review your ER, and evaluate expressions using the Variable Selection and Display window.

The Breakpoint Manager tracks the breakpoints that are set and the location of those breakpoints in an application. When you set a new breakpoint, the system creates an entry in the Breakpoint Manager. This entry contains the application name, form name, event name, and ER line.

Right-click within Breakpoint Manager to perform these operations:

- Delete a breakpoint.
- Delete all breakpoints.
- Go to a breakpoint.

You can also double-click an entry in Breakpoint Manager to open the Event Rule window in which the breakpoint is set.

Search Combo Box

You can use the Search combo box on the tool bar to search for ER text. Enter the text that you want to search for in the Search combo box and then press either ENTER or F3. If the system locates the search text in your ER text, it highlights the text. If you press ENTER or F3 again, the next occurrence of your search text is located and highlighted.

The search control accommodates regular expression searches. A regular expression search uses special characters to match text. For example, `^If :` will find every line that starts with If and `If$ :` will find every line that ends with If.

The special characters that you can use for advanced searches are described in this table:

Character	Description
<code>^</code>	The caret (^) indicates the beginning of a string. For example, the expression <code>^A</code> matches an A only at the beginning of the string.
<code>^</code>	The caret (^) immediately after the left bracket ([) is used to exclude any remaining characters within brackets from matching the target string. For example, the expression <code>[^0-9]</code> indicates that the target character should not be a digit.
<code>\$</code>	The dollar sign (\$) matches the end of the string. For example, the expression <code>abc\$</code> will match the substring abc only if it is at the end of the string.
<code> </code>	The alternation character () enables the expression on either side of it to match the target string. For example, the expression <code>a b</code> will match a as well as b.
<code>.</code>	The dot (.) matches any character.
<code>*</code>	The asterisk (*) indicates that the character to the left of the asterisk in the expression should match 0 or more times.
<code>+</code>	The plus (+) is similar to the asterisk except that at least one match of the character should occur to the left of the + sign in the expression.
<code>?</code>	The question mark (?) matches the character to its left 0 or 1 times.
<code>()</code>	The parentheses affect the order of pattern evaluation and serve as a tagged expression that you can use to replace a matched substring with another expression.
<code>[]</code>	Brackets that enclose a set of characters indicate that any of the enclosed characters can match the target character.

Debugging an Application with the Event Rules Debugger

To debug an application with the Event Rules Debugger:

1. From the Cross Application Development Tools menu (GH902), select Debug Application.
2. Select the object that you want to debug.
3. Select a form (for interactive applications) or section (for batch applications) and an event to view.
4. Select the ER line on which you want to set a breakpoint.
5. Select Debug, Breakpoint.

A red dot appears on the line, indicating the breakpoint.

You can remove the breakpoint by choosing Debug, Breakpoint again. The options on the Debug menu toggle on and off.

6. Minimize, but do not close, Debugger.

7. From PeopleSoft EnterpriseOne Menus or from Object Librarian, run the application that you selected to debug.

As your application encounters a breakpoint, the application will pause and display the Event Rules Debugger.

When execution stops, you can use the variables view to inspect and modify the values of runtime structures.

8. From the Debug menu, select one of these options:

- Go
- Disconnect
- Step Over
- Step Into

Inspecting or Modifying a Variable

When you debug an application and encounter a point at which the interactive or batch application fails, you can view the appropriate variable and correct it.

By observing specific variables while the program runs, you can isolate where the program begins to fail and what exactly it is doing. For example, if a counter is supposed to increment by 1, but you observe it incrementing by random numbers, you know there is a problem with the number or variable you are adding to the counter.

Glossary of PeopleSoft Terms

activity	A scheduling entity in PeopleSoft EnterpriseOne Form Design Aid that represents a designated amount of time on a calendar.
activity rule	The criteria by which an object progresses from one given point to the next in a flow.
add mode	A condition of a form that enables users to input data.
Advanced Planning Agent (APAg)	A PeopleSoft EnterpriseOne tool that can be used to extract, transform, and load enterprise data. APAg supports access to data sources in the form of relational databases, flat file format, and other data or message encoding, such as XML.
application server	A server in a local area network that contains applications shared by network clients.
as if processing	A process that enables you to view currency amounts as if they were entered in a currency different from the domestic and foreign currency of the transaction.
alternate currency	A currency that is different from the domestic currency (when dealing with a domestic-only transaction) or the domestic and foreign currency of a transaction. In PeopleSoft EnterpriseOne Financial Management, alternate currency processing enables you to enter receipts and payments in a currency other than the one in which they were issued.
as of processing	A process that is run as of a specific point in time to summarize transactions up to that date. For example, you can run various PeopleSoft EnterpriseOne reports as of a specific date to determine balances and amounts of accounts, units, and so on as of that date.
back-to-back process	A process in PeopleSoft EnterpriseOne Workflow Management that contains the same keys that are used in another process.
batch processing	A process of transferring records from a third-party system to PeopleSoft EnterpriseOne. In PeopleSoft EnterpriseOne Financial Management, batch processing enables you to transfer invoices and vouchers that are entered in a system other than EnterpriseOne to PeopleSoft EnterpriseOne Accounts Receivable and PeopleSoft EnterpriseOne Accounts Payable, respectively. In addition, you can transfer address book information, including customer and supplier records, to PeopleSoft EnterpriseOne.
batch server	A server that is designated for running batch processing requests. A batch server typically does not contain a database nor does it run interactive applications.
batch-of-one immediate	A transaction method that enables a client application to perform work on a client workstation, then submit the work all at once to a server application for further processing. As a batch process is running on the server, the client application can continue performing other tasks. See also direct connect and store-and-forward.
business function	A named set of user-created, reusable business rules and logs that can be called through event rules. Business functions can run a transaction or a subset of a transaction (check inventory, issue work orders, and so on). Business functions also contain the application programming interfaces (APIs) that enable 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	See named event rule (NER).
business view	A means for selecting specific columns from one or more PeopleSoft EnterpriseOne tables whose data is used in an application or report. A business view does not select specific rows, nor does it contain any actual data. It is strictly a view through which you can manipulate data.
central objects merge	A process that blends a customer's modifications to the objects in a current release with objects in a new release.
central server	A server that has been designated to contain the originally installed version of the software (central objects) for deployment to client computers. In a typical PeopleSoft EnterpriseOne installation, the software is loaded on to one machine—the central server. Then, copies of the software are pushed out or downloaded to various workstations attached to it. That way, if the software is altered or corrupted through its use on workstations, an original set of objects (central objects) is always available on the central server.
charts	Tables of information in PeopleSoft EnterpriseOne that appear on forms in the software.
connector	Component-based interoperability model that enables third-party applications and PeopleSoft EnterpriseOne to share logic and data. The PeopleSoft EnterpriseOne connector architecture includes Java and COM connectors.
contra/clearing account	A general ledger account in PeopleSoft EnterpriseOne Financial Management that is 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 in PeopleSoft EnterpriseOne General Accounting.
Control Table Workbench	An application that, during the installation Workbench processing, runs the batch applications for the planned merges that update the data dictionary, user-defined codes, menus, and user override tables.
control tables merge	A process that blends a customer's modifications to the control tables with the data that accompanies a new release.
cost assignment	The process in PeopleSoft EnterpriseOne Advanced Cost Accounting of tracing or allocating resources to activities or cost objects.
cost component	In PeopleSoft EnterpriseOne Manufacturing Management, an element of an item's cost (for example, material, labor, or overhead).
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.
currency restatement	The process of converting amounts from one currency into another currency, generally for reporting purposes. You can use the currency restatement process, for example, when many currencies must be restated into a single currency for consolidated reporting.
database server	A server in a local area network that maintains a database and performs searches for client computers.
Data Source Workbench	An application that, during the Installation Workbench process, copies all data sources that are defined in the installation plan from the Data Source Master and Table and Data Source Sizing tables in the Planner data source to the System-release number data source. It also updates the Data Source Plan detail record to reflect completion.

date pattern	A calendar that represents the beginning date for the fiscal year and the ending date for each period in that year in standard and 52-period accounting.
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 information	Information that relates to individual lines in PeopleSoft EnterpriseOne transactions (for example, voucher pay items and sales order detail lines).
direct connect	A transaction method in which a client application communicates interactively and directly with a server application. See also batch-of-one immediate and store-and-forward.
Do Not Translate (DNT)	A type of data source that must exist on the iSeries because of BLOB restrictions.
dual pricing	The process of providing prices for goods and services in two currencies.
edit code	A code that indicates how a specific value for a report or a form should appear or be formatted. The default edit codes that pertain to reporting require particular attention because they account for a substantial amount of information.
edit mode	A condition of a form that enables users to change data.
edit rule	A method used for formatting and validating user entries against a predefined rule or set of rules.
Electronic Data Interchange (EDI)	An interoperability model that enables paperless computer-to-computer exchange of business transactions between PeopleSoft EnterpriseOne and third-party systems. Companies that use EDI must have translator software to convert data from the EDI standard format to the formats of their computer systems.
embedded event rule	An event rule that is specific to a particular table or application. Examples include form-to-form calls, hiding a field based on a processing option value, and calling a business function. Contrast with the business function event rule.
Employee Work Center	A central location for sending and receiving all PeopleSoft 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.
enterprise server	A server that contains the database and the logic for PeopleSoft EnterpriseOne or PeopleSoft World.
EnterpriseOne object	A reusable piece of code that is used to build applications. Object types include tables, forms, business functions, data dictionary items, batch processes, business views, event rules, versions, data structures, and media objects.
EnterpriseOne process	A software process that enables PeopleSoft EnterpriseOne clients and servers to handle processing requests and run transactions. A client runs one process, and servers can have multiple instances of a process. PeopleSoft EnterpriseOne processes can also be dedicated to specific tasks (for example, workflow messages and data replication) to ensure that critical processes don't have to wait if the server is particularly busy.
Environment Workbench	An application that, during the Installation Workbench process, 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.
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.

event rule	A logic statement that instructs the system to perform one or more operations based on an activity that can occur in a specific application, such as entering a form or exiting a field.
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. A facility is sometimes referred to as a <i>business unit</i> .
fast path	A command prompt that enables the user to move quickly among menus and applications by using specific commands.
file server	A server that stores files to be accessed by other computers on the network. Unlike a disk server, which appears to the user as a remote disk drive, a file server is a sophisticated device that not only stores files, but also manages them and maintains order as network user request files and make changes to these files.
final mode	The report processing mode of a processing mode of a program that updates or creates data records.
FTP server	A server that responds to requests for files via file transfer protocol.
header information	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.
interface table	See Z table.
integration server	A server that facilitates interaction between diverse operating systems and applications across internal and external networked computer systems.
integrity test	A process used to supplement a company's internal balancing procedures by locating and reporting balancing problems and data inconsistencies.
interoperability model	A method for third-party systems to connect to or access PeopleSoft EnterpriseOne.
in-your-face-error	In PeopleSoft EnterpriseOne, a form-level property which, when enabled, causes the text of application errors to appear on the form.
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.
jargon	An alternative data dictionary item description that PeopleSoft EnterpriseOne or People 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. This server provides middleware services for security and state maintenance, along with data access and persistence.
JDBNET	A database driver that enables heterogeneous servers to access each other's data.
JDEBASE Database Middleware	A PeopleSoft proprietary database middleware package that provides platform-independent APIs, along with client-to-server access.
JDECallObject	An API used by business functions to invoke other business functions.
jde.ini	A PeopleSoft file (or member for iSeries) that provides the runtime settings required for EnterpriseOne initialization. Specific versions of the file or member must reside on every machine running PeopleSoft EnterpriseOne. This includes workstations and servers.
JDEIPC	Communications programming tools used by server code to regulate access to the same data in multiprocess environments, communicate and coordinate between processes, and create new processes.

jde.log	The main diagnostic log file of PeopleSoft EnterpriseOne. This file is always located in the root directory on the primary drive and contains status and error messages from the startup and operation of PeopleSoft EnterpriseOne.
JDENET	PeopleSoft proprietary communications middleware package. This package 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 PeopleSoft EnterpriseOne supported platforms.
Location Workbench	An application that, during the Installation Workbench process, 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.
logic server	A server in a distributed network that provides the business logic for an application program. In a typical configuration, pristine objects are replicated on to the logic server from the central server. The logic server, in conjunction with workstations, actually performs the processing required when PeopleSoft EnterpriseOne and World software runs.
MailMerge Workbench	An application that merges Microsoft Word 6.0 (or higher) word-processing documents with PeopleSoft EnterpriseOne records to automatically print business documents. You can use MailMerge Workbench to print documents, such as form letters about verification of employment.
master business function (MBF)	An interactive master file that serves as a central location for adding, changing, and updating information in a database. Master business functions pass information between data entry forms and the appropriate tables. These master functions provide a common set of functions that contain all of the necessary default and editing rules for related programs. MBFs contain logic that ensures the integrity of adding, updating, and deleting information from databases.
master table	See published table.
matching document	A document associated with an original document to complete or change a transaction. For example, in PeopleSoft EnterpriseOne Financial Management, a receipt is the matching document of an invoice, and a payment is the matching document of a voucher.
media storage object	Files that use one of the following naming conventions that are not organized into table format: Gxxx, xxxGT, or GTxxx.
message center	A central location for sending and receiving all PeopleSoft EnterpriseOne messages (system and user generated), regardless of the originating application or user.
messaging adapter	An interoperability model that enables third-party systems to connect to PeopleSoft EnterpriseOne to exchange information through the use of messaging queues.
messaging server	A server that handles messages that are sent for use by other programs using a messaging API. Messaging servers typically employ a middleware program to perform their functions.
named event rule (NER)	Encapsulated, reusable business logic created using event rules, rather than C programming. NERs are also called business function event rules. NERs can be reused in multiple places by multiple programs. This modularity lends itself to streamlining, reusability of code, and less work.
<i>nota fiscal</i>	In Brazil, a legal document that must accompany all commercial transactions for tax purposes and that must contain information required by tax regulations.
<i>nota fiscal factura</i>	In Brazil, a <i>nota fiscal</i> with invoice information. See also <i>nota fiscal</i> .

Object Configuration Manager (OCM)	In PeopleSoft EnterpriseOne, the object request broker and control center for the runtime environment. OCM keeps track of the runtime locations for business functions, data, and batch applications. When one of these objects is called, OCM directs access to it using defaults and overrides for a given environment and user.
Object Librarian	A repository of all versions, applications, and business functions reusable in building applications. Object Librarian provides check-out and check-in capabilities for developers, and it controls the creation, modification, and use of PeopleSoft EnterpriseOne objects. Object Librarian supports multiple environments (such as production and development) and enables objects to be easily moved from one environment to another.
Object Librarian merge	A process that blends any modifications to the Object Librarian in a previous release into the Object Librarian in a new release.
Open Data Access (ODA)	An interoperability model that enables you to use SQL statements to extract PeopleSoft EnterpriseOne data for summarization and report generation.
Output Stream Access (OSA)	An interoperability model that enables you to set up an interface for PeopleSoft EnterpriseOne to pass data to another software package, such as Microsoft Excel, for processing.
package	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 on the deployment server the installation program can find them. It is point-in-time snap shot of the central objects on the deployment server.
package build	A software application that facilitates the deployment of software changes and new applications to existing users. Additionally, in PeopleSoft EnterpriseOne, a package build can be a compiled version of the software. When you upgrade your version of the ERP software, for example, you are said to take a package build. Consider the following context: “Also, do not transfer business functions into the production path code until you are ready to deploy, because a global build of business functions done during a package build will automatically include the new functions.” The process of creating a package build is often referred to, as it is in this example, simply as “a package build.”
package location	The directory structure location for the package and its set of replicated objects. This is usually \\deployment server\release\path_code\package\package name. The subdirectories under this path are where the replicated objects for the package are placed. This is also referred to as where the package is built or stored.
Package Workbench	An application that, during the Installation Workbench process, 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.
PeopleSoft Database	See JDEBASE Database Middleware.
planning family	A means of grouping end items whose similarity of design and manufacture facilitates being planned in aggregate.
preference profile	The ability to define default values for specified fields for a user-defined hierarchy of items, item groups, customers, and customer groups.
print server	The interface between a printer and a network that enables network clients to connect to the printer and send their print jobs to it. A print server can be a computer, separate hardware device, or even hardware that resides inside of the printer itself.
pristine environment	A PeopleSoft EnterpriseOne environment used to test unaltered objects with PeopleSoft demonstration data or for training classes. You must have this environment so that you can compare pristine objects that you modify.

processing option	A data structure that enables users to supply parameters that regulate the running of a batch program or report. For example, you can use processing options to specify default values for certain fields, to determine how information appears or is printed, to specify date ranges, to supply runtime values that regulate program execution, and so on.
production environment	A PeopleSoft EnterpriseOne environment in which users operate EnterpriseOne software.
production-grade file server	A file server that has been quality assurance tested and commercialized and that is usually provided in conjunction with user support services.
program temporary fix (PTF)	A representation of changes to PeopleSoft software that your organization receives on magnetic tapes or disks.
project	In PeopleSoft EnterpriseOne, a virtual container for objects being developed in Object Management Workbench.
promotion path	The designated path for advancing objects or projects in a workflow. The following is the normal promotion cycle (path): 11>21>26>28>38>01 In this path, 11 equals new project pending review, 21 equals programming, 26 equals QA test/review, 28 equals QA test/review complete, 38 equals in production, 01 equals complete. During the normal project promotion cycle, developers check objects out of and into the development path code and then promote them to the prototype path code. The objects are then moved to the productions path code before declaring them complete.
proxy server	A server that acts as a barrier between a workstation and the internet so that the enterprise can ensure security, administrative control, and caching service.
published table	Also called a master table, this is the central copy to be replicated to other machines. Residing on the publisher machine, the F98DRPUB table identifies all of the published tables and their associated publishers in the enterprise.
publisher	The server that is responsible for the published table. The F98DRPUB table identifies all of the published tables and their associated publishers in the enterprise.
pull replication	One of the PeopleSoft methods for replicating data to individual workstations. Such machines are set up as pull subscribers using PeopleSoft EnterpriseOne 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 F98DRPCN table.
QBE	An abbreviation for query by example. In PeopleSoft EnterpriseOne, the QBE line is the top line on a detail area that is used for filtering data.
real-time event	A service that uses system calls to capture PeopleSoft EnterpriseOne transactions as they occur and to provide notification to third-party software, end users, and other PeopleSoft systems that have requested notification when certain transactions occur.
refresh	A function used to modify PeopleSoft EnterpriseOne software, or subset of it, such as a table or business data, so that it functions at a new release or cumulative update level, such as B73.2 or B73.2.1.
replication server	A server that is responsible for replicating central objects to client machines.
quote order	In PeopleSoft EnterpriseOne Procurement and Subcontract Management, a request from a supplier for item and price information from which you can create a purchase order.

	In PeopleSoft EnterpriseOne Sales Order Management, item and price information for a customer who has not yet committed to a sales order.
selection	Found on PeopleSoft menus, a selection represents functions that you can access from a menu. To make a selection, type the associated number in the Selection field and press Enter.
Server Workbench	An application that, during the Installation Workbench process, 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.
spot rate	An exchange rate entered at the transaction level. This rate overrides the exchange rate that is set up between two currencies.
Specification merge	A merge that comprises three merges: Object Librarian merge, Versions List merge, and Central Objects merge. The merges blend customer modifications with data that accompanies a new release.
specification	A complete description of a PeopleSoft EnterpriseOne object. Each object has its own specification, or name, which is used to build applications.
Specification Table Merge Workbench	An application that, during the Installation Workbench process, runs the batch applications that update the specification tables.
store-and-forward	The mode of processing that enables users who are disconnected from a server to enter transactions and then later connect to the server to upload those transactions.
subscriber table	Table F98DRSUB, which is stored on the publisher server with the F98DRPUB table and identifies all of the subscriber machines for each published table.
supplemental data	Any type of information that is not maintained in a master file. Supplemental data is usually additional information about employees, applicants, requisitions, and jobs (such as an employee's job skills, degrees, or foreign languages spoken). You can track virtually any type of information that your organization needs. For example, in addition to the data in the standard master tables (the Address Book Master, Customer Master, and Supplier Master tables), you can maintain other kinds of data in separate, generic databases. These generic databases enable a standard approach to entering and maintaining supplemental data across PeopleSoft EnterpriseOne systems.
table access management (TAM)	The PeopleSoft EnterpriseOne component that handles the storage and retrieval of use-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	An interoperability model that enables the exchange of information between PeopleSoft EnterpriseOne and third-party systems using non-PeopleSoft EnterpriseOne tables.
table conversion	An interoperability model that enables the exchange of information between PeopleSoft EnterpriseOne and third-party systems using non-PeopleSoft EnterpriseOne tables.
table event rules	Logic that is attached to database triggers that runs whenever the action specified by the trigger occurs against the table. Although PeopleSoft EnterpriseOne enables event rules to be attached to application events, this functionality is application specific. Table event rules provide embedded logic at the table level.
terminal server	A server that enables terminals, microcomputers, and other devices to connect to a network or host computer or to devices attached to that particular computer.

three-tier processing	The task of entering, reviewing and approving, and posting batches of transactions in PeopleSoft EnterpriseOne.
three-way voucher match	In PeopleSoft EnterpriseOne Procurement and Subcontract Management, the process of comparing receipt information to supplier's invoices to create vouchers. In a three-way match, you use the receipt records to create vouchers.
transaction processing (TP) monitor	A monitor that controls data transfer between local and remote terminals and the applications that originated them. TP monitors also protect data integrity in the distributed environment and may include programs that validate data and format terminal screens.
transaction set	An electronic business transaction (electronic data interchange standard document) made up of segments.
trigger	One of several events specific to data dictionary items. You can attach logic to a data dictionary item that the system processes automatically when the event occurs.
triggering event	A specific workflow event that requires special action or has defined consequences or resulting actions.
two-way voucher match	In PeopleSoft EnterpriseOne Procurement and Subcontract Management, the process of comparing purchase order detail lines to the suppliers' invoices to create vouchers. You do not record receipt information.
User Overrides merge	Adds new user override records into a customer's user override table.
variance	In Capital Asset Management, the difference between revenue generated by a piece of equipment and costs incurred by the equipment. In EnterpriseOne Project Costing and EnterpriseOne Manufacturing Management, the difference between two methods of costing the same item (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 using the current bill of material, routing, and overhead rates.
Version List merge	The Versions List merge preserves any non-XJDE and non-ZJDE version specifications for objects that are valid in the new release, as well as their processing options data.
visual assist	Forms that can be invoked from a control via a trigger to assist the user in determining what data belongs in the control.
vocabulary override	An alternate description for a data dictionary item that appears on a specific PeopleSoft EnterpriseOne or World form or report.
wchar_t	An internal type of a wide character. It is used for writing portable programs for international markets.
web application server	A web server that enables web applications to exchange data with the back-end systems and databases used in eBusiness transactions.
web server	A server that sends information as requested by a browser, using the TCP/IP set of protocols. A web server can do more than just coordination of requests from browsers; it can do anything a normal server can do, such as house applications or data. Any computer can be turned into a web server by installing server software and connecting the machine to the internet.
Windows terminal server	A multiuser server that enables terminals and minimally configured computers to display Windows applications even if they are not capable of running Windows software themselves. All client processing is performed centrally at the Windows terminal server and only display, keystroke, and mouse commands are transmitted over the network to the client terminal device.

workbench	A program that enables users to access a group of related programs from a single entry point. Typically, the programs that you access from a workbench are used to complete a large business process. For example, you use the EnterpriseOne Payroll Cycle Workbench (P07210) to access all of the programs that the system uses to process payroll, print payments, create payroll reports, create journal entries, and update payroll history. Examples of PeopleSoft EnterpriseOne workbenches include Service Management Workbench (P90CD020), Line Scheduling Workbench (P3153), Planning Workbench (P13700), Auditor's Workbench (P09E115), and Payroll Cycle Workbench.
work day calendar	In EnterpriseOne Manufacturing Management, a calendar that is used in planning functions that consecutively lists only working days so that component and work order scheduling can be done based on the actual number of work days available. A work day calendar is sometimes referred to as planning calendar, manufacturing calendar, or shop floor calendar.
workflow	The automation of a business process, in whole or in 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 server that usually contains subsets of data replicated from a master network server. A workgroup server does not perform application or batch processing.
XAPI events	A service that uses system calls to capture PeopleSoft EnterpriseOne transactions as they occur and then calls third-party software, end users, and other PeopleSoft systems that have requested notification when the specified transactions occur to return a response.
XML CallObject	An interoperability capability that enables you to call business functions.
XML Dispatch	An interoperability capability that provides a single point of entry for all XML documents coming into PeopleSoft EnterpriseOne for responses.
XML List	An interoperability capability that enables you to request and receive PeopleSoft EnterpriseOne database information in chunks.
XML Service	An interoperability capability that enables you to request events from one PeopleSoft EnterpriseOne system and receive a response from another PeopleSoft EnterpriseOne system.
XML Transaction	An interoperability capability that enables you to use a predefined transaction type to send information to or request information from PeopleSoft EnterpriseOne. XML transaction uses interface table functionality.
XML Transaction Service (XTS)	Transforms an XML document that is not in the PeopleSoft EnterpriseOne format into an XML document that can be processed by PeopleSoft EnterpriseOne. XTS then transforms the response back to the request originator XML format.
Z event	A service that uses interface table functionality to capture PeopleSoft EnterpriseOne transactions and provide notification to third-party software, end users, and other PeopleSoft systems that have requested to be notified when certain transactions occur.
Z table	A working table where non-PeopleSoft EnterpriseOne information can be stored and then processed into PeopleSoft EnterpriseOne. Z tables also can be used to retrieve PeopleSoft EnterpriseOne data. Z tables are also known as interface tables.
Z transaction	Third-party data that is properly formatted in interface tables for updating to the PeopleSoft EnterpriseOne database.

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