

LEARNING **OBJECTIVES**

After this lesson you...

- know the different Custom Object types
- get an idea how
 - Custom Fields,
 - Custom Menus and
 - Custom Events are set up

and know the basic steps you have to take to create them



CUSTOM OBJECT

OVERVIEW

Conditional Fields

Set conditions on a field that steers the behavior of the field based on values in other fields

CUSTOM LOGICAL UNITS

Configure and add storage of business objects to IFS Applications

CUSTOM FIELDS

Add fields to an IFS Application page or report without customizations

CUSTOM MENUS

CUSTOM EVENTS

CUSTOM DETAIL PAGES

Configure/add detail pages to IFS Applications to show data stored in Custom Logical Units

CUSTOM REFERENCES

Configure and add references between Logical Units in IFS **Applications**

CUSTOM TAB

CUSTOM PAGES

in Custom Logical Units

Configure/add new tabs to existing

IFS Applications detail forms to show

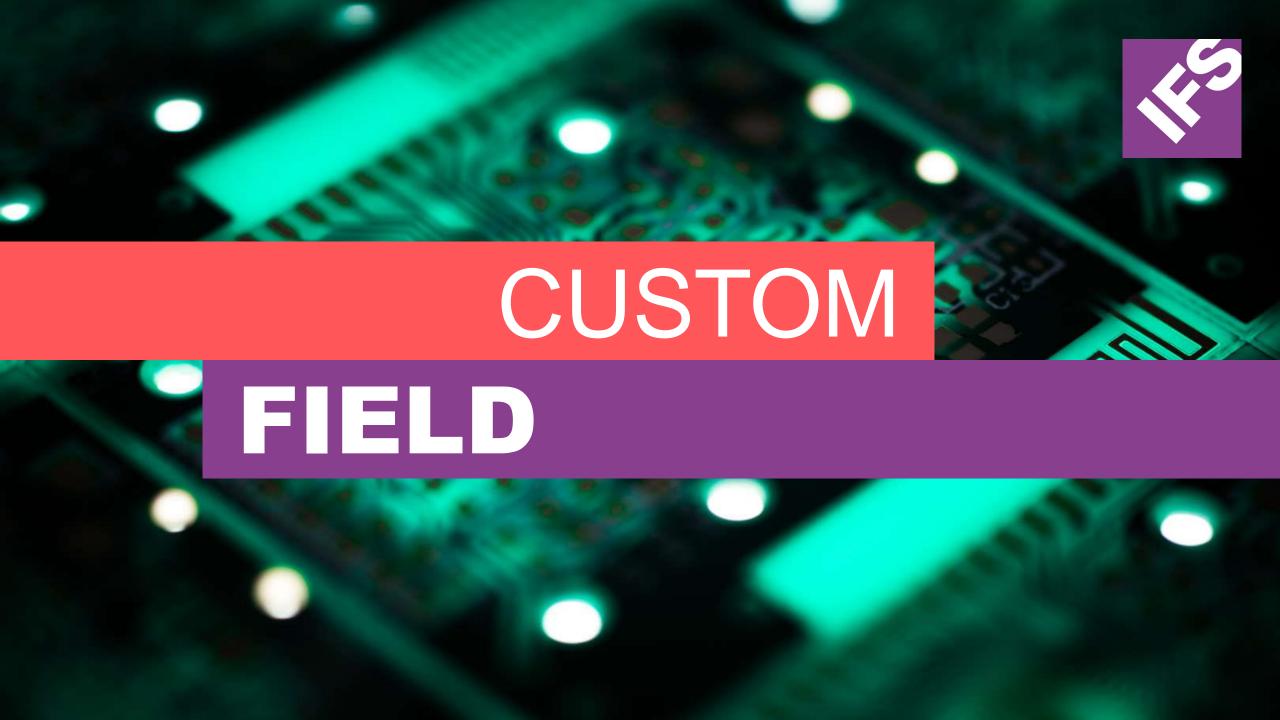
Configure/add table window pages to

IFS Applications to show data stored

data stored in Custom Logical Units

QUICK REPORTS





CUSTOM FIELD GENERAL

WHAT IT IS?

- in addition to the standard field in IFS Applications
- used to manage additional information

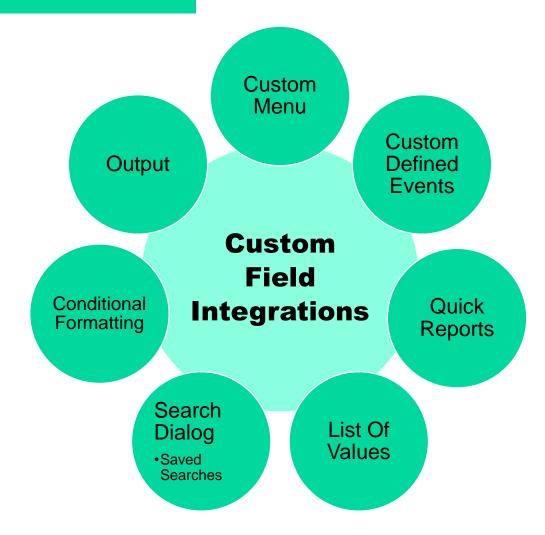
BENEFITS

 Custom Fields provide the flexibility to the Applications users to meet their business needs without going for customizations

PERSISTENT	READ ONLY	LOCAL
Stored in database	Display information from elsewhere in the Application	Display information from LU



CUSTOM FIELD INTEGRATIONS



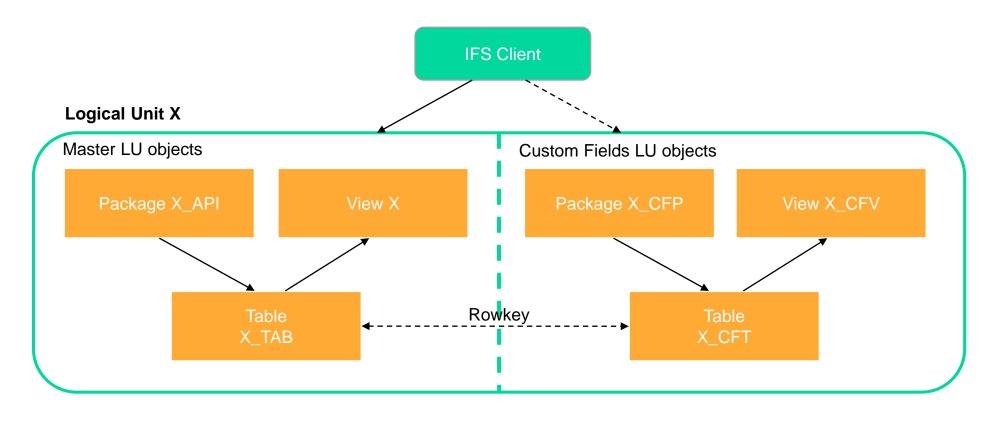


CUSTOM FIELD CREATION

Configure Configure your the client Always work **Custom Fields** via Custom Export to in the Test Production in Solution Screen Environment Manager Environment Layout Design/Plan Deploy Validate what you Custom the Fields into want to changes achieve with the database including Custom the **Fields** Security

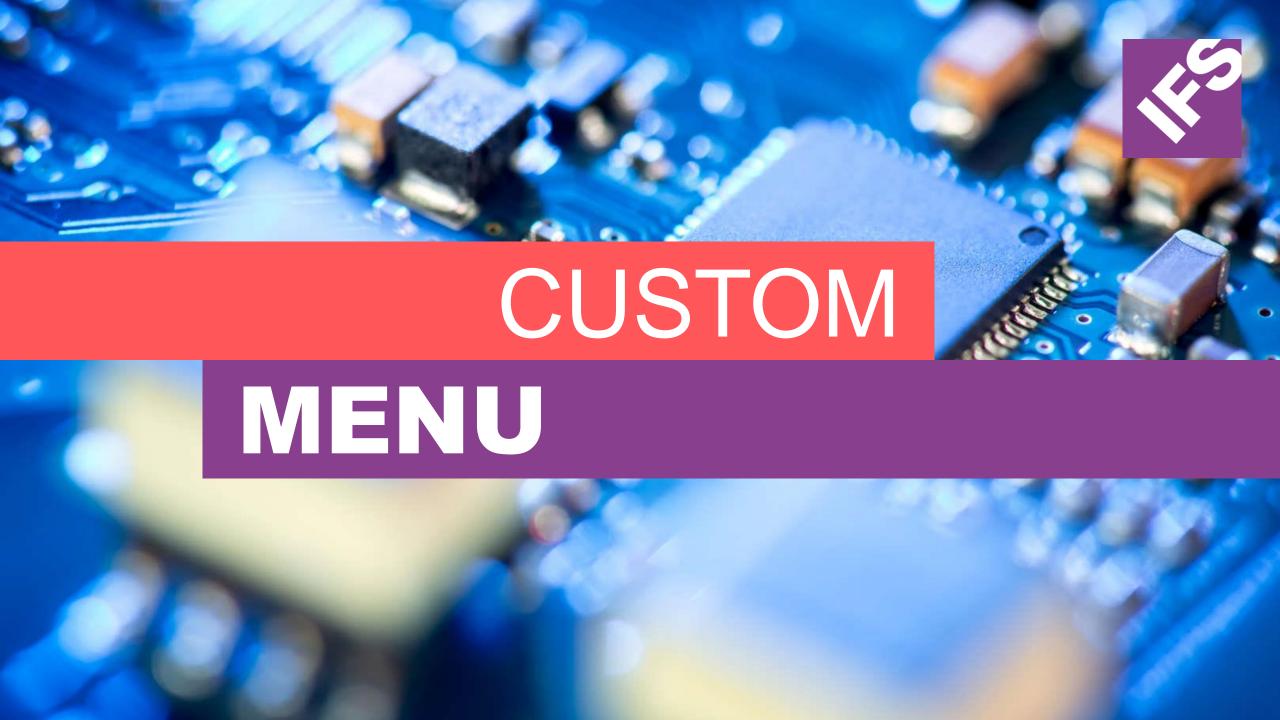


CUSTOM FIELD ARCHITECTURE



No risk to affect Core, Custom Fields are stored in "shadow LU:s"





CUSTOM MENU

GENERAL

WHAT IT IS?

 If the Applications users have need for additional actions to be performed in a window, the administrator can configure new actions to be available in the context menu

BENEFITS

 Custom Menus provide the flexibility to the Applications users to meet their business needs without going for customizations



DIFFERENT TYPES OF CUSTOM MENUS

Create Window	A new window will be opened	
Create Window with Transfer	As Create Window, but the Keys from the current window will be passed to the destination window	
External Program	Starts an external program	
PL/SQL Block	Executes a PL/SQL block	
Quick Report	The Quick Report specified in the Parameter field will be executed	
Report	The Order Report dialog is opened and populated with the report specified in the Parameter field	
State Machine	An Event will be sent to the state machine for the LU associated with the form	
URL	Performs a navigate to the URL specified in the Parameter field	
User Method	The UserMethod () function in the window will be called	



CUSTOM EVENT

GENERAL

WHAT IT IS?

Used to perform an action when something is triggered

DIFFERENT KINDS OF ACTIONS WHEN EVENT IS TRIGGERED

- E-Mail
- Execute Online SQL
- Application Message
- Task
- Start Workflow
- Stream Message

DIFFERENT TYPES OF EVENTS ARE AVAILABLE

Applications defined

Pre-defined Events are included in the code base and installed during the installation process

Custom defined

These Events are created at the customer site as a configuration step of IFS Applications



CUSTOM EVENT ACTION TYPES

E-mail

Sends an e-mail with standard text and variables from Business Object to User

Execute online SQL

Execute a SQL statement online that can create, update and modify records

Streams

Creates a new Stream message

Application message

Send an XML message to external application through IFS Connect

Task

Creates a Task for one or many Application Users



CUSTOM EVENT BENEFITS

RESPOND TO BUSINESS EVENTS

- Complement to existing Application Defined Events
- Range of Actions (e-mail, sms, xml, subscription, IFS Connect)

AUTOMATED ACTIONS

- Creation, modification, or removal of objects
- State transition

USE AND TRANSFER INFORMATION

- Information on the Object itself
- Hooks to "go get" additional information



