

**Business Objects
XI Information
Design Tool**

Lesson 4: Publishing
Resources

Lesson Objectives

- List the coverage for this lesson
 - Maintaining the existing Universes
 - Exporting and sharing new Universes



4.1: Publishing Resources

Overview

- Publication is the last step in the universe creation process.
- Using the Publish Universe Wizard, you publish a business layer to either your local file system or a repository.
- When you publish a business layer, the wizard exports the business layer and the resources it references (local connection, connection shortcuts, and data foundation), and creates a universe which is then available to users of query, reporting and analysis tools.



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Managing Universe:

- When you save a Universe, Designer stores it as a file with a .unx extension. In Web Intelligence rich Client, the end user identifies the Universe by the Universe name. By default, Designer stores the files that you save in the Universe sub-folder.
- A file name can have at most 100 characters followed by .unx extension. A long name can have up to 35 characters and used to identify a universe by an end user.
- The Universe saved locally is available to WEBI Rich client. In order to share the universe and make it available to other users, a developer needs to publish the universe to the repository (CMS).

4.2: Deploying a Universe

Overview

- There are two ways for distributing a Universe:
 - Through the file system
 - By using the Central repository



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Deploying a Universe:

- When a Universe has completed the design, build, and test phases, a developer needs to distribute it to the Web Intelligence users.
- A .unx file can be shared with other users to make it available to other WEBI rich client. In order to make it available to Web User, it needs to be exported.

4.2: Deploying a Universe

Using File system

- You can distribute Universes to users or designers through the file system.
- You can set a password for a Universe that has to be shared by using the Save tab of the Options dialog box.



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Using File System:

This method does not have the same degree of security and control as the repository does. It is the simplest way to make the universe available to selected users.

4.2: Deploying a Universe

Using Repository

- The Repository is a centralized set of relational data structures stored on a repository database.
 - **This enables Desktop Intelligence and Web Intelligence users to share resources in a controlled and secured environment.**
 - When a universe is published, the universe is moved to the selected universe folder on the Repository created in the Central Management System (CMS).
 - Each subsequent export updates the version number.



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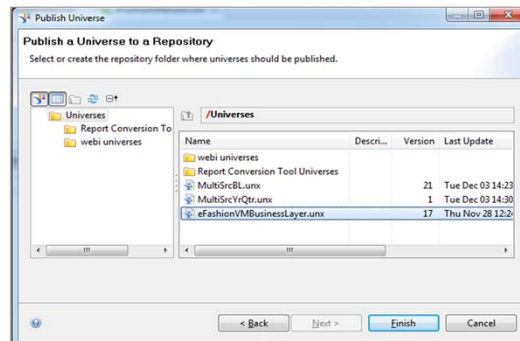
Using Repository:

- A repository is a centralized storage location to store various universes. An access to a universe is controlled by Central Management Console. Once the universe is exported, it is moved to the selected universe folder on CMS.
- A CMS also takes care of updating the universe version number each time a universe is published.

4.3: Exporting a Universe

Overview

- By exporting a Universe to the repository, you make it available to end users or other designers.
- A universe needs to be imported if you wish to update it.



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Exporting a Universe:

- The Export and Import functionalities of Designer let you move Universes to and from the Repository.
- The following rules apply to the Universe identifiers stored in the Universe domains:
 - A Universe identifier is unique across all Universe domains.
 - The combination of file name and long name must be unique within a Universe domain.
- In order to make changes, one needs to import the universe from the repository.

4.4: Importing a Universe

Overview

- A Universe that you Retrieve is available to you as a file in the Universe subfolder or in any other folder that you specify.



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Retrieving a Universe:

- In order to make changes in the already exported universe, a developer needs to import it from the repository. This makes the universe available in the local file system of a developer.
- It can be published again after due modification or enhancement.

4.4: Importing a Universe

Demo on Universe Distribution

- Demonstration using Universe Distribution



Summary

- In this lesson, you have learnt:
 - Maintaining the existing Universes
 - Exporting and sharing new Universes



Review Question

- Question 1: Master approach involves merging two or more Universes into one Universe.
 - True / False
- Question 2: ____ Universe represents a re-usable library of components.
- Question 3: You can distribute your Universe by publishing it to the corporate repository.
 - True / False

