

Oracle FLEXCUBE Direct Banking

**Rapid Deployment Framework User Manual
Release 12.0.3.0.0**

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Rapid Deployment Framework User Manual
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1. Preface

1.1 Intended Audience

This document is intended for the following audience:

- Customers
- Partners
- The business team of the bank, responsible for configuration, setup and support of the FCDB.

1.2 Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at <http://www.oracle.com/pls/topic/lookup?ctx=acc&id=docacc>.

1.3 Access to OFSS Support

<https://support.us.oracle.com>

1.4 Structure

This manual is organized into the following categories:

Preface gives information on the intended audience. It also describes the overall structure of the User Manual

Transaction Host Integration Matrix provides information on host integration requirements for the transactions covered in the User Manual.

Introduction provides brief information on the overall functionality covered in the User Manual

Chapters post Introduction are dedicated to individual transactions and its details, covered in the User Manual

1.5 Related Information Sources

For more information on Oracle FLEXCUBE Direct Banking Release 12.0.3.0.0, refer to the following documents:

- Oracle FLEXCUBE Direct Banking Licensing Guide
- Oracle FLEXCUBE Direct Banking Installation Manuals

2. About the Guide

Oracle FLEXCUBE Direct Banking FieldMapper is a Graphical User Interface (GUI) based Integration tool which provides development and maintenance of mapping of different request fields.

To put simple, this tool allows quickly creating, updating and viewing of the source system FCDB fields and target system FCDB fields and also their mapping, checking and storing them for the further use.

This document describes functionality supported by Oracle FLEXCUBE Direct Banking FieldMapper and provide in-depth guide to start working with it. User can use this tool to generate SQL scripts of the fields mapping.

3. Abbreviations

The following abbreviations may be used within the document.

FC	FLEXCUBE Application
FCDB	FLEXCUBE Direct Banking
XML	Extensible Markup Language
GUI	Graphical User Interface
API	Application Programming Interface
ME	Mobile Enabler

4. Introduction

Oracle FLEXCUBE FieldMapper is a Graphical User Interface for creating, editing, managing and reviewing the mapping of request fields of FCDB and their corresponding SQL script generation.

The editor makes creating and editing fields mapping and SQL script generation easy. It represents all elements graphically through property panels and a graph component to give the user a better understanding and an overview of the mapped fields. The final output of the editor is SQL script for MOBILEENABLERFIELDMAP and MOBILEENABLERDEFAULTFIELDMAP table.

Oracle FLEXCUBE FieldMapper accomplishes four main goals:

- Representation of fields mapping
- Editing/Modeling of mapping of fields.
- Generation of SQL scripts for all the mobile enabler tables
- Writing of mapping Script to the file system

5. Prerequisites

Following are the prerequisites to use this tool

1. To use this tool one should have “JDK 6” or higher version of java on their machine.
2. Current version of FIELDMAPPER.jar must be copied on the system.
3. Following jars are also required to run this tool.
 - log4j-1.2.17.jar
 - ojdbc6.jar
 - xml-apis.jar
 - FCDB_12.0.3_ME_JDK1.6.jar

6. How to Run this tool

This tool can be run in following two ways:

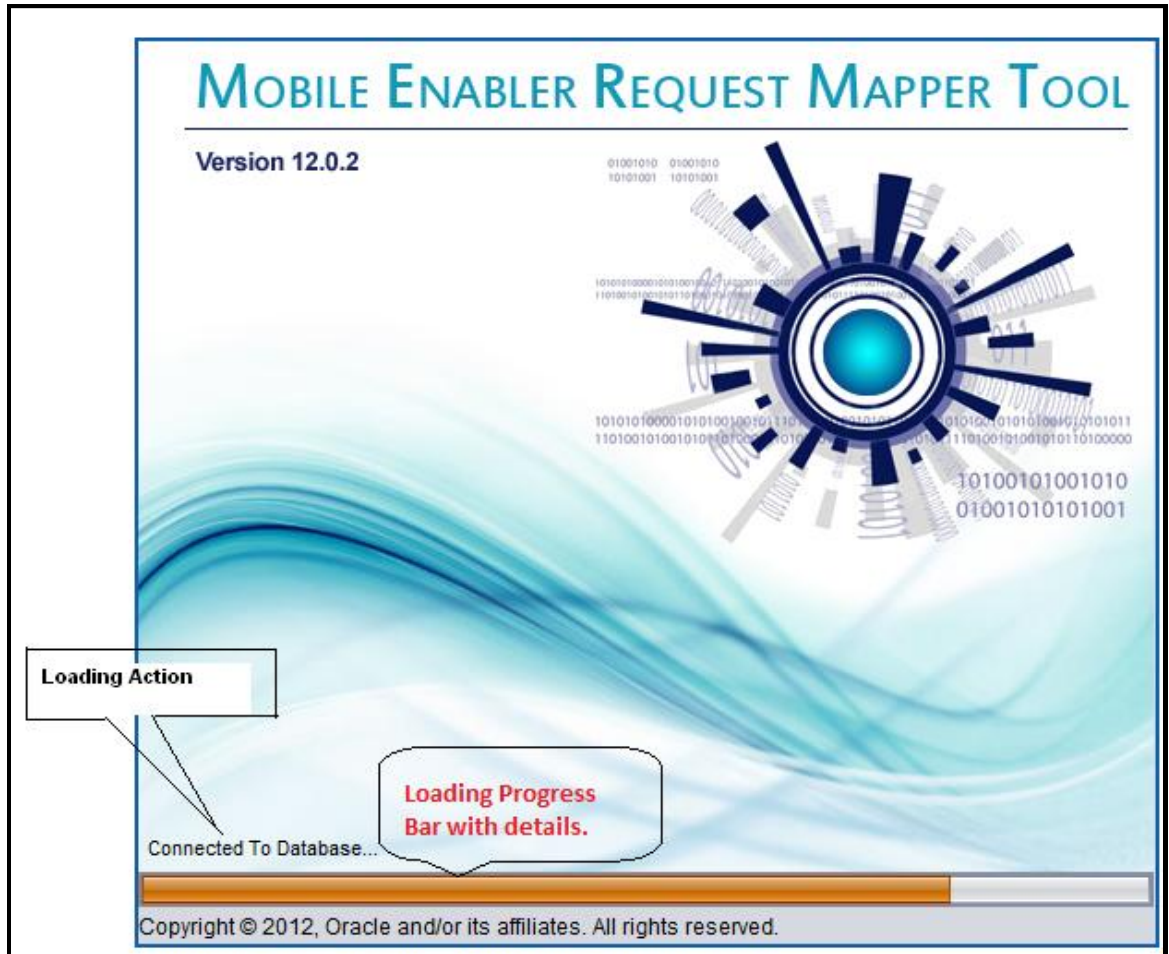
- To run this tool, double click FIELDMAPPER.jar, if JDK 6 is available in the recommended programs to execute jar files.

OR

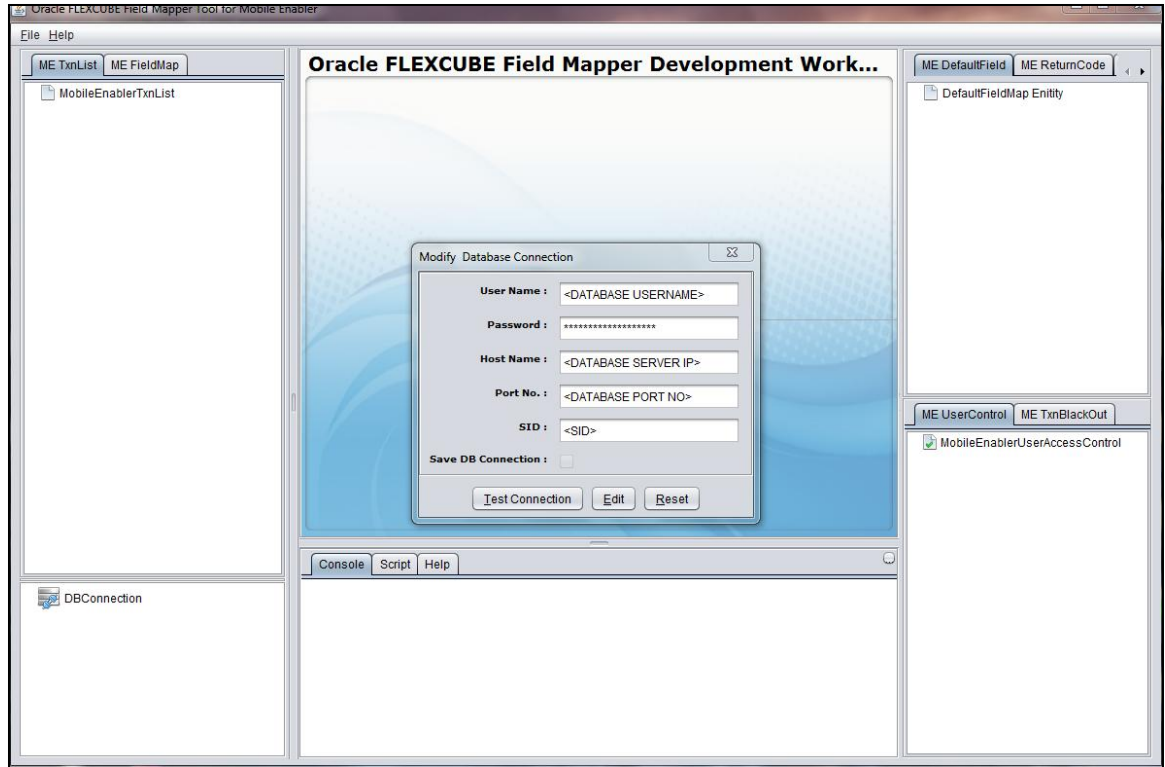
- Use command `java -jar FIELDMAPPER.jar` to execute the jar file.

7. Understanding this Tool

On executing FIELDSEMAPPER.jar a splash screen opens with a progress bar in the bottom as shown below. Progress bar goes into flow with lot of details like database connected or not, configuration files has been loaded or not and so on.



Once the progress bar completes, splash screen goes off the screen and the main working platform appears. The following screenshot displays the main working platform.



This screen by default shows database connection dialog if database is not connected. User can fill the details with desired database connection and load the trees, given in the right and left part of the given diagram.

8. Flexcube FieldMapper Menu Bar

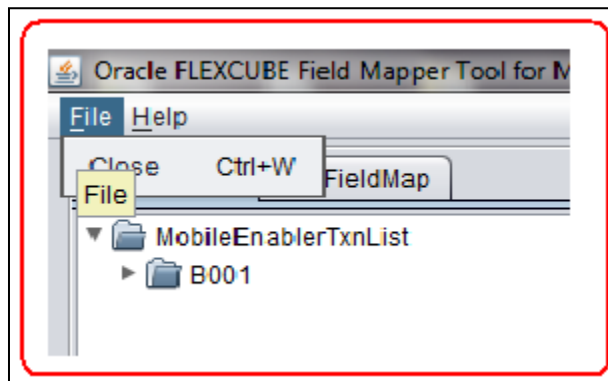
Menu bar in FieldMapper is divided in two menus. First menu contains only one submenu close while second menu consists of help related submenus.

Second menu consists of links of frequently used functionalities like help contents, key Assist and About.

The actions in the menus are organized in the following groups:

8.1 File Menu

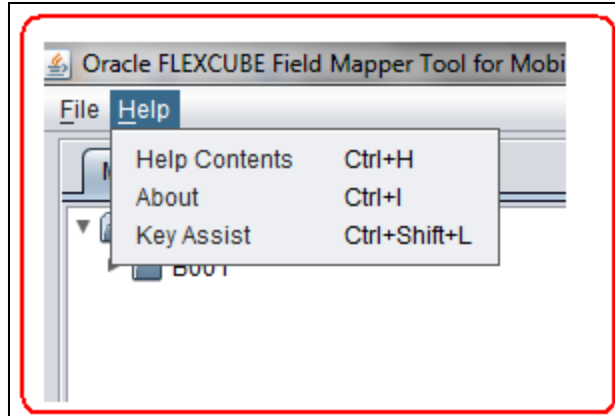
This menu contains one sub menu close to close the tool. We can directly also close the tool by using **Ctrl+W** shortcut.



Close	To close the FieldMapper tool.
-------	--------------------------------

8.2 Help Menu

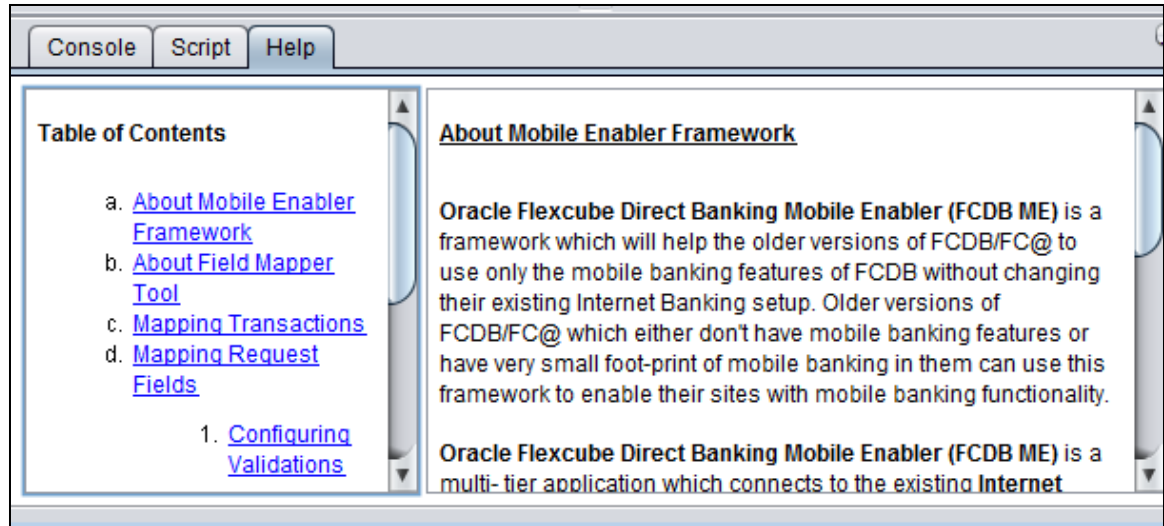
This help menu contains some sub menus that will help the user to understand the tool.



Help Contents	This will show help contents in Help tab.
About	This will open a new dialog with all the details of tool.
Key Assist	This will show key Assistance in the help tab.

Help Contents

When we click help contents it will show us the screen given below. If User wants help of a specific component of the tool then user can directly press F1 key on that component to get the help for example. – if a user wants to know about the MobileEnablerTxnList Tree then user can directly press F1 to see the help contents of the same.



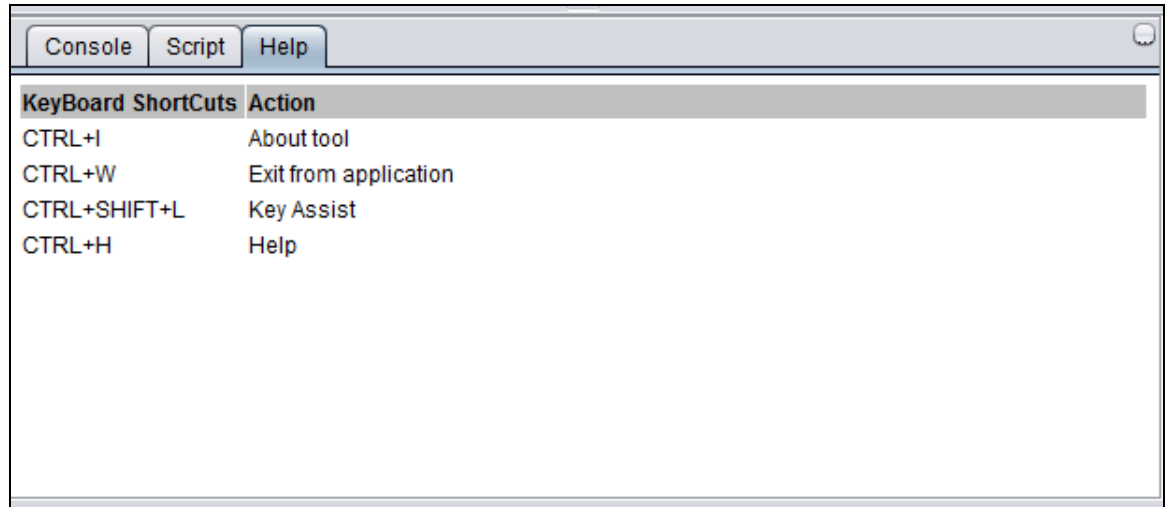
8.3 About

When we click **About** it will show us this window with all the information.



Key Assist

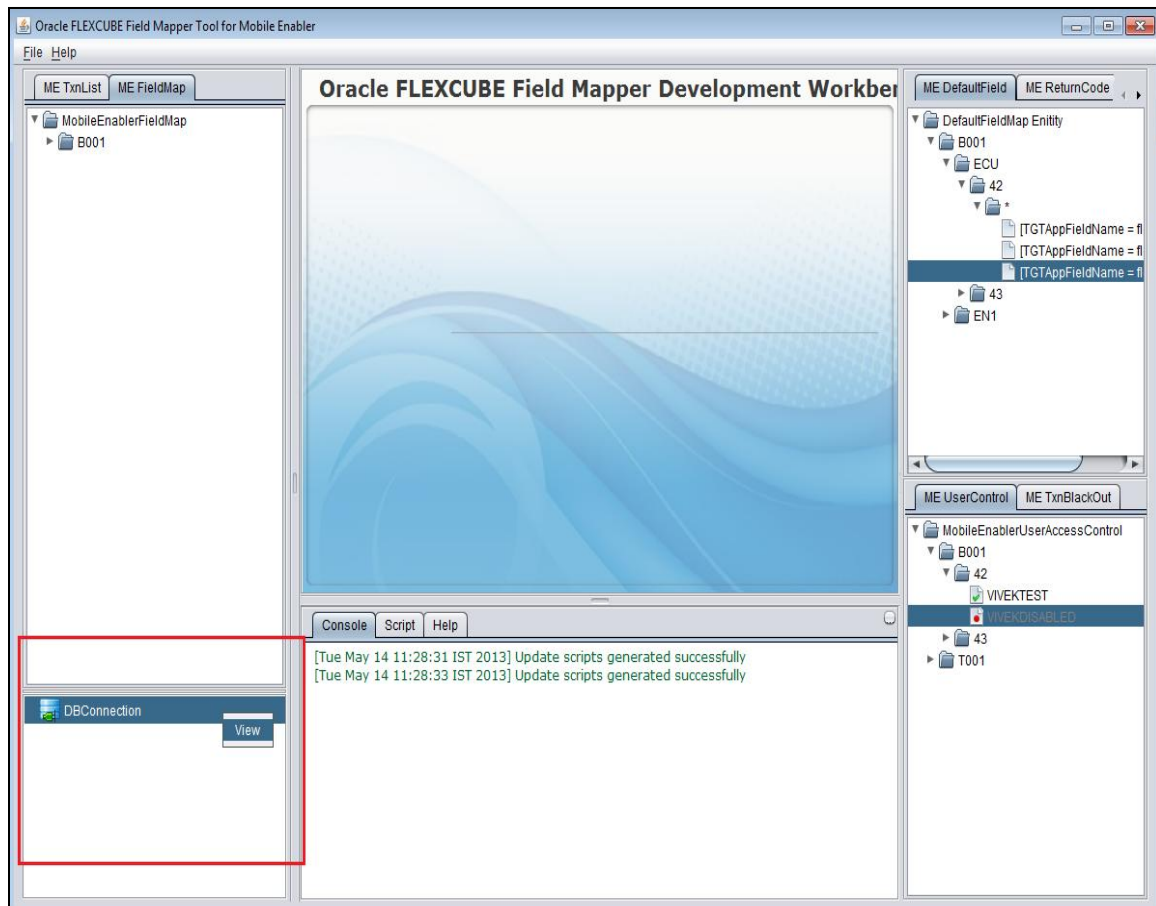
This window comes when we click **Key Assist** sub menu of help menu.



These are the key shortcuts. User can directly use.

9. Database Connection Tree

Highlighted area of given below diagram contains Database connection tree. After clicking view button, it will display a dialog having existing database connection properties. User can edit, reset, test and create the new database connection.



9.1 Edit DB Connection

To edit or create a new database connection

1. Click **Edit DB Connection** button, all the text box will become editable.

Modify Database Connection

User Name : FCDBADMIN_MER2

Password : *****

Host Name : 10.180.22.130

Port No. : 1521

SID : FCDB

Save DB Connection :

Test Connection Edit Reset

2. Enter the new connection properties values like username, password, hostname, SID name and click **Test Connection**.
3. Click **Save DB Connection**, if you want to save database connection in file system also for the future use.
If the values provided are correct and connection to database is successful, a success pop up message is shown.

Modify Database Connection

User Name : FCDBADMIN_MER2

Password : *****

Test Connection

Connected

OK

Save

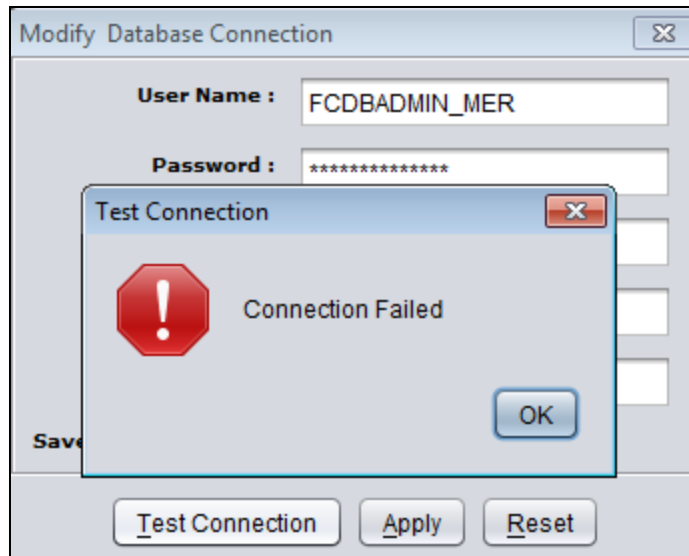
Test Connection Edit Reset

4. Click **Ok** and then apply to establish the connection.

It reloads all the trees of FieldMapper tool with connected new database.

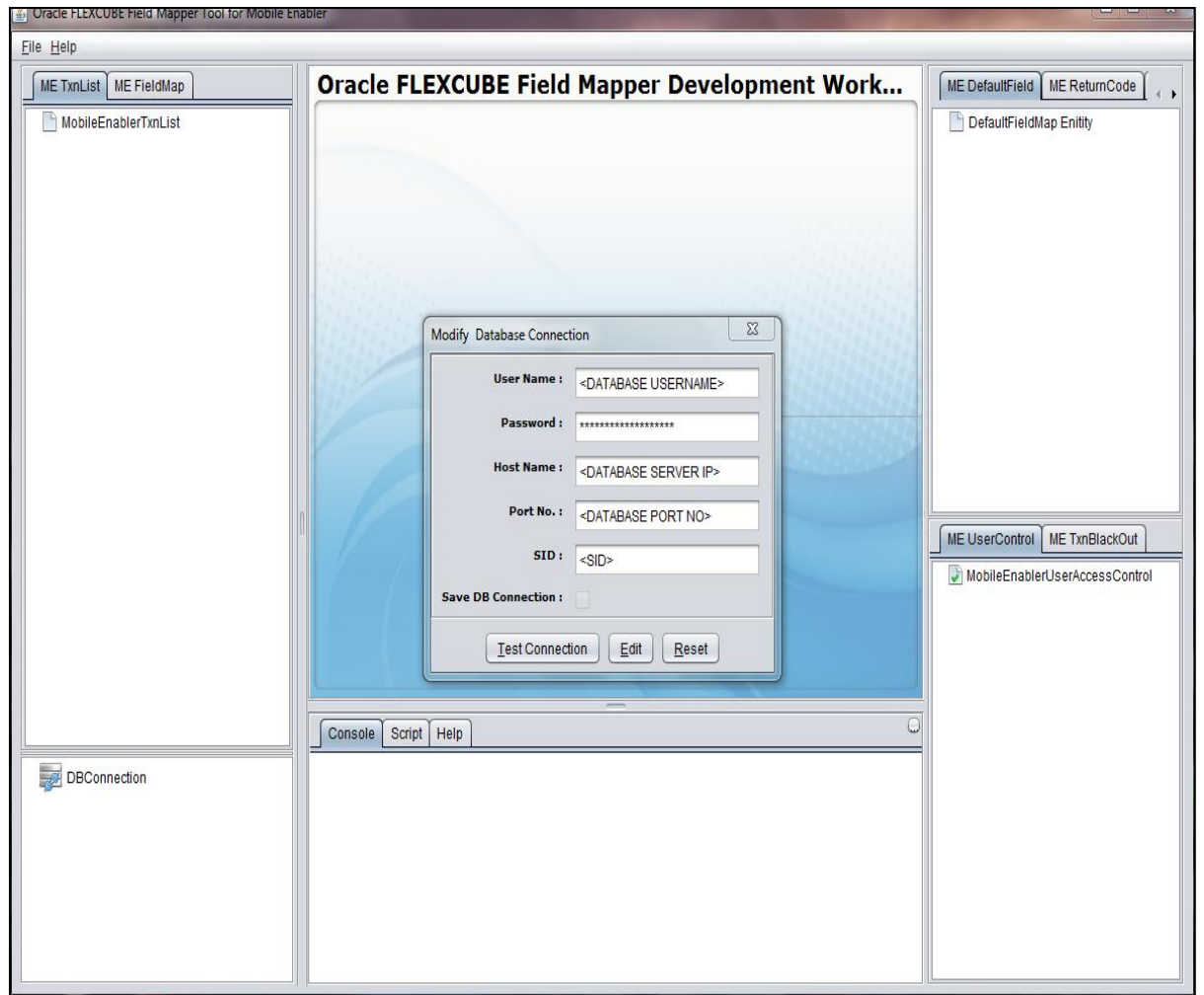
It shows success message also in console tab and generates the scripts as well in the script tab. Scripts get saved in MobileEnabler_Scripts<current-time-stamp>.sql file also.

If there is an error while connecting to database an error dialogue is shown with the error message.



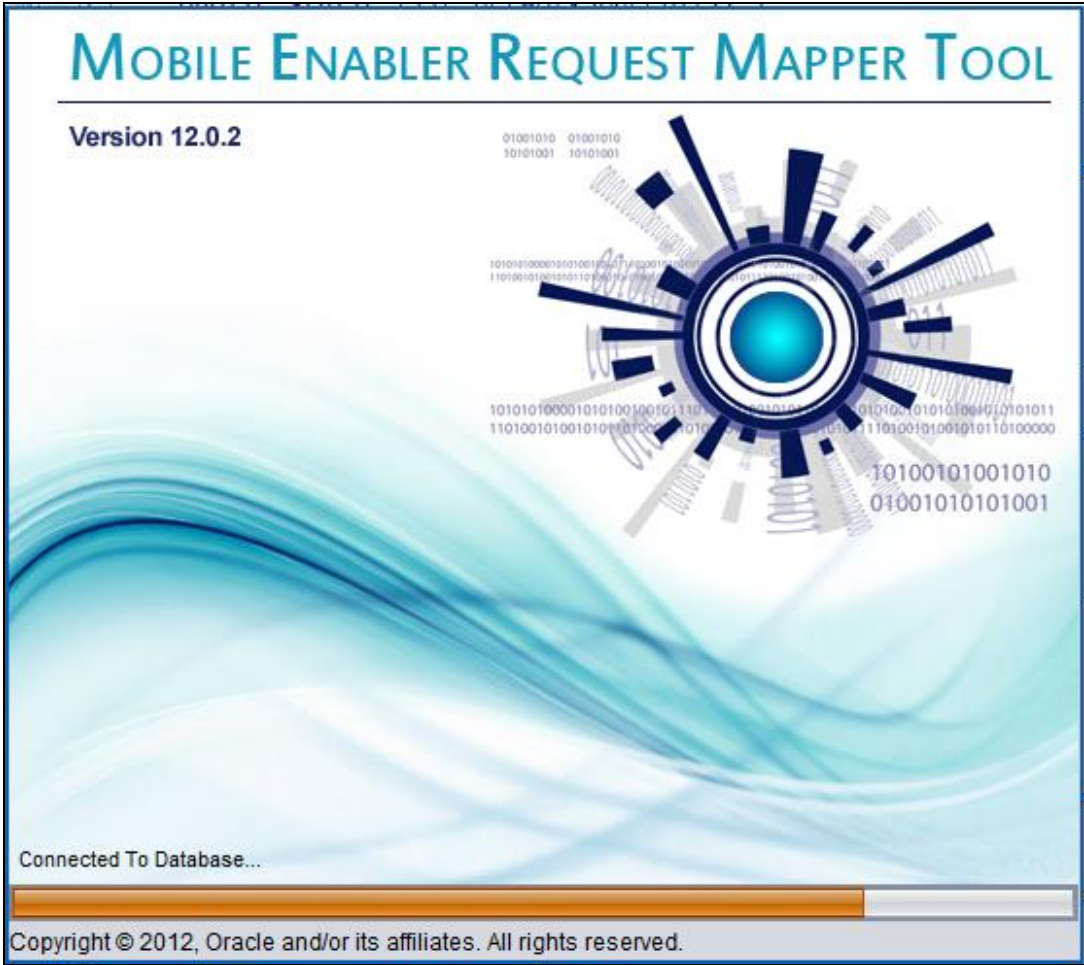
9.2 Database Connection error during start up

If there is a connection error while the tool loads up then it shows database connection dialog by default to edit the db connection details. User can fill the details of desired database and load the trees.



9.3 Database Connected successfully during start up

If database is successfully connected during the tool startup then it shows this message.



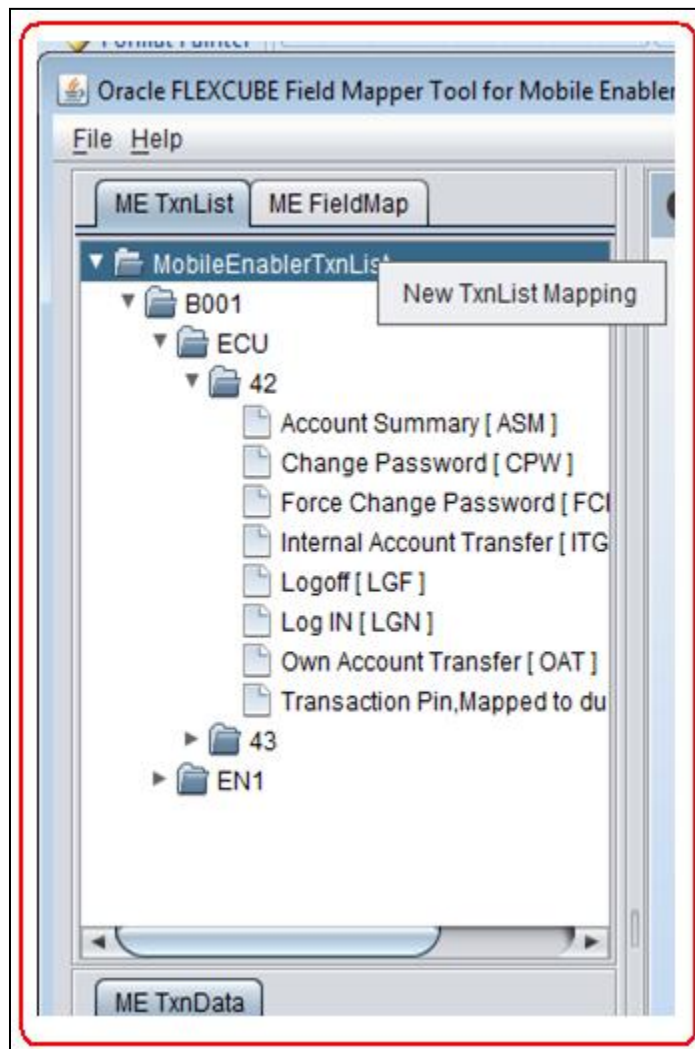
10. MobileEnablerTxnList

This tab contains tree displaying data of MobileEnablerTxnList table. Following functionalities are available under this tab.

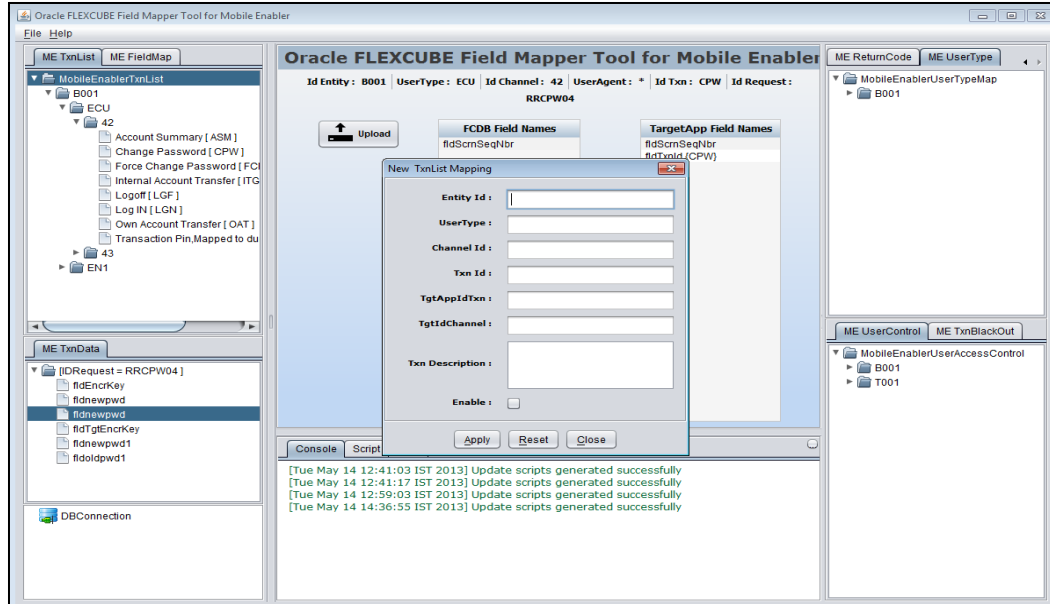
10.1 Insert

Steps to insert new entry in MobileEnablerTxnList tree.

1. Right click Root node of the tree.



2. Click **New TxnList Mapping** option. It will open a dialog.



3. Insert the values into the opened dialog and click **Apply** button to save the values.

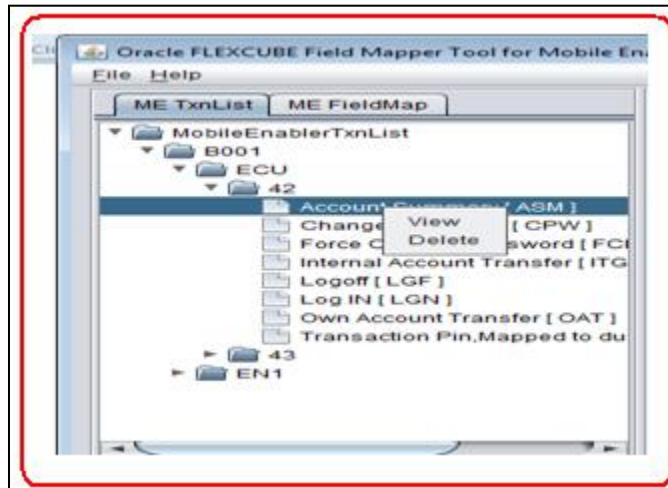
It generates the input scripts in script tab.

It throws validation alert if data filled is not correct.

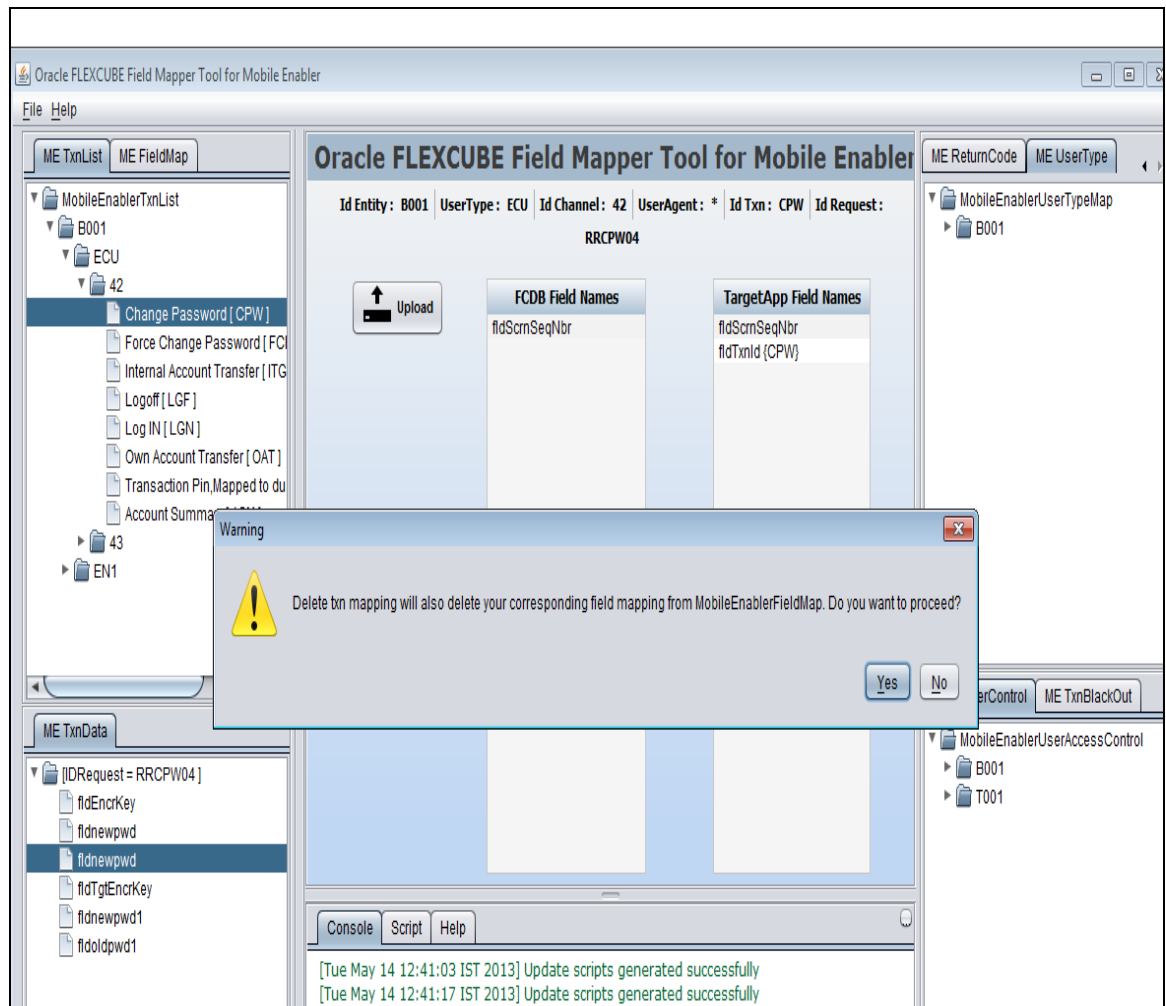
10.2 Delete

Steps to delete entry in MobileEnablerTxnList tree

1. Go to the leaf node of the tree and right click.



2. Click **Delete** option to delete the entry.
It shows a warning that this lead to delete entries from MobileEnablerFieldMap Tree also in which combination of ID_ENTITY, USERTYPE, IDCHANNEL and FCDBIDTXN exists.

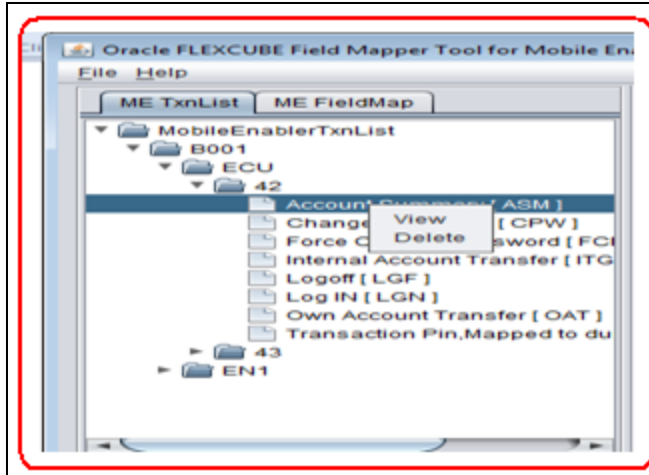


3. Click **Yes** to delete the entries from MobileEnablerTxnList and MobileEnablerFieldMap tree.
4. Click **No** if don't want to delete the entries.

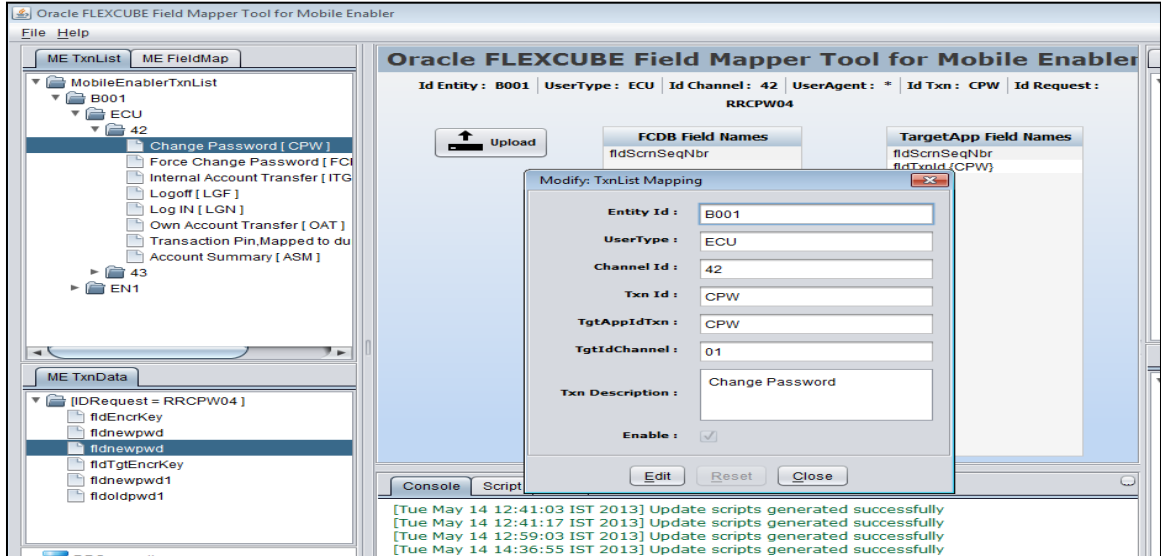
10.3 Edit/View

Steps to view or edit an entry in MobileEnablerTxnList tree.

1. Go to the leaf of the tree and right click.



2. Right- click **View** option.
It will display a dialog with values.



3. Click **Edit** button to edit the details.
4. Edit the details and click **Apply** button to save the details and generate the update scripts.
If values filled in the dialog is not correct then it will throw validation alert.

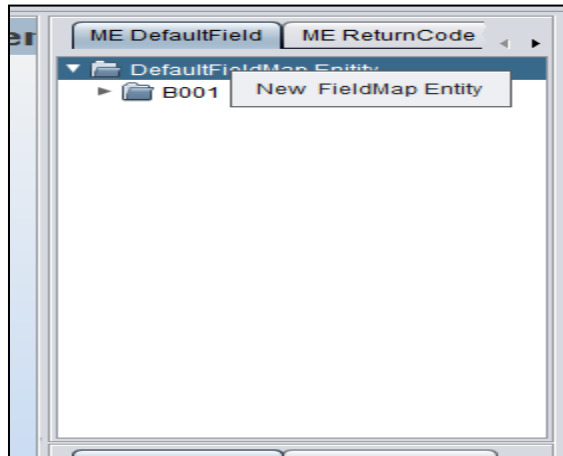
11. MobileEnablerDefaultFieldMap

This tab contains tree of MEDefaultFieldMap table. This provides us following functionalities.

11.1 Insert

Steps to insert new entry in MobileEnablerDefaultFieldMap tree.

1. Right-click root node of the tree.



2. Click **New FieldMap Entity**.
This will open an empty dialog.

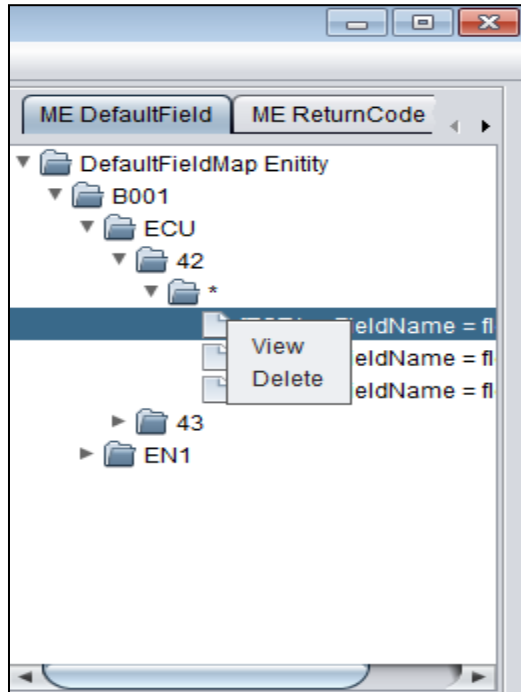
 A screenshot of a dialog box titled 'New DefaultFieldMap Entity'. The dialog contains seven input fields, each with a label to its left: 'Entity Id', 'UserType', 'Channel Id', 'User Agent', 'Fcdb Field', 'TgtAppField', and 'TgtAppDefField'. At the bottom of the dialog, there are three buttons: 'Apply', 'Reset', and 'Close'.

3. Fill the details and click **Apply** button to save the values and generate the insert scripts. It throws validation alert if data filled is not correct.

11.2 Delete

Steps to delete MobileEnablerDefaultFieldMap Tree entry.

1. Right-click leaf node of the tree.

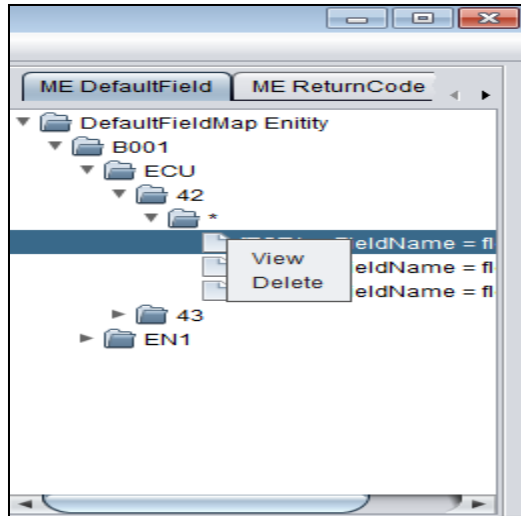


2. Click **Delete** option to delete the selected entry and generate the delete script for the same.

11.3 Edit/View

Steps to view or edit an entry in MobileEnablerDefaultFieldMap tree.

1. Right-click leaf of the tree.



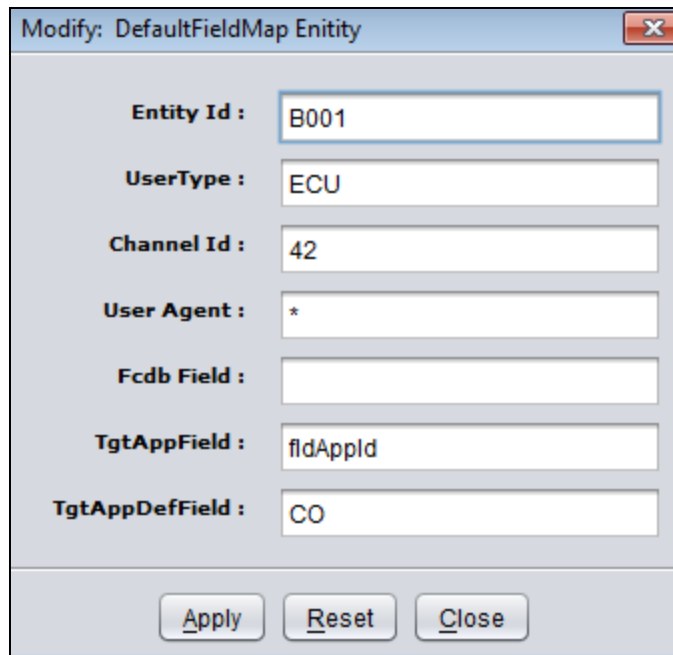
2. Click **View** option.
It will open a dialog with values.

 A screenshot of a dialog box titled 'Modify: DefaultFieldMap Entity'. The dialog contains several input fields:

- Entity Id : B001
- UserType : ECU
- Channel Id : 42
- User Agent : *
- Fcdb Field : (empty)
- TgtAppField : fldAppId
- TgtAppDefField : CO

 At the bottom of the dialog, there are three buttons: 'Edit', 'Reset', and 'Close'.

3. Click **Edit** to edit the details and change the values according to requirement.



Modify: DefaultFieldMap Entity

Entity Id :	B001
UserType :	ECU
Channel Id :	42
User Agent :	*
Fcdb Field :	
TgtAppField :	fldAppId
TgtAppDefField :	CO

Apply Reset Close

4. Click **Apply** to save the values and generates the update scripts. It throws validation alert if data filled is not correct.

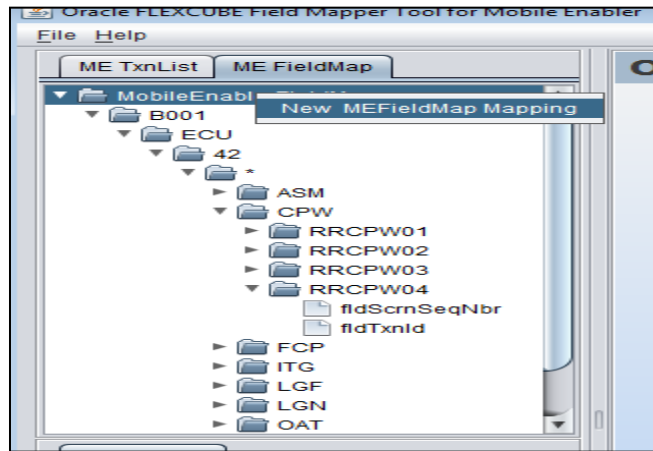
12. MobileEnablerFieldMap

This tab contains tree of MobileEnablerFieldMap table. This provides us following functionalities.

12.1 Insert

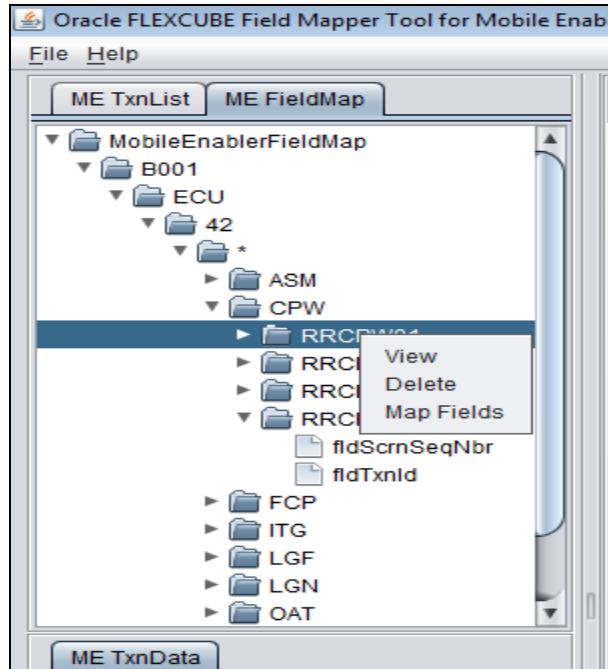
Steps to insert new entry in MobileEnablerFieldMap tree.

1. Right -click root node of tree.

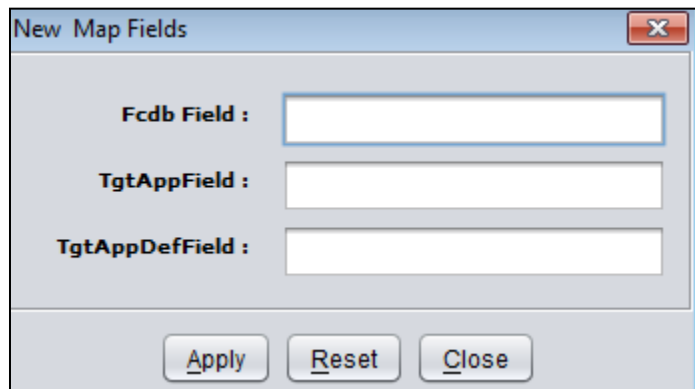


2. Click **New MEFieldMap Mapping**.
It will open an empty dialog. User can fill IdRequest details in this dialog.

3. Fill the details and click **Apply** to save and generate the insert scripts. It will create an entry till request id in tree.
It throws validation alert if data filled is not correct.
4. Right click **RequestId** node of MobileEnablerFieldMapTree to insert rest of the map entries.



5. Click **Map Fields** option to insert rest of the tree entries. It will open an empty dialog.

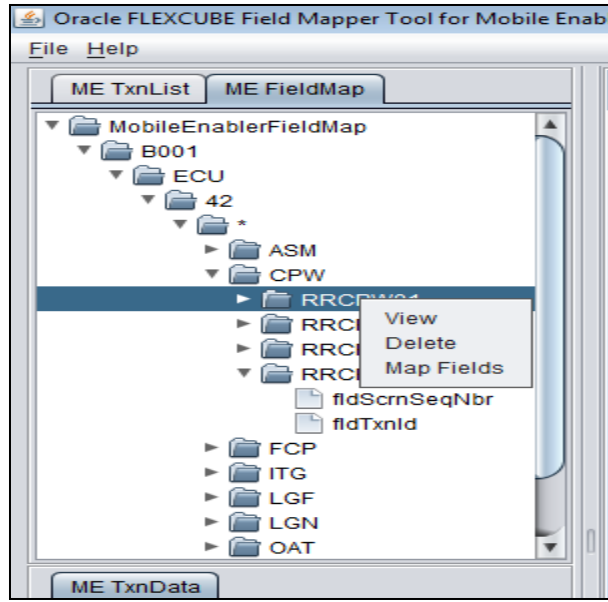


6. Fill the details and click **Apply** button to generate insert scripts and save the entry. Value of TgtAppField value should be unique otherwise it will throw validation alert.

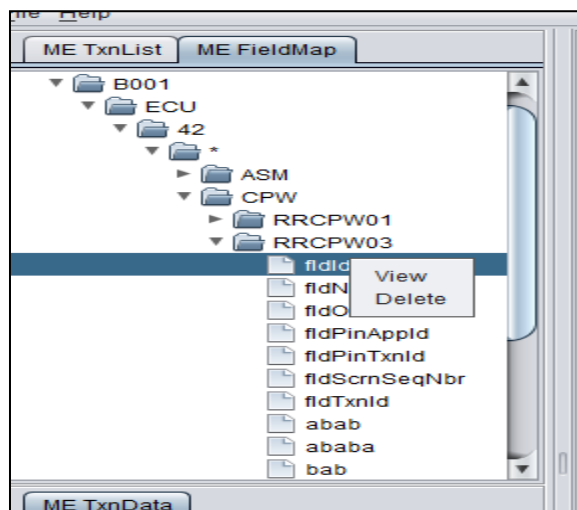
12.2 Delete

Steps to delete MobileEnablerFieldMap Tree entry.

1. Right-click Request ID node of MobileEnablerFieldMap tree to delete request id Details.



2. Click **Delete** to delete the entry.
It will delete all the entry having this RequestID details and generate the delete scripts for the same as well.
3. To delete a single entry from the tree right-click the leaf of the tree.

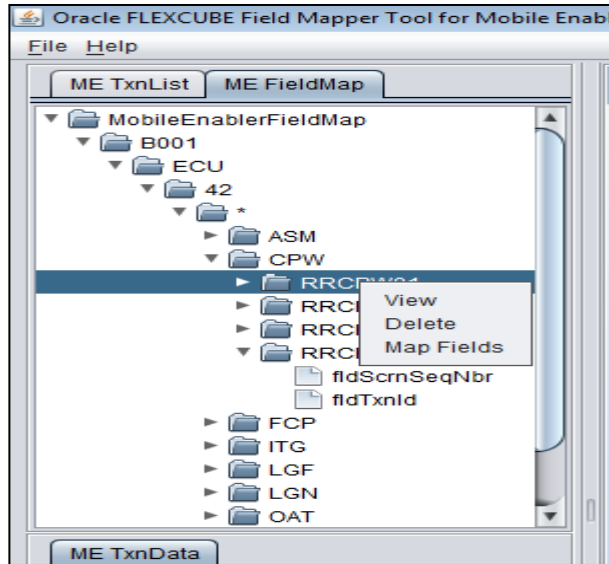


4. Click **Delete** option,
It will delete the selected entry and generate the delete scripts for the same as well.

12.3 Edit/View

Steps to view or edit an entry in MobileEnablerFieldMap tree.

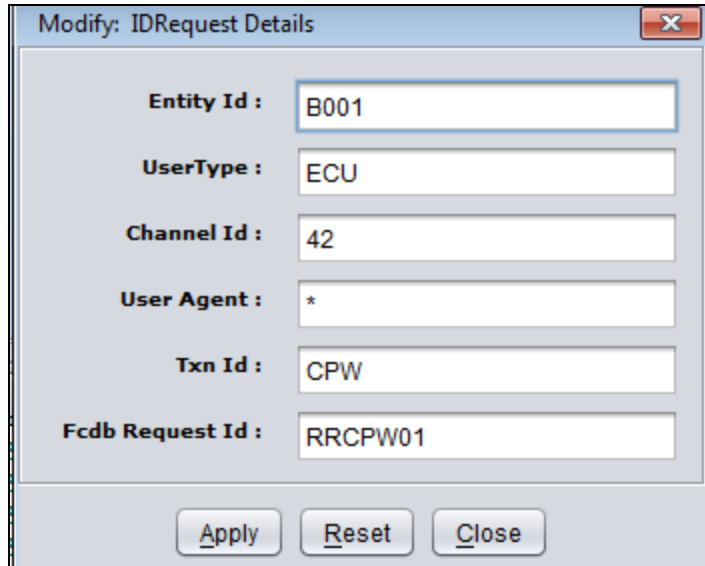
1. Go to the RequestID node of the tree and right click.



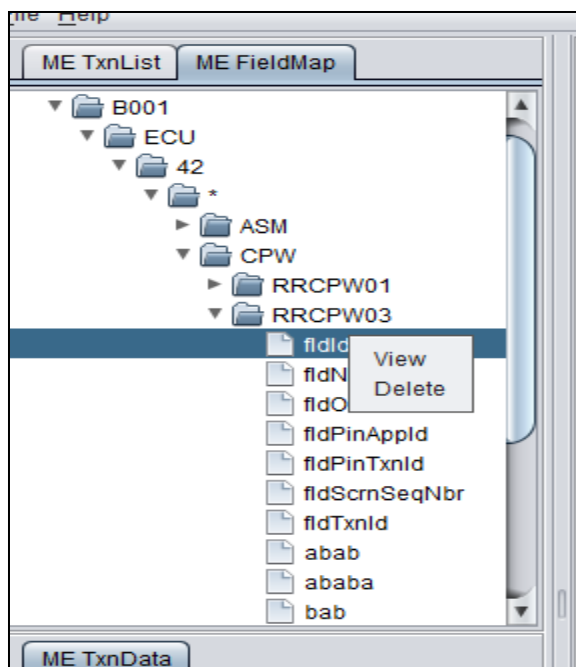
2. Click **View** option.
It will display a dialog with RequestId details values.

Entity Id :	B001
UserType :	ECU
Channel Id :	42
User Agent :	*
Txn Id :	CPW
Fcdb Request Id :	RRCPW01

3. Click **Edit** to edit the values and insert the changed values and click **Apply** button to save the details and generate the update scripts.
It throws validation alert if data filled is not correct.



4. Right click leaf node of the tree to edit map fields of tree.



5. Click **View** option to open map fields dialog with values.
6. Click **Edit** button to edit the details and fill the dialog with required values.



The image shows a dialog box titled "Modify: Map Fields" with a close button (X) in the top right corner. The dialog contains three input fields:

- Fcdb Field :** An empty text input field.
- TgtAppField :** A text input field containing the value "fldScrnSeqNbr".
- TgtAppDefField :** A text input field containing the value "01".

At the bottom of the dialog, there are three buttons: "Apply", "Reset", and "Close".

7. Click **Apply** button to save the map fields values and generate the update scripts for the same.
It throws validation alert if data filled is not correct.

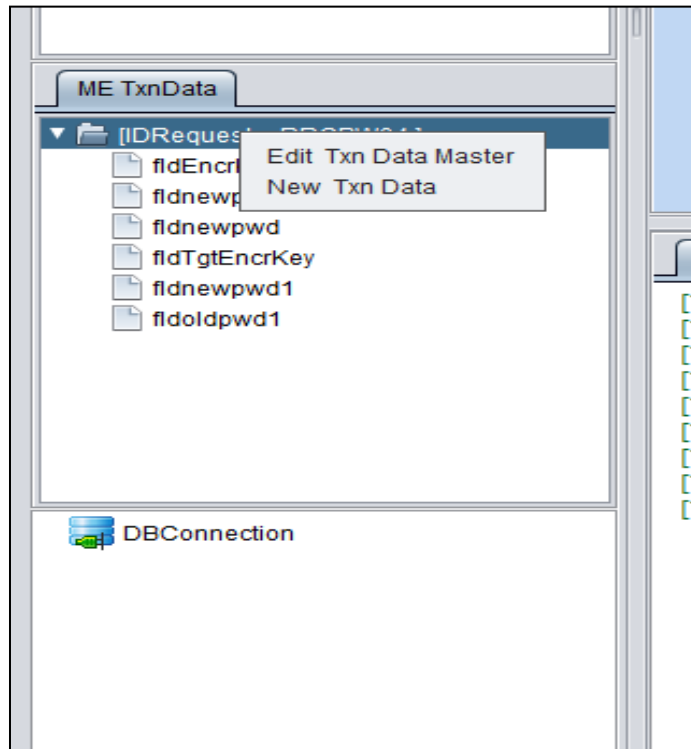
13. TxnDataValidations - TxnData/TxnDataMaster

This tab is generated dynamically on click of RequestId node of MobileEnablerFieldMap tree. This tab contains Txn_Data_Master and Txn_Data table entries. User can get all the validation details of the fields by accessing this tree. Txn_Data_Master entry shows requested id details while Txn_data entry shows validation details of the fields having clicked requestId as requestId. This tree provides us following functionalities.

13.1 Insert

Steps to insert new entry in Txn Data.

1. Right-click the root node of the TxnDataTree.



2. Click **New Txn Data** option. It will open an empty txndata dialog.

The screenshot shows a 'New Txn Data' dialog box with the following fields and controls:

- Field Name : [Dropdown menu]
- Ref Field Name : [Dropdown menu]
- Field Format : [Text input]
- Enum Value : [Text input]
- Default Value : [Text input]
- Is Mandatory :
- Custom Validator : [Text input]
- Error Code : [Text input]
- Field Num Seq : [Text input]
- Is Request Field :
- Is Validation Reqd :
- Enrichment value : [Dropdown menu]
- Free Text : [Text input]
- Is HashField :

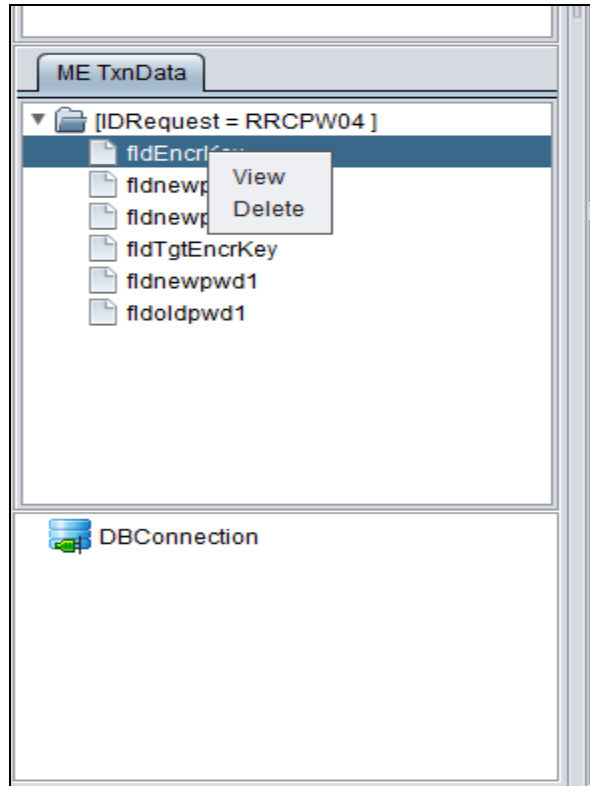
Buttons at the bottom:

3. Fill the details and click **Apply** button to save the values and generate the insert script. It throws validation alert if data filled is not correct

13.2 Delete

Steps to delete TxnData entry.

4. Right-click leaf node of the tree.

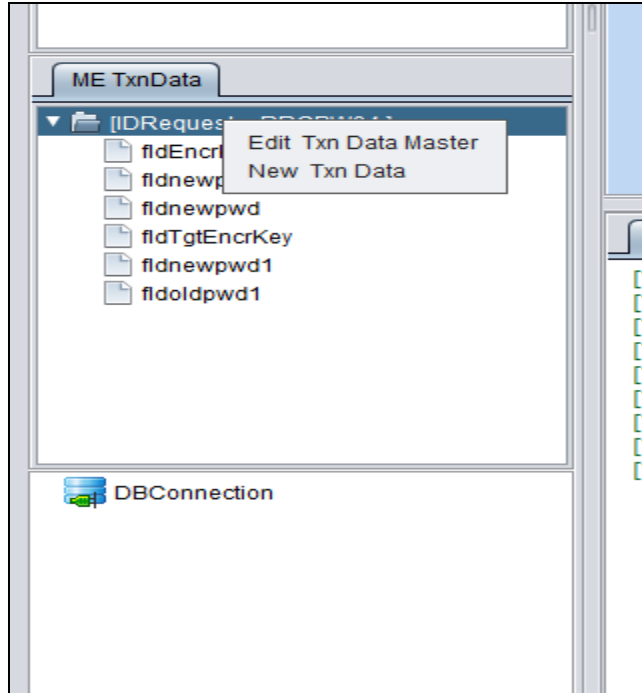


5. Click **Delete** option to delete the TxnData entry and generate the delete script. User can't delete TxnDataMaster Entry. Users only edit TxnDataMaster Entry.

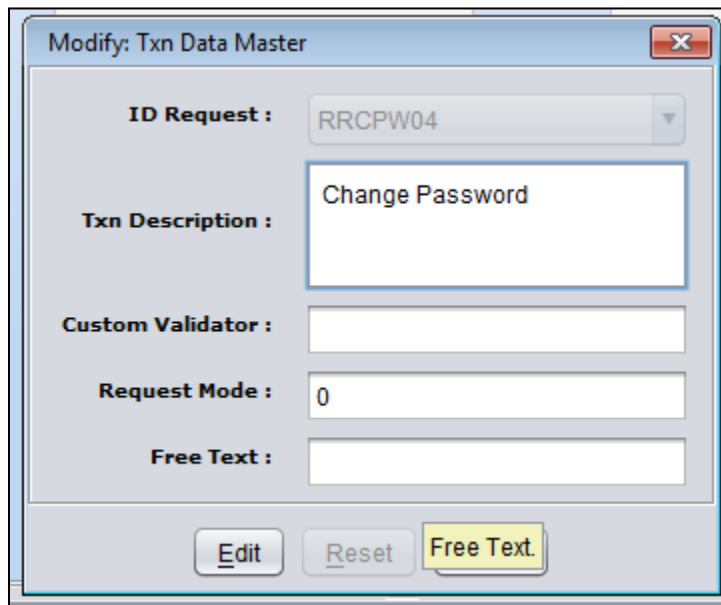
13.3 Edit

Steps to edit TxnDataMaster entry

1. Click root node of the tree.



2. Click **Edit Txn Data Master** option.



3. Click **Edit** to edit the details. Changed the values according to the requirement.

Modify: Txn Data Master

ID Request : RRCPW04

Txn Description : Change Password

Custom Validator :

Request Mode : 0

Free Text :

Apply Reset Close

4. Click **Apply** button to save the changed values and generate the update script for the txn_data_master table.

It throws validation alert if data filled is not correct

If user changes the value of ID Request of TxnDataMaster dialog then the TxnData entries will also come on the basis of chosen IDRequest.

Modify: Txn Data Master

ID Request : B001.ECU.42.RRCPW04

Txn Description :

Custom Validator :

Request Mode : 0

Free Text :

Apply Reset Close

Steps to edit TxnData entry

1. Right click leaf of the tree.

The screenshot shows a dialog box titled "Modify: Txn Data" with a close button in the top right corner. The dialog contains the following fields and controls:

- Field Name :** A dropdown menu showing "FREETEXT".
- Field Format :** An empty text input field.
- Enum Value :** An empty text input field.
- Default Value :** An empty text input field.
- Is Mandatory :** An unchecked checkbox.
- Custom Validator :** An empty text input field.
- Error Code :** An empty text input field.
- Field Num Seq :** A text input field containing the number "2".
- Is Request Field :** A checked checkbox.
- Is Validation Req :** An unchecked checkbox.
- Enrichment value :** A dropdown menu.
- Free Text :** An empty text input field.
- Is HashField :** An unchecked checkbox.

A yellow highlight is placed over a button labeled "Free Text." located to the right of the "Is HashField" checkbox. At the bottom of the dialog, there are three buttons: "Edit", "Reset", and "Close".

2. Click **Edit** to edit the details.

Modify: Txn Data

Field Name : FREETEXT

Field Format :

Enum Value :

Default Value :

Is Mandatory :

Custom Validator :

Error Code :

Field Num Seq : 2

Is Request Field :

Is Validation Reqd :

Enrichment value :

Free Text :

Is HashField :

Apply Reset Close

3. Fill the details and click **Apply** to save the values and generate the update scripts for the txn_data table.
It throws validation alert if data filled is not correct

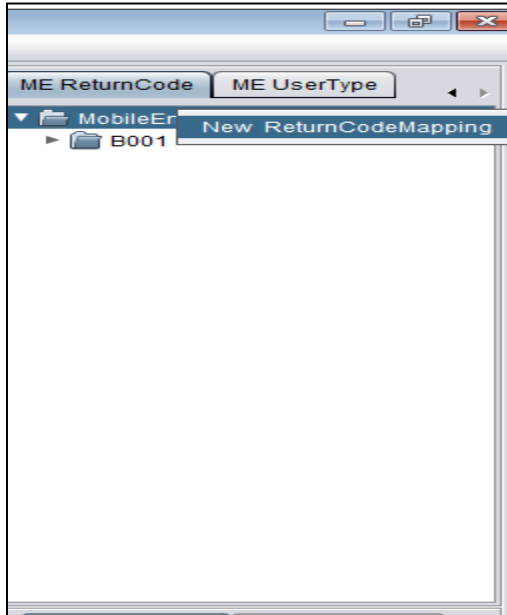
14. MobileEnablerReturnCode

This tab contains tree of MobileEnablerReturnCodeMap table. This provides us following functionalities.

14.1 Insert

Steps to insert new entry in MobileEnablerReturnCodeMap tree.

1. Right click root node of the tree.



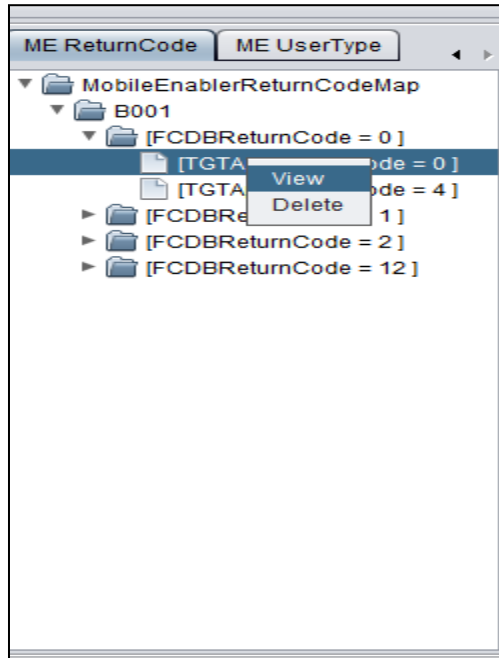
2. Click **New ReturnCodeMapping**.
This will open an empty dialog.

3. Fill the details and click **Apply** button to save the values and generate the scripts.
It throws validation alert if data filled is not correct.

14.2 Delete

Steps to delete MobileEnablerReturnCodeMap Tree entry.

1. Right click leaf node of the tree.

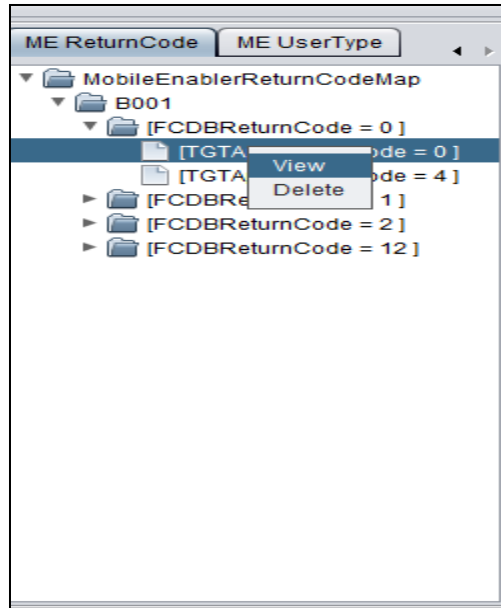


2. Click **Delete** option to delete the selected entry and generate the delete script for the same.

14.3 Edit/View

Steps to view or edit an entry in MobileEnablerReturnCodeMap tree.

1. Right click leaf to the tree.



2. Click **View** option.
It will open a dialog with values.

A screenshot of a dialog box titled 'Modify: MobileEnablerReturnCodeMap'. The dialog contains several input fields and text areas. The 'Entity Id' field is set to 'B001'. The 'FCDBRtnCode' field is set to '0'. The 'FCDBRtnCodeDesc' field contains the text 'Return Code for Success'. The 'TgtRtnCode' field is set to '0'. The 'TgtRtnCodeDesc' field contains the text 'dgdfgd'. At the bottom of the dialog, there are three buttons: 'Edit', 'Reset', and 'Close'.

3. Click **Edit** to edit the details and change the values according to requirement.

Modify: MobileEnablerReturnCodeMap

Entity Id : B001

FCDBRtnCode : 0

FCDBRtnCodeDesc : Return Code for Success

TgtRtnCode : 0

TgtRtnCodeDesc : dgdfgd

Apply Reset Close

4. Click **Apply** to save the values and generates the update scripts. It throws validation alert if data filled is not correct.

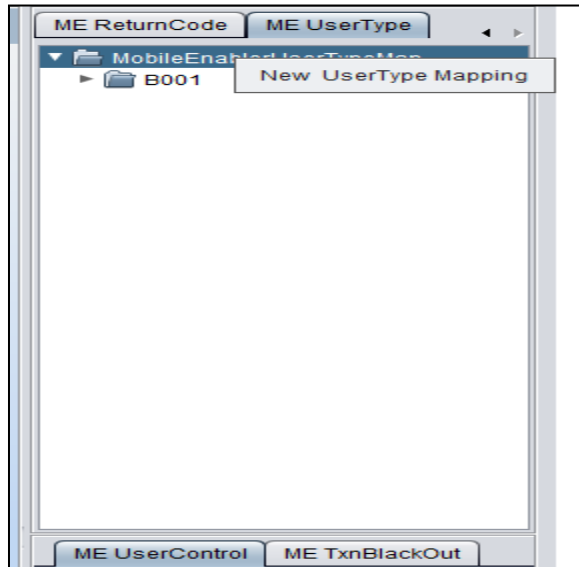
15. MobileEnablerUserTypeMap

This tab contains tree of MobileEnablerUserTypeMap table. This provides us following functionalities.

15.1 Insert

Steps to insert new entry in MobileEnablerUserTypeMap tree.

1. Right click Root node of the tree.



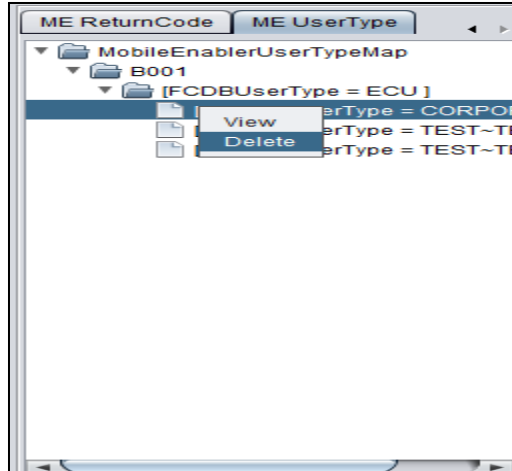
2. Click **New UserType Mapping**. This will open an empty dialog.

3. Fill the details and click **Apply** button to save the values and generate the scripts. It throws validation alert if data filled is not correct.

15.2 Delete

Steps to delete MobileEnablerUserTypeMap Tree entry.

1. Right-click leaf node of the tree.

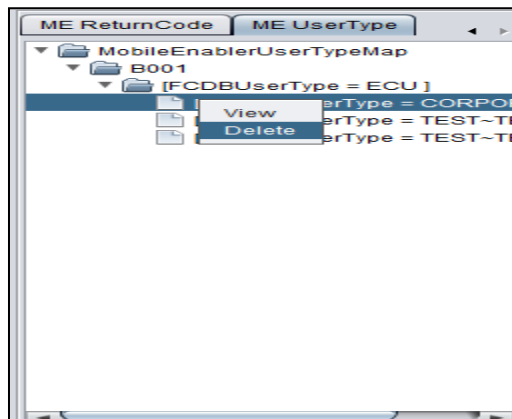


2. Click **Delete** option to delete the selected entry and generate the delete script for the same.

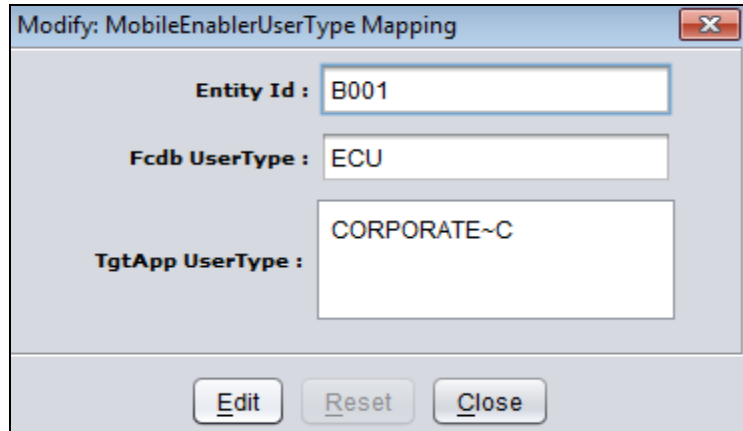
15.3 Edit/View

Steps to view or edit an entry in MobileEnablerUserTypeMap tree

1. Right-click the leaf to the tree.



2. Click **View** option.
It will open a dialog with values.



Modify: MobileEnablerUserType Mapping

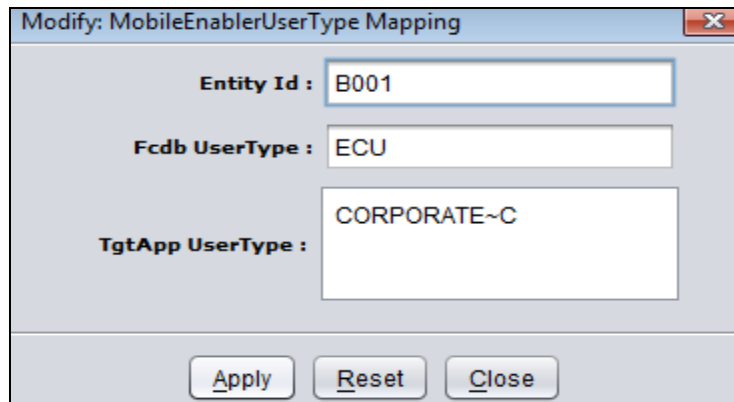
Entity Id : B001

Fcdb UserType : ECU

TgtApp UserType : CORPORATE~C

Edit Reset Close

3. Click **Edit** to edit the details and change the values according to requirement.



Modify: MobileEnablerUserType Mapping

Entity Id : B001

Fcdb UserType : ECU

TgtApp UserType : CORPORATE~C

Apply Reset Close

4. Click **Apply** to save the values and generates the update scripts. It throws validation alert if data filled is not correct.

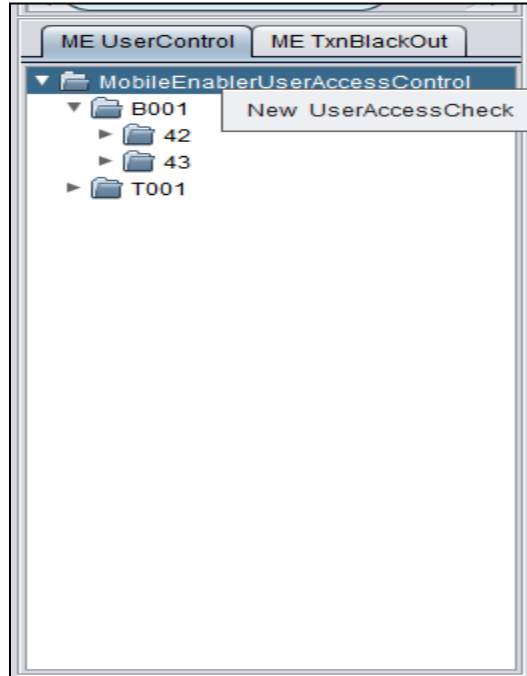
16. MobileEanblerUserAccessControl

This tab contains tree of MobileEanblerUserAccessControl table. This provides us following functionalities.

16.1 Insert

Steps to insert new entry in MobileEanblerUserAccessControl tree.

1. Right click Root node of the tree.



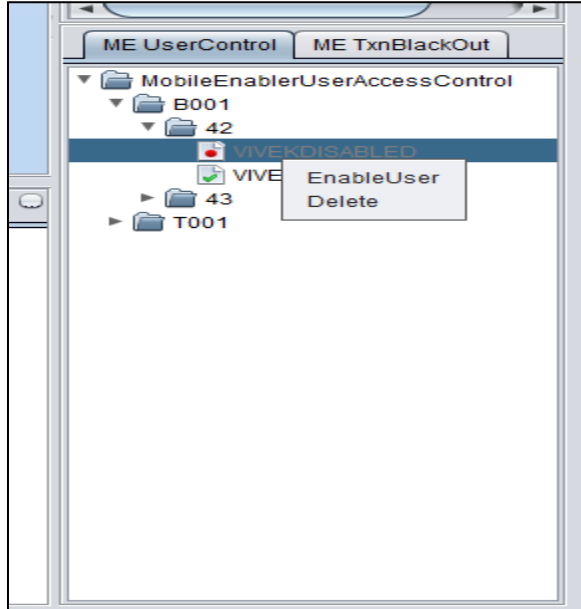
2. Click **New UserAccessCheck**. This will open an empty dialog.

3. Fill the details and click **Apply** button to save the values and generate the insert scripts. It throws validation alert if data filled is not correct.

16.2 Delete

Steps to delete MobileEnablerUserAccessControl Tree entry.

1. Right-click leaf node of the tree.

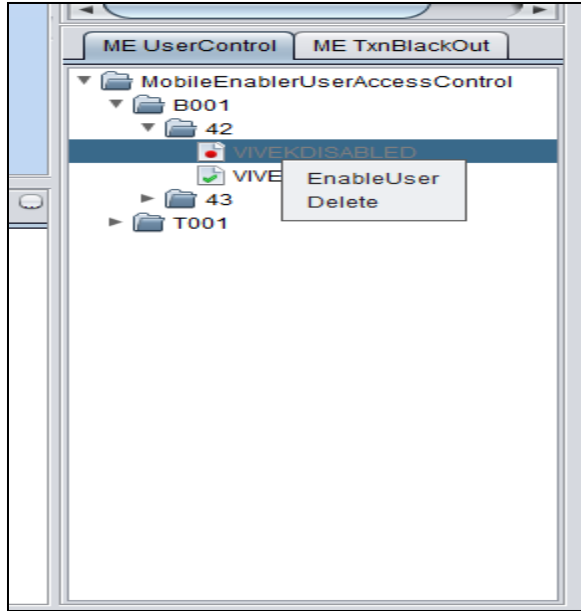


2. Click **Delete** option to delete the selected entry and generate the delete script for the same

16.3 Enable/Disable

Steps to enable/disable UserAccessControl Tree entry.

1. Right-click the leaf of the tree.



2. Click **Enable User** option to enable the user and generate the update scripts for the same.
If user is enabled then it will show option of disable and vice versa.

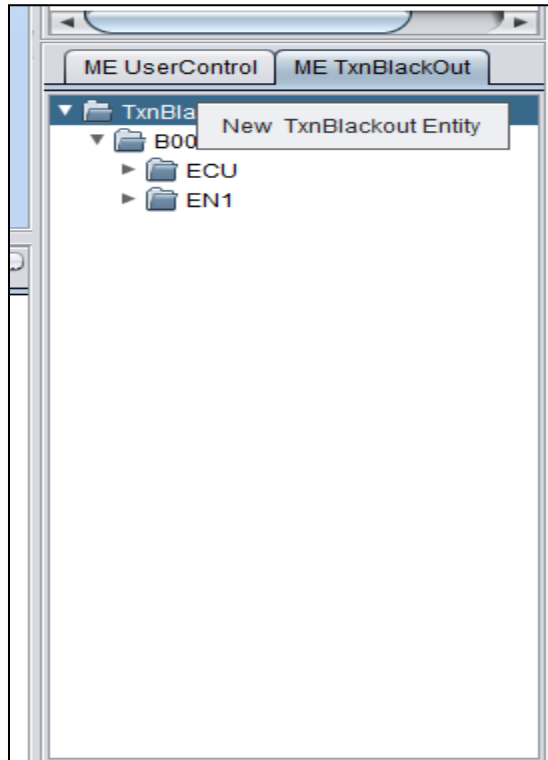
17. TxnBlackOut

This tab contains tree of txnblackout table. This provides us following functionalities.

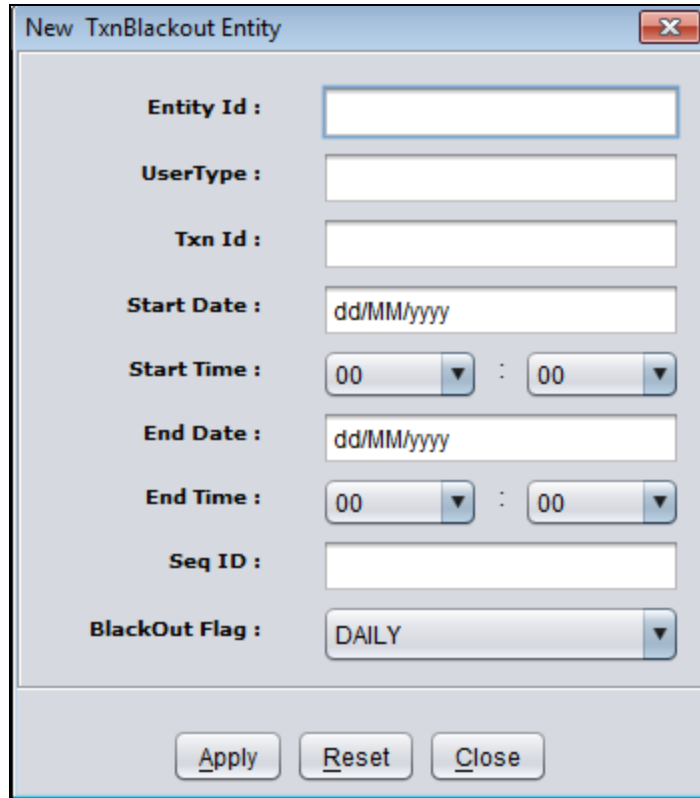
17.1 Insert

Steps to insert new entry in TxnBlackout tree.

1. Right click root node of the tree.



2. Click **New TxnBlackout Entity**.
This will open an empty dialog.



The dialog box titled "New TxnBlackout Entity" contains the following fields and controls:

- Entity Id :** Text input field.
- UserType :** Text input field.
- Txn Id :** Text input field.
- Start Date :** Text input field with placeholder "dd/MM/yyyy".
- Start Time :** Two dropdown menus, each showing "00", separated by a colon.
- End Date :** Text input field with placeholder "dd/MM/yyyy".
- End Time :** Two dropdown menus, each showing "00", separated by a colon.
- Seq ID :** Text input field.
- BlackOut Flag :** Dropdown menu with "DAILY" selected.

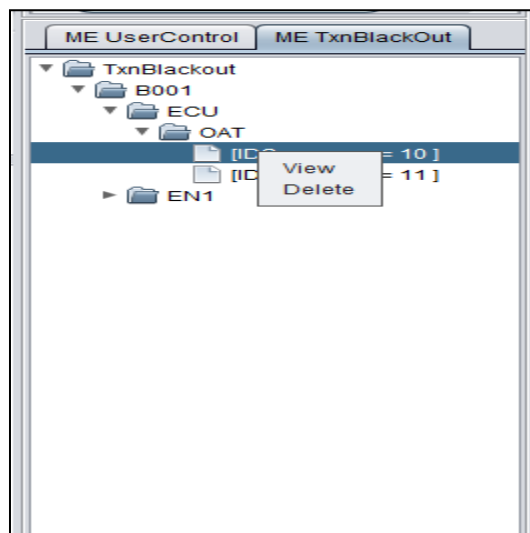
At the bottom of the dialog are three buttons: **Apply**, **Reset**, and **Close**.

3. Fill the details and click **Apply** button to save the values and generate the insert scripts. It throws validation alert if data filled is not correct.

17.2 Delete

Steps to delete TxnBlackout Tree entry.

1. Right-click leaf node of the tree.

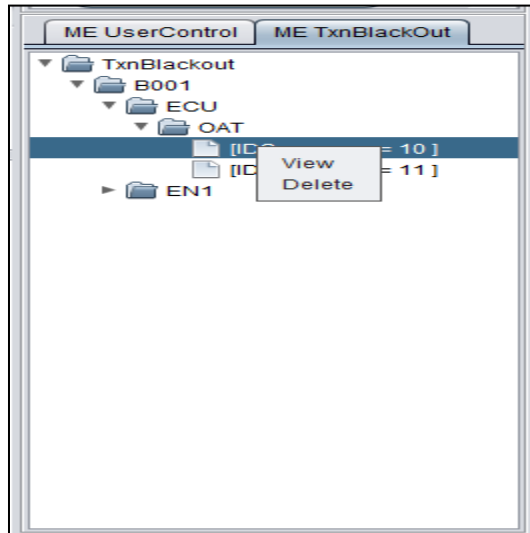


2. Click **Delete** option to delete the selected entry and generate the delete script for the same.

17.3 Edit/View

Steps to view or edit an entry in TxnBlackout tree.

1. Right-click leaf to the tree.



2. Click **View** option. It will open a dialog with values.

The screenshot shows a dialog box titled 'Modify: TxnBlackout Entity'. The fields are as follows:

Entity Id :	B001
UserType :	ECU
Txn Id :	OAT
Start Date :	12/03/2013
Start Time :	00 : 00
End Date :	12/12/2014
End Time :	00 : 00
Seq ID :	10
BlackOut Flag :	DAILY

At the bottom of the dialog, there are three buttons: **Edit**, **Reset**, and **Close**.

3. Click **Edit** to edit the details and change the values according to requirement.

The screenshot shows a dialog box titled "Modify: TxnBlackout Entity". It contains the following fields and values:

- Entity Id: B001
- UserType: ECU
- Txn Id: OAT
- Start Date: 12/03/2013
- Start Time: 00 : 00
- End Date: 12/12/2014
- End Time: 00 : 00
- Seq ID: 10
- BlackOut Flag: DAILY

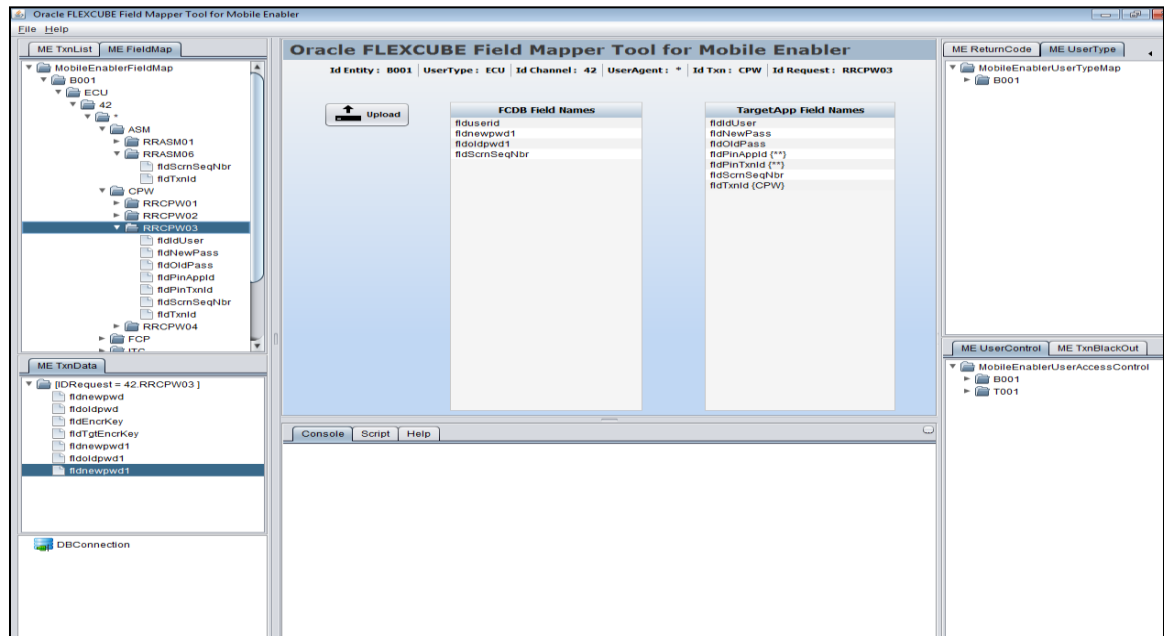
At the bottom of the dialog, there are three buttons: Apply, Reset, and Close.

4. Click **Apply** to save the values and generates the update scripts. It throws validation alert if data filled is not correct.

18. FieldMapper Mapping Panel.

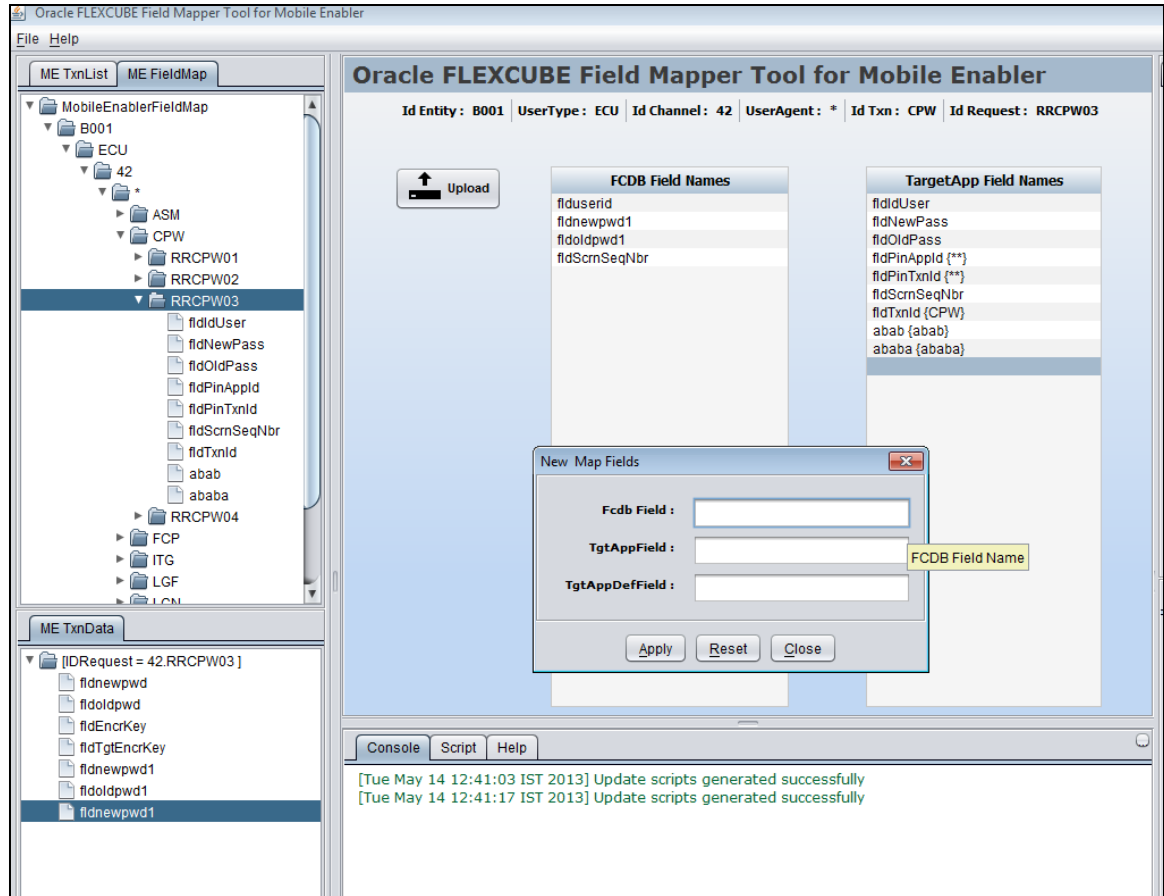
User can do one to one and one to many mapping between the FCDB and TGT application fields. All the points of mapping panel are given below.

1. Go to the MobileEnablerFieldMap Tab and traverse the MobileEnablerFieldMapTree till leaf node.
2. Click any leaf node or request id node. It starts display mapping panel on the central area of tool. Currently it is showing existing mapping between the fields.

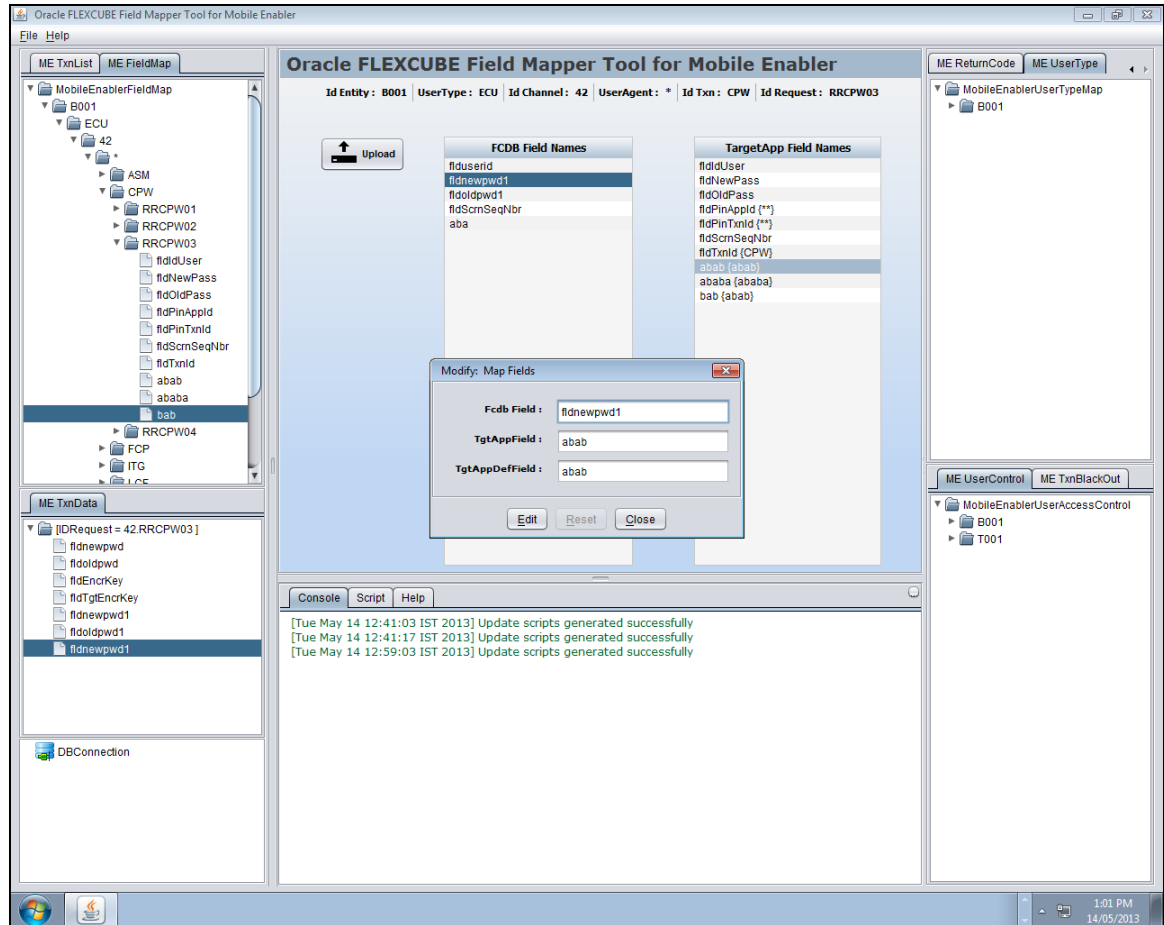


There are three types of way by which user can map their FCDB fields to TGT application fields.

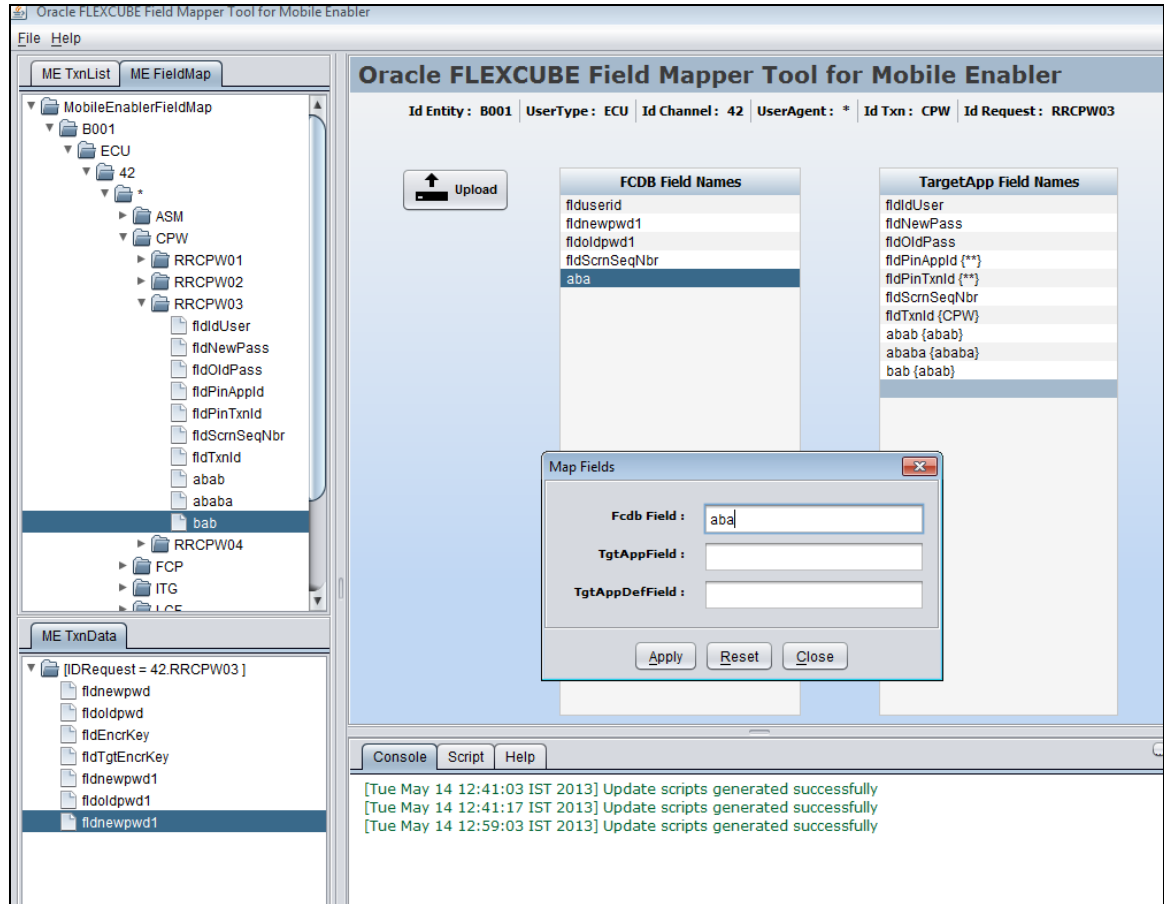
- User can add new cell in TargetApp Field Names table by pressing TAB key. By double clicking on any cell of TargetApp Field Names table user can edit or create new mapping.
 - User can drag FCDB field from the FCDB Field Names table to TargetApp Field Names table to create and edit the mapping.
 - User can right-click IDRequest node of the MobileEnablerFieldMap Tree to create new mapping and user can right-click leaf node to edit or delete the exits mapping.
3. Double click **TargetApp Field Names** table empty cell:
User can fill the desired values and click **Apply** for the new mapping but the TgtAppField value should be unique otherwise it will throw a validation alert.



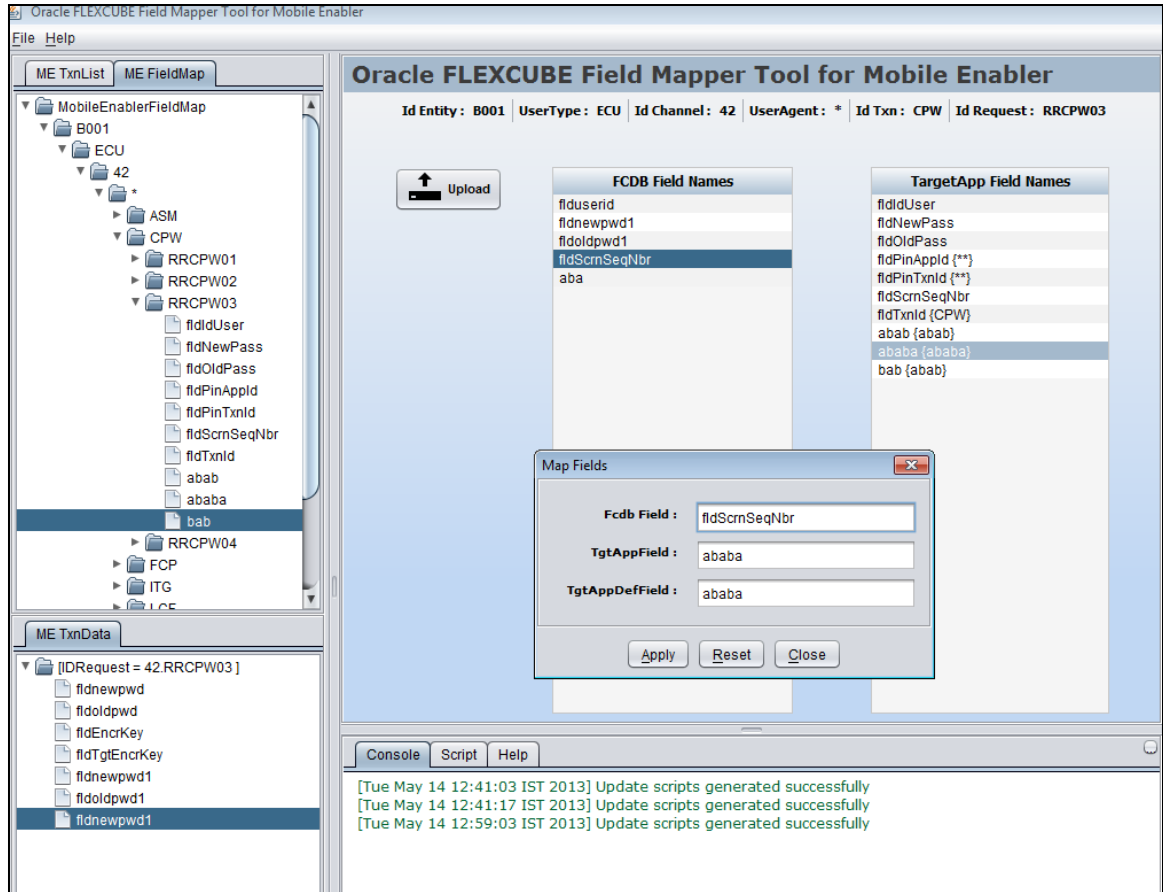
4. Double click **TargetApp Field Names** table already existing cell:
Opened dialog is showing already existing mapping.
5. User can edit this mapping by clicking **Edit** button.



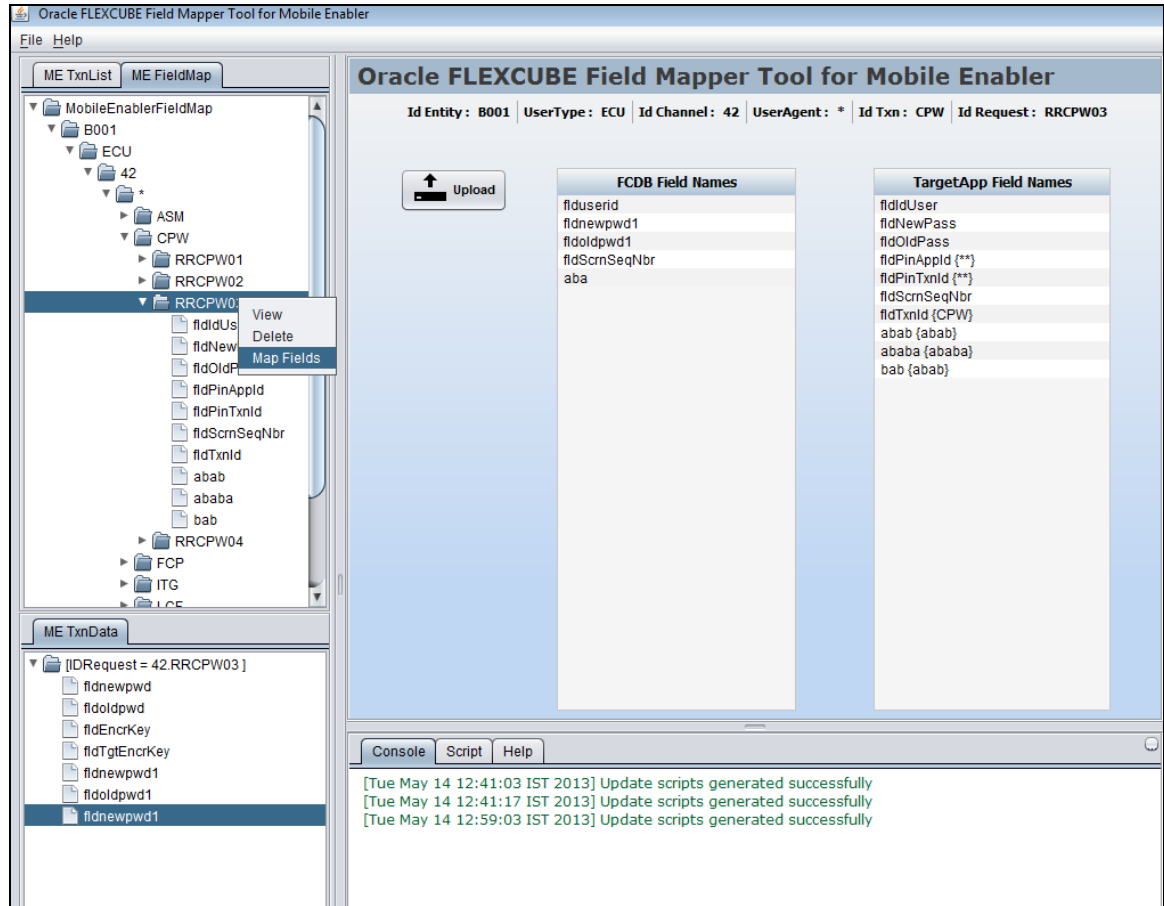
Drag and Drop of FCDB Fields from FCDB Field Field Names table to TargetApp Field Names empty cell: This diagram showing dragged Fcdb field value in the opened dialog. User can fill the desired values and click **Apply** to save the mapping.



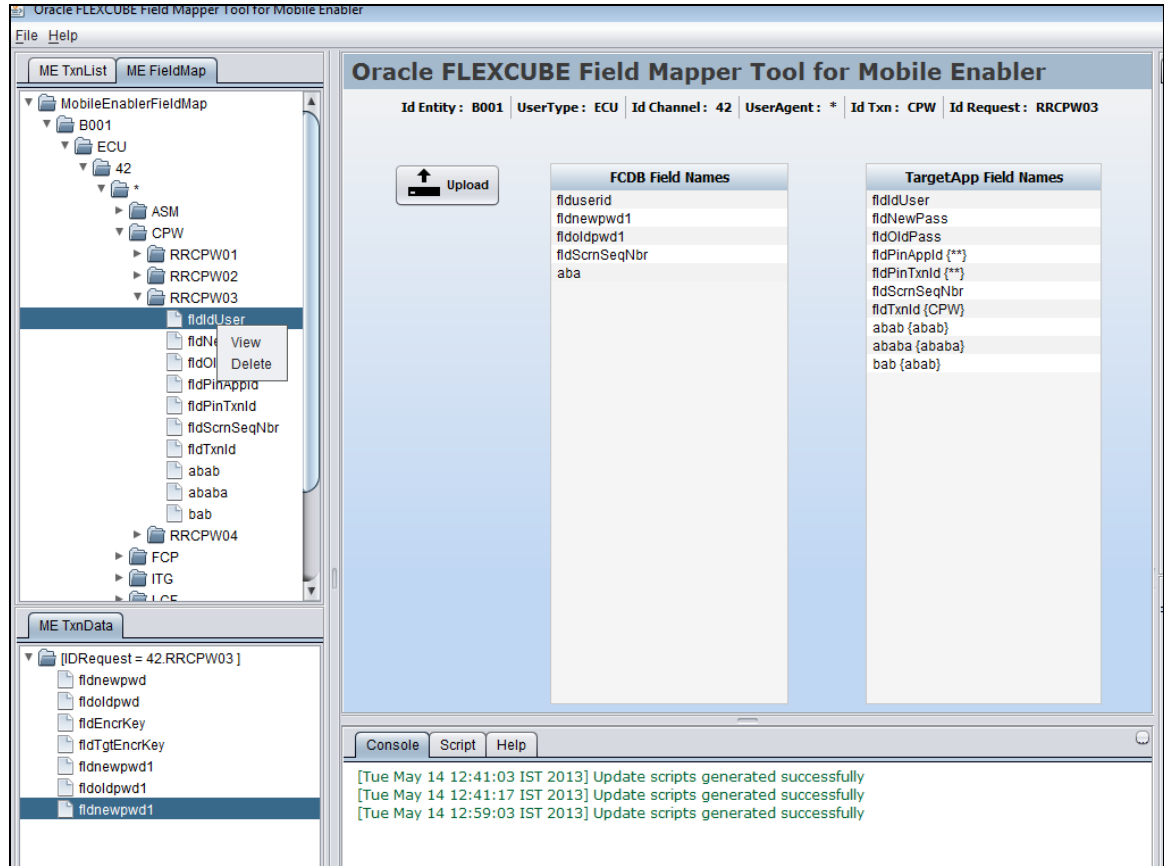
Drag and Drop of FCDB Fields from FCDB Field Field Names table to TargetApp Field Names already existing cell: This diagram shows the dragged FCDB field value in the opened dialog with all other existing values.



Right-click Request Id Node of MobileEnablerFieldMapTree: User can create new mapping b/w fields on click of **Map Fields** option. It will open an empty dialog.

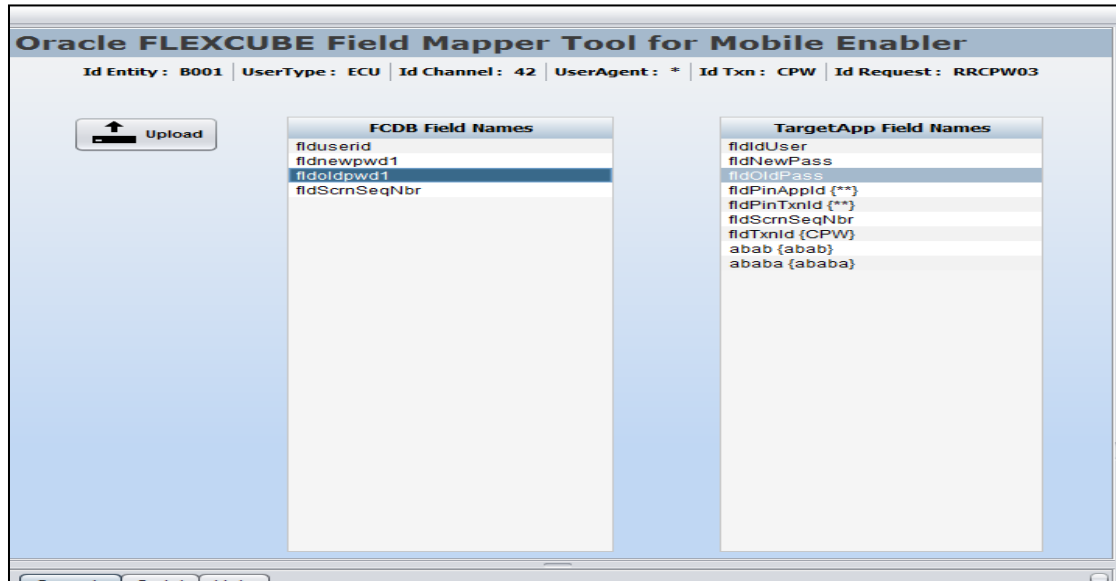


Right--click Leaf Node of MobileEnablerFieldMapTree: User can edit already existing mapping on click of **View** option of given diagram. It will open a dialog with mapping values.

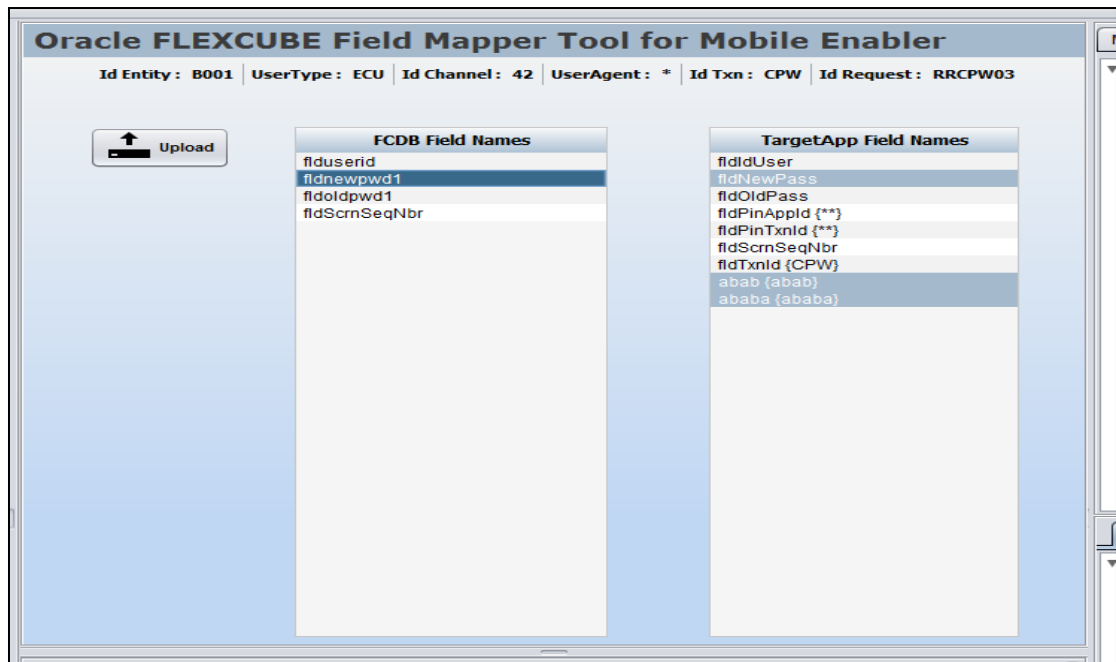


1. We can do one to one mapping as well as one to many mapping i.e. a FCDB field value can be map to multiple target app field value also. User can see the mapping by clicking on FCDB field cell or targetapp field cell.

One to one mapping:



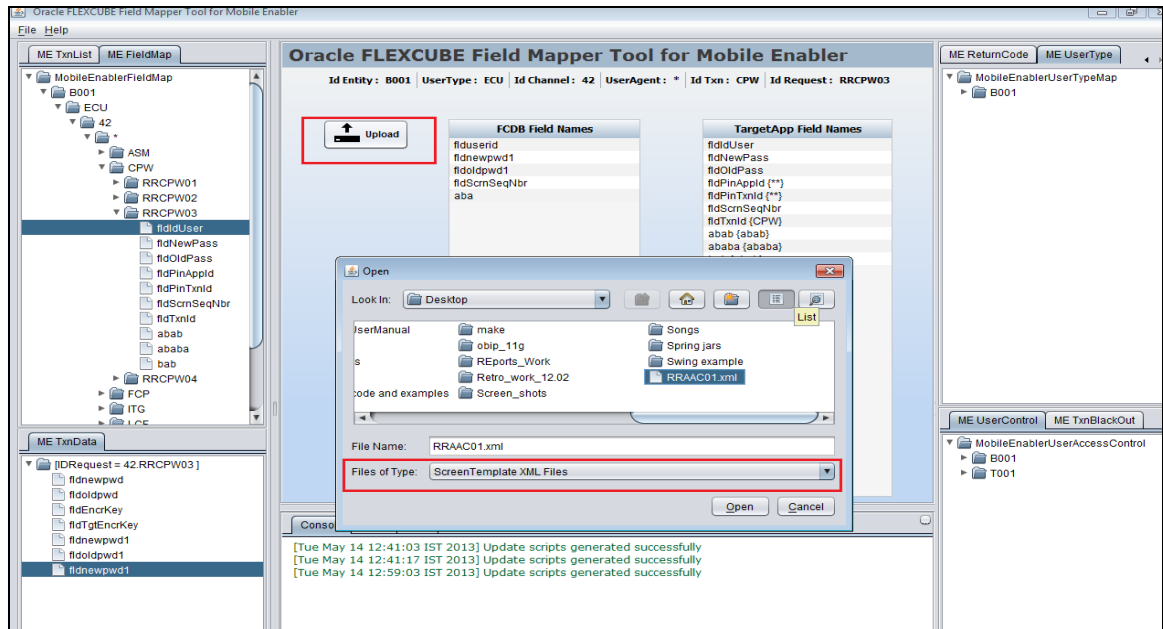
One to many mapping:



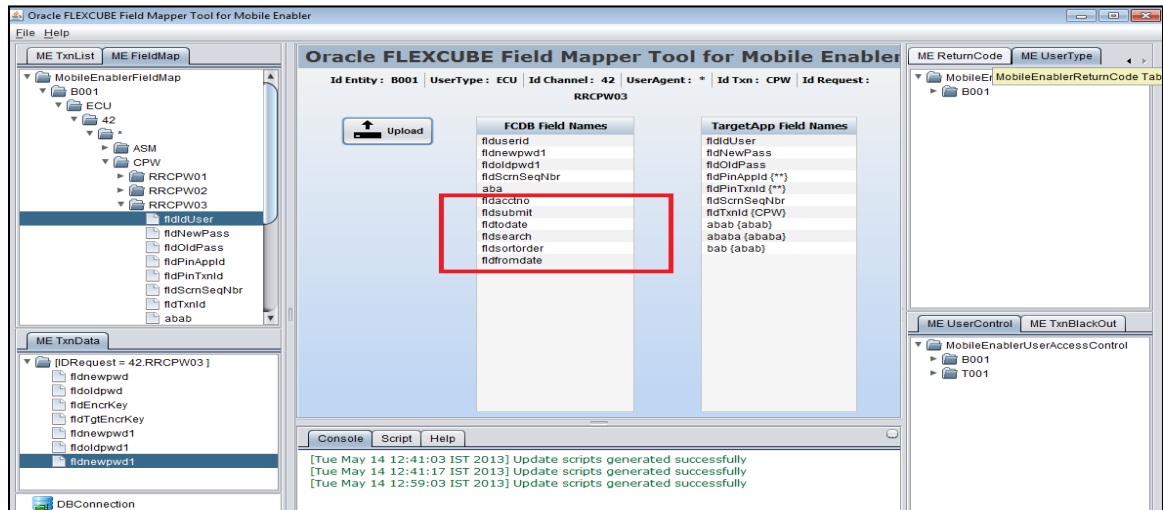
2. User can upload FCDB fields also from screen template xml files by clicking on upload option.

Upload Click

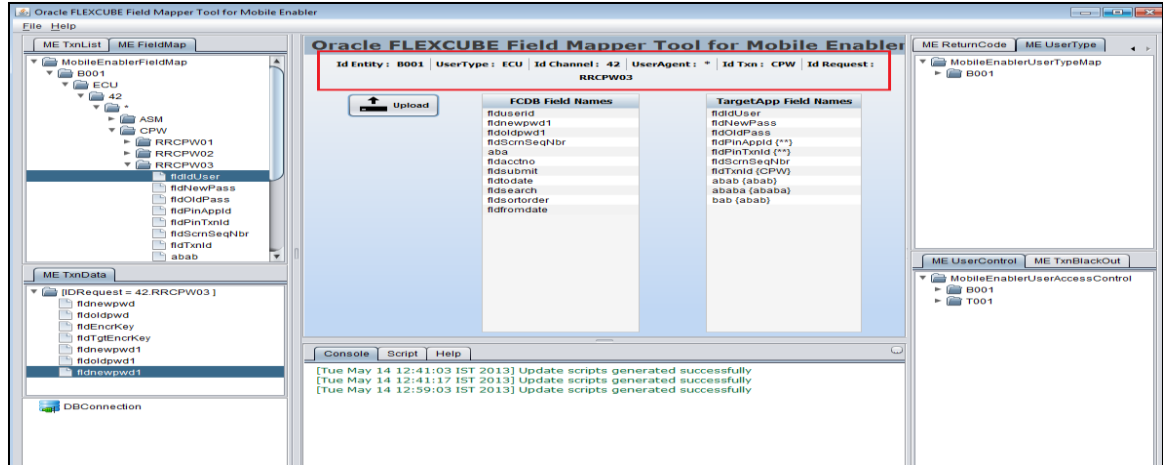
On click of **Upload** button it opens this dialog to select the screen template xml files.



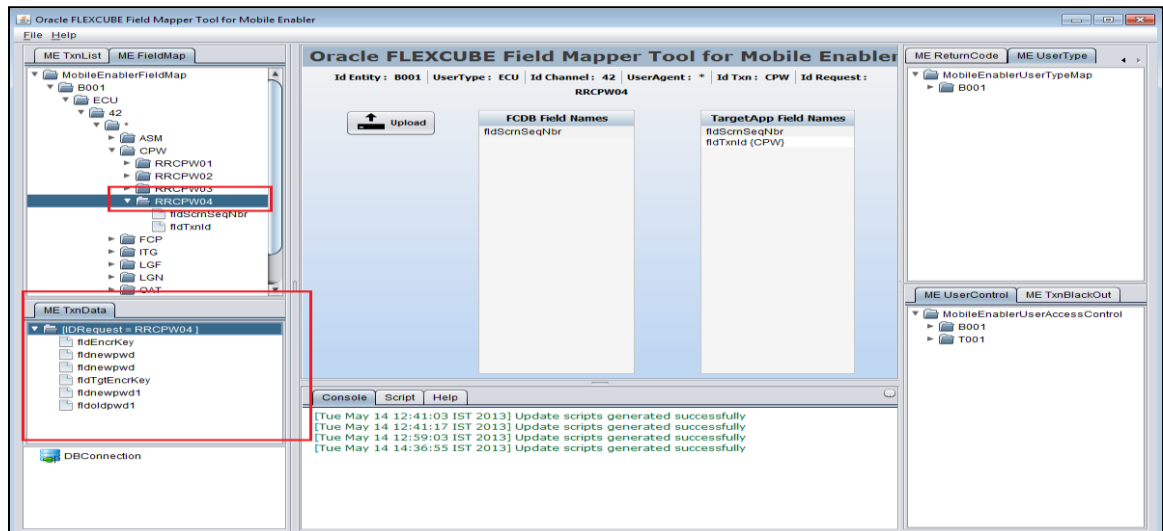
Added FCDB Fields: Highlighted area showing successfully added FCDB Fields.



1. User can view their traversed path on mapping panel also. Highlighted area is showing traversed path here.

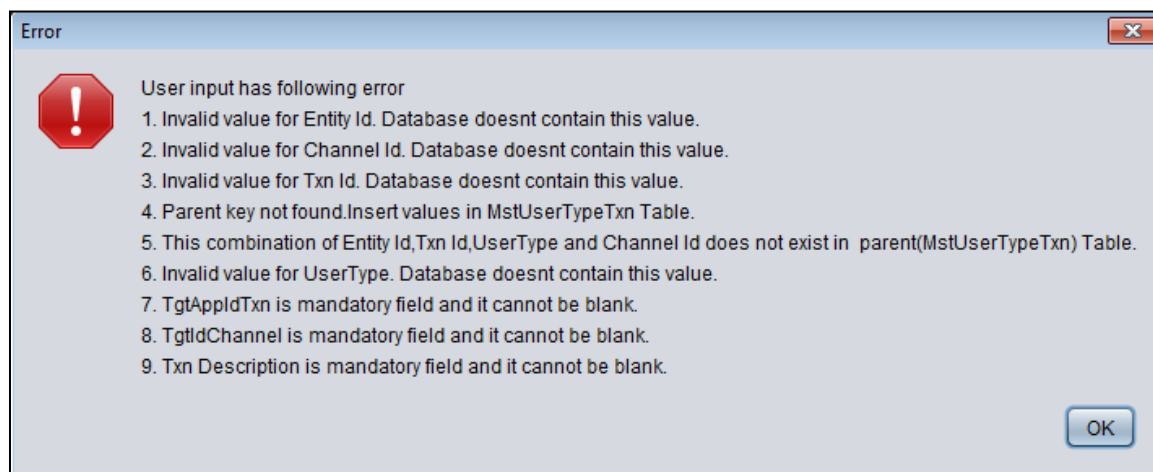


- Click on RequestId node of MobileEnablerFieldMap Tree dynamically creates a tabbed pane just under the ME FieldMap and just above to Database connection tabbed pane. This dynamically created tabbed pane contains TxnDataMaster and TxnData entry corresponding to the clicked Requestid.



19. Validation

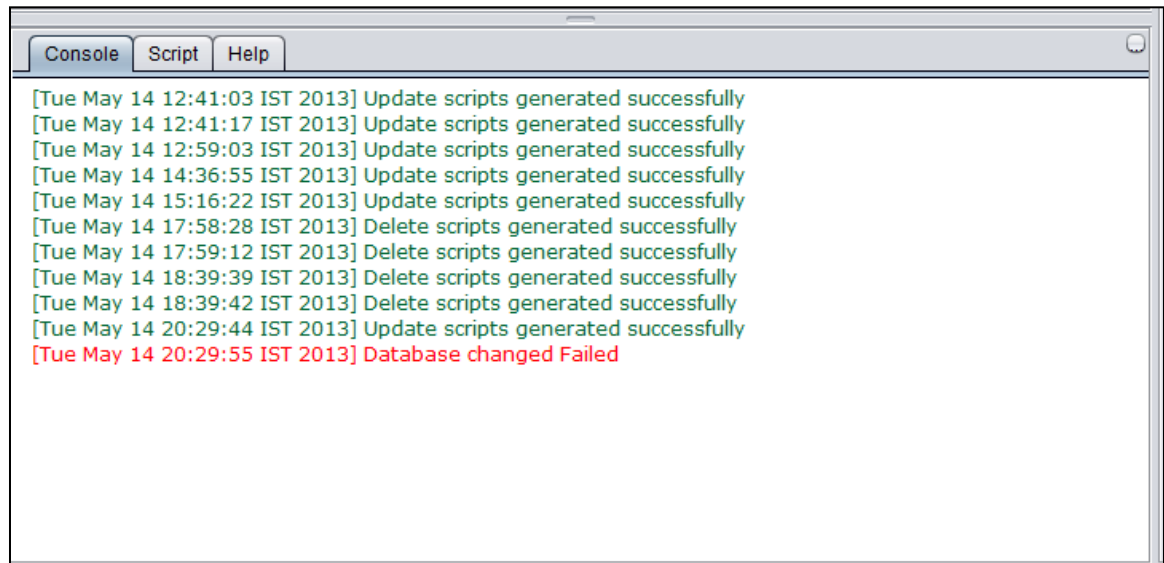
For each tree there are set of validation to save the correct data and generate the proper query for example if user doesn't fill proper data in MobileEnablerTxnList dialog then it will throw this validation alert.



User can overcome from these errors by putting proper data.

20. Console

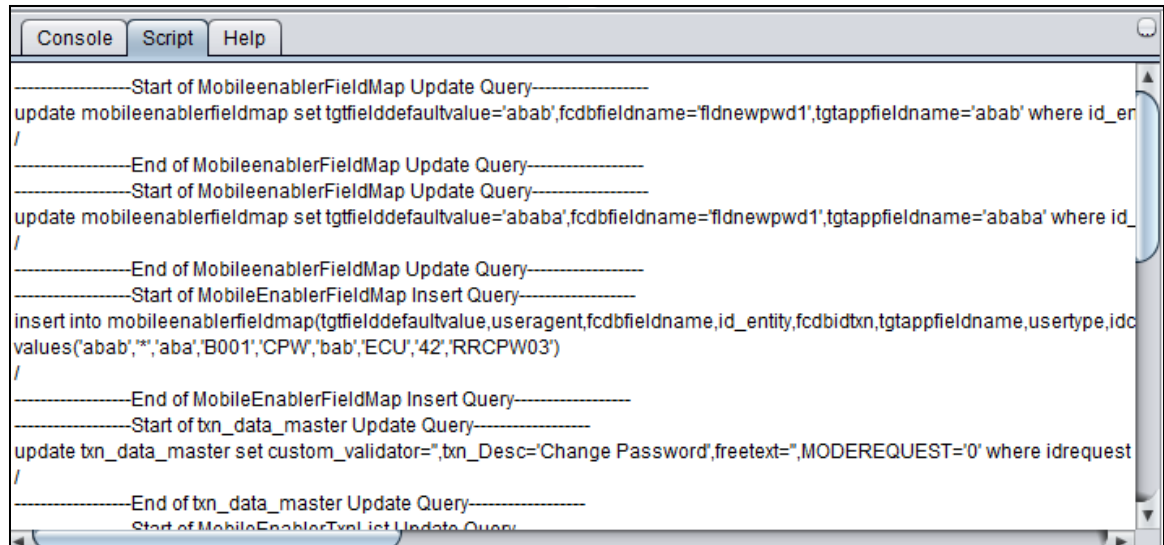
Console tab contains message with time-stamp to show the user that scripts is generated successfully or not.



Green shows scripts are generated successfully while red shows failed to generate scripts.

21. Scripts

This tab contains scripts generated for all the trees operation like insert, delete and update. User can run directly these scripts to update the database with the changed values. User can find these scripts in UserDir/ MobileEnabler folder also.



```

-----Start of MobileenablerFieldMap Update Query-----
update mobileenablerfieldmap set tgtfielddefaultvalue='abab',fcdbfieldname='fldnewpwd1',tgtappfieldname='abab' where id_er
/
-----End of MobileenablerFieldMap Update Query-----
-----Start of MobileenablerFieldMap Update Query-----
update mobileenablerfieldmap set tgtfielddefaultvalue='ababa',fcdbfieldname='fldnewpwd1',tgtappfieldname='ababa' where id_
/
-----End of MobileenablerFieldMap Update Query-----
-----Start of MobileEnablerFieldMap Insert Query-----
insert into mobileenablerfieldmap(tgtfielddefaultvalue,useragent,fcdbfieldname,id_entity,fcdbidtxn,tgtappfieldname,usertype,idc
values('abab','*','aba','B001','CPW','bab','ECU','42','RRCPW03')
/
-----End of MobileEnablerFieldMap Insert Query-----
-----Start of txn_data_master Update Query-----
update txn_data_master set custom_validator='',txn_Desc='Change Password',freetext='',MODEREQUEST='0' where idrequest
/
-----End of txn_data_master Update Query-----
-----Start of MobileEnablerTypeList Update Query-----

```