PeopleSoft.

EnterpriseOne Xe
Analyzer Tool
PeopleBook

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Glossary

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OneWorld Analyzer Tool Overview

J.D. Edwards OneWorld Analyzer Tool is an automated testing tool you use to gain detailed information about OneWorld processes. The tool works in conjunction with the J.D. Edwards OneWorld Scripting Tool, which you use to write scripts that test OneWorld applications. OneWorld Scripting Tool captures and stores detailed data on each script playback event, including JDB and CallObject APIs. You can import this data into OneWorld Analyzer Tool, which displays the data in a variety of readable formats that make analysis of events easier. OneWorld Analyzer Tool provides assists information technologists charged with keeping enterprise resource planning (ERP) systems running at or near top performance levels because the event data includes:

- The time required to run each event
- Input and output values for parameters in CallObject and JDB application programming interfaces (APIs)
- Identification of event categories, such as database calls, event rules, and business functions
- Names of tables opened and closed during playback
- Names of applications and forms launched
- Identification of user handles and request handles
- Placement of events in threads generated during script playback

OneWorld Analyzer Tool allows you to study test data in several ways. For example, you can view all events in a chronological stream, isolate and view details about a single event, or categorize events, such as JDB calls against a specific table.

The information you capture, import, and view allows you to more confidently analyze your system's performance and to determine how efficiently processes run against different environments, operating systems, and servers. The tool clearly shows delays that occur during processing, allowing you to devise solutions that are based on hard data, not guesswork. Using the data, you can scale your system to accommodate users and to debug the system.

OneWorld Analyzer Tool is a useful tool for:

- Application developers
- Information technology managers
- Quality assurance analysts

- Performance analysts interested in establishing performance benchmarks and determining the scale of the operating system

Key Terms

OneWorld Analyzer Tool is part of a software architecture designed to capture, store, and use OneWorld performance data. The other key components of the architecture are:

- OneWorld Scripting Tool: an automated testing tool you use to write scripts to test OneWorld functionality. It also captures performance data during script playback, using both internal code and OneWorld code.

- OneWorld Event Capture: an automated testing tool that you use to capture events from a OneWorld session without using a OneWorld Scripting Tool script.

- Event stream: the chronological listing of events that occur during a test, including JDB and CallObject API calls to the database and to business functions.

- OneWorld Virtual User Tool: a collection of automated testing tools you use to create virtual scripts, which you run to simulate many users working on one or more workstations.

- Virtual Script Editor: a Virtual User Tool utility you use to edit an event stream and to generate a virtual script.

- Virtual Script Player: a Virtual User Tool utility you use to run virtual scripts.

The roles of the components in the architecture are:

- OneWorld Scripting Tool and OneWorld Event Capture capture and store the event stream, either by running a script or by running processes directly in OneWorld.

- OneWorld Analyzer Tool imports the event stream for process analysis and debugging.

- OneWorld Virtual User Tool allows the user to import an event stream and edit it to generate a script that can be run on a single workstation to simulate the actions of one or more OneWorld users.

OneWorld Analyzer Tool Utilities

OneWorld Analyzer Tool allows you to break down test data and view it in a variety of ways. You can use the tool to:

- View the event stream

To access English documentation updates, see
https://knowledge.jdedwards.com/JDEContent/documentationcbt/overview/about_documentation_updates.pdf

OneWorld Analyzer Tool allows you to view the event stream from beginning to end. The tool displays detailed information about each event, including its elapsed time.
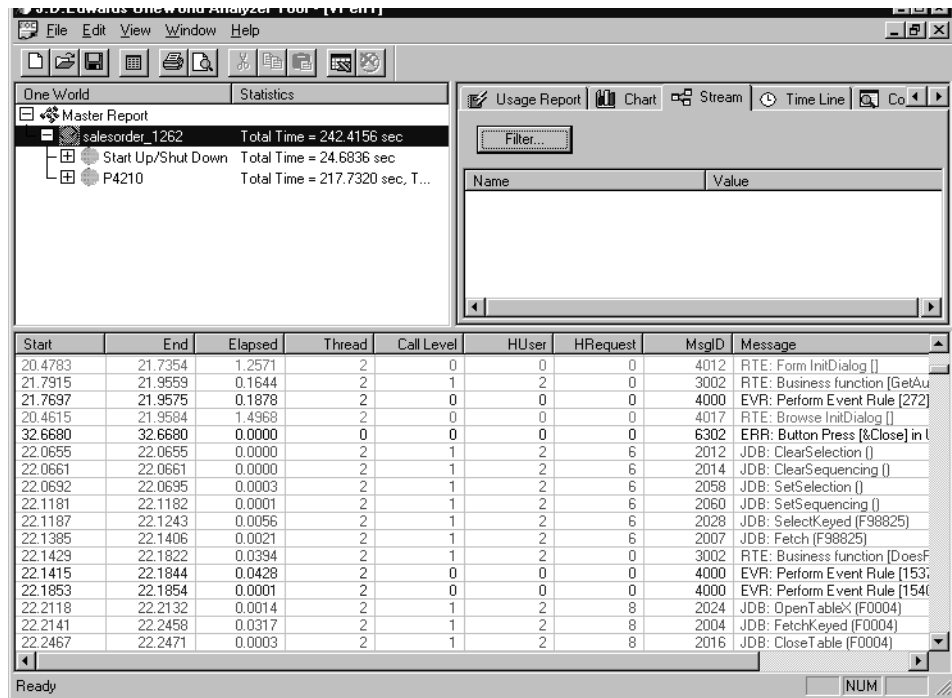
- View the parameters of JDB and CallObject API calls

For instance, you can view the input and output parameter values of an API call.
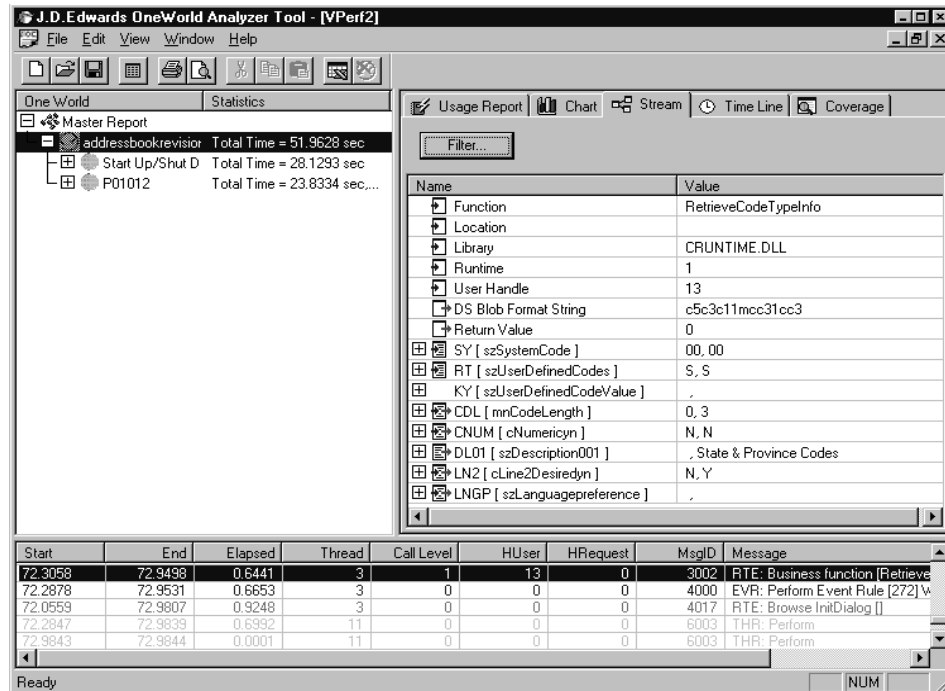
- • View details about a particular category of event, such as JDB API calls, or event rules

For instance, you can see the the number of API calls on a particular table and the total time required to complete the calls.
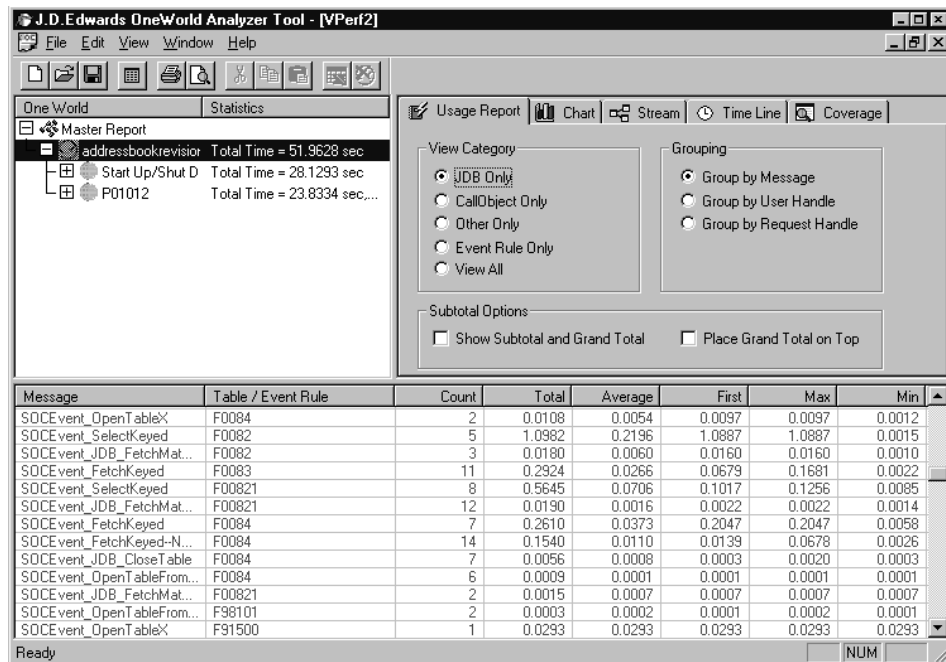
- • View all events that occurred during playback

For instance, you can view events grouped user handle.
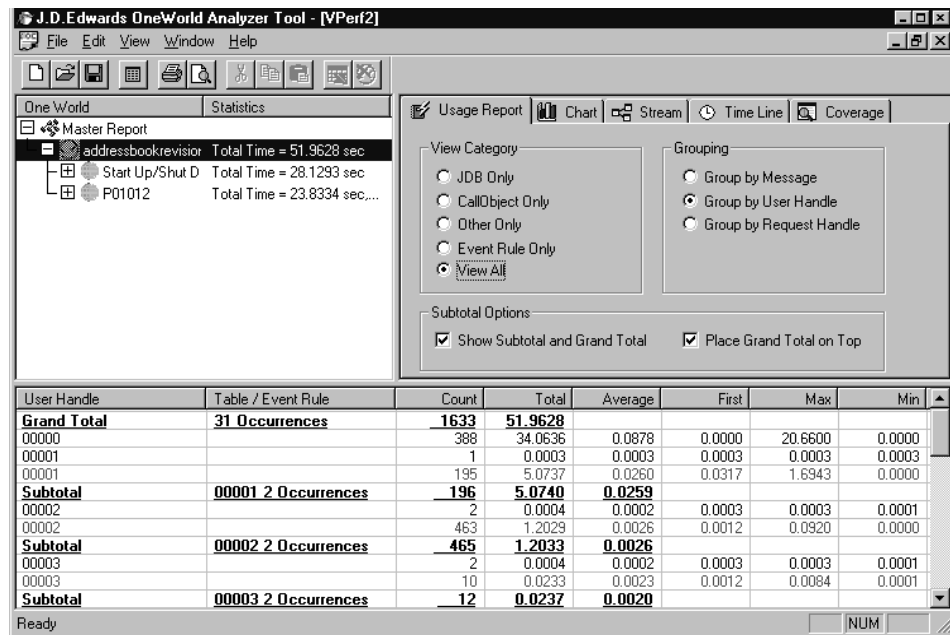
- View in graphic form, such as bar or pie charts, the total time the system required to complete categories of events.

For instance, you can a bar graph that shows the total time the script took to complete all JDB calls, CallObject calls, and event rules.
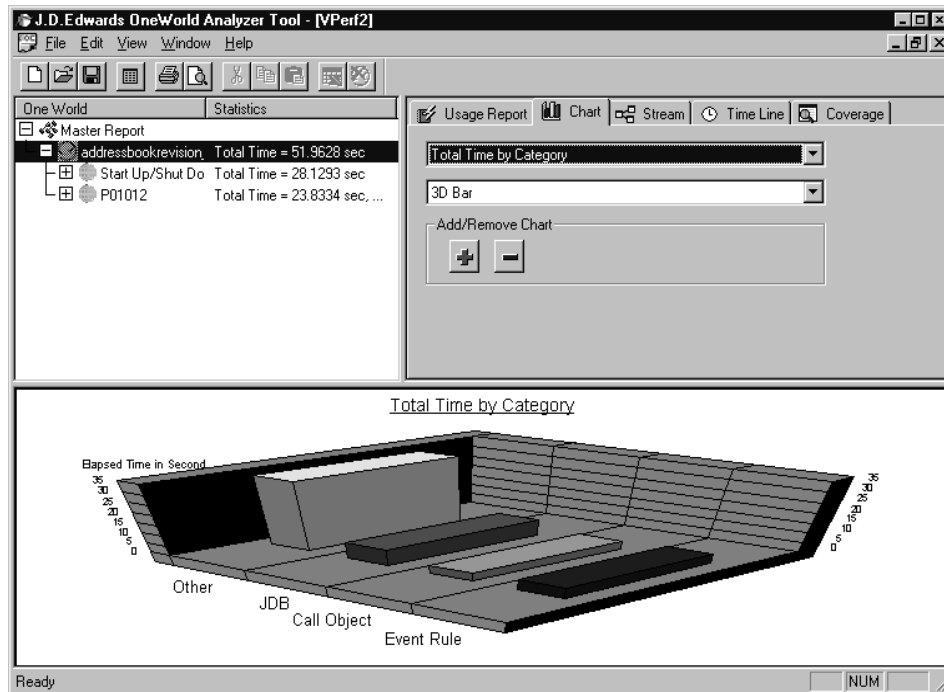
- Plot various timeline modes, which display the time of occurrence and duration of playback events

For instance, you can simultaneously view the time required to run threads, hRequest handle calls, and user handle calls during script playback.
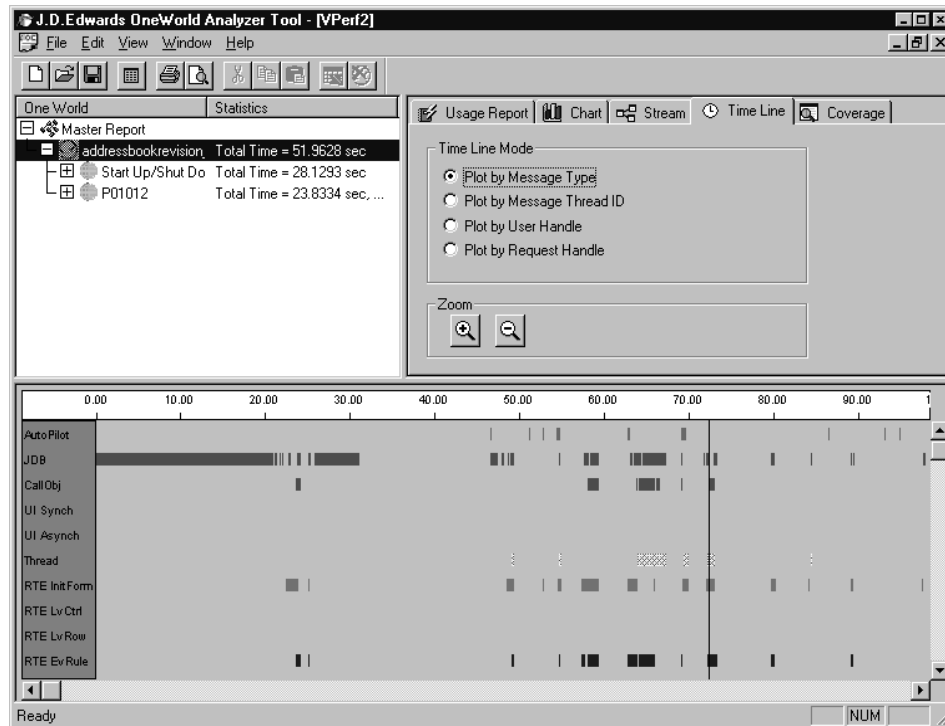
- Display the code coverage you accomplished during playback: the number of forms in an application, as well as the number of controls in each form, that OneWorld Scripting Tool touched during a test.

To access English documentation updates, see
https://knowledge.jdedwards.com/JDEContent/documentationcbt/overview/about_documentation_updates.pdf
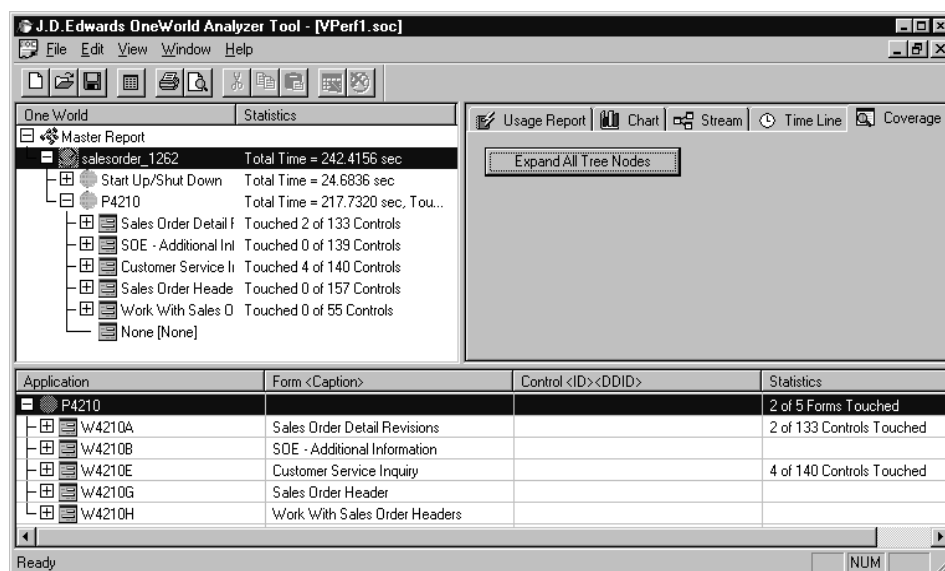
This guide discusses the following essentials of OneWorld Analyzer Tool tool and its operation:

❏ Capturing data for OneWorld Analyzer Tool

❏ Importing data for OneWorld Analyzer Tool

❏ Analyzing data with OneWorld Analyzer Tool

See Also

- *OneWorld Scripting Tool Guide*
- *OneWorld Virtual Scripting Tool Guide*

Capturing Data for OneWorld Analyzer Tool

Capturing Data for OneWorld Analyzer Tool

Before you can use OneWorld Analyzer Tool, you must capture and store data on OneWorld processes. You do this by configuring OneWorld Scripting Tool to capture script playback data and to store it as an event stream, which is a time-stamped record of test events. You then run a OneWorld Scripting Tool script to test OneWorld events, including button clicks, entries to header controls and grid columns, form and row exits, and so on.

OneWorld Scripting Tool captures data during script playback through code placed in both OneWorld Scripting Tool and OneWorld. This code records information about each script playback event and writes the data to OneWorld table 98214, where it is stored. This table is a test results repository that can be shared by all members of your organization.

If you do not have the resources to write and to run OneWorld Scripting Tool scripts, you can use Event Capture, which captures and stores performance data when you run tasks in OneWorld, without involving OneWorld Scripting Tool. Using Event Capture, you can import test results to OneWorld Analyzer Tool, just as you can when you run OneWorld Scripting Tool scripts. You can activate Event Capture for a limited set of OneWorld processes, and then turn it off when these processes complete.

Whether you use OneWorld Scripting Tool or Event Capture, you import the event stream to OneWorld Analyzer Tool to study and analyze the test data, with the goal of studying OneWorld processes and improving OneWorld performance.

This section discusses the components you use to capture data from OneWorld Scripting Tool script playback:

❑ OneWorld Scripting Tool Playback tab

❑ Event Capture

This section also discusses the steps required to set up data capture:

❑ Capturing test data

OneWorld Scripting Tool Playback Tab

Before you can use OneWorld Analyzer Tool, you must be able to capture data about OneWorld processes. You can set OneWorld Scripting Tool to capture and store the event stream during and after script playback.

To capture the event stream, you configure playback by choosing Options from the Tools menu of the OneWorld Scripting Tool form. Under the Playback tab, you find options that allow you to set up script playback and data capture during script playback. For playback configuration purposes, the Playback tab is the only tab in the Options form with which you must work.
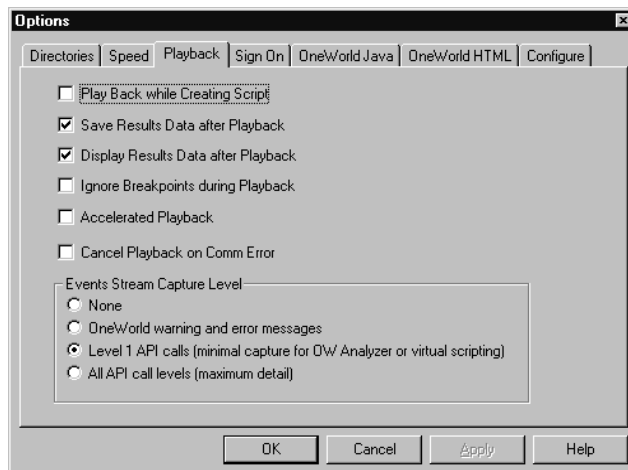
Under the Playback tab, you choose options to save and display results data after playback. The first option ensures that OneWorld Scripting Tool stores the captured data in a results repository, OneWorld table F98214. The second option allows OneWorld Scripting Tool to display a form summarizing the events that occurred during playback.

The options in the Event Stream Capture box specify the type of data you want OneWorld Scripting Tool to capture. Call level refers to an API call's position in the sequence of calls. The more primary an API call's position, the lower the call level. For example, an EditLine business function that invokes a JDB Fetch API has a call level of 1 because it spawns the JDB call. The JDB Fetch API has a call level of 2 in this example.

OneWorld Scripting Tool Capture allows you to capture either level 1 calls only or all levels of calls. When you import the results into OneWorld Analyzer Tool, the event stream displays the API calls at the level you specified. For an additional discussion of call level, see also the *Virtual User Tool Guide*.

The event stream capture level options are:

- None, which means that OneWorld Scripting Tool does not capture script playback data

- OneWorld warning and error messages, which means that OneWorld Scripting Tool captures OneWorld messages, but does not capture data about OneWorld processes

- Level 1 API calls, which means that OneWorld Scripting Tool captures data about all events except those API calls with a call level greater than 1

- All API call levels, which means that OneWorld Scripting Tool captures data about all events, including those API calls with a call level greater than 1

With playback configured, you will need to write a Oneworld Scripting Tool script, if you have not already done so, and play it back. For details on writing and playing back OneWorld Scripting Tool scripts, see the *OneWorld Scripting Tool Guide*.

If you configure playback to capture and display the results, OneWorld Scripting Tool displays the Test Results form after you have run a script to completion or have cancelled playback. The Test Results form shows the event stream and other data about the test you ran.

OneWorld Scripting Tool stores all the test results you have generated. If you choose Results from the Tools menu, you can view all the tests available for import to OneWorld Analyzer Tool.

Test Results for SMITHT2 - 1269							
Browse Results	Summary	JDE.INI	JDE.LOG	JDEDEBUG.LOG	Messages		
Test	Client	Start Time	Elapsed	Environment	Release	Script	Status
1029	SMITHT2	09/02/1999 10:11:39	1:39	M7332HPO2	B733	ExchangeRateSet.ats	Succ...
1229	SMITHT2	11/11/1999 10:23:37	0:00	ADEVASD2	B733	addressbookrevision.ats	Inco...
1230	SMITHT2	11/11/1999 10:28:21	1:07	ADEVASD2	B733	addressbookrevision.ats	Succ...
1231	SMITHT2	11/11/1999 14:53:40	0:54	ADEVASD2	B733	3398333_ConcatenateVar.ats	Succ...
1234	SMITHT2	11/12/1999 11:09:47	0:42	ADEVASD2	B733	UBElaunch.ats	Succ...
1260	SMITHT2	11/18/1999 14:35:11	1:14	ADEVASD2	B733	3163606_ErrorWarningCount.ats	Succ...
1261	SMITHT2	12/03/1999 10:40:07	1:42	ADEVASD2	B733	addressbookrevision.ats	Succ...
1262	SMITHT2	12/03/1999 11:13:35	2:43	ADEVASD2	B733	salesorder.ats	Succ...
1263	SMITHT2	12/03/1999 11:41:39	1:41	ADEVASD2	B733	addressbookrevision.ats	Succ...
1264	SMITHT2	12/09/1999 11:04:46	1:13	ADEVASD2	B733	applicationinterconnect.ats	Succ...
1265	SMITHT2	12/14/1999 11:03:27	1:54	ADEVASD2	B733	3163606_ErrorWarningCount.ats	Succ...
1267	SMITHT2	01/06/2000 12:19:32	5:07		B733	unknown batch	Succ...
1269	SMITHT2	01/07/2000 11:57:54	2:10	PDEVASD2	B733	3163606_ErrorWarningCount.ats	Succ...
1292	SMITHT2	01/11/2000 10:09:28	0:21	PDEVASD2	B733	ComboBox.ats	Succ...
1298	SMITHT2	01/11/2000 14:51:28	0:28	PDEVASD2	B733	treepath.ats	Succ...
1304	SMITHT2	01/12/2000 15:49:40	0:19	PDEVASD2	B733	treepath.ats	Succ...
1309	SMITHT2	01/31/2000 14:11:45	1:55	PDEVASD2	B733	applicationinterconnect.ats	Succ...
1310	SMITHT2	02/01/2000 09:31:12	0:34	PDEVASD2	B733	dummyconcatenate.ats	Succ...
1311	SMITHT2	02/01/2000 09:35:11	0:05	PDEVASD2	B733	dummyconcatenate.ats	Succ...
1312	SMITHT2	02/01/2000 09:38:13	0:04	PDEVASD2	B733	3398333_ConcatenateVar.ats	Succ...
1313	SMITHT2	02/01/2000 10:47:20	2:14	PDEVASD2	B733	sample.ats	Failed

Filter...	Delete	Select	Print...	Export...	Close

OneWorld Event Capture

You can capture OneWorld performance data without using OneWorld Scripting Tool by launching the OneWorld Event Capture executable. Using OneWorld Event Capture is advantageous if no one in your organization can create and run a OneWorld Scripting Tool script, or if time and manpower resources are scarce. If either is the case, you simply launch the executable and perform a set of tasks in OneWorld. Code in OneWorld captures all the data from the session and passes it on to OneWorld Event Capture via a shared file in memory. OneWorld Event Capture stores the data in the results repository, OneWorld table F98214.

Once you have generated test results using OneWorld Event Capture, you can save them to a file and export them to the OneWorld Analyzer, just as you would if you used OneWorld Scripting Tool. The only difference is that the event stream generated by OneWorld Scripting Tool includes both OneWorld Scripting Tool and OneWorld events. The event stream generated by OneWorld Event Capture does not include OneWorld Scripting Tool events.

OneWorld Event Capture can be particularly useful if you:

- Lack the time or resources to write OneWorld Scripting Tool scripts
- Want to preserve data from a particular OneWorld process that you suspect is causing a performance problem

Once you capture the data from a OneWorld session and save the results, customer support, even from a remote location, can use the OneWorld Analyzer Tool to generate the event stream, analyze the events of the OneWorld session, and attempt to identify and correct any problems that might exist, obviating the need for costly site visits.

This chapter discusses the following components of the OneWorld Event Capture mechanism:

❑ Call level option

❑ Start capture button

❑ Stop capture button
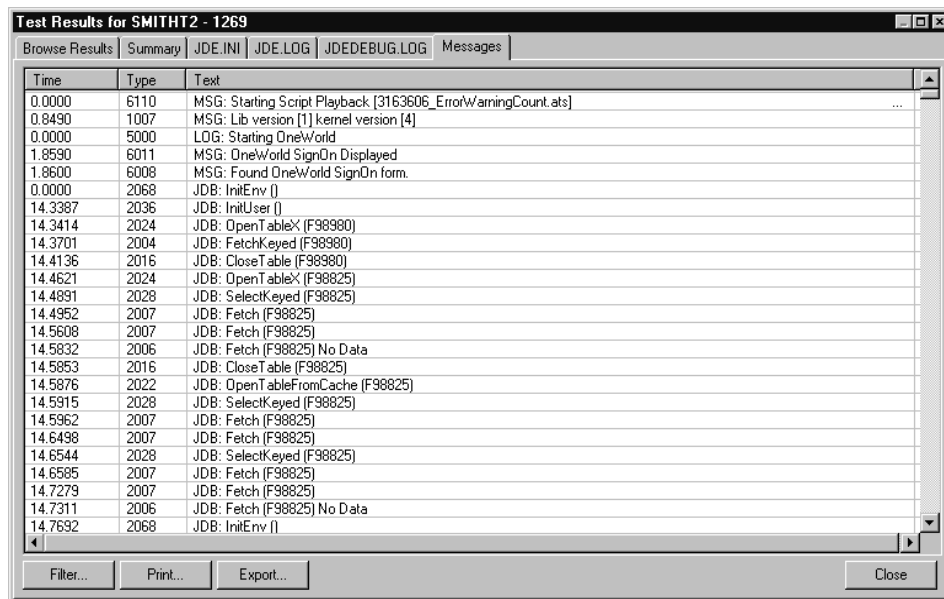
Call Level Option

Like OneWorld Scripting Tool, OneWorld Event Capture allows you to capture either level 1 calls only or all levels of calls. When you import the results into the OneWorld Analyzer, the event stream displays the API calls at the level you specified.

> **Caution:** The default setting is for the Top Level Calls Only option, and you should begin all OneWorld Event Capture sessions with this option chosen. Capturing all API calls at all levels will significantly increase the size of your saved results files and could make customer support analysis of the event stream a more difficult task. Use the All Levels option only if customer support requests additional data to make a diagnosis.

See Also

- *OneWorld Scripting Tool Playback Tab*
- *OneWorld Scripting Tool Guide*
- *OneWorld Virtual User Tool Guide*

Start Capture Button

You commence data capture with OneWorld Event Capture by launching the executable and clicking the Start Capture button. The OneWorld Scripting Tool Performance Data Capture form appears.
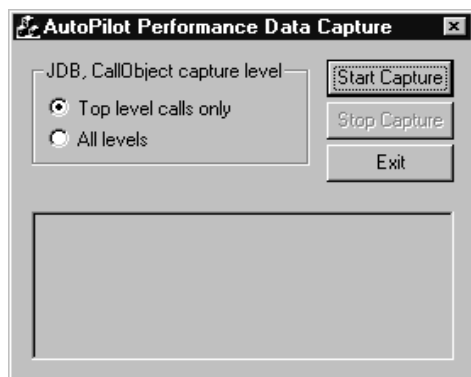
After you click the Start Capture button, you can provide a script name for identification purposes. Clicking the Start Capture button means that you will collect results of your OneWorld session in the results repository continuously until you click either the Stop Capture or Exit button.

Stop Capture Button

When you finish the OneWorld session, you click the Stop Capture button, which ends OneWorld Event Capture's collection of data. At this point, you can export the collected results to a file, which OneWorld Event Capture prompts you to name. In addition to the script name, saved results contain the following identifying information:

- Workstation
- Environment
- OneWorld release
- Capture date
- Capture time
- Elapsed time

After you stop data capture, the data from the OneWorld session resides in the results repository and is available to you when you launch OneWorld Analyzer Tool to import data.

Capturing Test Data

OneWorld Scripting Tool allows you to capture data when you play back a script that tests OneWorld applications. To do so, you use settings under Tools/Options/Playback on the OneWorld Scripting Tool menu bar and choose the option to capture the Virtual OneWorld Scripting Tool event stream. After script playback completes, or you cancel playback, OneWorld Scripting Tool saves the results to a repository, from which you can import them into OneWorld Analyzer Tool.

Alternatively, you can capture data about a OneWorld session by launching OneWorld Event Capture, which eliminates the need for you to write a OneWorld Scripting Tool script.

This chapter details the steps necessary to capture data about OneWorld functions and to view the captured data in OneWorld Analyzer Tool:

❏ Configuring OneWorld Scripting Tool to capture test data

❏ Using OneWorld Event Capture to capture test data

Configuring OneWorld Scripting Tool to Capture Test Data

You set OneWorld Scripting Tool to capture test data either before, during, or after you write your OneWorld Scripting Tool script. With the setting intact, OneWorld Scripting Tool captures and stores the record of OneWorld Scripting Tool and OneWorld events that occurred during playback.

▶ **To configure OneWorld Scripting Tool to capture test data**

1. From the Tools menu of the OneWorld Scripting Tool form, choose Options.

2. In the Options form, click the Playback tab.

3. Choose the Save Results Data after Playback and Display Results Data after Playback options.

   Note: Choosing these options ensures that OneWorld Scripting Tool can capture and display event data. The kind and amount of data, if any, that will be displayed is determined by choosing an Event Stream Capture Level option.

4. In the Event Stream Capture Level box, choose the Level 1 API calls option.

5. Click OK.

6. Open a OneWorld Scripting Tool script.

7. Click Play in the OneWorld Scripting Tool menu bar.

8. Choose Play from Top.

9. Click Yes.

   After playback runs to completion or you cancel playback, OneWorld Scripting Tool displays the Test Results form, which contains information about the script that you ran. This is the chronological record of the events that occurred during script playback.

Time	Type	Text
116.6418	6001	THR: Enter
116.5188	3002	RTE: Business function [BatchReviseOnExit]
116.6583	2032	JDB: FreeUser ()
116.5187	6003	THR: Perform
116.4980	4000	EVR: Perform Event Rule [1563]
116.7652	6001	THR: Enter
116.4964	4009	RTE: PushButton []
116.7665	4000	EVR: Perform Event Rule [1562]
116.7873	2016	JDB: CloseTable (F0411)
116.7879	2016	JDB: CloseTable (F0009)
87.9805	4000	EVR: Perform Event Rule [0]
87.9802	4009	RTE: PushButton []
116.6590	3002	RTE: Business function [F0411FSClearStack]
116.8551	2032	JDB: FreeUser ()
116.6589	6003	THR: Perform
120.5600	150	AUT: Application/form/control [P0411/W0411G/]
120.5640	101	AUT: ConfirmForm [Supplier Ledger Inquiry]
122.2970	1400	MSG: Confirm Form Successful
122.2990	150	AUT: Application/form/control [P0411/W0411G/]
122.3200	107	AUT: Press Button [Close]
125.0432	4004	RTE: Exit Bmp []
125.1432	4009	RTE: PushButton []
125.2931	2016	JDB: CloseTable (F0411)
125.4625	2032	JDB: FreeUser ()
129.1920	150	AUT: Application/form/control [//]
129.2310	6100	MSG: Script Playback Completed Successfully

Test Results for SMITHT2 - 1269

Browse Results | Summary | JDE.INI | JDE.LOG | JDEDEBUG.LOG | Messages

Filter... | Print... | Export... | Close

10. Click the Summary tab and note next to the Machine heading the number of the test.

You use the number of the test to identify it later when you import a test into OneWorld Analyzer Tool.
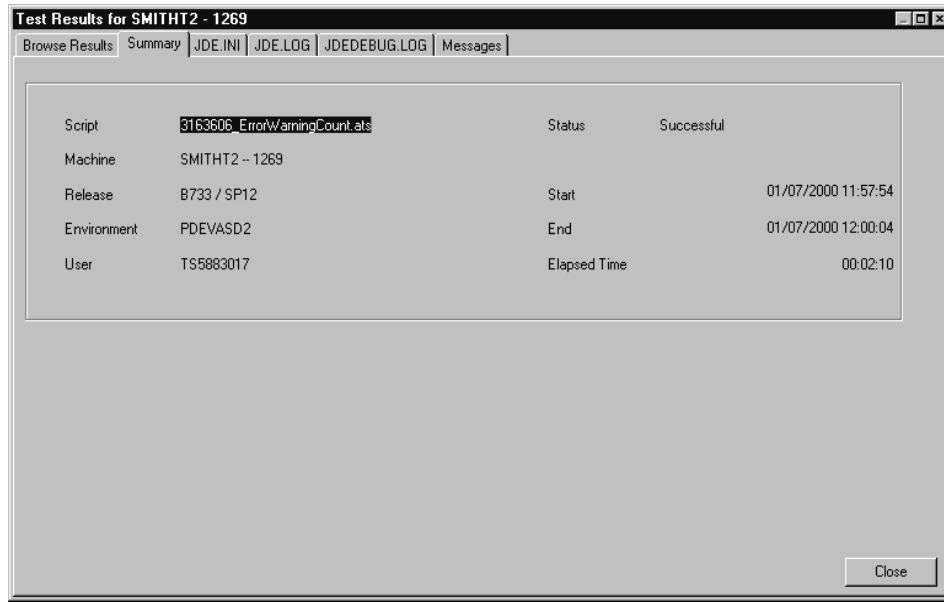
Using OneWorld Event Capture to Capture Test Data

You can capture test results without creating a OneWorld Scripting Tool script by using OneWorld Event Capture. After you start OneWorld Event Capture, you perform any OneWorld tasks that you want to test. OneWorld Event Capture stores the results in the results repository. You can export the results to a file, and then you or customer support can import the data to OneWorld Analyzer Tool.

▶ **To use OneWorld Event Capture to capture test data**

1. From your desktop or the appropriate directory, click the OneWorld Event Capture executable.

   The OneWorld Event Capture form appears.
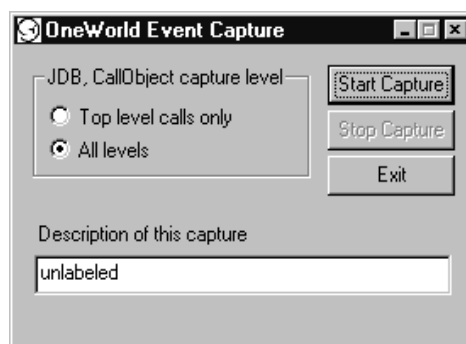
2. Choose a JDB, CallObject capture level option:

- Top level calls only

- All levels

3. Click Start Capture.

4. Assign a script name, if you desire, to the data to be captured and stored.
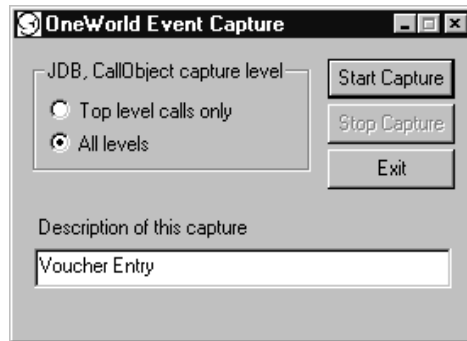
5. In OneWorld, perform any tasks that you want to test.

6. When you have completed the OneWorld tasks, click Stop Capture.

   Note: To abort the process, click.

7. Assign a file name to the results and click Save.

Importing Data for OneWorld Analyzer Tool

Importing Data for OneWorld Analyzer Tool

After you save event stream data from a OneWorld Scripting Tool script playback session, you can view the data in OneWorld Analyzer Tool by importing it. The Result Sets form presents general information about each test that you ran. You can choose one or more tests from this form and import the results data into OneWorld Analyzer Tool. Doing so allows you to view the specific details of the playback session.

From the Result Sets form you can also export results to a file on your hard drive. OneWorld Analyzer Tool stores the results as a binary file that you can e-mail to an outside source, who can import those results to OneWorld Analyzer Tool to troubleshoot the test. This feature enables customer support, for example, to work on OneWorld performance problems from a remote location.

This section covers the component necessary for importing data for OneWorld Analyzer Tool and the steps required to import test results:

❏ Result Sets form

❏ Importing test results

Result Sets Form

Using the Result Sets form, you can view general information about each script whose results you saved. You can select one or more tests from the form and import the results to OneWorld Analyzer Tool, export the results to a file on your hard drive, filter the results, or delete tests from the repository.

This chapter discusses the following components of the Result Sets form:

❏ Data categories in the Result Sets form

❏ Result Sets form Filter button

❏ Result Sets form Analyze button

❏ Result Sets form Export to File button

❏ Get External Test option

❏ Result Sets form Delete button

Data Categories in the Result Sets Form

The number of each test that you ran to capture test results appears in the Result Sets form. Several other categories of information are present in the form. These include the client name, the start time of the test, the elapsed time of the test, the environment in which you ran the test, the OneWorld release against which you ran the test, the script path, and the status of the test: successful, failed, or cancelled. The form displays a checkmark next to the number of each test that ran successfully to completion. The form displays a X next to the number of each test that failed or that you cancelled.

You can sort the contents of each category by clicking the category name. OneWorld Analyzer Tool sorts alphabetically or in ascending or descending numeric order. For example, if you click the Elapsed category, OneWorld Analyzer Tool displays the test with the shortest elapsed time first, followed by other tests in ascending order of elapsed time. The test with the longest elapsed time appears at the bottom of the category list. If you click the Script category, OneWorld Analyzer Tool sorts the list alphabetically by the name you assigned the test. The Refresh button allows you to restore the contents of a category to its original state.

Result Sets Form Filter Button

From the Result Sets form you can filter the view using any of the categories in the form as a selection criterion. To do so, click the Filter button that resides on the right-hand side of the form.

From the Filter form, choose a column name as a selection criterion. From the two options, Literal and Exclickion, you can further refine the filter. When you choose one of these options, you enter a value to the unpopulated Filter Value list. If you choose Literal as a filter type, type an integer into the Filter Value list. If you choose Exclickion as a filter type, type in a string. You can also type in exclickions for greater than, less than, equal to, and so on. For example, if you want to filter for tests with numbers greater than 1007, choose Exclickion as a filter type, then type >1007 in the Filter Value list.

OneWorld Analyzer Tool filters the entries in the Result Sets form so that only those tests with a number greater than 1007 appear. If you choose the Invert option, OneWorld Analyzer Tool reverses the criterion and filters in only those tests with a number less than 1007.

After you have set up the filter criteria to your satisfaction, click OK. click Clear All to restore the Result Sets form to its original state.

Result Sets Form Analyze Button

OneWorld Analyzer Tool allows you to choose one or more sets of OneWorld Scripting Tool results to import. This feature could be particularly useful if you want to compare the results of two separate scripts that you wrote to test the same application against different OneWorld releases or against different environments. You choose more than one test to import by holding down either the Control or the Shift key and clicking a line in the form. After you have selected the line or lines, click the Analyze button. The OneWorld Analyzer Tool user interface appears, and you can view in detail the results of a particular test.

Result Sets Form Export to File Button

The Export to File button allows you to export test results from the Result Sets form to a directory on your local drive. The default file extension is .owr (OneWorld Results Archive). OneWorld Analyzer Tool stores the results as a binary file, which you can e-mail to customer support if you need assistance solving a performance problem. Customer support can import the binary file to OneWorld Analyzer Tool and troubleshoot the problem.

Get External Test Option

If you have been e-mailed a binary file containing test results, you can import it to OneWorld Analyzer Tool by clicking Get External in the Result Sets form or by choosing Get External from the Results menu of the OneWorld Analyzer Tool form. The .owr file opens, revealing any exported files. When you open one, OneWorld Analyzer Tool imports the results for analysis.

Result Sets Form Delete Button

You can also delete from the Result Sets form any tests whose results you do not want to import. You again select a test by clicking the line in the form that contains it. When you click Delete, OneWorld Analyzer Tool deletes the test. To delete more than one test, hold down the Control or the Shift key, select the lines containing the tests you want to delete, and click Delete. Remember that each test contains a large amount of data. Therefore, you should regularly purge tests from the results repository to avoid consuming a great deal of disk space.

Importing Test Results

OneWorld Analyzer Tool allows you to import the results of OneWorld Scripting Tool tests, using features available in the Result Sets form. You can restrict the number of tests available for view in the form by using OneWorld Analyzer Tool's filter functionality. You can import one set of test results, or you can import more than one set to compare test results to one another. You also can delete one or more tests from the Result Sets form.

This chapter details the steps involved in importing the results of OneWorld Scripting Tool script playback:

❑ Filtering test results

❑ Importing test results to OneWorld Analyzer Tool

❑ Exporting test results to a file

❑ Getting test results from an external source

❑ Deleting test results

Filtering Test Results

Before you import the results of a OneWorld Scripting Tool test, you can simplify the view in the Result Sets form by filtering the list of test results. To do this, click the Filter button and use the Filter form to:

- Select a column for filtering
- Invert the filter value
- Refresh the OneWorld Scripting Tool Result form after filtering

Selecting a Column for Filtering

On the Filter form, the populated Select Column for Filter list contains the name of each column in the Result Sets form. To filter the entries in the Result Sets form, choose a column from this list. Establish filtering criteria using the Filter Type options and Filter Value. When you apply these criteria, OneWorld Analyzer Tool filters into the Result Sets form only those tests that match your criteria.

▶ **To select a column for filtering**

1. In the OneWorld Analyzer Tool form, click File.

2. Click Import.

3. In the Result Sets form, click the Filter button.

   The Filter form appears.

4. In the Filter form, choose the name of a Result Sets form column from the Select Column for Filter list.

5. Choose a filter type, either literal or expression.

6. Type an entry to the unpopulated Filter Value list, in the form of either a literal value or an expression.

   Note: If you choose Literal, type integers only. If you choose Expression, type a string. Choosing Expression also enables you to type a conditional, such as greater than, less than, or equal to.

7. Click OK.

Inverting the Filter Value

After you filter entries in the Result Sets form, you can invert your selection criteria to change the view in the form. You do so using the Invert option.

▶ **To invert the filter value**

1. In the Result Sets form, click the Filter button.

2. In the Filter form, choose the Invert option.

3. Click OK.

   OneWorld Analyzer Tool inverts the selection criteria and reflects those changes in the Result Sets form.

Refreshing the Result Sets Form after Filtering

After you filter the entries in the Result Sets form, you can restore the form to its original state using the Filter form.

▶ **To refresh the Result Sets form after Filtering**

1. In the Result Sets form, click Filter.

2. In the Filter form, click Clear All.

3. Click OK.

OneWorld Analyzer Tool refreshes the Result Sets form so that you can once again view the available tests.

Importing Test Results to OneWorld Analyzer Tool

Once you capture an event stream, you can open OneWorld Analyzer Tool, select one or more tests that you ran and import the event stream data for analysis.

▶ **To import test results to OneWorld Analyzer Tool**

1. From your desktop or the directory in which you store it, click the OneWorld Analyzer Tool icon.

   The OneWorld Analyzer Tool form appears.
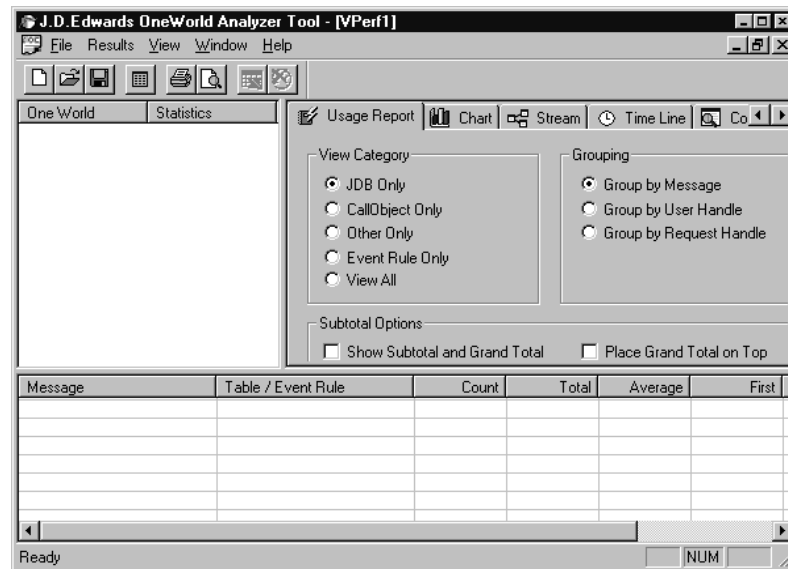
2. Click Choose in the Results menu.

   The Result Sets form displays information about each test that you saved.

3. Select the test that you want to import.

4. Double click the test or click the Analyze button.

   OneWorld Analyzer Tool imports the results of the test.

5. Click the title of the test you imported.

   The event stream appears in the detail area of the form.

Exporting Test Results to a File

You can export the results of a test to a file for sending to an outside source such as customer support. OneWorld Analyzer Tool saves the results as a binary file to a directory of your choice.

▶   **To export test results to a file**

1. In the toolbar of the OneWorld Analyzer Tool form, click the List Result Sets button.

2. In the Result Sets form, select one or more tests.

3. Click the Export to file button.

4. Assign names to the tests and click the Save button.

    OneWorld Analyzer Tool saves the results as a binary file. To send the file to someone else, attach it to an e-mail.

Getting Test Results from an External Source

People within or outside of your organization can import to OneWorld Analyzer Tool results that you save as a binary file.

▶   **To get test results from an external source**

1. If you have received the binary file as an attachment to an e-mail, save the attachment to a directory and file of your choice.

2. Open OneWorld Analyzer Tool.

3. Choose Get External from the Results menu.

4. Open the file where you saved the binary file.

5. Select the file name and click Open.

    OneWorld Analyzer Tool imports the test results from the binary file.

Deleting Test Results

To avoid filling up the results repository, you should regularly delete test results that are out of date or no longer useful.

▶   **To delete test results**

1. In the OneWorld Analyzer Tool form, click the List Result Sets button.

2. Select a test whose results you want to delete.

    Note: Use the Control button or the Shift button to select more than one test for deletion.

3. Click Delete.

Analyzing Data with OneWorld Analyzer Tool

Analyzing Data with OneWorld Analyzer Tool

After you import the results of one or more tests, you work in the OneWorld Analyzer Tool form, using three panes to break down and to analyze the test data:

- Report pane, which contains general details about each test that you import into OneWorld Analyzer Tool.

- Analysis pane, which allows you to choose a variety of formats in which to present test data. You can also filter the list of events by applying limiting criteria, such as event type.

- Event pane, which allows you to view individual or aggregated details of test events after you have selected in the report pane the test level you want to view, such as a particular application or form, and in the analysis pane the limiting criteria you want to apply to the view.

Together the three panes allow you to analyze OneWorld operations from many different perspectives. The tool enables you to move with precision to a low level of script playback detail or to aggregate detail. Using this information about the application you tested, you can evaluate the script playback, noting, for example, processing delays that might have occurred.

This section discusses the following aspects of analyzing data with OneWorld Analyzer Tool:

❏ Setting up OneWorld Analyzer Tool interactive panes

❏ Using OneWorld Analyzer Tool to analyze data

OneWorld Analyzer Tool Interactive Panes

After you import one or more scripts from the Result Sets form, you can view the test results at various levels of detail. The OneWorld Analyzer Tool form displays three panes. You work in each of these panes to set up the way that you want the form to display information about events that occurred during script playback.

The report pane contains information about the test you imported into OneWorld Analyzer Tool, including its name, any applications you tested, and so on.

The analysis pane contains tabs that allow you to establish the view of events from a variety of perspectives. For example, you can view the entire event stream captured during script playback, or you can isolated event types, such as JDB API calls.

The event pane displays details about the script playback. You determine the view that appears in the event pane by the choices you make in the analysis pane. For example, if you choose Chart in the analysis pane, the event pane displays the amount of time required to complete events, such as JDB calls, in a chart.

This chapter discusses each of the panes in OneWorld Analyzer Tool form:

❏ OneWorld Analyzer Tool report pane

❏ OneWorld Analyzer Tool analysis pane

❏ OneWorld Analyzer Tool event pane

OneWorld Analyzer Tool Report Pane

The report pane contains the following general details about each script that you import into OneWorld Analyzer Tool:

- Name of the script
- Time required for startup and shutdown
- Name of the applications tested
- Names of all forms in the applications
- Names of all header controls and grid columns in the forms

In addition, the report pane indicates which OneWorld forms, header controls, and grid columns that OneWorld Scripting Tool touched during script playback, as well as the time required to run the entire script and various subsets thereof.

OneWorld Analyzer Tool displays the contents of the report pane in a parent/child relationship format. The ultimate parent is Master Report, which subsumes as children all the scripts that you import into OneWorld Analyzer Tool. You view the following information by expanding each node in the Master Report tree:

- Name of the script

- Start Up/Shut Down time for script playback

- Applications called and the total time the script spent running the application

- The number of forms in the application that were touched during script playback

- The forms that were touched during script playback

- The number of form header controls and grid columns touched during script playback

- Names of all form header controls and grid columns and their data dictionary aliases and whether they were touched during script playback
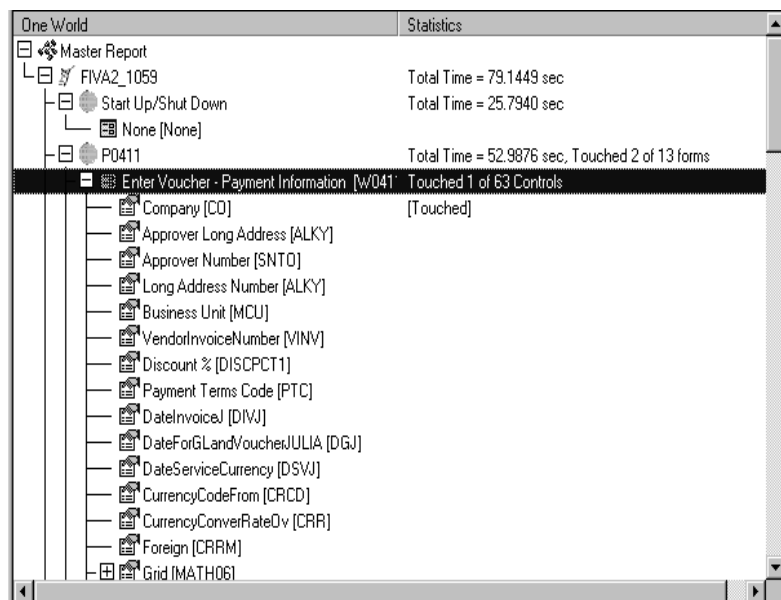
OneWorld Analyzer Tool displays alongside the nodes the total time consumed in running the entire script, startup and shutdown alone, and applications alone. The total time figure does not include time intervals between events.

The following table summarizes the information displayed in the report pane of OneWorld Analyzer Tool form:

Entry to OneWorld Column of the Report Pane	Entry to Statistics Column of the Report Pane
Master Report	N/A
AP Script Name	Total time to run script without time intervals between events
Start Up/Shut Down	Total time required for startup and shutdown
Application	Total time required to run the application and the number of forms touched during playback
Form	Number of header controls and grid columns touched during playback
Header Controls	Controls touched during playback
Grid Columns	Columns touched during playback

Note: When you click a node in the report pane, that choice determines what you see in the event pane or the analysis pane. For example, if you click the application node in the report pane, script events that appear in the event pane are events that occurred during the playback of that application only.

OneWorld Analyzer Tool Analysis Pane

The analysis pane allows you to view some or all of the events that occurred during any stage of script playback. It also allows you to choose how you will view the events.

You work in the analysis pane in conjunction with the other two panes. In the report pane you choose a level of the test. For example, you might choose to analyze the events from the level of the entire test. Using options in the analysis pane, you can apply a selection criterion to limit the number of events you view in the event pane. For example, you might choose to view only JDB API calls.

This topic discusses the five tabs from which you choose the kind of script events you want to view and the way you want to view events in the event pane:

❏ Usage Report tab

❑ Chart tab

❑ Stream tab

❑ Time Line tab

❑ Coverage tab

Usage Report Tab

The Usage Report tab allows you to choose:

- The type of script events that you want to view, by category
- The criteria by which you group the events

For example, you might decide to view only CallObject APIs. Based on that choice, OneWorld Analyzer Tool displays only CallObject APIs. If you want to group these CallObject APIs by message, meaning that you want to see each CallObject API invoked by OneWorld during playback, you choose message as the criterion by which OneWorld Analyzer Tool groups the CallObject APIs.

This topic discusses the three options under the Usage Report tab:

❑ View Category option

❑ Grouping option

❑ Subtotal options

View Category Option

The View Category options are:

- JDB API Only
- CallObject API Only
- Other Only
- Event Rules
- View All

Use these options to choose the type of playback event that you want to analyze.

Grouping Option

After you choose a category of event, you can group those events. Grouping options are:

- Group by Message

- Group by User Handle

- Group by Request Handle

Subtotal Options

You can view aggregate numbers of events within an event category and the total time required to run the events during script playback using Subtotal Options. The Subtotal Options are:

- Show Subtotal and Grand Total

- Place Grand Total on Top

You use the Subtotal Options options in conjunction with the View Category and Grouping options. For example, suppose you choose the CallObject Only option in View Category and the Group by Message Option option in Grouping. If you choose both Subtotal options, OneWorld Analyzer Tool displays at the top of the event pane the total number of CallObject APIs called during playback, the total number of times these APIs were called during playback, and the total amount of time required to run all of the calls.

Chart Tab

The Chart tab allows you to view script playback events and the time required to complete them graphically. You use the Chart tab in conjunction with the other

panes: in the report pane, you choose the playback level you want to analyze; how you will view events in the analysis pane; OneWorld Analyzer Tool presents the results, based on the choices, in the event pane.

Three components of the analysis pane that appear when you click the Chart tab:

- Total Time list
- Presentation list
- Add/Remove Chart options

Total Time List

In the Total Time list, you choose a criterion that governs how you view the time required to complete an aspect of script playback. For example, you might choose to view the time OneWorld Scripting Tool required to run events in the applications touched by the script.
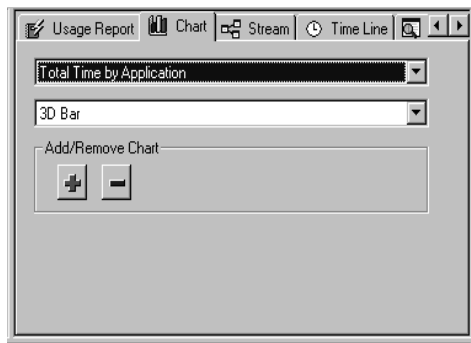
Alternatively, you might choose to view the event execution time by event category, for example, JDB API calls, CallObject calls, event rules, and so on.

Choose a category in the Total Time list by clicking the list's scroll arrow to view the selection criteria.

Presentation List

After you choose a selection criterion for presenting total script playback time, you decide how you want to present the view of that time. Your choice determines how OneWorld Analyzer Tool graphically displays the script playback time in the event pane. To view the contents of the presentation list, click the list's scroll arrow. From the view that appears, you choose a presentation, such as a bar graph.

You use the presentation list in conjunction with the Total Time list. For example, you might choose in the Total Time list to view total script playback time by application, then choose in the presentation list to present that time in a 3D bar graph. That presentation appears in the event pane.
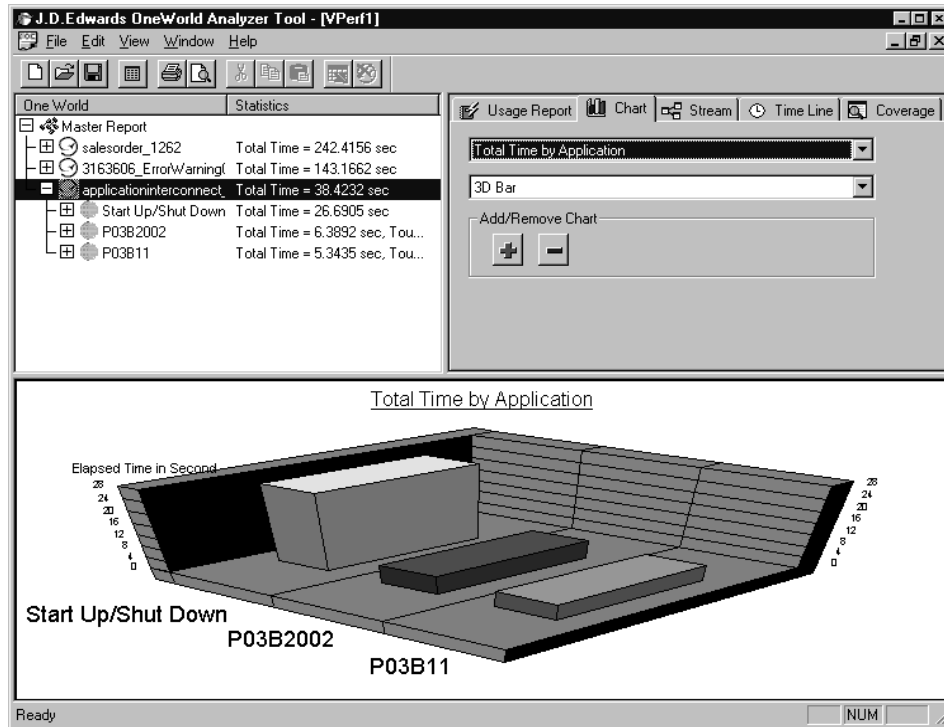
Add/Remove Chart Options

To view graphical presentations simultaneously, you use the Add/Remove Chart options. You might want to add a graphical presentation to the event pane for comparative purposes. For example, you might view the total time that OneWorld Scripting Tool required to run the events in the applications that it touched. You might want to also view the time the script required to run events by category. To do so, you use the Total Time and presentation lists to create a new view, and then click Add. You click Delete to remove a chart..

> **Caution:** The chart that you originally create is the master chart. Although you can add charts to the event pane and remove them, you cannot remove the master chart.

Stream Tab

Click the Stream tab to view the event stream in the event pane. Use the Stream tab to view the complete record of all events that occurred during playback of the OneWorld Scripting Tool script and the elapsed time for each event. For a complete discussion of the event stream, see *OneWorld Virtual Scripting Tool*.

The Stream tab also has a Filter button you can use this button to change the view of the event stream in the event pane. When you click Filter, a Filter form appears that allows you to sort events by:

- Start time

- End time

- Elapsed time

- Thread ID

- API call level

- User handle

- Request handle

- Message ID

- Message (such as OpenTable)

This form limits the number of tests that you view. Using the Filter form in the analysis pane, you might, for example, choose request handles equaling 15 as a filter.
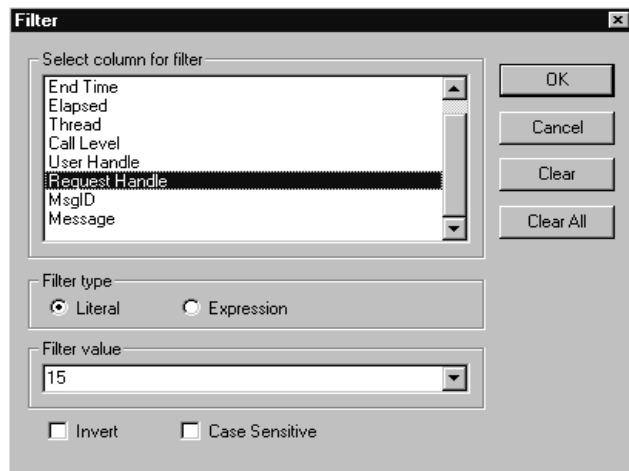
If you apply this filter, the event pane displays only the playback events that match the criterion of an hRequest parameter of 15.
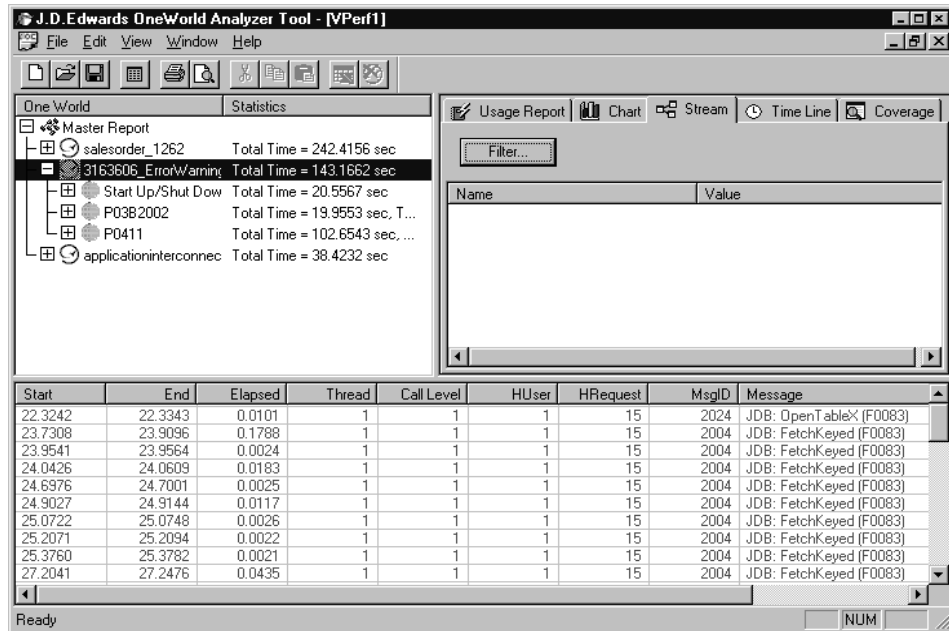
Time Line Tab

To view the execution of script playback events plotted against a time line, you click the Time Line tab. You choose a time line mode from the following options:

- Plot by Message Type

- Plot by Message Thread ID

- Plot by User Handle

- Plot by Request Handle

When you choose a time line mode, the event pane displays a time line that allows you to view the time OneWorld Scripting Tool required to run script events, based on the criterion you chose. Time is displayed in seconds along the x-axis of the time line. The the values of the mode are displayed along the y-axis. For example, if you choose to display the timing of events by user handle, the Y axis displays all hUser parameters used during script playback, along with the point in time that each occurred and its duration.
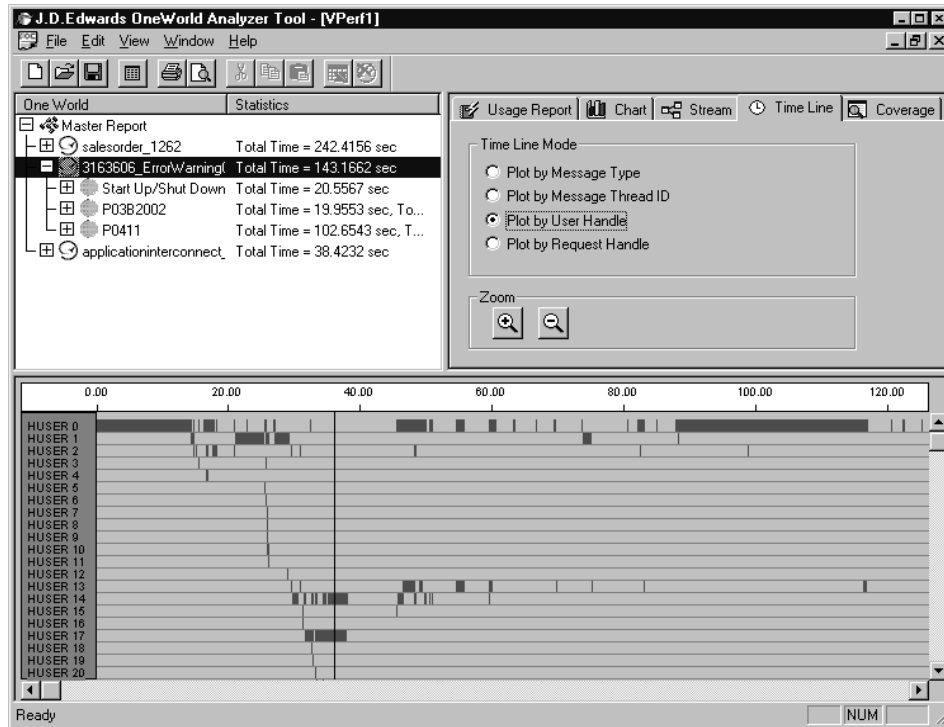
Coverage Tab

The Coverage tab enables you to see how extensively your script tested an application. When you click this tab, OneWorld Analyzer Tool displays in the event pane nodes that represent any applications that OneWorld Scripting Tool touched during script playback. You can click these nodes to see how many forms in an application and how many header controls and grid columns in a form OneWorld Scripting Tool touched.

OneWorld Analyzer Tool Event Pane

You use the OneWorld Analyzer Tool event pane to view the details of OneWorld Scripting Tool playback events after you have selected:

- The level of playback that you want to view, from the report pane
- The limiting criteria you want to apply to the view, from the analysis pane

You can use the following features when you work in the event pane:

- Sort mechanism
- View API call parameters
- Export playback event details to Microsoft Excel

Sort Mechanism

The event pane views that appear when you click the Usage Report and Stream tabs in the analysis pane have a sort mechanism you can use to manipulate the order of playback events. When you click a category in either one of these event pane views, OneWorld Analyzer Tool sorts the contents of the column:

- If the contents are integers, OneWorld Analyzer Tool sorts them in ascending or descending order.

- If the contents are strings, OneWorld Analyzer Tool sorts them in alphabetical or reverse alphabetical order.

View API Call Parameters

With the event stream in the event pane, you can click a line containing the details of a JDB or CallObject API call and view the parameters of that call in the analysis pane.

The analysis pane view contains the name and value of each parameter, as well as directional arrows that indicate whether the parameter value was used as input to or an output from an API call. An arrow positioned to the left of the box next to the parameter name indicates an input value. An arrow to the right of the box indicates a value returned from an API call.

Name	Value
Function	BatchReviseOnExit
Location	
Library	CALLBSFN.DLL
Runtime	1
User Handle	8
DS Blob Format String	mc3cccccc
Return Value	0
ICU [ ]	253774, 253774
ICUT [ ]	V, V
EV01 [ ]	,
EV02 [ ]	0, 0
EV03 [ ]	1, 1
EV04 [ ]	1, 1
EV01 [ ]	A, A
EV01 [ ]	,

You can also click a line containing details of some OneWorld Scripting Tool event and view details of that event in the analysis pane. For example, you can view the application and form you chose in the OneWorld Scripting Tool script and entries you made to header controls and grid columns.
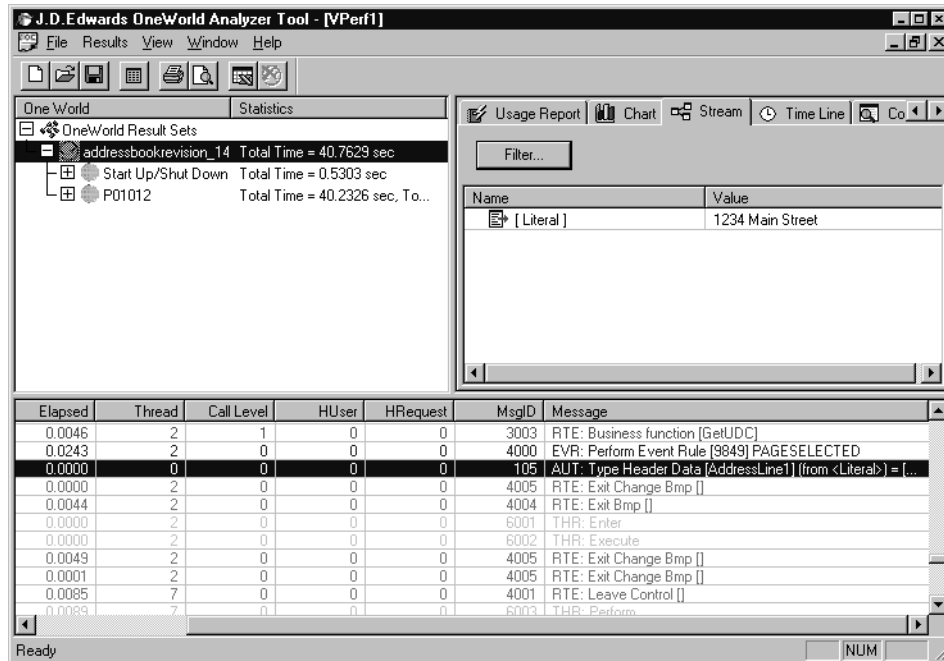
Export Playback Event Details to Microsoft Excel

You can export the playback details contained in an event pane view to a
Microsoft Excel document. However, to do so, you must:

- Be in a view produced by clicking the Report Usage or the Stream tab in
  the analysis pane

- Click inside the report pane

The Export to Excel button in the toolbar is enabled. Otherwise, OneWorld
Analyzer Tool disables the Export to Excel button.

Using OneWorld Analyzer Tool to Analyze Data

OneWorld Analyzer Tool user interface consists of three panes, each of which enables you to view in various ways the details of your OneWorld Scripting Tool script's playback. You use the panes to analyze the script playback data contained in the event stream.

The report pane allows you to choose the level of detail that you want to view for a test. For example, you might want to view all the events that occurred during script playback, or you might want to view only the events that occurred during the playback of one application.

The analysis pane allows you to choose criteria that further limit the number of events that you view and to choose the manner in which OneWorld Analyzer Tool presents those events, such as in a table or a graph.

The event pane contains the details of the events, presented in the manner that you chose.

This chapter details the steps that you take to perform various tasks in the three OneWorld Analyzer Tool panes:

❏ Choosing a report level

❏ Choosing criteria for event analysis

❏ Viewing details of events

Choosing a Report Level

You work in the report pane to choose the level of detail that you want to view in the event pane. You can also choose more than one test and view the comprehensive totals in the event pane.

▶ **To choose a report level in the report pane**

1. In the report pane of OneWorld Analyzer Tool form, choose a report level by clicking it.

2. If you have imported two or more sets of test results, click the Master Report node.

OneWorld Analyzer Tool displays in the event pane the combined results of all the tests you imported.

Note: The event pane displays the events that occurred at the report level that you choose. You might want to click a tab in the analysis pane to alter the presentation of the view. For example, if you want to see the events displayed in a table format, click either the Usage Report tab or the Stream tab in the analysis pane.

Choosing Criteria for Event Analysis

When you work in the analysis pane, you can choose criteria that limit the type and number of script playback events that you view in the event pane, and you can choose the graphical presentation of the events. To accomplish these goals, you work with five tabs. Each of these tabs offers options in the analysis pane that allow you to change the view in the event pane.

This topic details the steps you follow to work with each tab in the analysis pane:

- Usage Report tab
- Chart tab
- Stream tab
- Time Line tab
- Coverage tab

Working with the Usage Report Tab

Clicking the Usage Report tab produces radio button options in the analysis pane. These options allow you to view all the script playback events in the event pane, or you can choose a criterion that limits the playback events that you view. Once you choose a criterion, you choose a radio button option to group the events that you view by message, user handle, or request handle. You can also use the analysis pane view under the Usage Report tab to display aggregate numbers of details related to script playback events. For example, you can display the total number of CallObject API calls made during script playback.

This topic details the steps you follow to accomplish the following tasks using analysis pane view under the Usage Report tab:

- Viewing details of playback events using the Usage Report tab
- Displaying playback event subtotals

Viewing Details of Playback Events Using the Usage Report Tab

The usage report tab enables you to view details of playback events. You can view all the events at the test level that you chose in the report pane, or you can choose a criterion to limit the kinds of events that you view. You can choose a criterion by which you group the events, such as by request handle.

► **To view details of playback events using the Usage Report tab**

In the analysis pane of OneWorld Analyzer Tool form

1. Click the Usage Report tab.

2. Choose a radio button option in the View Category subpane.

   This allows you to view in the event pane all the script playback events or a category of playback events, such as CallObject APIs.

3. Choose a radio button option in the Grouping subpane.

   This allows you to group the category of script playback events that you choose.

Displaying Playback Event Subtotals

With the script playback events displayed in the event pane, you can view event subtotals, including number of events by category and the total time that script playback required to complete the events in that particular category. You can also display the grand totals, either at the bottom or at the top of the event pane.

► **To display playback event subtotals**

1. In the analysis pane of OneWorld Analyzer Tool form, click the Usage Report tab.

2. Choose a radio button option in the View Category subpane.

3. Choose a radio button option in the Category subpane.

4. To show subtotals for events, with the grand totals displayed at the bottom of the event pane, click the Show Subtotal and Grand Total option only.

5. To show subtotals for events, with the grand totals displayed at the top of the event pane, click both the Show Subtotal and Grand Total and Place Grand Total at Top options.

Working with the Chart Tab

Clicking the Chart tab enables you to choose a selection criterion to limit the view of script playback events, and the time OneWorld Scripting Tool required to run them, in the event pane. For example, you might decide that you want to see the total time OneWorld Scripting Tool required to run CallObject APIs. It also enables you to choose from a variety of graphical presentations of that time, such as 3D charts, pie graphs, and so on. You can also additional views of charts to the event pane and remove views of charts.

This topic details the steps you follow to accomplish the following tasks using analysis pane view under the Chart tab:

- Viewing details of playback events using the Chart tab

- Adding a chart

- Removing a chart

Viewing Details of Playback Events Using the Chart Tab

Clicking the Chart tab allows you to view in the event pane the total time that the script playback required to complete a category of events. You can also choose how you want OneWorld Analyzer Tool to graphically present the time.

▶ **To view details of playback events using the Chart tab**

1. In the analysis pane of OneWorld Analyzer Tool form, click the scroll arrow in the Total Time list.

2. In the view that appears, click a selection criterion.

   This allows you to view, for example, the total time OneWorld Scripting Tool required to run events in an application.

3. In the presentation list, click the scroll arrow.

4. In the view that appears, click a graphical presentation.

   This allows you to choose the way that OneWorld Analyzer Tool displays the time OneWorld Scripting Tool required to run events.

Adding a Chart

Once you display a chart in the event pane, you can use the Chart tab in the analysis pane to add another chart. OneWorld Analyzer Tool inserts another chart to the event pane based on the choices you make in the Total Time and presentation lists.

▶ **To add a chart**

1. In the Add/Remove subpane, click Add.

   OneWorld Analyzer Tool adds a chart that duplicates the chart currently in the event pane view.
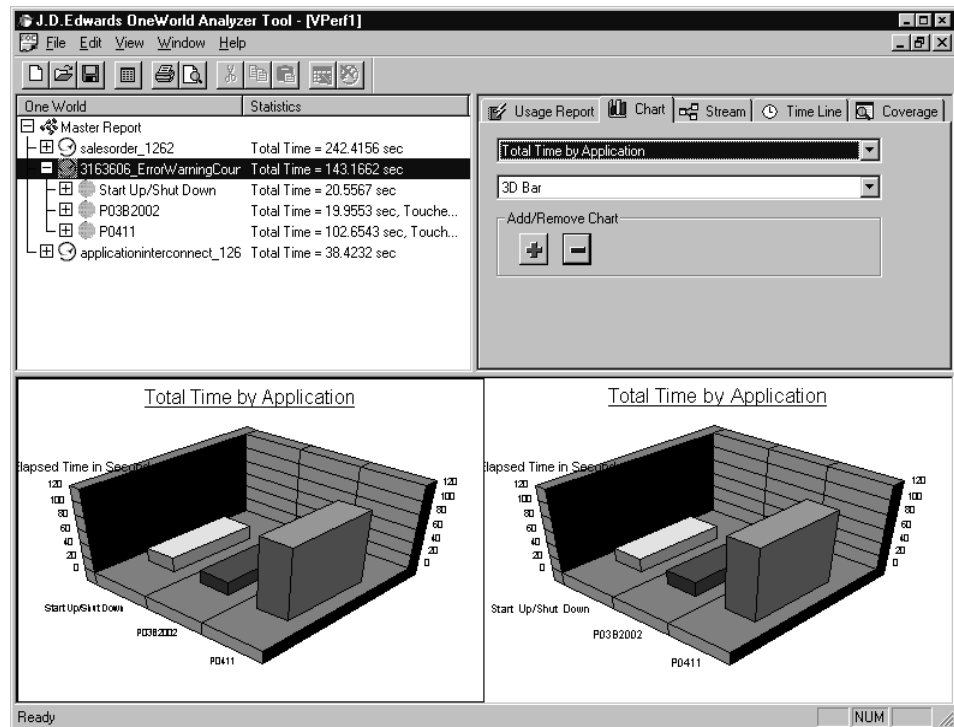
2. In the event pane, click one of the graphics.

3. In the analysis pane, choose a criterion from the Total Time list.

4. Choose a graphical presentation from the presentation list.

   OneWorld Analyzer Tool replaces the selected chart in the event pane with the new chart with the characteristics you established.
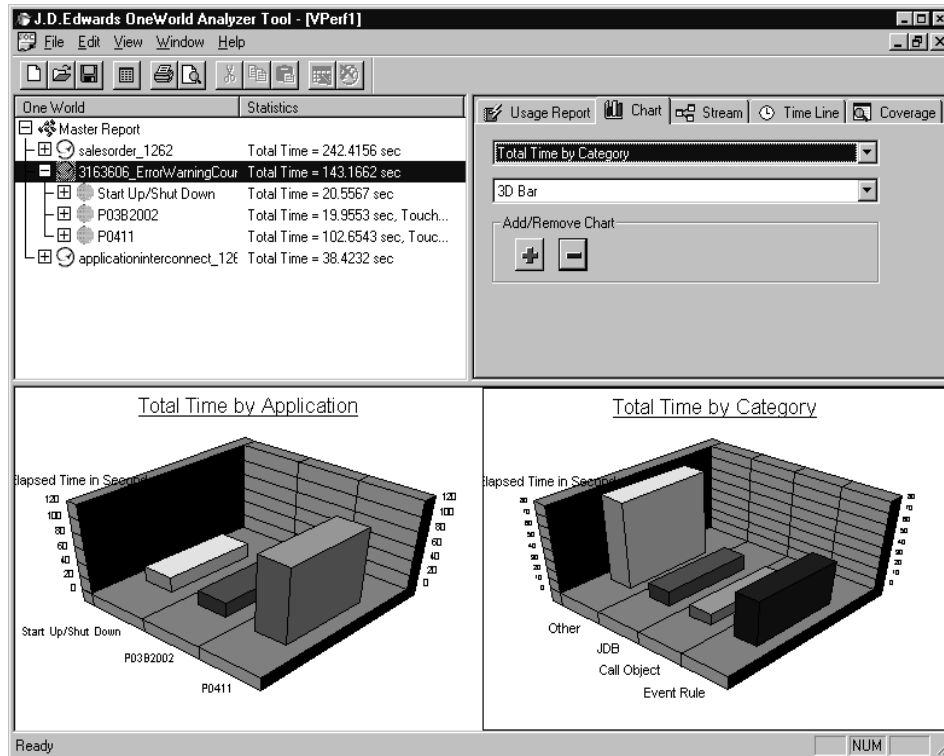
Removing a Chart

If you no longer want to view a certain chart in the event pane, you use the Chart tab in the analysis pane to remove it.

▶ **To remove a chart**

1. In the event pane of OneWorld Analyzer Tool form, with two or more graphic images present, click one of the images.

2. In the Add/Remove subpane of the analysis pane, click Remove.

   Note: Do not click the original image that you created. If you do, and you attempt to remove it, OneWorld Analyzer Tool displays a dialogue box warning that the master chart may never be removed.

Working with the Stream Tab

Clicking the Stream tab in the analysis pane produces the event stream in the event pane. This is the complete record of script playback events. You can view this complete record or use the Filter button in the analysis pane to limit the kind and number of events that you view in the event pane.

This topic details the steps you follow to accomplish the following tasks using analysis pane view under the Stream Chart tab:

- Viewing details of playback events using the Stream tab

- Filtering events in the event stream

Viewing Details of Playback Events Using the Stream Tab

The Stream tab allows you to view the event stream in the event pane. The event stream displays the script playback events in chronological order.

▶ **To view details of playback events using the Stream tab**

1. In the analysis pane of OneWorld Analyzer Tool form, click the Stream tab.

   The event stream appears in the event pane.

Filtering Events in the Event Stream

To manipulate your view of the event stream in the event pane, you use the Filter button under the Stream tab. Working in the Filter form you can limit the number and kind of events that appear in the event pane.

▶ **To filter events in the event stream**

1. In the analysis pane of OneWorld Analyzer Tool form, click the Stream tab.

2. Click the Filter button.

3. In the Filter form, choose from the Select Column for Filter list a column in the event stream.

4. To refine your filter criterion, choose either the Literal or Expression radio button option.

5. Enter a value to the Filter Value list.
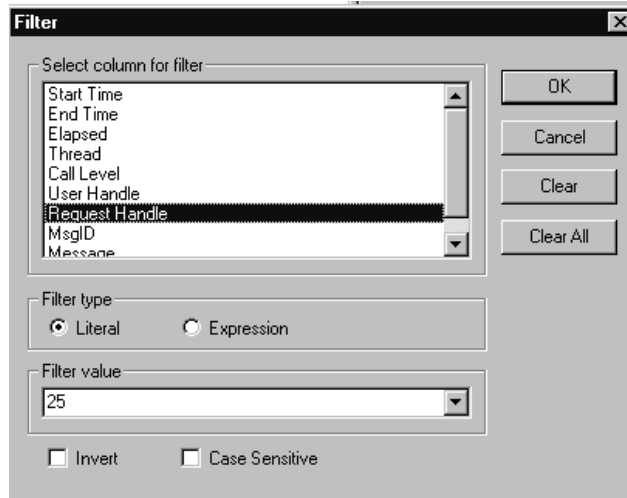
6. Click OK.

    OneWorld Analyzer Tool filters the event stream for the value that you
    specified in the Filter form and displays the new view in the event pane.

    Note: To invert the view in the event pane so that it filters out the value
    you enter in the Filter form, click the Invert option and click OK.

Working with the Time Line Tab

The Time Line tab allows you to view the time OneWorld Scripting Tool required
to run categories of events. OneWorld Analyzer Tool plots categories of events
along the y-axis of a time line and the time, in seconds, on the x-axis. Using the
Time Line tab, you can view in the event pane the number and duration of
different kinds of events.

▶ **To view details of events using the Time Line Tab**

1. In the analysis pane of OneWorld Analyzer Tool form, click the Time Line
    tab.

2. In Time Line Mode, choose a selection criterion.

    You can plot the time line by

    •   Message type, message thread ID

    •   User handle

    •   Request handle
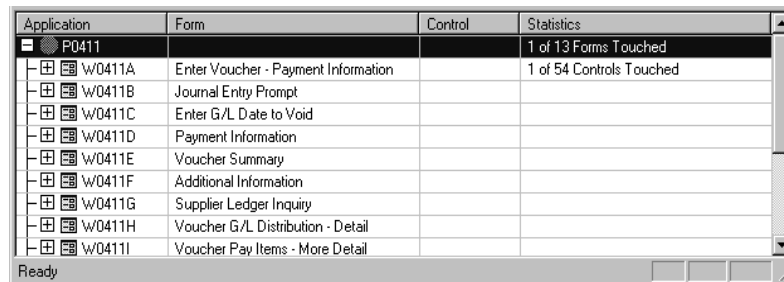
    OneWorld Analyzer Tool represents each event separately, with a bar. The
    bar allows you to see the starting point, ending point, and duration of the
    event.

Working with the Coverage Tab

The Coverage tab allows you to view how extensively your OneWorld Scripting Tool script covered the code in a OneWorld application or form. You choose a test level in the report pane, then click the Coverage tab. The event pane displays statistics on the applications, forms, header controls, and grid columns OneWorld Scripting Tool touched during script playback. Click a test level, such as application, to view the coverage for that level of the test.

▶   **To view code coverage using the Coverage tab**

1. In the report pane of OneWorld Analyzer Tool form, click the level of the OneWorld Scripting Tool test that you want to view.

2. In the analysis pane, click the Coverage tab.

3. In the event pane, click the level of the test that you want to view.

Application	Form	Control	Statistics	
▣ ◉ P0411			1 of 13 Forms Touched	▲
├ ⊞ ▦ W0411A	Enter Voucher - Payment Information		1 of 54 Controls Touched	
├ ⊞ ▦ W0411B	Journal Entry Prompt			
├ ⊞ ▦ W0411C	Enter G/L Date to Void			
├ ⊞ ▦ W0411D	Payment Information			
├ ⊞ ▦ W0411E	Voucher Summary			
├ ⊞ ▦ W0411F	Additional Information			
├ ⊞ ▦ W0411G	Supplier Ledger Inquiry			
├ ⊞ ▦ W0411H	Voucher G/L Distribution - Detail			
├ ⊞ ▦ W0411I	Voucher Pay Items - More Detail			▼
Ready				

Viewing Details of Events

The event pane allows you to view script playback events. OneWorld Analyzer Tool displays these events based on the criteria you choose in the report and analysis panes. You choose actions in the event pane that alter your view of the script playback events, present a more detailed view of individual events, and offer you the opportunity to export the view to a MIcrosoft Excel spreadsheet.

This topic details the steps you follow when you work in the event pane to accomplish the following tasks:

- Sorting events in a category

- Enabling the parameter view in the analysis pane

- Exporting script playback event details to a Microsoft Excel spreadsheet

Sorting Events in a Category

When you click the Usage Report tab or the Stream tab in the analysis pane, OneWorld Analyzer Tool displays the script playback events in a table with eight

and nine columns, respectively. You can sort these categories in the event pane by clicking the category name. When you do so, OneWorld Analyzer Tool sorts in alphabetical or reverse alphabetical order those events described by a string. OneWorld Analyzer Tool sorts those events described by integers from least to greatest or from greatest to least.

For example, when you click the Usage Report tab, then choose from the View Category and Grouping options, OneWorld Analyzer Tool displays the events under eight categories in the event pane. In the Message column, the events initially appear in alphabetical order. When you click the column, OneWorld Analyzer Tool arranges the messages in reverse alphabetical order. In the Count column, the events initially appear in order of those that occurred the least number of times to those that occurred the greatest number of times. When you click the column, those that occurred the greatest number of times appear first.

▶ **To sort events in a category**

1. In the analysis pane of OneWorld Analyzer Tool form, click either the Usage Report tab or the Stream tab.

2. If you click the Usage Report tab, choose radio button options from View Category and Grouping.

   Note: If you click the Stream tab, the View Category and Grouping options do not appear, and you can proceed to Step 3.

3. In the event pane, click a column name.

Enabling the Parameter View in the Analysis Pane

When you display the event stream in the event pane, you can click a JDB or CallObject API event to view the parameters of that call. OneWorld Analyzer Tool displays the parameters and other information about the call in the analysis pane.

▶ **To enable the parameter view in the analysis pane**

1. In the analysis pane of OneWorld Analyzer Tool form, click the Stream tab.

2. In the event pane, click a line containing a JDB or CallObject API call.

   A view of the parameters of the call appears in the analysis pane. You can also view details of some OneWorld Scripting Tool events, such as application launches and entries to header controls and grid columns.

Exporting Script Playback Event Details to a Microsoft Excel Spreadsheet

You can export script playback event details from the event pane to a Microsoft Excel spreadsheet when you have created an event pane view using the Usage Report tab or Stream tab in the analysis pane. Using this feature enables you to arrange the playback event details as you desire.

▶ **To export script playback event details to an Excel spreadsheet**

1. In the analysis pane of OneWorld Analyzer Tool form, click the Usage Report tab or the Stream tab.

2. If you click the Usage Report tab, choose options from View Category and Grouping.

   Note: If you click the Stream tab, the View Category and Grouping options do not appear, and you can proceed to Step 3.

3. Click inside the event pane, either on a line containing an event or on a column heading.

   The Microsoft Excel icon on the Word toolbar is enabled.

4. Click the Export to Excel icon on the toolbar.

   OneWorld Analyzer Tool exports the contents of the event pane table to a Microsoft Excel spreadsheet.

Glossary

Glossary

AAI. See automatic accounting instruction.

action message. With OneWorld, users can receive messages (system-generated or user-generated) that have shortcuts to OneWorld forms, applications, and appropriate data. For example, if the general ledger post sends an action error message to a user, that user can access the journal entry (or entries) in error directly from the message. This is a central feature of the OneWorld workflow strategy. Action messages can originate either from OneWorld or from a third-party e-mail system.

activator. In the Solution Explorer, a parent task with sequentially-arranged child tasks that are automated with a director.

ActiveX. A computing technology, based on object linking and embedding, that enables Java applet-style functionality for Web browsers as well as other applications. (Java is limited to Web browsers at this time.) The ActiveX equivalent of a Java applet is an ActiveX control. These controls bring computational, communications, and data manipulation power to programs that can "contain" them. For example, certain Web browsers, Microsoft Office programs, and anything developed with Visual Basic or Visual C++.

advance. A change in the status of a project in the Object Management Workbench. When you advance a project, the status change might trigger other actions and conditions such as moving objects from one server to another or preventing check-out of project objects.

alphanumeric character. A combination of letters, numbers, and symbols used to represent data. Contrast with numeric character and special character.

API. See application programming interface.

APPL. See application.

applet. A small application, such as a utility program or a limited-function spreadsheet. It is generally associated with the programming language Java, and in this context refers to

Internet-enabled applications that can be passed from a Web browser residing on a workstation.

application. In the computer industry, the same as an executable file. In OneWorld, an interactive or batch application is a DLL that contains programming for a set of related forms that can be run from a menu to perform a business task such as Accounts Payable and Sales Order Processing. Also known as system.

application developer. A programmer who develops OneWorld applications using the OneWorld toolset.

application programming interface (API). A software function call that can be made from a program to access functionality provided by another program.

application workspace. The area on a workstation display in which all related forms within an application appear.

audit trail. The detailed, verifiable history of a processed transaction. The history consists of the original documents, transaction entries, and posting of records, and usually concludes with a report.

automatic accounting instruction (AAI). A code that refers to an account in the chart of accounts. AAIs define rules for programs that automatically generate journal entries, including interfaces between Accounts Payable, Accounts Receivable, Financial Reporting, General Accounting systems. Each system that interfaces with the General Accounting system has AAIs. For example, AAIs can direct the General Ledger Post program to post a debit to a specific expense account and a credit to a specific accounts payable account.

batch header. The information that identifies and controls a batch of transactions or records.

batch job. A task or group of tasks you submit for processing that the system treats as a single unit during processing, for example, printing reports and purging files. The computer system

performs a batch job with little or no user interaction.

batch processing. A method by which the system selects jobs from the job queue, processes them, and sends output to the outqueue. Contrast with interactive processing.

batch server. A server on which OneWorld batch processing requests (also called UBEs) are run instead of on a client, an application server, or an enterprise server. A batch server typically does not contain a database nor does it run interactive applications.

batch type. A code assigned to a batch job that designates to which J.D. Edwards system the associated transactions pertain, thus controlling which records are selected for processing. For example, the Post General Journal program selects for posting only unposted transaction batches with a batch type of O.

batch-of-one immediate. A transaction method that allows a client application to perform work on a client workstation, then submit the work all at once to a server applicationfor further processing. As a batch process is running on the server, the client application can continue performing other tasks. See also direct connect, store and forward.

BDA. See Business View Design Aid.

binary string (BSTR). A length prefixed string used by OLE automation data manipulation functions. Binary Strings are wide, double-byte (Unicode) strings on 32-bit Windows platforms.

Boolean Logic Operand. In J.D. Edwards reporting programs, the parameter of the Relationship field. The Boolean logic operand instructs the system to compare certain records or parameters. Available options are:

EQ	Equal To.
LT	Less Than.
LE	Less Than or Equal To.
GT	Greater Than.
GE	Greater Than or Equal To.
NE	Not Equal To.
NL	Not Less Than.
NG	Not Greater Than.

browser. A client application that translates information sent by the World Wide Web. A client must use a browser to receive, manipulate, and display World Wide Web information on the desktop. Also known as a Web browser.

BSFN. See business function.

BSTR. See binary string.

BSVW. See business view.

business function. An encapsulated set of business rules and logic that can normally be reused by multiple applications. Business functions can execute a transaction or a subset of a transaction (check inventory, issue work orders, and so on). Business functions also contain the APIs that allow them to be called from a form, a database trigger, or a non-OneWorld application. Business functions can be combined with other business functions, forms, event rules, and other components to make up an application. Business functions can be created through event rules or third-generation languages, such as C. Examples of business functions include Credit Check and Item Availability.

business function event rule. See named event rule.

business view. Used by OneWorld applications to access data from database tables. A business view is a means for selecting specific columns from one or more tables whose data will be used in an application or report. It does not select specific rows and does not contain any physical data. It is strictly a view through which data can be handled.

Business View Design Aid (BDA). A OneWorld GUI ool for creating, modifying, copying, and printing business views. The tool uses a graphical user interface.

category code. In user defined codes, a temporary title for an undefined category. For example, if you are adding a code that designates different sales regions, you could change category code 4 to Sales Region, and define E (East), W (West), N (North), and S (South) as the valid codes. Sometimes referred to as reporting codes.

central objects. Objects that reside in a central location and consist of two parts: the central objects data source and central C components. The central objects data source contains OneWorld specifications, which are stored in a relational database. Central C components

contain business function source, header, object, library, and DLL files and are usually stored in directories on the deployment server. Together they make up central objects.

check-in location. The directory structure location for the package and its set of replicated objects. This is usually \\deploymentserver\release\path_code\package\ packagename. The sub-directories under this path are where the central C components (source, include, object, library, and DLL file) for business functions are stored.

child. See parent/child form.

client/server. A relationship between processes running on separate machines. The server process is a provider of software services. The client is a consumer of those services. In essence, client/server provides a clean separation of function based on the idea of service. A server can service many clients at the same time and regulate their access to shared resources. There is a many-to-one relationship between clients and a server, respectively. Clients always initiate the dialog by requesting a service. Servers passively wait for requests from clients.

CNC. See configurable network computing.

component. In the ActivEra Portal, an encapsulated object that appears inside a workspace. Portal components

configurable client engine. Allows user flexibility at the interface level. Users can easily move columns, set tabs for different data views, and size grids according to their needs. The configurable client engine also enables the incorporation of Web browsers in addition to the Windows 95- and Windows NT-based interfaces.

configurable network computing. An application architecture that allows interactive and batch applications, composed of a single code base, to run across a TCP/IP network of multiple server platforms and SQL databases. The applications consist of reusable business functions and associated data that can be configured across the network dynamically. The overall objective for businesses is to provide a future-proof environment that enables them to change organizational structures, business

processes, and technologies independently of each other.

constants. Parameters or codes that you set and the system uses to standardize information processing by associated programs. Some examples of constants are: validating bills of material online and including fixed labor overhead in costing.

control. Any data entry point allowing the user to interact with an application. For example, check boxes, pull-down lists, hyper-buttons, entry fields, and similar features are controls.

core. The central and foundation systems of J.D. Edwards software, including General Accounting, Accounts Payable, Accounts Receivable, Address Book, Financial Reporting, Financial Modeling and Allocations, and Back Office.

CRP. Conference Room Pilot.

custom gridlines. A grid row that does not come from the database, for example, totals. To display a total in a grid, sum the values and insert a custom gridline to display the total. Use the system function Insert Grid Row Buffer to accomplish this.

data dictionary. The OneWorld method for storing and managing data item definitions and specifications. J.D. Edwards has an active data dictionary, which means it is accessed at runtime.

data mart. Department-level decision support databases. They usually draw their data from an enterprise data warehouse that serves as a source of consolidated and reconciled data from around the organization. Data marts can be either relational or multidimensional databases.

data replication. In a replicated environment, multiple copies of data are maintained on multiple machines. There must be a single source that "owns" the data. This ensures that the latest copy of data can be applied to a primary place and then replicated as appropriate. This is in contrast to a simple copying of data, where the copy is not maintained from a central location, but exists independently of the source.

data source. A specific instance of a database management system running on a computer.

Data source management is accomplished through Object Configuration Manager (OCM) and Object Map (OM).

data structure. A group of data items that can be used for passing information between objects, for example, between two forms, between forms and business functions, or between reports and business functions.

data warehouse. A database used for reconciling and consolidating data from multiple databases before it is distributed to data marts for department-level decision support queries and reports. The data warehouse is generally a large relational database residing on a dedicated server between operational databases and the data marts.

data warehousing. Essentially, data warehousing involves off-loading operational data sources to target databases that will be used exclusively for decision support (reports and queries). There are a range of decision support environments, including duplicated database, enhanced analysis databases, and enterprise data warehouses.

database. A continuously updated collection of all information a system uses and stores. Databases make it possible to create, store, index, and cross-reference information online.

database driver. Software that connects an application to a specific database management system.

database server. A server that stores data. A database server does not have OneWorld logic.

DCE. See distributed computing environment.

DD. See data dictionary.

default. A code, number, or parameter value that is assumed when none is specified.

detail. The specific pieces of information and data that make up a record or transaction. Contrast with summary.

detail area. A control that is found in OneWorld applications and functions similarly to a spreadsheet grid for viewing, adding, or updating many rows of data at one time.

direct connect. A transaction method in which a client application communicates interactively and directly with a server application. See also batch-of-one immediate, store and forward.

director. An interactive utility that guides a user through the steps of a process to complete a task.

distributed computing environment (DCE). A set of integrated software services that allows software running on multiple computers to perform in a manner that is seamless and transparent to the end-users. DCE provides security, directory, time, remote procedure calls, and files across computers running on a network.

DLL. See dynamic link library.

DS. See data structure.

DSTR. See data structure.

duplicated database. A decision support database that contains a straightforward copy of operational data. The advantages involve improved performance for both operational and reporting environments. See also enhanced analysis database, enterprise data warehouse.

dynamic link library (DLL). A set of program modules that are designed to be invoked from executable files when the executable files are run, without having to be linked to the executable files. They typically contain commonly used functions.

dynamic partitioning. The ability to dynamically distribute logic or data to multiple tiers in a client/server architecture.

embedded event rule. An event rule that is specific to a particular table or application. Examples include form-to-form calls, hiding a field based on a processing option value, and calling a business function. Contrast with business function event rule. See also event rule.

employee work center. This is a central location for sending and receiving all OneWorld messages (system and user generated) regardless of the originating application or user. Each user has a mailbox that contains workflow and other messages, including Active Messages. With respect to workflow, the Message Center is MAPI compliant and supports drag and drop work reassignment, escalation, forward and reply, and workflow monitoring. All messages

from the message center can be viewed through OneWorld messages or Microsoft Exchange.

encapsulation. The ability to confine access to and manipulation of data within an object to the procedures that contribute to the definition of that object.

enhanced analysis database. A database containing a subset of operational data. The data on the enhanced analysis database performs calculations and provides summary data to speed generation of reports and query response times. This solution is appropriate when external data must be added to source data, or when historical data is necessary for trend analysis or regulatory reporting. See also duplicated database, enterprise data warehouse.

enterprise data warehouse. A complex solution that involves data from many areas of the enterprise. This environment requires a large relational database (the data warehouse) that is a central repository of enterprise data, which is clean, reconciled, and consolidated. From this repository, data marts retrieve data to provide department-level decisions. See also duplicated database, enhanced analysis database.

enterprise server. A database server and logic server. See database server. Also referred to as host.

ER. See event rule.

ERP. See enterprise resource planning.

event. An action that occurs when an interactive or batch application is running. Example events are tabbing out of an edit control, clicking a push button, initializing a form, or performing a page break on a report. The GUI operating system uses miniprograms to manage user activities within a form. Additional logic can be attached to these miniprograms and used to give greater functionality to any event within a OneWorld application or report using event rules.

event rule. Used to create complex business logic without the difficult syntax that comes with many programming languages. These logic statements can be attached to applications or database events and are executed when the defined event occurs, such as entering a form, selecting a menu bar option, page breaking on

a report, or selecting a record. An event rule can validate data, send a message to a user, call a business function, as well as many other actions. There are two types of event rules:

1 Embedded event rules.
2 Named event rules.

executable file. A computer program that can be run from the computer's operating system. Equivalent terms are "application" and "program.".

exit. 1) To interrupt or leave a computer program by pressing a specific key or a sequence of keys. 2) An option or function key displayed on a form that allows you to access another form.

facility. 1) A separate entity within a business for which you want to track costs. For example, a facility might be a warehouse location, job, project, work center, or branch/plant. Sometimes referred to as a business unit. 2) In Home Builder and ECS, a facility is a collection of computer language statements or programs that provide a specialized function throughout a system or throughout all integrated systems. For example, DREAM Writer and FASTR are facilities.

FDA. See Form Design Aid.

find/browse. A type of form used to:

1 Search, view, and select multiple records in a detail area.
2 Delete records.
3 Exit to another form.
4 Serve as an entry point for most applications.

firewall. A set of technologies that allows an enterprise to test, filter, and route all incoming messages. Firewalls are used to keep an enterprise secure.

fix/inspect. A type of form used to view, add, or modify existing records. A fix/inspect form has no detail area.

form. An element of OneWorld's graphical user interface that contains controls by which a user can interact with an application. Forms allow the user to input, select, and view information. A OneWorld application might contain multiple forms. In Microsoft Windows terminology, a form is known as a dialog box.

Form Design Aid (FDA). The OneWorld GUI development tool for building interactive applications and forms.

form interconnection. Allows one form to access and pass data to another form. Form interconnections can be attached to any event; however, they are normally used when a button is clicked.

form type. The following form types are available in OneWorld:

1	Find/browse.
2	Fix/inspect.
3	Header detail.
4	Headerless detail.
5	Message.
6	Parent/child.
7	Search/select.

fourth generation language (4GL). A programming language that focuses on what you need to do and then determines how to do it. Structured Query Language is an example of a 4GL.

graphical user interface (GUI). A computer interface that is graphically based as opposed to being character-based. An example of a character-based interface is that of the AS/400. An example of a GUI is Microsoft Windows. Graphically based interfaces allow pictures and other graphic images to be used in order to give people clues on how to operate the computer.

grid. See detail area.

GUI. See graphical user interface.

header. Information at the beginning of a table or form. This information is used to identify or provide control information for the group of records that follows.

header/detail. A type of form used to add, modify, or delete records from two different tables. The tables usually have a parent/child relationship.

headerless detail. A type of form used to work with multiple records in a detail area. The detail area is capable of of receiving input.

hidden selections. Menu selections you cannot see until you enter HS in a menu's Selection field. Although you cannot see these selections, they are available from any menu. They include such items as Display Submitted Jobs (33), Display User Job Queue (42), and Display User Print Queue (43). The Hidden Selections window displays three categories of selections: user tools, operator tools, and programmer tools.

host. In the centralized computer model, a large timesharing computer system that terminals communicate with and rely on for processing. In contrasts with client/server in that those users work at computers that perform much of their own processing and access servers that provide services such as file management, security, and printer management.

HTML. See hypertext markup language.

hypertext markup language. A markup language used to specify the logical structure of a document rather than the physical layout. Specifying logical structure makes any HTML document platform independent. You can view an HTML document on any desktop capable of supporting a browser. HTML can include active links to other HTML documents anywhere on the Internet or on intranet sites.

index. Represents both an ordering of values and a uniqueness of values that provide efficient access to data in rows of a table. An index is made up of one or more columns in the table.

inheritance. The ability of a class to recieve all or parts of the data and procedure definitions from a parent class. Inheritance enhances developement through the reuse of classes and their related code.

install system code. See system code.

integrated toolset. Unique to OneWorld is an industrial-strength toolset embedded in the already comprehensive business applications. This toolset is the same toolset used by J.D. Edwards to build OneWorld interactive and batch applications. Much more than a development environment, however, the OneWorld integrated toolset handles reporting and other batch processes, change management, and basic data warehousing facilities.

interactive processing. Processing actions that occur in response to commands you enter directly into the system. During interactive processing, you are in direct communication with the system, and it might prompt you for additional information while processing your

request. See also online. Contrast with batch processing.

interface. A link between two or more computer systems that allows these systems to send information to and receive information from one another.

Internet. The worldwide constellation of servers, applications, and information available to a desktop client through a phone line or other type of remote access.

interoperability. The ability of different computer systems, networks, operating systems, and applications to work together and share information.

intranet. A small version of the Internet usually confined to one company or organization. An intranet uses the functionality of the Internet and places it at the disposal of a single enterprise.

IP. A connection-less communication protocol that by itself provides a datagram service. Datagrams are self-contained packets of information that are forwarded by routers based on their address and the routing table information contained in the routers. Every node on a TCP/IP network requires an address that identifies both a network and a local host or node on the network. In most cases the network administrator sets up these addresses when installing new workstations. In some cases, however, it is possible for a workstation, when booting up, to query a server for a dynamically assigned address.

IServer Service. Developed by J.D. Edwards, this internet server service resides on the web server, and is used to speed up delivery of the Java class files from the database to the client.

ISO 9000. A series of standards established by the International Organization for Standardization, designed as a measure of product and service quality.

J.D. Edwards Database. See JDEBASE Database Middleware.

Java. An Internet executable language that, like C, is designed to be highly portable across platforms. This programming language was developed by Sun Microsystems. Applets, or Java applications, can be accessed from a web browser and executed at the client, provided

that the operating system or browser is Java-enabled. (Java is often described as a scaled-down C++). Java applications are platform independent.

Java Database Connectivity (JDBC). The standard way to access Java databases, set by Sun Microsystems. This standard allows you to use any JDBC driver database.

JavaScript. A scripting language related to Java. Unlike Java, however, JavaScript is not an object-oriented language and it is not compiled.

jde.ini. J.D. Edwards file (or member for AS/400) that provides the runtime settings required for OneWorld initialization. Specific versions of the file/member must reside on every machine running OneWorld. This includes workstations and servers.

JDEBASE Database Middleware. J.D. Edwards proprietary database middleware package that provides two primary benefits:

1. Platform-independent APIs for multidatabase access. These APIs are used in two ways:

a. By the interactive and batch engines to dynamically generate platform-specific SQL, depending on the datasource request.

b. As open APIs for advanced C business function writing. These APIs are then used by the engines to dynamically generate platform-specific SQL.

2. Client-to-server and server-to-server database access. To accomplish this OneWorld is integrated with a variety of third-party database drivers, such as Client Access 400 and open database connectivity (ODBC).

JDECallObject. An application programming interface used by business functions to invoke other business functions.

JDENET. J.D. Edwards proprietary middleware software. JDENET is a messaging software package.

JDENET communications middleware. J.D. Edwards proprietary communications middleware package for OneWorld. It is a peer-to-peer, message-based, socket based, multiprocess communications middleware solution. It handles client-to-server and

server-to-server communications for all OneWorld supported platforms.

job queue. A group of jobs waiting to be batch processed. See also batch processing.

just in time installation (JITI). OneWorld's method of dynamically replicating objects from the central object location to a workstation.

just in time replication (JITR). OneWorld's method of replicating data to individual workstations. OneWorld replicates new records (inserts) only at the time the user needs the data. Changes, deletes, and updates must be replicated using Pull Replication.

KEY. A column or combination of columns that identify one or more records in a database table.

leading zeros. A series of zeros that certain facilities in J.D. Edwards systems place in front of a value you enter. This normally occurs when you enter a value that is smaller than the specified length of the field. For example, if you enter 4567 in a field that accommodates eight numbers, the facility places four zeros in front of the four numbers you enter. The result appears as: 00004567.

level of detail. 1) The degree of difficulty of a menu in J.D. Edwards software. The levels of detail for menus are as follows:

A	Major Product Directories.
B	Product Groups.
1	Basic Operations.
2	Intermediate Operations.
3	Advanced Operations.
4	Computer Operations.
5	Programmers.
6	Advanced Programmers Also known as menu levels.

2) The degree to which account information in the General Accounting system is summarized. The highest level of detail is 1 (least detailed) and the lowest level of detail is 9 (most detailed).

MAPI. See Messaging Application Programming Interface.

master table. A database table used to store data and information that is permanent and necessary to the system's operation. Master tables might contain data such as paid tax amounts, supplier names, addresses, employee information, and job information.

menu. A menu that displays numbered selections. Each of these selections represents a program or another menu. To access a selection from a menu, type the selection number and then press Enter.

menu levels. See level of detail.

menu masking. A security feature of J.D. Edwards systems that lets you prevent individual users from accessing specified menus or menu selections. The system does not display the menus or menu selections to unauthorized users.

Messaging Application Programming Interface (MAPI). An architecture that defines the components of a messaging system and how they behave. It also defines the interface between the messaging system and the components.

middleware. A general term that covers all the distributed software needed to support interactions between clients and servers. Think of it as the software that's in the middle of the client/server system or the "glue" that lets the client obtain a service from a server.

modal. A restrictive or limiting interaction created by a given condition of operation. Modal often describes a secondary window that restricts a user's interaction with other windows. A secondary window can be modal with respect to it's primary window or to the entire system. A modal dialog box must be closed by the user before the application continues.

mode. In reference to forms in OneWorld, mode has two meanings:
- An operational qualifier that governs how the form interacts with tables and business views. OneWorld form modes are: add, copy, and update.
- An arbitrary setting that aids in organizing form generation for different environments. For example, you might set forms generated for a Windows environment to mode 1 and forms generated for a Web environment to mode 2.

modeless. Not restricting or limiting interaction. Modeless often describes a secondary window that does not restrict a user's interaction with

other windows. A modeless dialog box stays on the screen and is available for use at any time but also permits other user activities.

multitier architecture. A client/server architecture that allows multiple levels of processing. A tier defines the number of computers that can be used to complete some defined task.

named event rule. Encapsulated, reusable business logic created using through event rules rather than C programming. Contrast with embedded event rule. See also event rule.

NER. See named event rule.

network computer. As opposed to the personal computer, the network computer offers (in theory) lower cost of purchase and ownership and less complexity. Basically, it is a scaled-down PC (very little memory or disk space) that can be used to access network-based applications (Java applets, ActiveX controls) via a network browser.

network computing. Often referred to as the next phase of computing after client/server. While its exact definition remains obscure, it generally encompasses issues such as transparent access to computing resources, browser-style front-ends, platform independence, and other similar concepts.

next numbers. A feature you use to control the automatic numbering of such items as new G/L accounts, vouchers, and addresses. It lets you specify a numbering system and provides a method to increment numbers to reduce transposition and typing errors.

non–object librarian object. An object that is not managed by the object librarian.

numeric character. Digits 0 through 9 that are used to represent data. Contrast with alphanumeric characters.

object. A self-sufficient entity that contains data as well as the structures and functions used to manipulate the data. For OneWorld purposes, an object is a reusable entity that is based on software specifications created by the OneWorld toolset. See also object librarian.

object configuration manager (OCM). OneWorld's Object Request Broker and the control center for the runtime environment. It keeps track of the runtime locations for business functions, data, and batch applications. When one of these objects is called, the Object Configuration Manager directs access to it using defaults and overrides for a given environment and user.

object embedding. When an object is embedded in another document, an association is maintained between the object and the application that created it; however, any changes made to the object are also only kept in the compound document. See also object linking.

object librarian. A repository of all versions, applications, and business functions reusable in building applications. You access these objects with the Object Management Workbench.

object librarian object. An object managed by the object librarian.

object linking. When an object is linked to another document, a reference is created with the file the object is stored in, as well as with the application that created it. When the object is modified, either from the compound document or directly through the file it is saved in, the change is reflected in that application as well as anywhere it has been linked. See also object embedding.

object linking and embedding (OLE). A way to integrate objects from diverse applications, such as graphics, charts, spreadsheets, text, or an audio clip from a sound program. See also object embedding, object linking.

object management workbench (OMW). An application that provides check-out and check-in capabilities for developers, and aids in the creation, modification, and use of OneWorld Objects. The OMW supports multiple environments (such as production and development).

object-based technology (OBT). A technology that supports some of the main principles of object-oriented technology: classes, polymorphism, inheritance, or encapsulation.

object-oriented technology (OOT). Brings software development past procedural programming into a world of reusable programming that simplifies development of applications. Object orientation is based on the following principles: classes, polymorphism, inheritance, and encapsulation.

OCM. See object configuration manager.

ODBC. See open database connectivity.

OLE. See object linking and embedding.

OMW. Object Management Workbench.

OneWorld. A combined suite of comprehensive, mission-critical business applications and an embedded toolset for configuring those applications to unique business and technology requirements. OneWorld is built on the Configurable Network Computing technology- J.D. Edwards' own application architecture, which extends client/server functionality to new levels of configurability, adaptability, and stability.

OneWorld application. Interactive or batch processes that execute the business functionality of OneWorld. They consist of reusable business functions and associated data that are platform independent and can be dynamically configured across a TCP/IP network.

OneWorld 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. See also object.

OneWorld process. Allows OneWorld clients and servers to handle processing requests and execute transactions. A client runs one process, and servers can have multiple instances. OneWorld processes can also be dedicated to specific tasks (for example, workflow messages and data replication) to ensure that critical processes don't have to wait if the server is particularly busy.

OneWorld Web development computer. A standard OneWorld Windows developer computer with the additional components installed:
- JFC (0.5.1).
- Generator Package with Generator.Java and JDECOM.dll.
- R2 with interpretive and apllication controls/form.

online. Computer functions over which the system has continuous control. Users are online with the system when working with J.D. Edwards system provided forms.

open database connectivity (ODBC). Defines a standard interface for different technologies to process data between applications and different data sources. The ODBC interface is made up of a set of function calls, methods of connectivity, and representation of data types that define access to data sources.

open systems interconnection (OSI). The OSI model was developed by the International Standards Organization (ISO) in the early 1980s. It defines protocols and standards for the interconnection of computers and network equipment.

operand. See Boolean Logic Operand.

output. Information that the computer transfers from internal storage to an external device, such as a printer or a computer form.

output queue. See print queue.

package. OneWorld objects are installed to workstations in packages from the deployment server. A package can be compared to a bill of material or kit that indicates the necessary objects for that workstation and where on the deployment server the install program can find them. It is a point-in-time "snap shot" of the central objects on the deployment server.

package location. The directory structure location for the package and it's set of replicated objects. This is usually \\deployment server\release\path_code\package\ package name. The sub-directories under this path are where the replicated objects for the package will be placed. This is also referred to as where the package is built or stored.

parameter. A number, code, or character string you specify in association with a command or program. The computer uses parameters as additional input or to control the actions of the command or program.

parent/child form. A type of form that presents parent/child relationships in an application on one form. The left portion of the form presents a tree view that displays a visual representation of a parent/child relationship. The right portion of the form displays a detail area in browse mode. The detail area displays the records for the child item in the tree. The parent/child form supports drag and drop functionality.

partitioning. A technique for distributing data to local and remote sites to place data closer to the users who access. Portions of data can be copied to different database management systems.

path code. A pointer to a specific set of objects. A path code is used to locate:
1. Central Objects.
2. Replicated Objects.

platform independence. A benefit of open systems and Configurable Network Computing. Applications that are composed of a single code base can be run across a TCP/IP network consisting of various server platforms and SQL databases.

polymorphism. A principle of object-oriented technology in which a single mnemonic name can be used to perform similar operations on software objects of different types.

portability. Allows the same application to run on different operating systems and hardware platforms.

portal. A configurable Web object that provides information and links to the Web. Portals can be used as home pages and are typically used in conjunction with a Web browser.

primary key. A column or combination of columns that uniquely identifies each row in a table.

print queue. A list of tables, such as reports, that you have submitted to be written to an output device, such as a printer. The computer spools the tables until it writes them. After the computer writes the table, the system removes the table identifier from the list.

processing option. A feature of the J.D. Edwards reporting system that allows you to supply parameters to direct the functions of a program. For example, processing options allow you to specify defaults for certain form displays, control the format in which information prints on reports, change how a form displays information, and enter beginning dates.

program temporary fix (PTF). A representation of changes to J.D. Edwards software that your organization receives on magnetic tapes or diskettes.

project. An Object Management Workbench object used to organize objects in development.

published table. Also called a "Master" table, this is the central copy to be replicated to other machines. Resides on the "Publisher" machine. the Data Replication Publisher Table (F98DRPUB) identifies all of the Published Tables and their associated Publishers in the enterprise.

publisher. The server that is responsible for the Published Table. The Data Replication Publisher Table (F98DRPUB) identifies all of the Published Tables and their associated Publishers in the enterprise.

pull replication. One of the OneWorld methods for replicating data to individual workstations. Such machines are set up as Pull Subscribers using OneWorld's data replication tools. The only time Pull Subscribers are notified of changes, updates, and deletions is when they request such information. The request is in the form of a message that is sent, usually at startup, from the Pull Subscriber to the server machine that stores the Data Replication Pending Change Notification table (F98DRPCN).

purge. The process of removing records or data from a system table.

QBE. See query by example.

query by example (QBE). Located at the top of a detail area, it is used to search for data to be displayed in the detail area.

redundancy. Storing exact copies of data in multiple databases.

regenerable. Source code for OneWorld business functions can be regenerated from specifications (business function names). Regeneration occurs whenever an application is recompiled, eitherfor a new platform or when new functionality is added.

relationship. Links tables together and facilitates joining business views for use in an application or report. Relationships are created based on indexes.

release/release update. A "release" contains major new functionality, and a "release update" contains an accumulation of fixes and performance enhancements, but no new functionality.

replicated object. A copy or replicated set of the central objects must reside on each client

and server that run OneWorld. The path code indicates the directory the directory where these objects are located.

run. To cause the computer system to perform a routine, process a batch of transactions, or carry out computer program instructions.

SAR. See software action request.

scalability. Allows software, architecture, network, or hardware growth that will support software as it grows in size or resource requirements. The ability to reach higher levels of performance by adding microprocessors.

search/select. A type of form used to search for a value and return it to the calling field.

selection. Found on J.D. Edwards menus, selections represent functions that you can access from a menu. To make a selection, type the associated number in the Selection field and press Enter.

server. Provides the essential functions for furnishings services to network users (or clients) and provides management functions for network administrators. Some of these functions are storage of user programs and data and management functions for the file systems. It may not be possible for one server to support all users with the required services. Some examples of dedicated servers that handle specific tasks are backup and archive servers, application and database servers.

servlet. Servlets provide a Java-based solution used to address the problems currently associated with doing server-side programming, including inextensible scripting solutions. Servlets are objects that conform to a specific interface that can be plugged into a Java-based server. Servlets are to the server-side what applets are to the client-side.

software. The operating system and application programs that tell the computer how and what tasks to perform.

software action request (SAR). An entry in the AS/400 database used for requesting modifications to J.D. Edwards software.

special character. A symbol used to represent data. Some examples are *, &, #, and /. Contrast with alphanumeric character and numeric character.

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

Specs. See specifications.

spool. The function by which the system stores generated output to await printing and processing.

spooled table. A holding file for output data waiting to be printed or input data waiting to be processed.

SQL. See structured query language.

static text. Short, descriptive text that appears next to a control variable or field. When the variable or field is enabled, the static text is black; when the variable or field is disabled, the static text is gray.

store and forward. A transaction method that allows a client application to perform work and, at a later time, complete that work by connecting to a server application. This often involves uploading data residing on a client to a server.

structured query language (SQL). A fourth generation language used as an industry standard for relational database access. It can be used to create databases and to retrieve, add, modify, or deleta data from databases. SQL is not a complete programming language because it does not contain control flow logic.

subfile. See detail.

submit. See run.

subscriber. The server that is responsible for the replicated copy of a Published Table. Such servers are identified in the Subscriber Table.

subscriber table. The Subscriber Table (F98DRSUB), which is stored on the Publisher Server with the Data Replication Publisher Table (F98DRPUB) identifies all of the Subscriber machines for each Published Table.

subsystem job. Within OneWorld, subsystem jobs are batch processes that continually run independently of, but asynchronously with, OneWorld applications.

summary. The presentation of data or information in a cumulative or totaled manner in which most of the details have been

removed. Many of the J.D. Edwards systems offer forms and reports that are summaries of the information stored in certain tables. Contrast with detail.

system. See application.

System Code. System codes are a numerical representation of J.D. Edwards and customer systems. For example, 01 is the system code for Address Book. System codes 55 through 59 are reserved for customer development by customers. Use system codes to categorize within OneWorld. For example, when establishing user defined codes (UDCs), you must include the system code the best categorizes it. When naming objects such as applications, tables, and menus, the second and third characters in the object's name is the system code for that object. For example, G04 is the main menu for Acounts Payable, and 04 is its system code.

system function. A program module, provided by OneWorld, available to applications and reports for further processing.

table. A two-dimensional entity made up of rows and columns. All physical data in a database are stored in tables. A row in a table contains a record of related information. An example would be a record in an Employee table containing the Name, Address, Phone Number, Age, and Salary of an employee. Name is an example of a column in the employee table.

table design aid (TDA). A OneWorld GUI tool for creating, modifying, copying, and printing database tables.

table event rules. Use table event rules to attach database triggers (or programs) that automatically run whenever an action occurs against the table. An action against a table is referred to as an event. When you create a OneWorld database trigger, you must first determine which event will activate the trigger. Then, use Event Rules Design to create the trigger. Although OneWorld allows event rules to be attached to application events, this functionality is application specific. Table event rules provide embedded logic at the table level.

TAM. Table Access Management.

TBLE. See table.

TC. Table conversion.

TCP/IP. Transmission Control Protocol/Internet Protocol. The original TCP protocol was developed as a way to interconnect networks using many different types of transmission methods. TCP provides a way to establish a connection between end systems for the reliable delivery of messages and data.

TCP/IP services port. Used by a particular server application to provide whatever service the server is designed to provide. The port number must be readily known so that an application programmer can request it by name.

TDA. See table design aid.

TER. See table event rules.

Terminal Identification. The workstation ID number.Terminal number of a specific terminal or IBM user ID of a particular person for whom this is a valid profile.Header Field: Use the Skip to Terminal/User ID field in the upper portion of the form as an inquiry field in which you can enter the number of a terminal or the IBM user ID of a specific person whose profile you want the system to display at the top of the list. When you first access this form, the system automatically enters the user ID of the person signed on to the system.Detail Field: The Terminal/User ID field in the lower portion of the form contains the user ID of the person whose profile appears on the same line.A code identifying the user or terminal for which you accessed this window.

third generation language (3GL). A programming language that requires detailed information about how to complete a task. Examples of 3GLs are COBOL, C, Pascal and FORTRAN.

token. A referent to an object used to determine ownership of that object and to prevent non-owners from checking the object out in Object Management Workbench. An object holds its own token until the object is checked out, at which time the object passes its token to the project in which the object is placed.

trigger. Allow you to attach default processing to a data item in the data dictionary. When that data item is used on an application or report, the trigger is invoked by an event associated with the data item. OneWorld also has three

visual assist triggers: calculator, calendar and search form.

UBE. Universal batch engine.

UDC Edit Control. Use a User-Defined Code (UDC) Edit Control for a field that accepts only specific values defined in a UDC table. Associate a UDC edit control with a database item or dictionary item. The visual assist Flashlight automatically appears adjacent to the UDC edit control field. When you click on the visual assist Flashlight, the attached search and select form displays valid values for the field. To create a UDC Edit Control, you must:

- Associate the data item with a specific UDC table in the Data Dictionary.
- Create a search and select form for displaying valid values from the UDC table.

uniform resource identifier (URI). A character string that references an internet object by name or location. A URL is a type of URI.

uniform resource locator (URL). Names the address (location) of a document on the Internet or an intranet. A URL includes the document's protocol and server name. The path to the document might be included as well. The following is an example of a URL: http://www.jdedwards.com. This is J.D. Edwards Internet address.

URI. See uniform resource identifier.

URL. See uniform resource locator.

user defined code (type). The identifier for a table of codes with a meaning you define for the system, such as ST for the Search Type codes table in Address Book. J.D. Edwards systems provide a number of these tables and allow you to create and define tables of your own. User defined codes were formerly known as descriptive titles.

user defined codes (UDC). Codes within software that users can define, relate to code descriptions, and assign valid values. Sometimes user defined codes are referred to as a generic code table. Examples of such codes are unit-of-measure codes, state names, and employee type codes.

UTB. Universal Table Browser.

valid codes. The allowed codes, amounts, or types of data that you can enter in a field. The system verifies the information you enter against the list of valid codes.

visual assist. Forms that can be invoked from a control to assist the user in determining what data belongs in the control.

vocabulary overrides. A feature you can use to override field, row, or column title text on forms and reports.

wchar_t. Internal type of a wide character. Used for writing portable programs for international markets.

web client. Any workstation that contains an internet browser. The web client communicates with the web server for OneWorld data.

web server. Any workstation that contains the IServer service, SQL server, Java menus and applications, and Internet middleware. The web server receives data from the web client, and passes the request to the enterprise server. When the enterprise server processes the information, it sends it back to the web server, and the web server sends it back to the web client.

WF. See workflow.

window. See form.

workflow. According to the Workflow Management Coalition, worlflow means "the automation of a business process, in whole or part, during which documents, information, or tasks are passed from one participant to another for action, according to a set of procedural rules.".

workgroup server. A remote database server usually containing subsets of data replicated from a master database server. This server does not performance an application or batch processing. It may or may not have OneWorld running (in order to replicate data).

workspace. In the ActivEra Portal, the main section of the Portal. A user might have access to several workspaces, each one configured differently and containing its own components.

worldwide web. A part of the Internet that can transmit text, graphics, audio, and video. The

World Wide Web allows clients to launch local or remote applications.

z file. For store and forward (network disconnected) user, OneWorld store and forward applications perform edits on static data and other critical information that must be valid to process an order. After the initial edits are complete, OneWorld stores the transactions in work tables on the workstation. These work table are called Z files. When a network connection is established, Z files are uploaded to the enterprise server and the transactions are edited again by a master business function. The master business function will then update the records in your transaction files.

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