JD Edwards EnterpriseOne Tools

Web Object Management Workbench Guide

9.2

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Part Number: E41162-13

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Preface

Welcome to the JD Edwards EnterpriseOne documentation.

Documentation Accessibility

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

Access to Oracle Support

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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:

`http://learnjde.com`

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.
Italics	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.

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1 Introduction to JD Edwards EnterpriseOne Object Management Workbench (OMW)

JD Edwards EnterpriseOne OMW Overview

JD Edwards EnterpriseOne OMW from Oracle is a system you use to manage your development projects and objects. Use OMW to help organize your projects and objects, and help minimize problems, like release intermixing.

Oracle provides two OMW systems: one to be used with the developer client (developer OMW), one to be used with the web client (web OMW). This guide discusses web OMW, except where it and the developer OMW intersect.

JD Edwards EnterpriseOne OMW Implementation

This section provides an overview of the steps that are required to implement web OMW.

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 This Documentation* with information about where to find the most current version of each.

Web OMW Implementation Steps

This section provides an overview of the steps that are required to implement web OMW.

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 web 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 objects.

    "Setting Up User Roles" in the   JD Edwards EnterpriseOne Tools Security Administration Guide
3. Set up permissions to create web 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.

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2 Understanding JD Edwards EnterpriseOne Web OMW (web OMW)

Web 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 an end user or 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 a 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. When an end-user creates a user defined object (UDO), such as a Watchlist, the object is automatically stored in the end user's default project until you, as a web OMW user, move it to a different 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 UDOs, versions, and reports can be created and edited outside of web 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 web OMW, these objects are added to your default project.

User Roles in Web 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 web 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.

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> **Note:** Do not confuse user roles in the web OMW with the concept of user roles as applied to other components of JD Edwards EnterpriseOne, such as Solution Explorer. Web 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.

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.

See *Adding Objects to Projects*.

See *User Defined Objects (UDOs) and Non-User Defined Objects (non-UDOs)*.

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.
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.

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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 Web OMW Interface

You access the Object Management Workbench - Web (P98220W) to manage your projects and objects. The following graphic displays its interface. Numbers have been added to the graphic to denote specific areas of the interface. A description of each is described in the list that follows the graphic.

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1. Query Row - These fields enable you to search for projects by User, Role, and Status. After you enter information into any of these fields, and then click Find, web OMW returns projects that match your search criteria and displays them in the Project Grid.
2. Project Grid - This grid displays your projects and their related objects and users. To view your projects, enter search criteria into the Field Row, or leave each field empty, and then click Find.

3. Object grid - This grid is comprised of 3 tabs and is used to display, manage, and edit all the objects in your projects.

    o   Project Objects tab - Use this tab to find, add, remove, delete, preview, move, and copy objects. You can also create log information, and create attachments to send to UDO originators.
    o   Token Information tab - Use this tab to find, release, switch and request tokens, and to inherit objects. You can also view from where and to where the object has come and is going.
    o   Project Members tab - Use this tab to find, add, or remove users from the project in which the object resides, and to change the role of a project member.

User Defined Objects (UDOs) and Non-User Defined Objects (non-UDOs)

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

Projects that contain only UDOs are able to be promoted on the web client. The option to promote a project will not appear if the project has objects other than UDO type objects.

You can promote Object Libraian objects or Data Objects on the web client. The promotion of those objects is done on the Development Client only.

JD Edwards objects include UDOs, which are also non-Object Librarian objects (for example, Queries, Grid Formats, and Composed Pages). For a complete list of available UDOs, see the *JD Edwards EnterpriseOne Tools Using and Approving User Defined Objects Guide* .

Note: *Click here to review a recording of this feature.*

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3 Working with Projects

Understanding Projects

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

By default, when you click Find on JD Edwards EnterpriseOne Web OMW, the project grid 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.

The actions you can perform on your web OMW project depends on the type of objects you have in the project. You cannot have OL, non-OL, and UDOs together in one project; each project must contain the same object types.

> **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.
> - Starting with Tools Release 9.2.7, Web OMW provides the ability to combine UDO and non-UDO object types in one project and promote projects with combine objects.

Filtering and Searching for Projects

This section discusses how to:

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

Accessing User Defined Object Life Cycle Management - Object Management Workbench - Web

You perform Web OMW tasks from the Life Cycle Management - Object Management Workbench - Web (P98220W) application.

To access the application, from the Navigator drop-down menu, click EnterpriseOne Menus, click EnterpriseOne Life Cycle Tools, click System Administration Tools, click User Defined Object Tools, and then click Life Cycle Management (P98220W).

Filtering Projects

User Defined Object Life Cycle Management - Object Management Workbench - Web.

1. In JD Edwards EnterpriseOne OMW, in the filter fields located beneath the tool bar, enter the following information:

   o **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.

   o **Role** - Select a role from the drop-down menu, or enter a role, such as 02, for Developer.

   o **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 Object Management Workbench - Web.

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 entering 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.

Searching for Projects by Object

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

Access Object Management Workbench - Web.

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

   The projects that contain the object on which you searched displays in the Project grid.

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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 Object Management Workbench - Web.

1. In Object Management Workbench - Web, click Add.

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2. Create EnterpriseOne Object, select OMW Project from the General drop-down list, and then click OK. (Release 9.2.3)

> **Note:**
>> ○ If you have selected the default project or a project that contains general EnterpriseOne objects, clicking the Add button displays the Create EnterpriseOne Object form.
>> ○ If you have selected a project that contains UDOs, clicking the Add button directly opens the Project Revisions form. This is because a UDO project cannot contain any general EnterpriseOne objects; therefore creating an OMW Project is the only action that you can perform.
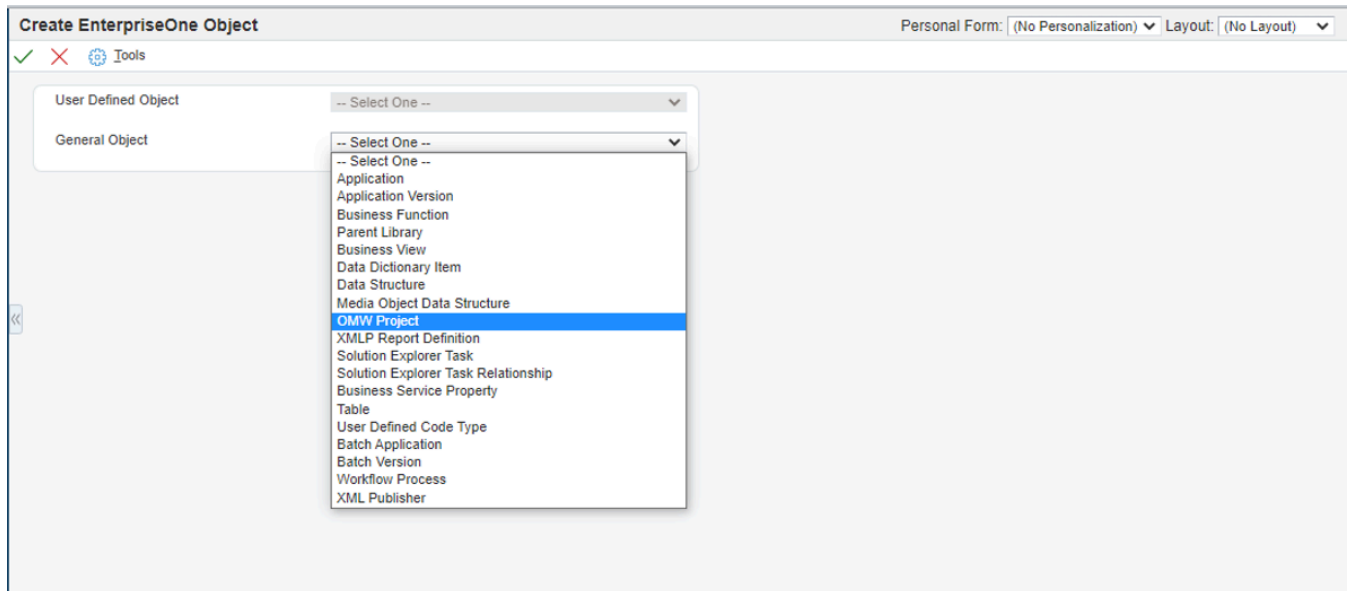
3. In Project Revisions, click the Summary tab, and enter a project ID.

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.

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4. Complete the following fields:

   ○ Description

   ○ Type

   ○ Severity

   ○ Product System Code

   ○ Release

5. Click the Dates tab, and then enter the planned completion date.
6. (Optional) Click the Category Codes tab, and then enter category codes 1 through 10.
7. Click the Attachments tab, and then add optional text comments to document the new project.
8. Click OK.
9. Locate the project in the Project grid.

Adding Users to Projects

Access Object Management Workbench - Web.

1. In the Project grid, click the project to which you want to add the users.
2. In the project's Object grid, click the Project Members tab.
3. Click Add User.
4. Enter a User ID and Role.

   If you do not know the user ID and role, you can search for them using the Search buttons located next to the fields.
5. 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 web OMW.

Removing Users from Projects

Access Object Management Workbench - Web.

1. In the Project grid, click the project from which you want to remove users.
2. Click the Project Members tab.
3. Click the user(s) you want to remove from a project.
4. Click Remove User.

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

Copying a Project (Release 9.2.3)

Access Object Management Workbench - Web.

1. In the Project grid, select the project that you want to copy.
2. Select Copy Project from the Row menu. The Copy Projects form displays with all the information from the project that you want to copy.

   > **Note:** You will be able to copy a project only if you are a member of the selected project.

3. In Copy Project, click the Summary tab, and then enter the project ID you want to copy to in the BugDB Number field. You can revise any other information in the Summary, Dates, Category Codes, and Attachments tabs, if necessary.
4. Click OK.

   The system saves the project information and returns to the Object Management Workbench - Web form.
5. Locate the project in the Project grid. The system copies all the objects from the source project to the target project.

   > **Note:** When you copy a project, the system only adds the objects to the target project, and does not create a copy of the objects.

Changing Project Properties

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

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 Object Management Workbench - Web.

1. In the Project grid, click a project, and then click Select.
2. In Project Revisions, click the Summary tab, and then revise the information in the following fields:

   ○ Description

   ○ Type

   ○ Severity

   ○ Product System Code

   ○ Release

3. (Optional) 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. (Optional) Click the Attachments tab, and then add optional text comments to document the project.
6. Click OK.

Promoting Projects (Release 9.2.8)

This section provides an overview of project promotion and discusses how to promote projects.

Understanding Project Promotion

Starting with Tools Release 9.2.8, you can use Web OMW to promote a project. When you promote a project, the system moves all the Non - UDO objects in the project from central objects to active package. The Promote feature is the same as running a package build and deploy and the objects become available to all users running on the web immediately. You can promote the following objects:

- Applications

- Reports

- Report Versions

- Business Views

- Data Structures

- Processing Options

- Media Object.

When promoting a project, if objects such as UDO, data dictionary and UDC are in the project, they will not be promoted, but if a Table or Business function is in the project, you will not be allowed to promote the project.

> **Note:** Activity rules are applied when Promote is selected.

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Promoting Projects

Access Object Management Workbench – Web.

1. In the project grid, click the project you want to promote.
2. Select Promote from the Row menu.
3. Click Ok in the Confirm Promote of Object window.

Note: *Click here to view a recording of this feature.*

Note: *Click here to view a recording of this feature.*

Note: *Click here to view an OBE of this feature.*

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.

Web 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.

Note:
- Starting with Tools Release 9.2.5, Web OMW can be used to advance projects that contain non-User Defined Objects (non-UDOs) such as applications, business functions, data dictionary items, and solution explorer tasks.

- Starting with Tools Release 9.2.7, Web OMW can be used to combine all object types in one project. This simplifies the project and object promotion process by providing the ability to advance projects with mixed objects.

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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.

Advancing Projects

Access Object Management Workbench - Web.

1. In the Project grid, click the project you want to advance.
2. Click the Change Project Status icon located in the Advance Project column. You can also click the Row button, and then click Advance Project.
3. On the Confirm Project Status Change form, enter the new project status in the >>> field, or use the Visual Assist button to find a 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.
4. Click OK.

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

   - All of the objects in the project are checked in, including objects in projects that inherit a token.

   - If you are using a SAR system, you have completed all of the required fields in the SAR.

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.

Note: Starting with Tools Release 9.2.5, Web OMW can be used to delete projects that contain non-User Defined Objects (non-UDOs) such as applications, business functions, data descriptions, and solution export tasks.

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Deleting Projects

Access Object Management Workbench - Web.

1. In the Project grid, select a project.
2. Select Delete from the Row menu.
3. Click OK in the Confirm Delete dialog box.

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4 Working with Objects

Understanding Objects

Most objects are managed within projects. You can add multiple objects to a project, but they must be the same type of object. There are three types of objects you can manage in web OMW:

OL/non-OL/UDO	Object Type
User Defined Objects (UDO) - These objects are created in an EnterpriseOne web application by any user with permissions to create them. When a user performs a Request for Publish action, the UDO is moved to that users' default project. You can edit these objects via web OMW, if you have the appropriate permissions to do so.	EnterpriseOne includes several different types of UDOs, such as queries, composed pages, and grid formats. For a complete list of available UDOs, see the *JD Edwards EnterpriseOne Tools Using and Approving User Defined Objects Guide* .
Object Librarian Objects (OL) - These objects are created on the developer client using JD Edwards EnterpriseOne design tools, like Report Design Aid and Form Design Aid. Starting with Release 9.2.6, you can create external form application objects on the EnterpriseOne Web client. Starting with Tools Release 9.2.7, you can create data structure objects and media objects on the EnterpriseOne Web client also.	Batch Applications and Versions Business Functions Business Views Data Structures Interactive Applications Media Objects Tables External Form Applications (Release 9.2.6)
Non-Object Librarian Objects (non-OL) - These objects are created without EnterpriseOne Design Tools. Instead, they are created using EnterpriseOne applications designed specifically for these objects. You create them on the developer or web client. Starting with Tools Release 9.2.7, you can create workflow objects on the EnterpriseOne Web Client.	Data Dictionary Items User Defined Code Items Workflow Objects

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Creating Objects

Starting with Release 9.2.6, you can create external form application objects in Web OMW. You can also create workflow objects and Data Structure objects using Web OMW. (Release 9.2.7). You cannot create other OL object types in web OMW. All other OL object types, except external form applications, are created in the UDO editors and are then saved in the users' default projects. You can view those objects created in the developer client or OMW, but you cannot create or edit them in web OMW except external form applications.

To create an external form application object:

1. Access the Object Management Workbench - Web form.
2. Select the project to which you want to add the external form application object and click Add.
3. In the Create EnterpriseOne Object form, select Application from the General Object drop-down list and click OK.
4. In the Add Object form, complete these fields:

    ○ Object Name

      Enter a name that identifies the application object.
    ○ Description

      Enter a description for the application object. This is the description of a record in the Software Versions Repository file. The member description is consistent with the base member description.
    ○ Product Code

      Enter a user-defined code that identifies a system. Use the Visual Assist icon to search for the product code.
    ○ Product System Code

      Enter a user-defined code that specifies the system number for reporting and jargon purposes. Use the Visual Assist icon to search for the product system code.
    ○ Object Use

      Enter a user-defined code that designates the use of the object. For example, the object may be used to create a program, a master file, or a transaction journal. Use the Visual Assist icon to search for the Object Use value.
5. Click OK.

    The external form application object is displayed in the Project Objects tab in the Object Management Workbench - Web form. The system displays a red check mark superimposed over the button located in the Object Actions column, indicating that the object is checked out.

    After creating the external form application object, you can design the external forms. See *Creating External Forms from EnterpriseOne Web Client (Release 9.2.6)* in the *JD Edwards EnterpriseOne Tools Form Design Aid Guide* .

Note:

- *Creating Business Function Data Structures in Web Client (Release 9.2.7)*" in the *JD Edwards EnterpriseOne Tools Data Structure Design Guide.*

- *Creating a JD Edwards EnterpriseOne Workflow Object in Object Management Workbench - Web (Release 9.2.7)*" in the *JD Edwards EnterpriseOne Tools Workflow Tools Guide.*

Searching for Objects

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

Understanding Object Searches

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 web OMW.

1. To find the objects located within a certain project, select the project in the Project grid.

   The objects located within the project display in the Object grid.
2. To search for specific objects within the selected project, enter search criteria in the search fields, and then click Find.
3. To search for all objects in web OMW, ensure all projects in the Project grid are deselected.
4. In the Object grid, enter search criteria in the search fields, or leave them blank, and click Find.

   The objects that match your search criteria, if you have entered any, display in the Object grid. If you have left the search fields blank, all objects located in web OMW display.
5. Click the Next and Go to End buttons to see objects that are not immediately visible in the grid.

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.

> **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 Objects to Projects

Access Object Management Workbench - Web.

1. In the Project grid, select the project to which you want to add objects.

   The Object grid displays all of the objects that currently reside in the project you selected.
2. Click Add Existing Objects.
3. On Add EnterpriseOne Object, select the type of object (User Defined Object or EnterpriseOne object) that you want to add to your project.

   Staring with Tools Release 9.2.7, your project can contain a mixture of UDO and non-UDO object types. If your project already contains objects, you can add same or different object types to your project. EnterpriseOne enables you to search for objects that are of the same or different type in your project.

   For example, if your project already contains UDO objects, you can select UDO objects from the User Defined Object drop-down list on the Add EnterpriseOne Object to Project form. Select the non-UDO objects from the General Object drop-down list. Alternatively, you can also create OMW projects and include all of the object types in the projects.

   You can use the "Search All" option from the User Defined Object drop-down list, if you know only the name of the object, and not the type of the user defined object. (Release 9.2.3)
4. Click OK.
5. A Search and Select form displays.

   The Search and Select form that displays depends on the object type for which you are searching.
6. Enter criteria into the search fields, and then click Find.
7. Select the objects you want to add to your project, and then click Select.

   Web OMW adds the objects to the selected project.

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Moving Objects

You can move objects from one project to another.

This section discusses how to:

- Move an object.
- Move multiple objects.

Moving an Object

Access Object Management Workbench - Web.

1. In the Object grid, select the objects you want to move.
2. From the More Row Actions drop-down menu, select Move Objects to Projects.
3. On the Move Objects to Project Form, enter the project to which you want to move objects in the To Object Management Project Name field.

   You can also search for projects by clicking the Visual Assist icon. The From Object Management Project Name field already contains the name of the project in which the object currently resides.
4. Click OK.

   You must be a valid user on the project to which you are moving objects.

Promoting Objects (Release 9.2.8)

This section provides an overview of object promotion and discusses how to promote an object.

Understanding Object Promotion

Starting with Tools Release 9.2.8, you can use the Promote feature in Web OMW to promote the following objects:

- Applications
- Reports
- Versions
- Business Views
- Data Structures
- Processing Options
- Media Object.

The Promote feature enables you to promote objects from central objects to active package.You can select more than one object to promote, if any of the objects is a UDO, data dictionary, or UDC, the object will not be promoted, but if the object is either a business function or table the promote option will not be available.

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Promoting Objects

Access Object Management Workbench – Web.

1. In the Object grid, select the objects you want to promote from a project.
2. From the More Row Actions drop-down menu, select Promote.
3. Click Ok in the Confirm Promote of Object window.

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 Object Management Workbench - Web.

1. In the Object grid, select the objects you want to remove from a project.
2. Click Remove Object.

   EntepriseOne removes the object from the project in which it currently resides. You must be a valid user on the project.

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.

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.

Starting with Tools Release 9.2.7, you can use web OMW to delete workflows, data structures and applications with external forms. You cannot delete a non-UDO from web OMW. Therefore, if you have multiple objects selected, and one of them is a non-UDO, the Delete button is grayed out. You must de-select the non-UDO to delete the other objects.

Similarly, if the allowed actions that are set up do not enable you to delete an object, the Delete Object button is grayed out.

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Deleting Objects

Access Object Management Workbench - Web.

1. In the Object grid, select the objects you want to delete.
2. Click Delete.

   The Delete form displays. 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:

   - Delete Personal Copy

   - Delete Object from Pathcode

   - Delete Object from the Save Pathcode

   - Remove Object from ALL Locations

     This option selects all of the above options.
   - Mark Object To Be Deleted From Transfer Locations
4. Click OK.

If you have selected multiple objects for deletion, the Delete form is displayed only once. For subsequent objects, the delete action you selected in the Delete form is applied and the objects are deleted. As you do not have to specify the delete option for each of the selected objects, this feature enables you to apply the same delete action to multiple objects. (Release 9.2.3)

Note: You cannot delete an object if it is associated with another object. For example, if a Composite Page contains an EnterpriseOne Page, you cannot delete the EnterpriseOne Page object unless it is removed from the Composite page.

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 select Get from the More Row Actions drop-down menu. 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.

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.

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Saving and Restoring Objects and Projects

Access Object Management Workbench - Web.

1. In the Object grid, select an object that is checked out, and click the More Row Actions drop-down menu.
2. Select Save.

To restore an object or project, Access Object Management Workbench - Web.

1. In the Object or Project grid, select the object or project that you want to restore.
2. In the Object grid, select an object that is checked out, and click the More Row Actions drop-down menu.
3. Click Restore.
4. Click OK on the Confirm Reserve dialog box.

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 a UDO 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 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.

> **Note:** Starting with Tools Release 9.2.7, you can use the web OMW to check in and check out data structure objects.

Checking Out Objects

Access Object Management Workbench - Web.

1. In the Object grid, select an object.
2. From the More Row Actions drop-down menu, click Checkout / Reserve. For non-UDO objects, click Check-Out.

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Web OMW indicates that an object is checked out by superimposing a red check mark over the button located in the Object Actions column.

> **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.

3. (For UDOs) On the Confirm Reserve dialog box, click OK.

Checking In Objects

Access Object Management Workbench - Web.

1. In the Object grid, select an object.
2. From the More Row Actions drop-down menu, select one of the following options:

   - (For UDOs) Check In / Approve / Share - Select this option if you want to check in the object.

   - (For UDOs) Check In / Approve and Reserve - Select this option if you want to check in the object, but keep it checked out so users continue to make modifications.

   - (For Non-UDOs) Check-In: Select this option if you want to check in the object.

   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 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 Object Management Workbench - Web.

1. In the Object grid, select an object.
2. From the View menu, choose Checkin/Checkout.

> **Note:** The Checkin/Checkout option is not available for external form application objects.

Erasing Checkouts

Access Object Management Workbench - Web.

1. In the Object grid, select an object that is checked out.
2. From the More Row Actions drop-down menu, select Erase Checkout/Rmv Reservation. For non-UDOs, select Erase Check-Out.

   Web 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.

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Changing Objects

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

Understanding Object Changes

(Release 9.2.6) Starting with Release 9.2.6, you can use Web OMW to modify external form application objects. To modify all other non-UDO objects except external form application objects, you use the JD Edwards EnterpriseOne OMW.

When you create an object, 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. 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 External Form Application Objects (Release 9.2.6)

To change an external form application object:

1. Access the Object Management Workbench - Web form.
2. Select the project that contains the external form application object and then click the application object name link in the Project Objects tab of the Object grid. Alternatively, select the object and click Design from the More Row Actions drop-down list.
3. In the Work with External Forms form, select Properties from the Form menu.
4. Make the necessary changes to the object and then click OK.
5. To preview and test the external form, in the Work with External Forms form, select the form and then select Run as Developer from the Row menu.

Approving and Sharing User Defined Objects

This section describes how to:

- Request to Publish
- Check in/Approve/Share
- Check in/Approve and Reserve

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Request to Publish

Access Object Management Workbench - Web.

1. In the Object grid, select the UDO that you want to publish.
2. From the More Row Actions drop-down menu, select Request to Publish.

   The UDO will be shared when it is approved by the appropriate party.

Check In/Approve/Share

Access Object Management Workbench - Web.

1. In the Object grid, select the UDO that you want to approve and share. The UDO must be at a web object status of 07-Pending Promote in order for the Share option to be available.
2. From the More Row Actions drop-down menu, select Check In/Approve/Share.

   The UDO is approved and shared with users that have permission to access it.

Check In/Approve and Reserve

Access Object Management Workbench - Web.

1. In the Object grid, select the UDO that you want to approve and reserve.
2. From the More Row Actions drop-down menu, select Check In/Approve and Reserve.

   The UDO is approved and reserved so that you can continue to work on it.

Importing and Exporting Objects

This section provides an overview of importing and exporting UDO and Non-UDO based objects and describes how to:

- Import Objects
- Export Objects

Understanding Importing and Exporting Objects

Web OMW enables you to import and export projects and objects. If you export a project, all of its objects will export to a zip file. If you export objects, each one will export individually to a zip file.

When you import a UDO object, its status is 07, "Pending Promote." You must share and approve objects before they become accessible to users.

Non-UDO objects such as applications, data structures, universal batch engine (batch applications) that you import must first be built into a package before they become accessible to users.

> **Note:** Starting with Tools Release 9.2.7, you can import or export both UDO and Non-UDO objects.

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Importing Objects

Access Object Management Workbench - Web.

1. In the Project grid, select a project to import objects into. The project status must be at 21.
2. Click the icon located in the Import column.
3. Select Browse.
4. On File Upload, select the .par file that contains the object you want to import.
5. Click Open, and then click Load.
6. The object has been imported into the project and appears in the Object grid.

Note: Imported UDO objects have a status of 07-Pending Approval. You must share and approve objects at this status before they become accessible to users.

Exporting Objects

Access Object Management Workbench - Web.

1. In the Object grid, select the object that you want to export. The project status where the object resides must be 21.
2. Select Export from the More Row Actions menu.
3. A message displays asking whether you would like to open or save the file. Select Save File.
4. Click OK.
5. Select the folder where you want to save the object as a par file and click Save.
6. To save a project, select the project at status 21 in the Project grid, and then click the Export icon located in the Export column. The next steps are the same as when exporting an object. In this case, however, the par file contains all of the objects in the project.

   Note: When you export a project that contains only UDO objects, the project export contains UDO objects from the personal or shared location. When you export a project that contains both UDO and non-UDO objects, all objects are exported from the shared location and not from the personal location.

   Note: *Click here to view an OBE of this feature.*

Reviewing Object History (Release 9.2.7)

Starting with Tools Release 9.2.7, Web OMW can be used to access the Work with Repository History (P98780H) application. When you perform an action on an object through Web OMW or when package build creates a modification, Web OMW will create history records. You use the Work with Repository History (P98780H) application to manage the object history records. You can track the history of the objects.

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

- Repository

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- History

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

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.

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5 Working with Tokens

Understanding Tokens

In web OMW, Object 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 Object Management Workbench - Web.

1. In the Object grid, select an object.
2. Click the Token Information tab.

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, web 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 Object Management Workbench - Web.

1. Attempt to check out an object for which another project holds the token.
2. Click OK on the Confirm Reserve dialog box.

   The Token Not Available for Project : Unified LCM form displays.
3. Select Inherit Token from object, 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.

4. Select the Queue up for Token or the Inherit Token from Object option.
5. Click OK.

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 Object Management Workbench - Web.

1. In the Object grid, select the object that has the token that you want to switch.
2. Click the Token Information tab, and then click the Switch Token button.
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.

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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 Object Management Workbench - Web.

1. In the Object grid, 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 icon in the Token Actions column.

   If the object contains a token that can be released, Release Token displays in the hover text.

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6 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

Access Object Management Workbench - Web.

1. In the row located right beneath the tool bar, enter information into the Search fields.

   Search criteria is case sensitive. Use an asterisk (*) to search expand your search to include information that you do not have specifically.
2. Click the Find button.

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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 Object Management Workbench - Web.

1. In the Project Grid, click the project to which you want to add users.
2. In the Object grid, click the Project Members tab.
3. Click Add User.

    The Add User to Project form displays.
4. In the User ID field, enter a User ID, or click the Visual Assist to display a form on which you can search for User IDs.
5. In the Role field, enter a Role, or use the drop-down menu to select a role from a list.
6. 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 web OMW.

Removing Users from Projects

Access Object Management Workbench - Web.

1. In the Object grid, click the Project Members tab.
2. Select the users you want to remove, and then click the Remove User button.

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

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Changing User Properties

Access Object Management Workbench - Web.

1. In the Object grid, click the Project Members tab.
2. Click Change Role.
3. In Project User Details, in the User Role field, enter a new User Role or click the drop-down menu and select a role from the list.

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7 Working with Attachments

Understanding Attachments

Web 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

Access Object Management Workbench - Web.

1. In the Objects grid, find the Attachments column and click the paper clip icon beside the associated object.

   The Media Object Viewer form opens and displays the attachment.

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8 Configuring JD Edwards EnterpriseOne OMW

Understanding JD Edwards EnterpriseOne OMW Configuration

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.
Notification Setup	Enables developers to be notified, using subscription, when actions are performed on an object.

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Option	Description
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 *"Configuring OMW Users Roles and Allowed Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .
Applying Allowed Actions to Users	See *"Configuring OMW Users Roles and Allowed Actions" in the JD Edwards EnterpriseOne Tools Security Administration Guide* .
Disabling SAR Integration with JD Edwards EnterpriseOne OMW	See *Configuring JD Edwards EnterpriseOne OMW Functions*.
Setting Up Project Constants	See *Configuring JD Edwards EnterpriseOne OMW Functions*.
Setting Up Project Status and Object Transfer Rules	See *Configuring Activity Rules*.
Adding, Modifying, and Deleting Object Save Locations	See *Configuring Object Save Locations*.
Controlling Development in the Event of Logging Failure	See *Configuring JD Edwards EnterpriseOne OMW Functions*.

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Configuration Function	Procedure Location
Controlling Logging Detail	See *Configuring JD Edwards EnterpriseOne OMW Functions*.
Enabling or Disabling Object Action Notification	See *Creating Notification Subscriptions*.
Adding, Modifying, and Deleting Notification Subscriptions	See *Creating Notification Subscriptions*.
Viewing Major and Detail Logs	See Working with Logs.

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 DV920 location to the PY920 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.

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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 Object Management Setup application (P98230). You select the option that you want to configure by clicking the button that corresponds to the desired option.

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

Access the JD Edwards EnterpriseOne Object Management Setup 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

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- ○ 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.

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

     The Special Handling and Hard Coded fields are optional.
6. Click OK.

To add a new package prefix

1. Access the Object Management Setup application.

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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.

To add a new UDO name

1. Access the Object Management Setup application.

2. From the Form exit, click UDO Naming.

3. Select an object in the grid, and then click Select.

4. Enter the new prefix and suffix in the Prefix and Suffix fields.

5. Click OK.

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9 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.

Controlling Logging

This chapter discusses how to:

- Control logging detail.
- Control development in the event of a logging failure.

Controlling Logging Detail

The Object Management Logging System form enable 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. Click the arrow located beside the Log Actions and Detail Log Items folders.
4. Click the items you want excluded from the 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.

Controlling Development in the Event of a Logging Failure

The Object Management Logging System application 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.

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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

Setting Up Project Constants

Access the Object Management Setup form.

1. In Object Management Setup, click the Constants button.
2. To enter an external role for users outside of OMW, click the drop-down menu of this field: Enter the External Role for users outside of OMW, and select a role.
3. To enter a project status for a user's personal default project, click the down arrow for this field: Enter the Project Status for user's personal default project, and select a project.
4. To enter the initial project status for all new projects, click the drop-down menu of this field: Enter the initial Project Status for all new projects, and select a project.

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.

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10 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 Life Cycle

The normal project promotion life cycle is as follows:

11 > 21 > 26 > 28 > 38 > 01

Where

11 = New project pending review

21 = Programming

26 = QA test/review

28 = QA test/review complete

38 = In production

01 = Complete

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

Administrators can follow a different promotion cycle, as follows:

11 > 40 > 41 > 42 > 01

Where

11 = New project pending review

40 = Production development

41 = Transfer from Production to Prototype

42 = Transfer from Prototype to Development

01 = Complete

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

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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.

> **Note:** *Click here to view a recording of this feature.*

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.

Setting Up Project Status Activity Rules

Access the Object Management Setup form.

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

   All available From project statuses appear.
2. In the From Project Status field, select a status for which you want to set up one or more To project statuses.
3. 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.
4. Scroll to the blank row at the bottom of the list and complete these fields:
   - Active

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

     You can perform all project status activity rules that apply to your user ID, group, and the *Public role.
   - To Project Status
   - From SAR Status

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

- ○ To SAR Status

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

  A blank row appears below the row you completed.

5. Repeat step 5 to set up or modify other To project status entries for this particular From Project Status.
6. Click OK when you are done.
7. Select the next From Project Status and repeat steps 5 through 7 to set up project activity rules for each remaining From Project Status.
8. When all project activity rules are complete, click OK to return to the Work with Object Management Activity Rules form.
9. 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 DV920 to PY920.

- 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 DV920 to PY920 and then to PD920, you will want to set up rules to transfer the object from DV920 to PY920 and from DV920 to PD920 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. In the From Project Status section, click the arrow located beside the appropriate From Project Status.

   These folders define 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.
4. Click one of the related To project statuses.

   The Object Transfer Activity Rules form displays.

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5. 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 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.

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

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11. 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.

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11 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.

| **Note:** Starting with Tools Release 9.2.7, the Save Location OCM Mappings must also exist in the Server Map OCM.

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

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Adding an Object Save Location

The Object Save Locations form indicates the save-off location for UDOs and (OL) objects. Defining the save location will transfer objects that are saved into the path code specified. User Defined Objects use the Save location and create records in the History (available as a drop-down option from Project Objects).

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 the current location of the object, and then click Select.

    The Object Save Locations form reappears with your object's current location in the Location column.
5. In the same row, 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.

    The Object Save Locations form appears.
2. Click the Save Location field you want to modify.
3. Click the Visual Assist button and select a new save location on the Object Path Search & Select form.
4. Click Select, and then 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.

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12 Creating Notification Subscriptions

Understanding Object Action Notifications

Notification subscriptions enable you to alert users using email about changes to objects in the system, such as object check ins 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 Setup (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.

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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.

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

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 the mandatory User field.
3. Complete any or all of the remaining fields.
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.

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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, you first identify the 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.

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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 Object Name Object Type System Code
09 Restore	Path Code Object Name Object Type

Action	Fields
	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
30 Erase Checkout	Object Name Object Type System Code
38 Status Change	When project advances from status To Status

Action	Fields
	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

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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 clicked 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.

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13 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 Log	W98210A	Select Application Development (GH902), then Object Management Logging (P98210).	Used to work with object management logs.
Work with Project Logs	W98210B	In Object Management Logging, select Project Logs from the Form exit.	Used to work with project logs.

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Form Name	FormID	Navigation	Usage
View Error Codes	W98210F	In Object Management Logging, click the View Error Codes button.	Used to view error codes.

Accessing Work With Project Logs and Work With Object Logs Forms

You can access the Work with Project Logs and Work with Object Logs forms from web OMW.

To access the Work with Project Logs form, select a project in the Project Grid, click the Row exit, then click Logging.

Viewing Project or Object Logs

Access the Work with Project Logs or Work with Object Logs forms.

1. In the Work with Project Logs or Work with Object Logs forms, perform one of these actions:

   o Click Find to view logs for all projects and objects in web 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 Project Logs or Work with Object Logs forms.

1. Click the Form exit, 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 Project Logs or Work with Object Logs forms.

1. Click the Form exit, 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 Project Logs or Work with Object Logs forms.

1. 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.

Printing Logs

Access the Work with Project Logs or Work with Object Logs forms.

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

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15 **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-incapabilities 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.

User Defined Object (UDO)

UDOs are web objects you create using the EnterpriseOne web interface. You can create them for your own use, view ones other employees have created, or share yours so others can view and use them. Your ability to perform any of these tasks depends on the permissions you and others have been granted by your administrator.

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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