

JD Edwards EnterpriseOne Tools

Object Management Workbench Guide

9.2

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Preface

Welcome to the JD Edwards EnterpriseOne documentation.

Documentation Accessibility

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Related Information

For additional information about JD Edwards EnterpriseOne applications, features, content, and training, visit the JD Edwards EnterpriseOne pages on the JD Edwards Resource Library located at:

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Conventions

The following text conventions are used in this document:

Convention	Meaning
Bold	Boldface type indicates graphical user interface elements associated with an action or terms defined in text or the glossary.
<i>Italics</i>	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.
Monospace	Monospace type indicates commands within a paragraph, URLs, code examples, text that appears on a screen, or text that you enter.
> Oracle by Example	Indicates a link to an Oracle by Example (OBE). OBEs provide hands-on, step-by-step instructions, including screen captures that guide you through a process using your own environment. Access to OBEs requires a valid Oracle account.

1 Introduction to JD Edwards EnterpriseOne OMW

JD Edwards EnterpriseOne OMW Overview

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

JD Edwards EnterpriseOne OMW Implementation

This section provides an overview of the steps that are required to implement JD Edwards EnterpriseOne OMW.

In the planning phase of your implementation, take advantage of all JD Edwards sources of information, including the installation guides and troubleshooting information.

JD Edwards EnterpriseOne OMW Implementation Steps

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

This table lists the steps for the JD Edwards EnterpriseOne OMW implementation.

1. Set up permissions to access and use JD Edwards EnterpriseOne OMW using Security Workbench.
See *"Using Security Workbench" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .
2. Add yourself to the system in a developer role so that you have permissions to create JD Edwards EnterpriseOne objects.
See *"Setting Up User Roles" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .
3. Set up permissions to create JD Edwards EnterpriseOne OMW projects.
See *"Setting Up Allowed User Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .
4. Set up the appropriate database permissions so that you can add tables to the database, drop tables, and add and modify data.

Work with the database administrator to set up these permissions.

2 Understanding JD Edwards EnterpriseOne OMW

JD Edwards EnterpriseOne OMW Projects

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

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

Default Projects in JD Edwards EnterpriseOne OMW

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

Use your default project to do these tasks:

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

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

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

User Roles in JD Edwards EnterpriseOne OMW

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

See *"Configuring OMW Users Roles and Allowed Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .

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

Allowed Actions

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

See *"Configuring OMW Users Roles and Allowed Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .

Tokens

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

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

Note: Only Object Librarian objects have tokens.

See *Adding Objects to Projects*.

See *Object Librarian and Non-Object Librarian Objects*.

This table lists the allowed actions you can perform while your project holds the token:

Action	Description
Allow Another Project to Inherit the Token	This action forces both projects to be advanced together as if they were one project and allows multiple fixes to be applied to an object.
Switch the Token to Another Project	The project that donates the token returns to the queue as the first project waiting for the token when the new project inherits the token. This action allows an emergency fix to be applied immediately. Token switching should be restricted to a specific user role to ensure security of the objects.

Action	Description
Release the Token	You can release the token and allow the next project in the queue to receive the token. The token can be released manually or configured to be released when a project advances to a new status. The token can be released when the project's status first changes or as late as when the project is closed. You must configure token release according to object type. Some object types, such as business functions, can hold their tokens longer, while other object types can give up their tokens earlier. You must also, set up tokens for release at a predefined object transfer point.

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

The JD Edwards EnterpriseOne OMW Interface

From left to right, the initial JD Edwards EnterpriseOne OMW form displays these features:

- The project window, which displays your projects and their related objects and users. To view your current projects, click Find.
 - This list describes how the color of an Object Librarian Object button indicates its status:
 - Gray Object Button with Check Mark: Another project holds the token for this object.
 - Colored Object Button (not gray): The project that contains the object holds the token for this object.
 - Colored Object Button with Check Mark (not gray): The project that contains the object holds the token for the object, and the object is checked out.
 - Gray Object Button: This object is not checked out and no project currently holds the object for the token.

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

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

- The center column, which contains action buttons that you use to perform actions on a selected object. Available buttons vary based on your roles in the current project and on the status of the project in which the selected object resides. When you first launch JD Edwards EnterpriseOne OMW, no buttons appear in the center column because you have not selected an object.
- The information window, which displays a Web site; project status and release information; object or user information; and search results. Initially, the window displays a Web site or HTML page. The contents change based on your tab and object selections. For example, when you select a project or an object in the project window, the information window displays information about the selected project or object. To return this window to its initial state, click News on the toolbar.

Object Librarian and Non-Object Librarian Objects

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

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

JD Edwards EnterpriseOne objects include the following Object Librarian objects:

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

JD Edwards objects include the following non-Object Librarian objects:

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

3 Understanding Projects in JD Edwards EnterpriseOne OMW

Understanding Default Projects

This section discusses:

- Default projects.
- Roles in default projects.

Default Projects

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

You can use default projects to do the following:

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

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

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

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

Roles in the Default Project

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

Note:

- *Working with Projects.*
- *Creating New Projects.*
- *Adding Users to Projects.*

Understanding the Lifecycle of a Project

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

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

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

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

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

3. Add objects to the project.

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

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

4. Check objects out and in.

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

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

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

When you check an object in, the system will not release the token from the project. As long as your project holds the token, another qualified user in your project can check the object out, but users in other projects cannot. You can enable users in other projects to check an object out by removing the object from the project.

5. Advance the project.

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

6. Complete the project.

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

4 Working with Projects

Understanding Projects

In JD Edwards EnterpriseOne OMW, all development is performed within the context of a project.

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

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

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

Filtering and Searching for Projects

This section discusses how to:

- Filter projects.
- Perform project searches.
- Search for projects by object.

Form Used to Filter and Search for Projects

Form Name	FormID	Navigation	Usage
JD Edwards EnterpriseOne OMW	W98220A	In Solution Explorer, enter JD Edwards EnterpriseOne OMW in the Fast Path field#.	Work with JD Edwards EnterpriseOne OMW projects.

Filtering Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, enter the role and complete the following fields in the project window:

- **User.** This field is required. When you launch the JD Edwards EnterpriseOne OMW, this field displays your ID. You can also enter other user IDs in this field.
 - **Status.** The range that you enter is inclusive. To search for projects with a specific status, enter the status code in both fields.
2. Click Find.

Performing Project Searches

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select Advanced Search from the Form menu.
2. If you entered a user ID on the previous form, the JD Edwards EnterpriseOne OMW Project Search and Select by Project User form appears, and you can limit the search by enter the user role and project status.

To search for projects with a specific status, enter the status code in both fields. The range that you enter in these fields is inclusive.

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

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

The projects that you chose appear in the project window.

Searching for Projects by Object

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

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select Search by Object from the Form menu.
2. In JD Edwards EnterpriseOne OMW Project Search and Select by Object, enter the desired criteria in the Query by Example (QBE) columns, and then click Find.
3. Select one or more projects, and then click Select.

Creating New Projects

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

This section discusses how to:

- Create new projects.
- Add users to projects.
- Remove users from projects.

Creating New Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click Add.
2. In Add JD Edwards Object to the Project, click JD Edwards EnterpriseOne OMW Project, and then click OK.
3. In Adding a Project, select how you want to create the project, and then click OK.

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

4. In Project Revisions, click the Summary tab, and enter a project ID.

JD Edwards recommends that you use the following format when you name your projects:

YYYzzzzz

YYY is a company-specific code.

zzzzz is a unique, five-digit number.

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

5. Complete the following fields:
 - o Description
 - o Type
 - o Severity
 - o Product System Code
 - o Release
6. Click the Dates tab, and then enter the planned completion date.
7. (Optional) Click the Category Codes tab, and then enter category codes 1 through 10.
8. Click the Attachments tab, and then add optional text comments to document the new project.
9. Click OK.

Adding Users to Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the project to which you want to add the users.
2. Set up a list of users to add to the destination project by performing a search using the Search tab in the information window.
3. In the search form, select the user to be added to the destination project.
4. Verify that the owner's node in the destination project in the project window is highlighted. If it is not highlighted, click it.
5. With the user to be added highlighted, click the Add Object or User to Project button in the center column.

6. In Add User to Project, enter the role and lead, and then click OK:

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

Removing Users from Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select a user in the project window.
2. Click the Remove Object or User from Project button in the center column.

Note: The E1Local database is removed in Tools Release 9.2.5. If user spec records exist for objects on the project from which the user is being removed, a confirmation dialog will appear asking if the user spec records should be deleted. This is only for the signed-in user. Removing a user from a project does not delete the user from the system.

Changing Project Properties

This section provides an overview of project properties and discusses how to change project properties.

Understanding Project Properties

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

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

Changing Project Properties

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click a project, and then click Select.

You can also click the Design button in the center column.

2. In Project Revisions, click the Summary tab, and then revise the information in the following fields:
 - o Description
 - o Type
 - o Severity
 - o Product System Code
 - o Release
3. Click the Dates tab, and then revise the start date and the planned completion date.
4. (Optional) Click the Category Codes tab, and then revise category codes 1 through 10.
5. Click the Attachments tab, and then add optional text comments to document the project.
6. Click OK.

Advancing Projects

This section provides an overview of project advancement, lists prerequisites, and discusses how to advance projects.

Understanding Project Advancement

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

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

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

Prerequisites

Before advancing projects:

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

Advancing Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the project to be advanced.
2. Click the Advance Project button in the center column.
3. Click the field labeled >>>, and then enter the desired project status.

Your choices are limited, based on the current status of the project and on your company's specific procedures, which are defined in the JD Edwards EnterpriseOne OMW Configuration application.

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

4. Check for dependencies, if applicable.

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

5. Click OK.

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

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

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

Adding Existing Projects to a Project

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

See *Working with Objects*.

Deleting Projects

This section provides an overview of project deletion and discusses how to delete projects.

Understanding Project Deletion

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

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

Deleting Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click a project, and then click Delete.

The system confirms the deletion.

2. Click OK in the Confirm Delete query.

Note: The E1Local database is removed in Tools Release 9.2.5. If user spec records exist for objects on the project that is being deleted, a confirmation will appear asking if the user spec records should also be deleted. This is only for the signed-in user.

5 Working with Objects

Understanding Objects

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

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

Creating Objects

Access JD Edwards EnterpriseOne OMW.

1. From the JD Edwards EnterpriseOne OMW, click Add.
2. In Add JD Edwards Object to the Project, click the object type that you want to create, and then click OK.

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

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

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

Note: The Object Librarian name for a business view can have a maximum of 9 characters and should be formatted as follows: VzxxxxxA.

Alternative Method to Accessing Design Tool Functionality

After you create an object you can also access the appropriate design tool by clicking the object, and then clicking one of the following buttons located on the left-hand side of the screen:

- Start Design

Select an object and then click the Start Design button to automatically launch the design tool associated with the object.

- Start BusBuild

Select a business function object that you have designed, and then click Start BusBuild to launch the tool used to build the business function.

- Start Browse ER

Select an object and then click Start Browse ER to view the object's event rules.

- Run HTML

Select an application and then click Run HTML to execute the application in HTML format.

Searching for Objects

This section provides an overview of object searches and discusses how to search for objects.

Understanding Object Searches

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

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

Searching for Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the Search tab.
2. Complete the following fields, and then click the button next to the Search field:
 - Category. You can search a variety of categories. For example, to find a report, select Object Librarian as the category because reports are Object Librarian objects. To find a project, select JD Edwards EnterpriseOne OMW Project. To find a user, select Owners.
 - Search Type. Valid choices for this field vary based on the category that you select. If you set the search type to Object Name|Version Name, you can use the | delimiter to specify a search suffix. For example, if the category is Object Librarian and the search type is object name, entering R0008P|XJDE* displays all XJDE versions of object R0008P (Date Patterns Report).
 - Search. Entries in this field must match the Search Type that you select.
3. To search for objects based on criteria other than category, search type, and name, click Advanced Search.
4. In Object Librarian Search and Select, enter the desired criteria in the Query by Example columns, and then click Find.
5. Select one or more objects, and then click Select.

The objects that you chose appear in the information window.

Note:

- *Adding Objects to Projects.*

Adding Objects to Projects

This section provides an overview of object addition and discusses how to:

- Add an object.
- Add multiple objects.

Understanding Object Addition

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

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

Note:

- *Adding Objects to Projects.*
- *Checking Objects In and Out.*

Adding an Object

Access JD Edwards EnterpriseOne OMW.

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

Adding Multiple Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the project to which the objects will be added.
2. Find the objects to add to the destination project by performing a search using the Search tab in the information window.
3. Verify that the destination project is highlighted in the project window. If it is not highlighted, click it.
4. From the Row menu, select Advanced, and then select Add All Objects.

The system adds all of the objects that fit the search criteria to the project that you selected in step 1.

Copying Objects (Release 9.2.6)

This section provides an overview of copying an object and discusses how to copy one object from another object.

Understanding Copying Objects

You can copy an object from another object that is the base object. You can then customize the copied object according to your requirements. This functionality ensures that you do not need to create an object from start.

You can compare the copied object with the base object in a software update and make changes to the new customized object.

Copying Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the Copy tab.
2. Complete the following fields:
 - o Copy From:
This field specifies the base object from which the new object is being copied.
 - o Copied To:
This field specifies the new copied object.
 - o Description
This field defines the description of an object in the Object Librarian. The Copied From object description defaults in
 - o Product Code
A system code defined in the 98/SY UDC table. System code values from 55-59 are reserved for Custom Objects.
 - o Product System Code
A system code defined in the 98/SY UDC table. System code values from 55-59 are reserved for Custom Objects. A user specifies the system number for reporting and jargon purposes.

- Object Use
Designates the use of the object. For example, the object may be used to create a program, a master file, or a transaction journal.

3. Click OK.

Using Find Copied Objects from OMW Logging

From the Application Development menu (GH902), select the Copied Objects from OMW Logging application (R9860A). You can also directly run this application by entering **bv** in the fast path and then entering the application number R9860A. You can use this application to update the object librarian with the information of base objects from which the new customized objects are copied.

To update the object librarian with the information of base objects from which the new customized objects are copied, process the ZJE0002 version of the R9860A application. This takes you to the Design Mode for the new object. You can run the application in the ZJDE001 version, to run the Proof Mode and view the updates made.

You can view the impact of the software update on the copied objects in the comprehensive analysis report in the Change Assistant when you enable the Analyze Packages option for the software update once you have updated the object librarian copy information.

Moving Objects

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

This section discusses how to:

- Move an object.
- Move multiple objects.

Moving an Object

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, in the project window, click and hold the mouse button on the object that you want to move.
2. Drag the object over the target project and release the mouse button.
The system removes the object from the source project and adds it to the target project.

Moving Multiple Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, in the project window, click the project that contains the objects that you want to move.
2. From the Row menu, select Advanced, and then select Move Objects.
3. In Move Multiple Objects Search & Select, in the To Project field, enter the project to which you want to move the selected objects.

4. In the detail area, click the objects that you want to move.
5. Click Select.
The system moves the objects from the source project to the target project. This process might take several minutes, depending on the number of objects that you selected.

Removing Objects from Projects

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

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select an object in the project window.
2. Click the Remove Object or User from Project button in the center column.
Alternatively, you can select the object, click the Row exit, and then click Remove Object.

Note: The E1Local database is removed in Tools Release 9.2.5. When a Check out is performed, the user spec tables will be updated with records for the signed-in user. These records will be used when in design and at runtime.

Deleting Objects

This section provides an overview of object deletion and discusses how to delete objects.

Understanding Object Deletion

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

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

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

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

Deleting Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select an object in the project window.

2. Click Delete.

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

3. Select one or more of the following options, and then click OK:

- o Delete Object from Server

Click View Locations for a list of locations from which the object is deleted when you select this option. This action occurs as soon as you click OK.

- o Delete Object Locally

This action occurs as soon as you click OK.

Note: The E1Local database is removed in Tools Release 9.2.5. When a Check out is performed, the user spec tables will be updated with records for the signed-in user. These records will be used when in design and at runtime.

- o Delete Object from the SAVE location

This action occurs as soon as you click OK.

- o Mark Object To Be Deleted From Transfer Locations

Objects marked for deletion from transfer locations appear in bold letters in the project window. They are deleted from the transfer locations when the project status is advanced.

- o Remove Object from ALL locations

This option selects all of the above options.

Downloading Object Specifications

This section provides an overview of specification downloads and discusses how to use the advanced get feature.

Understanding Specification Downloads

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

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

Note: The E1Local database is removed in Tools Release 9.2.5. When a Get is performed, the user spec tables will be updated with records for the signed-in user. These records wi

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

Saving and Restoring Objects and Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select the object or project that you want to save.
2. Click the Save button in the center column.

The jdeomw dialog box displays. OMW provides two methods with which to save an object. The first method is to save the object to a zip file. If you save the object to a zip file, OMW saves the object or project as a local copy in a format compatible with Zip, Jar and JDEdwards Change Assistant technologies. The second method is to save the object to a shared database location. The shared location is configured by your OMW administrator, and is the most common method with which you will save objects or projects.

3. Click Yes to save the object to a zip file, or click No to save the object to a pathcode save location.
4. If you clicked Yes, continue to step 5. If you clicked No, OMW saves the object to pathcode save location.
5. On the Select Folder form, select the folder to which you want to save the object, and then click Open.

To restore an object or project, access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select the object or project that you want to restore.
2. Click the Restore button in the center column.

The jdeomw dialog box displays and provides options for you to choose from where you want to restore the object. You can choose to restore the object from a zip file, or to restore the object from the Save location specified by the OMW administrator.

3. Click Yes to restore the object from a zip file, or click No to restore the object from a pathcode save location.
4. If you clicked Yes, continue to step 6. If you clicked No, OMW restores the object from the pathcode save location.
5. On the Select Folder form, select the PAR file from which you want to restore the object or project, and then click Open.

OMW restores the object or project.

Note: The E1Local database is removed in Tools Release 9.2.5. When a Restore is performed, the user spec tables will be updated with records for the signed-in user. These records will be used when in design and at runtime.

Using the Advanced Get Feature

Advanced Get on Projects enables you to get projects from any pathcode. To perform an Advanced Get on Projects, every object in the project must reside in the pathcode from which you have selected the project. This functionality is only applicable to Object Librarian objects, for example, applications, UBEs, DSTR. It is not functional with UDCs, DDs, menus, and so forth.

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select an object in the project window.
2. From the Row menu, select Advanced, and then select Advanced Get.

You are prompted to decide whether you want to overwrite local specifications.

3. Click one of the following options:

- o Yes

If you select Yes, go to step 5.

- o No

If you select No, continue with step 4.

4. In Path Code Search & Select, enter the path code, and then click Find.

5. Select the location of the object that you want to get, and then click Select.

Note: The E1Local database is removed in Tools Release 9.2.5. When an Advanced Get is performed, the user spec tables will be updated with records for the signed-in user. These records will be used when in design and at runtime.

Performing Quick Gets on Objects

Quick Gets enable you to perform Gets on objects returned to the OMW Project Search and Select by Object form, and the Object Librarian Search and Select form. From these forms, you can select one or many objects to Get.

Note: When you Get an object you copy the object and its specifications to your work area without checking out the object.

Access OMW.

1. On the Search tab of the main OMW interface, in the Category field, select Object Librarian.

Note: Object Librarian is the only category for which Quick Gets is enabled.

2. Click Advanced Search.

3. On the Object Librarian Search and Select form, click Find.

4. Select the objects you want to Get, click the Row menu, and then click Quick Gets.

The Overwrite Specifications Confirmation form displays with the following options:

Default – This option copies an object and its specifications from the configured checkout location to your work area without checking the object out.

Advanced - Advanced Get on Projects enables you to get projects from any pathcode. To perform an Advanced Get on Projects, every object in the project must reside in the pathcode from which you have selected the project. This functionality is only applicable to Object Librarian objects, for example, applications, UBEs, DSTR. It is not functional with UDCs, DDs, menus, and so forth.

If you choose this option, you will get the Pathcode & Select form. Enter criteria for which you want to search, and then click Select. OMW returns you to the OMW main screen.

Additionally, you can access Quick Gets using the following method:

1. From the Row menu, select Select by Object.

The OMW Project Search and Select by Object form displays.

2. Enter criteria for which you want to search, and then click Select. OMW returns you to the OMW main screen, and then click Find.
3. Choose the objects you want to get, and then click the Row menu, and then click Quick Gets.
4. From the Row menu, select Quick Gets.

The Overwrite Specifications Confirmation form displays with the following options:

Default – This option copies an object and its specifications to your work area without checking the object out.

Advanced - Advanced Get on Projects enables you to get projects from any pathcode. To perform an Advanced Get on Projects, every object in the project must reside in the pathcode from which you have selected the project. This functionality is only applicable to Object Librarian objects, for example, applications, UBEs, DSTR. It is not functional with UDCs, DDs, menus, and so forth.

If you choose this option, you will get the Pathcode & Select form. Enter criteria for which you want to search, and then click Select. OMW returns you to the OMW main screen.

Note: The E1Local database is removed in Tools Release 9.2.5. When a Get is performed, the user spec tables will be updated with records for the signed-in user. These records will be used when in design and at runtime.

Checking Objects In and Out

This section provides an overview of object check in and check out and discusses how to:

- Check out objects.
- Check in objects.
- Erase checkouts.

Understanding Object Check In and Check Out

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

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

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

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

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

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

Checking Out Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select an object in the project window.
2. Click the Check out button in the center column.

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

Note: The E1Local database is removed in Tools Release 9.2.5. When a Check out is performed, the user spec tables will be updated with records for the signed-in user. These records will be used when in design and at runtime.

Note: If the object is unavailable, the system asks if you want to be added to the token queue for the object. If you select to join the queue, the system alerts you when the token is released and assigns the token to your project. To determine which project holds the token for an object, select the object in the project window and click the News/Status tab in the information window. The information in the News/Status window only refreshes if the window is selected. If the Search window is selected, the information in the News/Status window is not updated when you select different objects. Additionally, if you have joined a token queue, your position in the queue appears here.

Checking In Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select a checked-out object in the project window.
2. Click the check in button in the center column.

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

Note: The E1Local database is removed in Tools Release 9.2.5. When a Check-in is performed, the user spec tables will continue to contain the user spec records for that object for the signed-in user so that the user can see the changes in design and at runtime.

Checking in Object Specifications without Checking in the Object

You can check in an object's specifications without losing your ability to modify the object. This enables you to check in a partially completed object without having to check the object back out to continue development on it.

Access JD Edwards EnterpriseOne OMW.

1. Select an object.
2. From the View menu, choose Checkin/Checkout.

Erasing Checkouts

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select a checked-out object in the project window.
2. Click the Erase Checkout button in the center column.

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

Note: The E1Local database is removed in Tools Release 9.2.5. A confirmation will appear asking if the user spec records should also be deleted when Erase check-out is performed. This is only for the signed-in user.

Changing Objects

This section provides an overview of object changes and discusses how to change objects.

Understanding Object Changes

When you create an objects, JD Edwards EnterpriseOne OMW enables you to define the properties of the object. JD Edwards EnterpriseOne OMW also provides access to design tools and system actions for the object. Similarly, after the object is created, you can use JD Edwards EnterpriseOne OMW to modify the object and its specifications.

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

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

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

Changing Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select an object in the project window.
2. Click the Design button in the center column.
An appropriate design form for the object appears. The current properties of the object appear on the form.
Note: The E1Local database is removed in Tools Release 9.2.5. When design is launched for an object, if there are no user spec records for the signed-on user for the object being designed, an AutoGet is performed to populate the user spec record from the package spec tables.
3. Make the necessary changes to the object, and then click OK.

Reviewing Object History (Release 9.2.1)

When you perform an action on an object through OMW or when package build creates a modification, OMW will create history records. You can export different versions of objects to restore and compare using ER Compare. You use the Work with Repository History (P98780H) application to manage the object history records. You can track the history of the following objects:

- Business Function
- Table
- Business View
- Batch Application
- Interactive Application
- User Defined Objects

JD Edwards EnterpriseOne utilizes the following two central object tables for object history:

- Repository (F98780R)
- History (F98780H)

The central object archive (.par) files are maintained in the Repository (F98700R) table. A copy of each archive file is inserted into the History (F98700H) table for object comparison, exporting, and restoring.

To access the Work with Repository History application:

1. Enter P98780H in the Fast Path
2. Click Find

You filter search results by entering criteria for Object Name, Project Name, Path code, or a date range. You can add comments by selecting an object history record and entering text in the comment field.

You export history records in-order to compare with a different version of the object.

To export a history record:

1. Enter P98780H in the Fast Path
2. Click Find
3. Select a history record

4. Click Export from the Row menu

Exporting a history record allows you to save a .par file of the object. The .par file can be used for comparing different versions of the object and restoring to the same or different pathcode.

Understanding Object Changes

When you create an objects, JD Edwards EnterpriseOne OMW enables you to define the properties of the object. JD Edwards EnterpriseOne OMW also provides access to design tools and system actions for the object. Similarly, after the object is created, you can use JD Edwards EnterpriseOne OMW to modify the object and its specifications.

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

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

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

Changing Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select an object in the project window.
2. Click the Design button in the center column.
An appropriate design form for the object appears. The current properties of the object appear on the form.
3. Make the necessary changes to the object, and then click OK.

Note: The E1Local database is removed in Tools Release 9.2.5. When saving an object in the design tool, the user spec tables will be updated with records for the signed-in user. These records will be used for design and at runtime.

Maintaining Objects in Multiple Software Release

This section provides an overview of objects in multiple software releases, lists a prerequisite, and discusses how to:

- Add same-named objects to a project.
- Change the release level of an object on your project.
- Update an object to match another object.
- Update different objects in different releases.

Understanding Objects in Multiple Software Releases

Same-named objects in different software releases can be modified in JD Edwards EnterpriseOne OMW in the same project. After adding the objects to the project, you can maintain them independently or you can update one to match

the other. When working on objects from separate releases, JD Edwards EnterpriseOne OMW handles save and check in file paths for you, based on the Object Management Configuration. You perform the necessary modifications and use the JD Edwards EnterpriseOne OMW functions as you would normally.

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

Prerequisite

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

Adding Same-Named Objects to a Project

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, add the first object to the project.

Note: The object is added to the project at the current release level of your JD Edwards EnterpriseOne.

2. Add the same object to the project again.
3. In the Release Search and Select form, click Find.

All available releases for which the object can be added to the project appear.

4. Click the release you want, and then click Select.

The object is added to the project for the selected release level.

Changing the Release Level of an Object on Your Project

Access JD Edwards EnterpriseOne OMW

1. In JD Edwards EnterpriseOne OMW, select Advanced from the Row menu, and then select Change Release.
2. In the Release Search and Select form, click Find.

All available releases for which the object can be added to the project appear.

3. Click the release that you want, and then click Select.

The object is added to the project for the selected release level.

Updating an Object to Match Another Object

Access JD Edwards EnterpriseOne OMW.

1. Check out the object A from release A.
2. Modify the object.

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

In your project, the release B version of the object is modified to match the release A version of the object.

8. Check in object B.

Updating Different Objects in Different Releases

Access JD Edwards EnterpriseOne OMW,

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

Accessing User Specs on a Development Client without an E1Local Database (Tools Release 9.2.5)

Access JD Edwards EnterpriseOne OMW,

1. Click on the Form Exit User Specs.
2. The grid will be populated with object records for objects that are not checked out to the signed-in user for which user spec records exist.
3. The user spec records are eligible for deletion and may be deleted by the signed-in user.
4. Deleting the user spec records will be for the signed-in user only and will not delete the object.

6 Working with Business Services

Understanding Business Services

Business services are JD Edwards EnterpriseOne business function objects that are used for interoperability between JD Edwards EnterpriseOne and other applications or systems. Business services are written in the Java programming language and provide business service operations that access the business logic in JD Edwards EnterpriseOne for many supported business transactions, such as journal entries, exchange rates, accounts payable vouchers, inventory look-ups, pricing, sales orders, and so on. You use Oracle's JDeveloper tool and the Java programming language to create a business service. The JD Edwards EnterpriseOne web services framework provides a set of foundation packages that helps you create a business service. Each foundation package contains a set of interfaces and related classes. All business service classes extend from `ServiceBusinessFunction`.

See *"JD Edwards EnterpriseOne Tools Business Services Development Overview"* in the *JD Edwards EnterpriseOne Tools Business Services Development Guide* .

Creating Business Service Objects

You create business services in OMW.

Access JD Edwards EnterpriseOne OMW.

1. Select an open OMW project and press the Add button.
2. Select the Business Function radio button on the Add EnterpriseOne Object form and click OK.
3. On the Add Object form, complete the following fields:
 - o Object Name
The naming convention for business services is J*****. If the business service is going to be published, the naming convention is JP*****.
 - o Description
The description of a record in the Software Versions Repository file. The member description is consistent with the base member description.
 - o Product Code
A user defined code that identifies a system.
 - o Product System Code
A user defined code that specifies the system number for reporting and jargon purposes.
 - o Object Use
Object Use Designates the use of the object. For example, the object may be used to create a program, a master file, or a transaction journal.
 - o (Release 9.2.6) Copied From
Copied From enables you to view the base object information from where the object has been copied.

Note: If the Copied From field is blank, run the ZJDE002 version of the R9860A application to find all the OMW copy actions and populate the object librarian with the Copied From objects. If the object was copied in a previous software update, then the log tables for OMW are not updated with information about the object. In that case, you can manually update the Copied From field.

4. Select the BSSV radio button.

The Package Prefix field becomes available.

5. In the Package Prefix field, click the Visual Assist in the Source Language group.

The Package Prefix is the parent Java package for all of the classes contained in the Business Service object. OMW will only allow the selection of administrator configured package prefixes. Oracle recommends that you click the Visual Assist for specifying the package prefix.

6. On the BSSV Package Prefix Search & Select screen, click Find.
7. Click the package prefix you want associated with your business service and then click Select.
8. Click OK.

From here, you can click the Design Tools tab, and click Invoke JDeveloper to design artifacts for the business service. See *Designing Business Services*.

Searching for Business Service Objects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the Search tab.
2. Complete the following fields, and then click the button next to the Search field:
 - o Category: Select Object Librarian.
 - o Search Type: Select Object Name.
 - o Search: If you know the business service object name, type it in the Search field. If you do not, type J* to search for business services, and JP* to search for published business services.
3. Click the Search button locate to the right of the Search field.

OMW returns all of the objects that match your search criteria.

See *JD Edwards EnterpriseOne Tools Business Services Development Methodology Guide*

Viewing the OMW HTML Status Page

The News/Status tab indicates the select object's status in OMW. For business services, the News/Status tab shows you the following information about the business service you have selected:

- Object Name
- Description
- Object Type
- BSFN Type

- Javadoc
- Product Code
- Object Status
- Manager
- Supervisor
- Pathcode
- User
- Machine Key
- Date
- Time
- Project that holds the token for this object
- Is this project inheriting the token for this object

Additionally, you can view token information from the News/Status tab. This tab displays the following information about the token:

- If the current project holds the token
- How many projects are waiting for the token
- If this project is inheriting its token
- If this project is in the token queue
- What the projects' place is in the queue

Access JD Edwards EnterpriseOne OMW.

1. Select the business service on which you want to view News/Status.
2. Click the New/Status tab located to the right of the object tree.
3. On the Select Tab drop-down menu, select one of the following:
 - Summary: Select this option if you want to view the Object Librarian/Object Status information of the selected business service.
 - Token: Select this option if you want to view the token information of the selected business service.

Designing Business Services

You create business services in OMW and add Java code to them through JDeveloper. The Java code is contained in .java files, called artifacts, and make up the functionality of the business service. From JDeveloper, you add Java code to the business service. Artifacts contain business service operations that Java code uses to interact with EnterpriseOne. These artifacts and business service operations display in OMW after you have checked them out, and then checked them in.

Pointing EnterpriseOne to JDeveloper Installation Path

You can access JDeveloper through OMW to design your business services after you have created them. Use JDeveloper to create artifacts in Java for your business services.

See JDeveloper Installation guide for more information about installing JDeveloper.

Access JD Edwards EnterpriseOne OMW.

1. Open the project in which the business service object resides, and select the business service object.
2. Click the Design button.
3. On the Business Function Design form, click the Design tab.
4. Click JDeveloper Install Path.

In the blank field located at the bottom of the screen, specify your client install folder where your JDeveloper application resides. OMW launches the JDeveloper application specified on this form when you click the Invoke JDeveloper button. Use the visual assist button located to the right of the field to help you browse to the specific folder in which your JDeveloper resides.

Note: With JD Edwards EnterpriseOne Tools Release 9.1 Update 4, both JDeveloper 11g and 12c are supported for creating Java artifacts for business services. Typically the installation path for JDeveloper 11g is `C:\Oracle\Middleware\`, and the installation path for JDeveloper 12c is `C:\Middleware\Oracle_Home\`.

Invoking JDeveloper

Once a business service has been added to OMW, you can use OMW to launch JDeveloper if you want to add or make changes to the business service artifacts.

Note: Using OMW to launch JDeveloper installs the EnterpriseOne integration components into JDeveloper. Only after JDeveloper installs these integration components will you be able to use the EnterpriseOne wizard to create projects in JDeveloper, to call EnterpriseOne business functions, to create Value Objects, and so forth. Additionally, invoking JDeveloper from OMW creates a workspace for EnterpriseOne objects and the JDeveloper project for the business service, if these two items do not already exist. A check will occur every time JDeveloper is invoked. Configuration only happens if the check fails.

With JDeveloper 12c, extensions and plugins are not loaded during JDeveloper startup. Plugins and extensions are loaded in JDeveloper 12c only when you use a feature provided by the extension. For loading EnterpriseOne development extensions on JDeveloper 12c, select the option *Initialize E1 Workspace* under the Tools menu after launching JDeveloper 12c from OMW.

Access JD Edwards EnterpriseOne OMW.

1. Open the project in which the business service object resides, and then select the business service object for which you want to invoke JDeveloper.
2. Click the Design button.
3. On the Business Function Design form, click the Design tab.
4. Click Invoke JDeveloper.
When developing business services using JDeveloper 12c, you must select the *Initialize E1 Workspace* option after JDeveloper is launched from OMW.
5. Click the Tools menu and select Initialize EOne Workspace.

Adding Artifacts to a Business Service

You add artifacts to a business service through JDeveloper. For more information about adding artifacts, see the JDeveloper online documentation.

Access JD Edwards EnterpriseOne OMW.

1. From the OMW Design tab, click Invoke JDeveloper.
2. On the Save Files dialog box, click OK to save all of the .jpr files that are selected.

Note: Only your specific .jpr file will have changed. You can also select to save just your .jpr. To do so, deselect the other files and click OK.

3. Click the business service you created in OMW.
4. Select the business service, the right-click and select New.
5. On New Gallery, click Java Class, and then click OK
6. On Create Java Class, in the name field, type the name of the new artifact you are adding.
7. Accept the default values and selections.
8. Click OK.

The artifact Java file displays under the business service.

9. Enter the business service operations in the artifact.
10. Click Save All.
11. Click File, and then Exit.

Checking In, Checking Out, and Saving Business Services

When you check in business service objects, OMW enables you to view the artifacts associated with the objects and enables you to select which artifacts you want to check in. OMW will only allow those artifacts that have been configured correctly to be checked in. When checked in, the business service object is moved to the centralized EnterpriseOne pathcode.

When you save a business service object, OMW checks in all artifacts to the save pathcode, including those not configured properly.

Note: When you check in a project that contains business services, OMW requires you to input information as you check in the business service objects that is not required for other object types. Therefore OMW first checks in the business service objects, then checks in the remaining objects so that you need to be present only during the business service check in.

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select the business service object that is checked-out.
2. Click the Check-in button in the center column.
3. The View Artifacts to Check In form displays. A list of artifacts displays in the grid with the following information:
 - o Artifact Name
 - o Artifact Path
 - o Artifact State
 - o State Description

A green check mark indicates that the item is checked in. A circle with a line through it indicates that the file cannot be checked in because it is not configured properly for check in.

4. Select the artifacts you want to check in by clicking the columns to the left of the Artifact Name field, if necessary. Selecting artifacts adds or removes the green check mark.
5. Click OK.

Note: For Release 9.1 Update 2, if the checked-in object is a media object business service (either internal or published), then these business services will not be included in the JAX-RPC package builds and the following alert message appears: "Selected artifact is a JAXWS based Media Object Business Service and it will not be included in JAX RPC based package builds."

To save a business service object, access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select the business service object that is checked out.
2. Click the Save button in the center column.

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

Checking In Artifacts

To check in artifacts in OMW, you must first add them to the business service object in JDeveloper.

Access JD Edwards EnterpriseOne OMW.

1. From the OMW Design tab, click Invoke JDeveloper.
2. Click the business service you created in OMW.
3. Right-click, and select New Java class.
4. Click OK.
5. Name the artifact and make any changes you need.
6. Click OK, and then click Save.
7. In OMW, click OK.

When you check in the business service from OMW, you will check in the artifacts as well.

Checking Out a Business Service Object

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select the business service object in the project window.
2. Click the Checkout button in the center column.

The View Artifacts to Check Out form displays.

3. Click OK.

Artifacts for the business service will be overwritten when you check out a business service object.

Understanding the Business Service Artifact List

Artifacts are the files or components that comprise a Business Service in EnterpriseOne. You can view which artifacts are checked into the pathcode for the Business Service. For OMW to display the artifacts that are associated with a business service, the associated business service must be checked in.

Note: OMW displays those artifacts that are located on your local machine. The artifacts located on another server might be different.

Viewing Artifacts

When you check out a business service, the View Artifacts to Check Out form displays. A list of the artifacts associated with the business service displays in the grid. Everything in this grid will be downloaded from the deployment server to the client server.

Access JD Edwards EnterpriseOne OMW.

1. Open the project in which the business service object resides, and then select the business service object that contain the artifacts you want to view.
2. Click Design.
3. On the Design Tab, click the View Checked in Artifacts button.

The View Checked in Artifacts form displays. This form provides information about the artifacts that comprise the business service in a specific pathcode. This form provides only limited information on what artifacts are present for the business service on the local development client. The artifact file you want to view is on your local machine. This file is different on the server than it is on your local machine.

4. View the following fields for artifact information:
 - o Business Service Name
 - o Package Prefix
 - o Pathcode: This field contains the pathcode from which the information is being retrieved.
 - o Published Class Name: This field indicates if an artifact in the business service is published. The field is populated with the name of the artifact that is published in the business service. This artifact is a Java class that defines which business service operations in the business service are accessible from the Web Services server. If this field is blank then this business service is not published.

5. In the grid located at the bottom of the form, EnterpriseOne displays a list of all of the artifacts that make up the business service in the specified pathcode. Each grid record indicates the artifact name, the artifact internal path, and the artifact state description.

The artifact internal path is made of many folders that are nested inside the business service root folder. The root folder of a business service is as follows:

```
<E1 install folder>\<pathcode folder>\java\source\<package prefix>\<Business Service name>
```

For example, if you have business service JPTEST on a DV812 client, and the package prefix is oracle.e1.bssv. JPTEST's root folder is as follows:

```
C:\B9\DV812\java\source\oracle\e1\bssv\JPTEST\
```

Furthermore, if the grid lists an artifact named testing.java, and the internal path is util\testing, then the full path to testing.java on the development client will be as follows:

```
C:\B9\DV812\java\source\oracle\e1\bssv\JPTEST\util\testing\testing.java
```

The last two columns in the grid indicate the state of the artifact. The state can be either that the artifact was checked into the pathcode but is not currently found on the local client, or that the artifact was checked into the pathcode and is also currently found on the local client.

6. Click OK.

Understanding Published Artifacts

A published business service gives exposure to one or more business service functions by providing an interface that is available to the public as consumable web services. A published business service is a Java interface that provides a wrapper for the business service operations where the actual business logic is performed.

You use the same tools and framework to create a published business service that you used for creating a business service.

All published business service classes extend from `PublishedServiceBusinessFunction`.

Specifying a Published Artifact

When you check in a business service, you specify the valid artifacts you want published. Valid artifacts are those that meet the rules that are set for publishable artifacts.

Access JD Edwards EnterpriseOne OMW.

1. In JDeveloper, add your business service operations to an artifact and then save the artifact.
2. In OMW, select the business service that contains the artifact and click Check In from the middle bar.
3. From the Row exit, click Select Publish.

The Are you sure you wish to proceed with the check in? dialog box displays. This dialog box alerts you that which artifact is published could have severe ramifications. It is recommended that you click Cancel.

For published artifacts, the standard naming convention is JP*****.

4. Click OK.

Unpublishing a Published Artifact

You might want to unpublish an artifact for many reasons, including if the artifact no longer needs to be exposed to the web, or if you want to delete a business service.

Access JD Edwards EnterpriseOne OMW.

1. When you check in a business service, the View Artifacts to Check In form displays. Click the Form Exit, and click Unpublish Artifact.

The Are you sure you wish to proceed with the check in? dialog box displays.

2. Click Yes.
3. Click OK.

Deleting a Business Service

You cannot delete a business service that has published artifacts. Therefore you must unpublish all artifacts to delete a business service.

Access JD Edwards EnterpriseOne OMW.

1. Select the business service you want to delete from the appropriate Objects folder.
2. Click Delete.
3. On the Delete of ... form, select one or all of the options:
 - o Delete Object from Server
 - o Delete Object Locally
 - o Delete Object from the SAVE Location
 - o Mark Object to be Deleted from Transfer Locations
 - o Remove Object from ALL Locations
4. Click OK.

Working with Business Services Properties

You can manage business service properties through OMW.

See *JD Edwards EnterpriseOne Tools Business Services Development Methodology Guide*.

Adding a Business Service Property

Access JD Edwards EnterpriseOne OMW.

1. On OMW, click Add.

The Add EnterpriseOne Object to Project form displays.

2. Click the BSSV Property radio button.
3. Click OK.
4. On the Add BSSV Property, complete the following fields:
 - o Key
 - o Value
 - o Description
 - o Level
 - o BSSV
 - o Group
5. Click OK.

Searching for a Business Service Property

Access JD Edwards EnterpriseOne OMW.

1. On the Search Tab, from the Category field, select Business Service Property.
2. Click in the Search Type field.
3. In the search field, type the BSSV Property name, and then click Search.

Adding a Business Service Property to a Project

Access JD Edwards EnterpriseOne OMW.

1. Select the BSSV Property in the Search field, and click the Add Object or User to Project button located in the center column.
2. In the Release field, click the Search button and select a release from the list.
3. Click Select.
4. Click Close.

7 Working with Tokens

Understanding Tokens

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

These three actions are allowed while your project holds the token:

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

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

Viewing the Token Queue

This section provides an overview of the token queue and discusses how to view the token queue.

Understanding the Token Queue

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

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

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

Viewing the Token Queue

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click an object in the project window.
2. From the Row menu, select Advanced, and then select Token Queue.

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

Note:

- *Inheriting Tokens.*

Inheriting Tokens

This section provides an overview of token inheritance and discusses how to inherit tokens.

Understanding Token Inheritance

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

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

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

Inheriting Tokens

Access JD Edwards EnterpriseOne OMW.

1. Attempt to check out an object for which another project holds the token.

The system asks you whether you wish to enter the token queue for the object or inherit the token.

2. Select to inherit the token, and then click OK.

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

Switching Tokens

This section provides an overview of token switching, lists a prerequisite, and discusses how to switch tokens.

Understanding Token Switching

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

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

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

Prerequisite

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

Switching Tokens

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select the object that has the token that you want to switch.
2. Click the Switch Token button on the central column.
3. In Project Token Queue Search and Select, click Find.

A list of projects in the token queue appears.

4. Select the project to which you want to give the token, and then click Select.

The current token owner should save the object before you switch the token.

Releasing Tokens Manually

This section provides an overview of token release and discusses how to release tokens manually.

Understanding Token Release

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

Note:

- *Advancing Projects.*

Releasing Tokens Manually

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, either erase the check out or check in the object that has the token that you want to release, if appropriate.
2. Select the object, and then click the Release Token button in the center column.

8 Working with Users

Understanding Users

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

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

Searching for Users

This section provides an overview of user searches and discusses how to:

- Search for users by name or ID.
- Search for users by class or group.

Understanding User Searches

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

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

Searching for Users by Name or ID

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the Search.
2. Complete these fields:
 - Category
Enter Owners.
 - Search Type
 - Search
Entries in this optional field must match the search type that you selected.

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

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

Searching for Users by Class or Group

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the Search.
2. Complete these fields:
 - o Category
Enter Owners.
 - o Search Type
3. Click Advanced Search.
4. In JD Edwards User ID Search and Select, complete one or more of the Query by Example columns and click Find.
5. Select the users that you want, and then click Select.

Adding Users to Projects

This section provides an overview of users in projects and discusses how to:

- Add users to projects.
- Remove users from projects.
- Change user properties.

Understanding Users in Projects

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

Adding Users to Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, click the project to which you want to add the users.
2. Set up a list of users to add to the destination project by performing a search using the Search in the information window.
3. In the search form, select the user to be added to the destination project.

4. Verify that the owner's node in the destination project in the project window is highlighted. If it is not highlighted, click it.
5. With the user to be added highlighted, click the Add Object or User to Project button in the center column.
6. In Add User to Project, enter the role and lead, and then click OK:

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

Removing Users from Projects

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select a user in the project window.
2. Click the Remove Object or User from Project button in the center column.

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

Changing User Properties

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select a user (owner) in the project window, and then click Select.
2. In Project User Details, complete these fields, and then click OK:
 - o User Role
 - o Project Lead
 - o Estimated Hours

9 Working with Attachments

Understanding Attachments

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

Viewing Attachments

This section discusses how to:

- View attachments in the Design view.
- View attachments in JD Edwards EnterpriseOne OMW.

Viewing Attachments in the Design View

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, create an object or project, or select an existing object or project, and click the Design button in the center column.
2. In the design form, click the Attachments.

Viewing Attachments in JD Edwards EnterpriseOne OMW

Access JD Edwards EnterpriseOne OMW.

1. In JD Edwards EnterpriseOne OMW, select a project.
2. Click the News/Status.
3. From the Row menu, select Attachments.

If attachments exist, they appear in the information window.

10 Configuring JD Edwards EnterpriseOne OMW

Understanding JD Edwards EnterpriseOne OMW Configuration

This chapter provides an overview of JD Edwards EnterpriseOne OMW configuration and discusses how to select a configuration option.

This section discusses:

- JD Edwards EnterpriseOne OMW configuration options.
- The configuration process flow.
- Allowed actions.
- Project and Object Logging.
- Project Constants
- Object Save Locations
- Object Action Notifications
- Notification Subscriptions
- Application and User Role Security

JD Edwards EnterpriseOne OMW Configuration Options

The JD Edwards EnterpriseOne OMW automates many of the object management tasks users performed manually in previous releases of the software. Much of this automation requires careful configuration by the system administrator through the JD Edwards EnterpriseOne OMW Configuration program.

Use the JD Edwards EnterpriseOne OMW Configuration program to configure these optional features:

Option	Description
Constants	Enables you to set general constants pertaining to JD Edwards EnterpriseOne OMW projects.
SAR System Integration	Enables you to disable SAR system integration with JD Edwards EnterpriseOne OMW and, thus, JD Edwards EnterpriseOne development tools.
Logging System	Enables you to specify the project and object events to be logged. In the event that logging fails, you can also disable development or allow development but disable transfers.
Object Action Notification	Enables you to enable and disable Object Action Notification, which sends a notification message when an action such as checkin or checkout is performed on an object.

Option	Description
Notification Setup	Enables developers to be notified, using subscription, when actions are performed on an object.
Activity Rules	Enables you to add and modify project statuses and object transfer activity rules.
User Roles	Enables you to maintain user roles.
Allowed Actions	Enables you to assign to a user role the actions allowed for each object type during a specific project status.
Save Locations	Enables you to add, modify, and delete the locations where you save objects.

The Configuration Process Flow

This list provides a recommended process flow for using all of the JD Edwards EnterpriseOne OMW configuration tools. The list contains each configuration function in the process flow, along with the topic in which you can find more information about each function.

Note: These items in the process flow require advance preparation: assigning user roles, applying allowed actions to users, and setting up project status rules and object transfer rules. Before configuring these functions, make sure you understand user roles, allowed actions, project status rules, and object transfer rules.

This table shows the recommended process flow for JD Edwards EnterpriseOne OMW configuration as follows:

Configuration Function	Procedure Location
Assigning User Roles	See <i>"Configuring OMW Users Roles and Allowed Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide</i> .
Applying Allowed Actions to Users	See <i>"Configuring OMW Users Roles and Allowed Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide</i> .
Disabling SAR Integration with JD Edwards EnterpriseOne OMW	See <i>Configuring JD Edwards EnterpriseOne OMW Functions</i> .
Setting Up Project Constants	See <i>Configuring JD Edwards EnterpriseOne OMW Functions</i> .
Setting Up Project Status and Object Transfer Rules	See <i>Configuring Activity Rules</i> .
Adding, Modifying, and Deleting Object Save Locations	See <i>Configuring Object Save Locations</i> .

Configuration Function	Procedure Location
Controlling Development in the Event of Logging Failure	See <i>Configuring JD Edwards EnterpriseOne OMW Functions</i> .
Controlling Logging Detail	See <i>Configuring JD Edwards EnterpriseOne OMW Functions</i> .
Enabling or Disabling Object Action Notification	See <i>Creating Notification Subscriptions</i> .
Adding, Modifying, and Deleting Notification Subscriptions	See <i>Creating Notification Subscriptions</i> .
Viewing Major and Detail Logs	See <i>Working with Logs</i> .

Activity Rules

These two types of activity rules exist:

- Project status activity rules
- Object transfer activity rules

Project status activity rules define the possible paths for an JD Edwards EnterpriseOne OMW project. For a given project status, these rules define the possible next project statuses to which the project can be advanced.

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

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

Allowed Actions

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

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

Project and Object Logging

JD Edwards EnterpriseOne OMW logging tracks information about projects and objects. A major log is created whenever:

- A project is created, copied, or deleted.
- The project status is changed.

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

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

Project Constants

The Object Management Constants form enables an administrator to set these general constants pertaining to JD Edwards EnterpriseOne OMW projects:

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

Object Save Locations

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

Object Action Notifications

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

Notification Subscriptions

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

Application and User Role Security

You should secure these applications using application security:

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

User Role Security

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

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

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

If these roles are not assigned when a user attempts to perform certain actions on a project, then the actions will fail. The administrator role should be secured from all but a few users. Although you can secure the manager and supervisor roles, you should not. Instead, you should create a role, such as product manager, that can be secured. This new user role can be granted security attributes, such as being allowed to switch a token from one project to another.

Administrative Update Security

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

Selecting a Configuration Option

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

Select Cross Application Development Tools (GH902) then Object Management Configuration (P98230).

Access the JD Edwards EnterpriseOne OMW Configuration System application.

1. If necessary, click the General Tab to display function options.
2. Click one of these buttons to configure the corresponding function:
 - Constants

- SAR System Integration
- Logging System
- Object Action Notification
- Notification Setup
- Activity Rules
- User Roles
- Allowed Actions
- Save Locations

Configuration Settings Indicators

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

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

Note:

- *"Working with the Cross Reference Facility Application" in the JD Edwards EnterpriseOne Tools Table Conversion Guide .*

Adding a New File Extension and New Package Prefix

The H95 CA UDC determines the file type a user can check into OMW while creating business services, and the package prefixes they can select.

To add a new file extension

1. In EnterpriseOne, type UDC in the Fast Path.
2. On Work With User Defined Codes, type H95 in the Product Code field.
3. Type CA in the User Defined Codes field.
4. Click Add.
5. In the new row that displays in the grid, complete the following fields:
 - Codes: Enter the new file extension that you want users to be able to check in.

- Description 1

6. Type a description of the type of extension you are adding.

The Special Handling and Hard Coded fields are optional.

7. Click OK.

To add a new package prefix

1. In EnterpriseOne, drill down to the Object Configuration Management menu.
2. From the Form exit, click BSSV Package Prefix.
3. In the blank line at the bottom of the Package Prefix grid, type the new package prefix you want to add.
4. Click OK.

11 Configuring JD Edwards EnterpriseOne OMW Functions

Understanding JD Edwards EnterpriseOne OMW Functions

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

Disabling SAR Integration

This chapter provides an overview of SAR integration and discusses how to:

- Disable SAR system integration.
- Control logging detail.
- Control development in the event of a logging failure.

Understanding SAR Integration

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

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

Forms Used with SAR Integration

Form Name	FormID	Navigation	Usage
Object Management Setup	W98230R	Object Management Administration menu (GH9081) then Object Management Configuration (P98230)	Access forms to configure notification subscriptions.
SAR Systems Integration	W98230A	In Object Management Setup, click the SAR	Disabling SAR System Integration

Form Name	FormID	Navigation	Usage
		System Integration button.	
Object Management Logging System	W98230B	In Object Management Setup, click the Logging System button.	Used to specify which project and object events you wish to have logged.

Disabling SAR System Integration

Access the Object Management Setup form.

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

Controlling Logging Detail

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

Access the Object Management Setup form.

1. In Object Management Setup, click the Logging System button.
2. Select the Reduce Logging Detail check box.
3. Double-click the Log Actions and Detail Log Items folders.
4. Double-click items for which you do not want to log details.

A red X appears next to the deselected items.

5. Repeat step 3 to deselect all unwanted log detail items.
6. Click OK.

Adding Data Items for Logging Detail

The Object Management Logging System form enables you to add new data items you wish to have logged.

Access the Object Management Setup form.

1. In Object Management Setup, click the Logging System button.
2. Click the Form Exit.
3. Click Auto Log Item Add.

Controlling Development in the Event of a Logging Failure

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

Access the Object Management Setup form.

1. In Object Management Setup, click the Logging System button.
2. To disable development if logging fails, select the "Do not allow any development" option.
3. To permit development but disable object transfers in the event of a logging failure, select the Allow development but do not allow any transfers option.

Note: The "Allow development but do not allow any transfers" option is the default value.

4. Click OK.

Setting Up Project Constants

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

- Project status for users' personal default projects
- Project status for all new projects
- User role to be assigned to the project originator
- External role for users outside of JD Edwards EnterpriseOne OMW

Form Used to Setup Project Constants

Form Name	FormID	Navigation	Usage
Object Management Setup	W98230R	Object Management Administration menu (GH9081) then Object Management Configuration (P98230)	Access forms to configure notification subscriptions.
Object Management Constants	W98230Q	In Object Management Setup, click the Constants button.	Used to set up project constants

Setting Up Project Constants

Access the Object Management Setup form.

1. In Object Management Setup, click the Constants button.
2. To enter a project status for a user's personal default project, click the visual assist for this field: Enter the Project Status for user's personal default project.
3. Double-click a project status.
4. To enter the initial project status for all new projects, click the visual assist of this field: Enter the initial Project Status for all new projects.
5. Double-click a project status.
6. To enter the User Role to use when assigning the originator to a project, click the Visual Assist for this field: Enter the User Role to use when assigning the originator to a project.
7. Double-click a project status.

When a user accesses objects that are outside of JD Edwards EnterpriseOne OMW, the user will be added to the project in the external role. Therefore, this role defines what actions users outside of JD Edwards EnterpriseOne OMW are able to perform on objects.

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

12 Configuring Activity Rules

Understanding Activity Rules

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

Understanding the Project Promotion Lifecycle

The normal project promotion life cycle is as follows:

11 > 21 > 26 > 28 > 38 > 01

Where

11 = New project pending review

21 = Programming

26 = QA test/review

28 = QA test/review complete

38 = In production

01 = Complete

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

Administrators can follow a different promotion cycle, as follows:

11 > 40 > 41 > 42 > 01

Where

11 = New project pending review

40 = Production development

41 = Transfer from Production to Prototype

42 = Transfer from Prototype to Development

01 = Complete

During this promotion cycle, administrators check objects out of and in to the Production path code to apply fixes, and then demote the objects to the Prototype path code and the Development path code. Developers should not use

this promotion cycle. JD Edwards recommends that you apply status activity rules that limit this promotion cycle to a specific group: those with the User ID for administrators.

Setting Up Project Status Activity Rules

This section provides an overview of project statuses and discusses how to set up project status activity rules.

Understanding Project Statuses

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

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

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

Form Used to Set up Project Status Activity Rules

Form Name	FormID	Navigation	Usage
Object Management Setup	W98230R	Object Management Administration menu (GH9081) then Object Management Configuration (P98230)	Access forms to configure notification subscriptions.
Project Status Activity Rules	W98230E	In Object Management Setup, click the Activity Rules button.	Used to set up Project Status Activity Rules

Setting Up Project Status Activity Rules

Access the Object Management Setup form.

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

All available From project statuses appear.

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

4. Click Select.

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

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

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

o Active

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

o User/Role

You can perform all project status activity rules that apply to your user ID, group, and the *Public role.

o To Project Status

o From SAR Status

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

o To SAR Status

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

A blank row appears below the row you completed.

6. Repeat step 5 to set up or modify other To project status entries for this particular From Project Status.

7. Click OK when you are done.

8. Select the next From Project Status and repeat steps 5 through 7 to set up project activity rules for each remaining From Project Status.

9. When all project activity rules are complete, click OK to return to the Work with Object Management Activity Rules form.

10. Click Close.

Setting Up Object Transfer Activity Rules

This section provides an overview of object transfer activity rules and discusses how to set up object transfer activity rules.

Understanding Object Transfer Activity Rules

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

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

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

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

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

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

Form Used to Set up Object Transfer Activity Rules

Form Name	FormID	Navigation	Usage
Object Management Setup	W98230R	Object Management Administration menu (GH9081) then Object Management Configuration (P98230)	Access forms to configure notification subscriptions.
Object Transfer Activity Rules	W98230F	In Object Management Setup, click the Activity Rules button.	Used to setup Object transfer Activity Rules.

Setting Up Object Transfer Activity Rules

Access the Object Management Setup form.

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

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

5. Click Select.

6. Scroll to the blank row at the bottom of the list. Complete these fields for the object type desired:

- o Active
- o User/Role

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

Users will only perform the object transfer activity rules that apply to them based on a *Public, user role, and user ID hierarchy. If a rule exists for a role to which they belong, the *Public role will not be performed. If a role exists for their user ID, neither the *Public, not the user role rule be executed.

- o Object Type

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

- o From Location
- o To Location

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

- o Object Release

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

- o To Release

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

- o Release Token
- o Allowed Action

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

- o Mandatory Flag

The mandatory flag works in conjunction with the enable/disable flag. It is used to indicate that an object status activity rule must be performed in order for the project to successfully advance. If a role is marked as mandatory and it is inactive, then the rule must be performed and a project with an object type that would use the rule may not advance until the rule is activated. Otherwise, a rule that is inactive and not mandatory will be ignored.

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

12. Click Close.

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

13 Configuring Object Save Locations

Creating a Save Location

Using JD Edwards EnterpriseOne OMW, you can create a save location, which is a path code developers use to save their objects. With the save location created, you add the path code to the system, allowing saved objects to be transferred, and you can modify or delete save locations.

This section provides an overview of path codes and discusses how to:

- Add an object save location.
- Modify an object save location.
- Delete an object save location.

Understanding Path Codes

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

Form Used to Object Save Locations

Form Name	FormID	Navigation	Usage
Object Management Setup	W98230R	Object Management Administration menu (GH9081) then Object Management Configuration (P98230)	Access forms to configure notification subscriptions.
Object Save Locations	W98230K	In Object Management Setup, click the Save Locations button.	Used to add, modify, or delete Object Save Locations

Adding an Object Save Location

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

Access the Object Management Setup form.

1. In Object Management Setup, click the Save Locations button.

The Location column contains the names of path code associated with the environment into which the user is logging into. Users logging into environments that use different path codes may be saved to different path codes.

2. To add a new save location, click a blank field in the Location column.
3. Click the Visual Assist button.
4. Locate and double-click the current location of the object.

The Object Save Locations form reappears with your object's current location in the Location column.

5. In the same row, scroll to and double-click the Save Location field located to the right of the Location field clicked previously.
6. Click the Visual Assist button.
7. Scroll to and double-click the new save location of the object.

The Object Path Save Locations form reappears with your object's new save location in the Save Location column.

8. Click OK.

Modifying an Object Save Location

Access the Object Management Setup form.

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

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

5. Click OK.

Deleting an Object Save Location

Access the Object Management Setup form.

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

14 Creating Notification Subscriptions

Understanding Object Action Notifications

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

You can set up notification subscriptions two ways. The first is by entering information into the Notification Subscription form (P98230), the second is by using the Notification Subscription Assistant. The Notification Subscription Assistant enables you to setup notifications by entering information into predefined fields, rather than filling in the notification subscription form.

Configuring Notification Subscriptions

This section discusses how to enable or disable notification subscriptions.

Forms Used to Configure Notification Subscriptions

Form Name	FormID	Navigation	Usage
Object Management Setup	W98230R	Object Management Administration menu (GH9081) then Object Management Configuration (P98230)	Access forms to configure notification subscriptions.
Object Action Notification	W98230D	In Object Management Setup, click the Object Action Notification button.	Enable or disable action notifications.
Notification Subscriptions	W98230L	In Object Management Setup, click the Notification Setup button	Add, delete, modify, and sort notification subscriptions.

Enabling or Disabling Object Action Notifications

Access the Object Action Notification form.

1. In Object Action Notification, to enable object action notification, select the Activate Object Action Notification option

If enabled, the notification system sends email messages to users regarding actions taken on JD Edwards EnterpriseOne objects by JD Edwards EnterpriseOne OMW. Use the JD Edwards EnterpriseOne OMW Notification Subscriptions form in the Configuration Application (P98230) to configure the notification system.
2. To disable object action notification, clear the Activate Object Action Notification option.
3. Click OK.

Adding a Notification Subscription

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

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

Note: Until you are familiar with how each field is utilized, Oracle recommends that you use the Notification Subscription Assistant to add a notification subscription. See *Creating Notification Subscriptions using the Notification Subscription Assistant*.

Access the Notification Subscriptions form.

1. In Notification Subscriptions, click Find to display the current notification subscriptions.
2. Scroll to a blank row and complete these mandatory fields:
 - JD Edwards EnterpriseOne OMW User Role
 - Action
3. Complete these optional fields:
 - Object Type
 - Object Name
 - Reporting System Code
 - Path Code

A new row appears when you are finished.

4. Repeat steps 2 and 3 until all notification subscriptions are added.
5. Click OK.

For definitions of each field, see *Understanding Notification Subscription Fields*, or place your cursor in the field and press F1.

Modifying Notification Subscriptions

Access the Object Management Setup form.

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

Deleting a Notification Subscription

Access the Object Management Setup form.

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

Sorting Notification Subscriptions

Access the Object Management Setup form.

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

Creating Notification Subscriptions using the Notification Subscription Assistant

When setting up notification subscriptions using the Notification Subscription Assistant, you first identify what action performed on an object that will trigger the notification, and second identify the person or role to which the notification will be sent. You select to send notification subscriptions to an individual user or role, to users playing a specified role on the project on which the action is being performed on the object, or to users playing a specified role on a different project. You can also select to send notification subscriptions to only the person flagged as the lead within the role.

Accessing the Notification Subscription Assistant

Access the Notification Subscription Assistant.

1. Type P98230 in the Fast Path.

2. Click Notification Setup.
3. Click Add.

Understanding Actions

Some of the actions you assign require or enable you to enter different types of information. For example, if the action you select is Delete, you can enter a path code that identifies from where the object is being deleted. Not all actions require the same information. This section identifies the fields that need to be completed according to the action you enter into the Object Management Action field.

Action	Fields
01 Transfer	Path Code Object Name Object Type System Code
02 Checkin	Path Code Object Name Object Type System Code
03 Checkout	Path Code Object Name Object Type System Code
04 Delete	Path Code Object Name Object Type System Code
05 Add	Object Type System Code
06 Copy	Object Name Object Type System Code
08 Save	Path Code

Action	Fields
	Object Name Object Type System Code
09 Restore	Path Code Object Name Object Type System Code
10 Design	Object Name Object Type System Code
11 Get	Object Name Object Type System Code
12 Remove Object from Project	Object Name Object Type System Code
13 Update a Project	Object Name Object Type System Code
16 Add Object to Project	Object Name Object Type System Code
21 Switch Token	Object Name Object Type System Code
23 Force Release From Token Queue	Object Name Object Type System Code

Action	Fields
30 Erase Checkout	Object Name Object Type System Code
38 Status Change	When project advances from status To Status Project Name Object Type System Code Notify if the action is performed on any sub-project with this project.

Understanding Notification Subscription Fields

After you have entered an action in the Object Management Action field and pressed Tab, you enter information about the object being acted upon in the fields that display in the Notification Subscription Action field. This table is a list of the fields and a description of what you must enter:

Path Code

The path code is a pointer to a set of JD Edwards EnterpriseOne Objects, and is used to keep track of set of objects and their locations in JD Edwards EnterpriseOne.

Object Name

A 200-character field that serves as an identifier for a JD Edwards EnterpriseOne object. When used in conjunction with an JD Edwards EnterpriseOne OMW Object Type (JD Edwards EnterpriseOne OMWOT), it uniquely identifies any JD Edwards EnterpriseOne object.

Object Type

In JD Edwards EnterpriseOne, an object has traditionally been a reusable entity based on software specification created by the JD Edwards EnterpriseOne tools. These objects included Object Librarian Objects, such as interactive application (APPL), as well as batch applications (UBE), and data structure (DSTR) objects. In JD Edwards EnterpriseOne OMW, we have expanded this definition to include other Non Object Librarian type objects or data source based rather than path code based objects. These include User Defined Controls (UDC), Workflow, Menus, and Data Items. OL Objects:

- Batch Applications
- Business Functions
- Business Views
- Data Structures
- Event Rules
- Interactive Applications
- Media Objects

Tables

Data Dictionary items

UDC items

Workflow items

Menus

System Code

A user defined code that specifies the system number for reporting and jargon purposes.

Project Name

A 200-character field that serves as an identifier for a JD Edwards EnterpriseOne project. When used in conjunction with an JD Edwards EnterpriseOne OMW Object Type (JD Edwards EnterpriseOne OMWOT), it uniquely identifies any JD Edwards EnterpriseOne object.

When the project advance from status

A code that indicates the status from which an object will be advanced. Recognized status codes:

01 Complete

11 Pending Review

17 Plan or Research

18 Design

19 Design Review

21 Programming

22 Programming Test

23 Manager Review

24 Transfer to Production

25 Rework

26 QA test

28 QA Test Complete

To status

A status to which you advance a project from a start status. Recognized status codes:

01 Complete

11 Pending Review

17 Plan or Research

18 Design

19 Design Review

21 Programming

22 Programming Test

23 Manager Review

24 Transfer to Production

25 Rework

26 QA test

28 QA Test Complete

Notify if the status change is performed on any sub-projects within this project

An option that, if selected, sends a notification when the status change you entered in the fields is made to a sub-project of the project you entered in the Project Name field.

Understanding Recipients

After you have entered an action, entered the appropriate information into the allowed fields, and click OK, you select to whom you want the notification sent when the action is performed on the object. You select to whom you send the notification by choosing these options and entering information into the associated fields:

Option	Field	Task
To this specified user ID or role	User Role	Enter a specific user ID or role. When the action is performed on the object, this specific user or all users assigned to a role will receive a notification.
To all users playing a role on the project being acted upon	JD Edwards EnterpriseOne OMW user role	Enter a user role. When the action is performed on the object, any user that is assigned this role on the project will receive a notification. You can select the "Only users playing this role that are flagged as leads" so that only those individuals with lead status within the role receive the notification.
To all users playing a role on a project other than the project being acted upon	Project Name JD Edwards EnterpriseOne OMW User Role	Enter a project name and user role. When the action is performed on the indicated object, any user that is assigned this role on the indicated project will receive a notification. You can select the "Only users playing this role that are flagged as leads" so that only those individuals with lead status within the role receive the notification.

15 Working with Logs

Understanding Object Management Logging

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

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

- Reorder log record fields
- Print logs

Using Logs

This section discusses how to:

- View project or object logs.
- Locate object logs.
- Locate project logs.
- View detail logs.
- Reorder log record fields.
- Print logs.
- Print Event Rules

Forms Used with Object Management Logging

Form Name	FormID	Navigation	Usage
Work with Object Management Logs	W98210A	Select Application Development (GH902), Object Management (P98230), then Object Management Logging (P98210).	Used to work with object management logs.
Work with Project Logs	W98210B	In Object Management Logging, click the Work with Project Logs button.	Used to work with project logs.

Form Name	FormID	Navigation	Usage
Work with Object Logs	W98210C	In Object Management Logging, click the Work with Object Logs button.	Used to work with object logs.
View Full Log Text	W98210D	In Object Management Logging, click the View Full Log Text button.	Used to view full log text.
View Error Codes	W98210F	In Object Management Logging, click the View Error Codes button.	Used to view error codes.

Viewing Project or Object Logs

Access the Work with Object Management Log form.

1. In Work With Object Management Log, perform one of these actions:
 - o Click Find to view logs for all projects and their objects in JD Edwards EnterpriseOne OMW.
 - o Enter sorting criteria in the Query by Example cells to filter search results, and then click Find.
 - o Select the Show Only Last Action option to show only the last logging action for a given project or object.
2. Click Close.

Locating Object Logs

Access the Work with Object Management Log form.

1. In Work With Object Management Log, click Form and then click Object Logs.
2. In Work With Object Logs, you can do these tasks:
 - o Click Find to show all JD Edwards EnterpriseOne OMW object logs.
 - o Enter data in the Query by Example cells to narrow your search and click Find.
 - o Select the Show Only Last Action option to show only the last logging action.
 - o Click the Check for Attachments button to check for object attachments.
3. Click Close.

Locating Project Logs

Access the Work with Object Management Log form.

1. In Work With Object Management Log, click Form and then click Project Logs.
2. In Work With Project Logs, you can perform these functions:

- Click Find to show all JD Edwards EnterpriseOne OMW project logs.
 - Enter data in the Query by Example cells to narrow your search, and then click Find.
 - Select the Show Only Last Action option to show only the last logged action for the selected project.
 - Click the Check for Attachments button to check for attachments.
3. Click Close.

Viewing Detail Logs

Access the Work with Object Management Log form.

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

The detail log record for the selected log appears. All sequence details for the selected Log record appear in ascending numerical order.

3. To view the full text of the Description field, click it and then click Select.

The View Full Log Text window appears, showing the actual log entry.

4. Click the Previous and Next buttons to move between detail logs.
5. Click Close.

Reordering Log Record Fields

Access the Work with Object Management Log form.

1. In Work With Object Management Log, click Sequence.
2. Click the first column you want to sort in the Columns Available window.
3. Click the right-pointing arrow to move it to the Columns Sorted window on the right.
4. Repeat steps 3 and 4 as required until all the columns you want to view are in the correct sort order.

If you make an error, you can move columns back to the Columns Available window for resorting. Select the column to be resorted and the left-pointing arrow.

5. Click OK in the Select Grid Row Sort Retrofire to reorder the log columns.

Printing Logs

Access the Work with Object Management Log form.

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

Printing Event Rules

Access the Search Event Rule Objects form.

1. Select one of the following options:
 - Show Application Objects
 - Show Report Objects
 - Show NER Business Function Objects
2. Click Find.
3. Select an object in the grid.
4. Click Print ER.

The event rules associated with the object you select display in a printable format in a text editor.

16 Working with JD Edwards EnterpriseOne OMW and SCM Integration

Configuring JD Edwards EnterpriseOne OMW and SCM Integration

JD Edwards EnterpriseOne OMW enables you to integrate with third-party Source Control Management (SCM). SCM applications store objects that you create in JD Edwards EnterpriseOne OMW and create new versions of an object each time you check it in. Since older versions are saved, you can refer back to them to review changes. This is especially useful in determining at what point in the development process errors might have compromised an object.

Your ability to integrate with an SCM from JD Edwards EnterpriseOne OMW depends on whether the functionality that provides the integration is turned on or off. You can decide which JD Edwards EnterpriseOne OMW objects you want integrated in an SCM. For example, you might want to enable integration for report and business function objects while leaving table, business view, and data structure objects untouched.

This table shows the objects to manage, along with the components for which versions are created.

Metadata Object	Components on which an SCM application creates versions
BSFN	The source (.c) and header (.h) files of both C and NER business function objects. For NER business functions, a JD Edwards EnterpriseOne OMW will create a readable event rules printout.
TBLE	The header (.h) file.
BSVW	The header (.h) file.
DSTR	A generated text file containing the type definition of the data structure object.
APPL	A generated text file containing an application level printout of the event rules contained in the application.
UBE	A generated text file containing an application level printout of the event rules contained in the batch application.

Configuring JD Edwards EnterpriseOne OMW to Interface with ClearCase

Access the Object Management Configuration form.

1. Click the Configure Source Management Integration button.

2. On the Source Management Setup form, select the Enable JD Edwards EnterpriseOne OMW/SCM Integration check box to enable JD Edwards EnterpriseOne OMW/SCM integration, or clear the check box to disable JD Edwards EnterpriseOne OMW/SCM integration.
3. If you have opted to enable JD Edwards EnterpriseOne OMW/SCM integration, select the following object types that you want to integrate between the applications:
 - o Applications
 - o Batch Applications
 - o Business Function
 - o Data Structure
 - o Tables
 - o Business Views
4. In the Choose the source code management software to integrate with field, select ClearCase.
5. Select or clear the Enable backup on delete check box. If you select check box, the system renames and moves an object's text components when the object is deleted from an ERP pathcode. If you clear the check box, the system removes an object's text components from the folder location that is associated to the ERP pathcode from which the object was deleted. This folder resides on the SCM server.
6. Click OK.

Configuring Access to ClearCase

When JD Edwards EnterpriseOne OMW interfaces with ClearCase, it uses a "view" to decipher what in ClearCase a user is allowed to access. This view has rules associated to it that enable or restrict users' access to certain objects. For example, you might want one set of users to have access only to application objects; another set of users to have access to business view objects. Therefore, you can have many views and many users to whom you want to assign the same view. Instead of manually assigning the same set of rules to a view for each user, you can create a view profile that contains a set of rules that are automatically assigned to a view each time the view is used, eliminating you from having to manually assign the rules to each view for each user accessing it.

You must complete the Access Configuration process before you can complete the Pathcode Configuration process.

Access the Object Management Configuration form.

1. Click the Access Configuration button.

You must complete the Access Configuration before you can continue to the Pathcode Configuration.

2. On the Work with Source Management Access form, click the Add button to add a new SCM view, or click the Find button, and click a view from the list.

If you want to add an access configuration, continue to step 4. If you choose an existing access configuration, go to step 6.

3. Click Add.
4. In the View field, enter a view name.
5. In the View Profile field, enter the path and directory where the view profile you want to use resides in Clear Case.

JD Edwards EnterpriseOne OMW will validate that this is a valid and accessible path to a view profile.

6. Click OK.
7. Click Close.

Configuring Pathcodes

In JD Edwards EnterpriseOne OMW, when a user saves, checks in, or transfers an object, the object's specifications are placed in the pathcode that has been assigned to the object. This pathcode is specified by the transfer activity rules. Because of the integration of JD Edwards EnterpriseOne OMW and ClearCase, when a user saves, checks in, or transfers an object, a .txt file is generated that contains information on the object. This file must be placed in a directory located in ClearCase. When you configure a pathcode, you define the location in which JD Edwards EnterpriseOne OMW will place the .txt. file in ClearCase.

The .txt files that are generated are dependent upon the file type that are assigned to the object. There are several different file types, each containing its own set of information. These file types are already assigned by default to the object. The following table lists the file types associated with each object:

Object Type	File Type
NER	ER — Event Rule Printout
ER	NH — NER Business Function Header NS — NER Business Function Source
C BSN	BH — C Business Function Header BS — C Business Function Source
APPL	ER — Event Rule DH — Data Structure Header
UBE	ER — Event Rule DH — Data Structure Header
TABLE	TH — Table Header
BSVW	VH — View Header
DSTR	DH — Data Structure Header
NA	BF — Backup Folder
NA	DF — Default

When you configure a pathcode, you define in what folder the .txt files that are generated for each file type will reside. For example, you might want all .txt files that are generated for objects with the ER file type associated with them to reside in an ER folder.

Access the Object Management Configuration form.

1. Click the Path Configuration button.
2. On the Source Management Pathcode Configuration form, click the Add button.
3. In the Path Code field, enter the pathcode and directory in Clear Case where you want the generated .txt files to be placed.

You can also click the Visual Assist button and select a pathcode from the list.

Note: If the directory does not exist, select the Create Folder check box to have JD Edwards EnterpriseOne OMW create the folder.

4. In the EnterpriseOne File Type field, enter a file type.

JD Edwards EnterpriseOne OMW uses this file type to sort the .txt files into the appropriate folders in Clear Case. For example, all ER .txt files will be placed in the one folder you entered or chose in step 3. Oracle recommends that you always assign the Default file type to at least one pathcode. The Default folder is the location where the .txt files will be placed should you fail to assign a pathcode to a file type.

Setting up a Backup Folder for Deleted Objects

You can ensure that the .txt files that are generated when a user deletes an object are saved to a folder upon deletion. To do so, configure a pathcode record where the file type is BF.

Copying a Path Code

You can copy the information associated with a pathcode. This ability enables you to quickly and easily create records for a new pathcode without having to manually associate information to it that already exists for another pathcode.

Access the Work With Source Management Pathcode Configuration form.

1. Click the Find button to retrieve existing pathcodes.
2. Click the pathcode you want to copy, and then click the Copy Pathcode row exit.
3. On the Copy Source Management Pathcode Configuration form, enter the new pathcode in the To Path Code field.

You can also click the Visual Assist button and choose an existing pathcode.

4. Click OK.

Understanding the SCM Tool

The SCM tool is an interface that enables ERP developers to access all of the archival information collected on JD Edwards EnterpriseOne OMW objects. The SCM tool displays the version history information collected by JD Edwards EnterpriseOne OMW and enables ERP developers to find details about how one version of a text component differs from another version. The SCM tool is secure and contains functionality that is tailored for ERP developers to view version history information created by the integration with SCM.

You access the SCM tool through JD Edwards EnterpriseOne OMW.

SCM Interface and Functionality




The SCM tool contains panes from which you select objects and view information about them. Two of the panes are browsers from which you can select objects to view information about the objects. The other parts of the interface display the information about the objects you selected.

Source and Target Browsers

The Source and Target browsers contain tree structures. The tree contains a folder and file structure of either the SCM server to which the tool is currently connected, or the file and folder structure of the local machine on which you are working. Which folder and file structure the browsers display is dependent on the Server tab located at the bottom of each browser you select. When you select a file or folder, the field located at the top of the browsers is populated with the full path to that selected file or folder. You can also manually enter a path into the field if you know the path in which a file or folder is located.

See "[Button and Icons](#)".

The Source and Target browsers contain three node types. The following table shows the node icons, the node type, and contains a description of the icon:

Icon	Node Type	Description
	File	Represents a file.
	No Access	Represents anything in the storage structure to which the current user does not have permissions to access.
	Folder	Represents a folder.

History, Source History and Target History, Label Contents Viewers

To the right of the browsers are the following four tabs:

- History
- Source History
- Target History
- Label Contents

History Tab

The History tab consists of two tables that display information about the folder or file selected in the Source or Target browsers. When you select a folder or file that resides on an SCM server in either browser, the version history for that

folder or file displays in the corresponding History viewer. For each version, the viewer displays the version number (this is the version number assigned the version by the SCM server), the SCM user that checked the version in, the time the version was checked in, the date the version was checked in, and the comment the version with which the version was checked in. On top of the table is a text field that indicates the SCM file for which the history is displayed. The same is true respectively for the target history viewer and the target file browser.

Source History and Target History Tabs

When you select a file in the Source browser, and when you select a revision of the file in the Source History viewer and press the Visual Assist button, the SCM tool displays the contents of the selected file in the Source Viewer tab. The same is true for the for the Target File viewer; when you select a file in the Target browser, and when you selected a revision of the file in the Target History viewer, the SCM tool displays the contents of the selected file in the Source Viewer tab. Two text fields reside on top of the file contents pane: the File and the Revision fields. The File field displays the pathname and name of the SCM file that you selected. The lower text field displays the version of the file that you selected.

Both the Source Viewer and Target History tabs are divided into two panes: the top displays the selected file's contents, the bottom contains a text field you use to search for specific lines of text within the content. After the SCM tool finds the specific text, it displays the text in the bottom pane. You can enter any literal string.

The SCM tool clears any content loaded in either the Source Viewer or the Target Viewer tabs when you select a different file or folder in the respective browsers.


Labeling Viewer




If the SCM with which JD Edwards EnterpriseOne OMW is integrated supports revision labeling functionality, the SCM tool displays a Label Contents tab, which contains the Label Contents viewer. When you select an SCM folder node in either the Source or Target browser, the SCM tool displays the label information for the folder or file selected. At the top of the Label Contents viewer is the Path field. This field displays the folder path that is currently selected in the SCM if the folder is at a level that contains revision labels. Directly below the Path field are two edit fields: From and To. When you click the Search button next to these fields, the SCM tool will search for all labels that exist for the SCM folder specified in the Path text field. The system displays all labels that are found as a node in the tree underneath the Search button. The To and From edit fields are filters for the Search button. If you enter a value in the From edit field, the SCM tool displays only those labels that have names greater than the value in the From field. If you enter a value in the To field, the SCM tool displays only those labels that have names that are less than the value in the To field.

An exception to the explanation listed above is if the To and From values are the same, in which case, the SCM tool displays only the label that has a name that matches the To and From field.

Button and Icons

The following table displays the icons and buttons in the SCM tool, and describes their functionality.

Icon	Name	Action Menu Item (Hot Key)	Enabled	Function
	Get	Get (Ctrl + G)	When you select an SCM server file in the source file browser and a local client folder in the target file browser.	Loads a copy of the revision of the file you selected in the source file browser and moves it to the folder selected in the target file browser.

Icon	Name	Action Menu Item (Hot Key)	Enabled	Function
	Compare	Compare (Ctrl + Z)	When you select any file in the source file browser and you select a file with the same file extension in the target file browser.	Loads the configured file comparison tool to compare the following files: the selected revision of the file in the source file browser to the selected revision of the file in the target file browser.
	Merge	Merge (Ctrl + M)	When you select any file in the source file browser and a local client file with the same file extension in the target file browser.	Loads the configured file merge tool to compare the differences between the selected revision of the file selected in the source file browser to the file selected in the target file browser, then allow the developer to merge those differences into the file selected in the target file browser.
	Get Label	Get Label Files (Ctrl + L)	When at least one file is selected in the label contents viewer and a local client folder is selected in the target file browser.	Brings a copy of the specific revision of the selected files that are attached to the selected revision label down to the local client folder selected in the target file browser.

Using the SCM Tool

Access JD Edwards EnterpriseOne OMW.

1. From JD Edwards EnterpriseOne OMW, click the Form exit, and then click SCM Tool.
2. On Source Code Management Tool, click the folder containing the contents you want to view or modify, and then click an object.
3. Click the appropriate tab to view the associated information.

17 Appendix A - Action Detail with 64-bit Processing

Action Detail with 64-bit Processing

The following objects have files that need to be managed on a 64-bit system:

- Table (TBLE)
- Business Function (BSFN: including C, NER, TER)
- Batch Application (UBE)
- Business View (BSVW)

Directory Design

The source64 and include64 directories are added locally and are in the same location as the source and include directories. The Deployment Server will not contain the source64 or include64 directories.

Repository and History File Storage

The repository table will be inserted/updated with a single record for each object; the record will contain a PAR file with source and include directories in 32-bit mode and in 64-bit mode. The history table record will be inserted with the same PAR file.

Check-out Process

The check-out process will:

- Retrieve the object specs from Central Objects.
- Retrieve the 32-bit and 64-bit source and include files from the repository table (F98780R); if there is not a record in the repository tables, go through the process of creating and inserting one. The Deployment Server only has the include and source files (32-bit files) so the 64-bit files will be generated during this process and put into the repository.

Extract the files to a temporary location.

Copy the temp files to the local source and include directories.

Note: This process is the same for Get and Restore from the save location. The Advanced Get process is similar, but will not create a record in the repository/history tables if the record does not exist there, in this case the files from the Deployment Server will be used.

A Get will update the repository/history if there is no record there, for example: A Get from the development pathcode (DV920), will update the F98780R/H tables in Central Objects - DV920.

A Restore from the Save pathcode will update the repository/history for the Save location, for example: A Restore from the INDEV920, will update the F98780R/H tables in Central Objects - INDEV920. A Restore from PAR file will not update the repository/history tables.

An Advanced Get from a chosen pathcode will not update the repository/history tables.

Check-in Process

The check-in process will:

- Run the conversion process over the files.
- Update/Insert (new objects) the specs of the object in Central Objects.
- Update/Insert the 32-bit files on the Deployment Server in the current source/include locations.
- Copy the 32-bit and 64-bit files (along with the other necessary files to be zipped into the PAR file) to the temporary location.
- Zip all files from the temporary location into a PAR file and update/insert the record to the repository and history tables (F98780R/H). The PAR file will contain the directories include, source, include64 and source64.

Note: This process is the same for Save to the save location.

Transfer Process

The transfer process will:

- Utilize the OMW Transfer Activity Rule to determine the source and target locations of the objects.
- Transfer the spec information of the object to the target location.
- Update/Insert the file on the Deployment Server to the target source/include locations.
- The record in the source repository is copied (inserted or updated) to the target repository table and the target history table is inserted as well.
- There is no conversion performed during transfer.

Delete Process

The delete process will:

- From local: Remove the 32-bit and 64-bit files associated with the object from the local source and include directories.
- From the server: Remove the 32-bit files associated with the object from the deployment server source and include directories. Remove the record of the object from the F98780R.

- From save location: Remove the 32-bit files associated with the object from the Deployment Server source and include directories. Remove the record of the object from the F98780R table in the save location data source.
- On Transfer: Remove the 32-bit files associated with the object from the Deployment Server source and include directories. Remove the record of the object from the F98780R table in the target location data source.

Note: The process of deleting the specs for the object has not changed, that process will remain as it is now.

18 Glossary

activity rule

The criteria by which an object progresses from one given point to the next in a flow.

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.

jargon

An alternative data dictionary item description that JD Edwards EnterpriseOne appears based on the product code of the current object.

JDeveloper Project

An artifact that JDeveloper uses to categorize and compile source files.

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 JD Edwards EnterpriseOne objects. Object Librarian supports multiple environments (such as production and development) and enables objects to be easily moved from one environment to another.

project

In JD Edwards EnterpriseOne, a virtual container for objects being developed in Object Management Workbench.

specification

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

vocabulary override

An alternate description for a data dictionary item that appears on a specific JD Edwards EnterpriseOne form or report.

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