CHAPTER 1

Object Management Workbench Fundamentals

Projects
Default Projects
Objects
Owners
Roles
Allowed Actions
Tokens
The Object Management Workbench Form
The Object Management Workbench (OMW) is a change management system consisting of models, methods, techniques, and other tools for OneWorld development. Prior to OMW, all change management was performed using manual procedures and/or third-party tools. The OMW system automates many of those processes, allowing you to more effectively manage change. OMW gives you a way to track required changes in a planned and systematic fashion, giving you better control of OneWorld objects. It provides an integrated and simplified graphical user interface (GUI) for OneWorld development. Much unlike its predecessor, Object Librarian (OL), OMW employs projects, user roles, and object tokens to provide better overall control of your development process.

The main GUI, the configuration system, and the logging system are critical pieces in change management for OneWorld development. OMW includes both the repository of information and the functionality that was available to you using OL. OMW, however, has expanded search capabilities; and the concepts, including the repository of information and OL functionality, have been built into a functional change management system. The GUI is what connects all development into one user interface. It simplifies processes such as object check in and check out, and object transfers. (These concepts are covered in the “Working with Objects” section in Chapter 2.) The configuration system controls all development from one central point, by implementing careful planning of your software development life cycle. It is in the configuration system that the system administrator sets up, for example, check in and check out locations—that is, the path codes or data sources where objects reside. The complexity of this process now resides with the system administrator, and the user interface is simplified. Finally, the logging system tracks all changes to the system automatically, thus being proactive in tracking change not only at the project level, but also at an object level.

In this chapter, you will learn about the basic concepts, or fundamentals, of OMW and what it does for your company. It is important to first understand the fundamentals, before you move into using OMW in a true development environment. In the following chapters, we will tie the fundamentals into real examples of using OMW, as well as provide you with a strategic case study.

**Projects**

What constitutes a project and why use projects? In OneWorld, a project is made up of a group of OneWorld objects that have been modified or created by a user, usually a developer. Projects allow you to methodically group OneWorld objects so as to complete
or resolve a problem or task. There are no special rules to follow for small, medium, or large development efforts, however. In the past, developers had to track changed objects using a multitude of forms; this is now simplified by using the concept of a project in OMW. By tracking your changes in the context of a project, you can more readily track all modifications needed for a specific change, and identify specific modifications made to a particular object during any given time—and it’s all automated!

All work on objects within OneWorld must be done within the context of a project. In OMW, there are two types of projects. There are projects that you, as a user, add to track specific groupings of objects; and there are default projects, which are created automatically by the OMW system for each OneWorld user. All projects also have statuses, such as “pending review” and “in programming.” These statuses are used to determine the types of actions that can be performed on objects within those projects. The “Working with Projects” section in Chapter 2 discusses these statuses in more detail.

**Default Projects**

What is a default project and when is it used? The default project is your (as the user) personal project. It is commonly used for research and development, although most development is done within a user-created project, allowing for more efficient tracking of the complete assigned task. The status of the default project cannot be changed; thus, objects cannot be transferred using a default project. It does, however, perform much like a user-created project. When a user runs OMW for the first time, a default project is created and named with the user’s sign-on ID.

To reiterate a previous statement, all work on objects within OneWorld must be done within the context of a project. Objects may be developed using the default project, and moved into a user-created project when the object is complete and ready to be transferred. It is not recommended, however, that you develop using the default project, as you do not have full development capabilities. As OneWorld is configured out of the box, development capabilities are limited due to the allowed action restrictions on the default user role. In addition to the allowed action restrictions, default projects cannot be advanced to a different project status, eliminating the possibility of object transfer. If an object is selected or newly created, and is to be added to a project but a project is not selected, the object will be added to your default project. This process will be explained in more detail in Chapter 2.

If development work is done on objects outside of OMW—for example, UDC edits, menu selections, and adding of Batch or Interactive Versions (Non-Object Librarian [Non-OL] objects)—those objects are added to the OneWorld user's default project so
that changes are captured and better control is maintained across your system. Because changes of Non-OL objects are done through a project, these changes are first validated through the Object Management Workbench configuration. For example, this means that when you are adding a version through Batch Versions, behind the scenes, OneWorld is validating these actions through the OMW-allowed actions for the default project user role and the activity rules for the project status.

The most common reason for using the default project is for researching issues and/or creating proof of concepts for your work. Issues that are commonly researched, on request of a user group, include information about logic behind a field shown on a form and where default information is set, if not in the data dictionary. A proof of concept is a simple interactive application (APPL) or batch application (UBE) that is created to test the logic within an object. Quite often, the authors will create a proof of concept to test required parameters needed in business function (BSFN) calls. Chapter 2 goes into more detail on creating objects in OneWorld.

**Objects**

In OneWorld, an object has traditionally been defined as a reusable entity, created by the OneWorld tool set. Objects include Object Librarian (OL) objects, such as (but not limited to) interactive applications (APPL), batch applications (UBE), data structure (DSTR) objects, and—yes—even tables (TBLE). Although the structures around these objects differ, they are objects nonetheless.

In OMW, the definition of objects has been expanded to include other Non–Object Librarian type objects, or data source–based, rather than path code–based, objects. Other than the data in the tables themselves, just about everything created in OneWorld that performs a function is an object. For a detailed discussion on data sources and path codes, please refer to *J.D. Edwards OneWorld: The Complete Reference* by Joseph Miller, Allen Jacot, and John Stern (Osborne/McGraw-Hill, 2000).

OneWorld objects include the following OL and Non-OL objects:

- OL objects:
  - Interactive applications
  - Batch applications
  - Data structures
  - Business functions
  - Business views
  - Named event rules
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- Media objects
- Tables
- Non-OL objects:
  - Data dictionary (DD) items
  - Interactive and batch versions
  - User-defined code (UDC) items
  - Workflow items
  - Menus
  - User overrides

With the inclusion of Non-OL objects into OMW, this means that you have better control over the changes that are made to your system. You no longer have to track UDC and DD item changes using dreary forms that are often hard to read and track. This is done automatically by moving these objects into a user-created project once the change is made and the project is ready for transfer. We will go through an example of adding objects and transferring them from the default project into a regular project in Chapter 2.

**Owners**

In OneWorld, an owner is a user that is assigned a specific role in a project. Owners usually possess an attribute, knowledge, or skill that allows them to accomplish a task. By setting up owners, you have greater control over access and management of the project itself. Having owners also allows you to appropriately staff personnel on other projects according to their current workload. By simply viewing those projects in an active status for each user, you can put together a more well-rounded team project plan. A discussion on roles played and how they tie into the owners concept is covered in the next section.

The Search tab is used to locate OneWorld users to add to a project in an assigned role. Owner search capabilities are covered in “The Object Management Workbench Form,” later in this chapter.

**Roles**

Knowing what function, or part, you play in a particular task is directly tied to user roles. User roles are set up for all the persons that can or do participate in a project. The role essentially defines the user’s function within the project organization. Project
managers will generally assign a user to a project. When they do so, they will indicate what role that user will be playing. User roles defined in the base system, and a description of how they are used, are shown in the following table. You can also configure or customize the user roles to meet your organization’s specific business requirements. This is done by adding or removing values to or from the System (Product Code) H92, UDC UR (OMW User Roles) and UDC (H92/UR).

<table>
<thead>
<tr>
<th>Role ID</th>
<th>Role Description</th>
<th>Definition of Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Originator</td>
<td>User that originated the project. When a project is added, the user that signed into OneWorld and created the project will automatically be added as the originator.</td>
</tr>
<tr>
<td>02</td>
<td>Developer</td>
<td>User(s) that create and work with the project. There may be more than one developer assigned to a project.</td>
</tr>
<tr>
<td>03</td>
<td>Manager</td>
<td>User(s) that manage the project. This code is commonly used to store the person or persons ultimately responsible for keeping the project on time and on budget.</td>
</tr>
<tr>
<td>04</td>
<td>Quality Assurance (QA)</td>
<td>User(s) that test the project’s functionality. This code is commonly used to store the person or persons that will perform process testing and system testing of the functionality after the developer has completed coding and unit testing.</td>
</tr>
<tr>
<td>05</td>
<td>Product Support</td>
<td>User(s) that relay statuses to outside persons. This code can be used to store individuals responsible for communicating the status of a project to persons outside of the project community.</td>
</tr>
<tr>
<td>06</td>
<td>PVC Administrator</td>
<td>User(s) that are responsible for maintaining version control over the OneWorld Development Tools releases. When projects contain Non-OL objects, the PVC (Product Versions Control) administrator commonly maintains control of the pristine version of the change, as well as updating the objects in the appropriate locations.</td>
</tr>
<tr>
<td>07</td>
<td>Training</td>
<td>User(s) responsible for maintaining training manuals and creating training sessions. This code is used to store individual(s) responsible for updating training materials, as well as incorporating new enhancements into existing materials or new training classes.</td>
</tr>
</tbody>
</table>
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<table>
<thead>
<tr>
<th>Role ID</th>
<th>Role Description</th>
<th>Definition of Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>08</td>
<td>Documentation</td>
<td>User(s) responsible for updating or creating documentation on a change made to the OneWorld system. This code is commonly used to store the documentation supervisor or multiple documentation editors who will be automatically informed (e.g., using the e-mail process built into OMW), once the project has reached a certain status, that a change must be made to documented materials.</td>
</tr>
<tr>
<td>09</td>
<td>Supervisor</td>
<td>User(s) that supervise a portion of the project. This code is commonly used to store the person or persons responsible for tracking the progress of smaller portions of a project. The supervisor can also be set up to play a role similar to a manager.</td>
</tr>
</tbody>
</table>

Chapter 4 discusses allowed actions and activity rules that enable you to further define these roles.

Quite often, a user is asked to assume and is assigned multiple roles on a project. So, the ultimate question is, can I assign more than one user to a specific role in OMW? The answer is, yes, you can. OMW encompasses many of the everyday tasks that you would perform as a project manager, two of which are assigning tasks and assigning roles. You can easily add more than one developer, or any other project role, to a project. Quite often, in a development environment, no one developer can complete a task in the time frame given, and no one QA can complete a full functionality test prior to the release of the project. Thus, it is common to assign multiple owners to multiple roles on a project. The owners folder will show the user and the role that the user plays. Searching and viewing owners to add to a project or that are assigned to a project is discussed in “Object Management Workbench Form,” later in this chapter, and in Chapter 2.

**Allowed Actions**

What is an allowed action in OMW? Allowed actions are rules that spell out what actions a specific user may perform on an object in a project. These allowed actions are defined for each project status and for each object type. An action is an event or series of events, such as design and transfer—actions that are common within a development environment. Perhaps this is more easily explained in an example: An allowed action for a developer is an authority or privilege that comes with the job description, also called a user role in OMW. The developer role would have allowed actions defined
for the actions that the developer would need in order to complete his or her daily job duties. A manager, for instance, may have more authority than the person performing the work (the developer). OMW can be configured to allow the manager to deem the development and testing cycles complete and ready for promotion to your production environment.

These rules (allowed actions) are configured by the system administrator for each object type and for each project status in the OMW configuration application. They are discussed in more detail in Chapter 3.

**Tokens**

As discussed in the “Objects” section, earlier in the chapter, all projects can contain OL objects and Non-OL objects. OL objects use tokens to minimize the possibility of one user overwriting another user’s changes to an object. Only one project can hold a token to an object at any one time. Non-OL objects do not carry a token; rather, the system administrator or product versions control administrator commonly updates the object in the correct environment.

The token management system organizes application development by providing a single check out environment. Tokens are assigned to the project, if it is available, when the object is checked out. If the token is not available, the user may add their check out request to the token queue to receive the token when it is available (inherit the token). Tokens provide a change control solution in a system that doesn’t support merging or versions of specifications. Chapter 2 discusses tokens and the actions you can perform around tokens, as they relate to objects, in the “Working with Tokens” section.

Okay, so you really don’t understand what a token is. Fair enough, we’ve been supplying you a lot of information. Think back to when you were a kid, at band camp, and it was one of those rare moments when they let you out of the practice rooms to enjoy the weather. You’re sitting around the campfire telling ghost stories. Each person around the fire is contributing to the story, but you’re allowed to speak only if you hold the marshmallow (the token). If someone else tries to speak while you’re holding the marshmallow, no one else can understand or hear what you’re saying, and the story will get confusing. A token has a similar idea. If someone else has the ability to make changes to your object while you’re working on it, the code will no longer be the same, the two versions cannot be merged simply, and you are left with a sticky mess in the bottom of the fire pit. Thus, a token is like holding the key, or the permission slip, to be allowed to make changes to the system. If another user tries to check out an object
when you hold the token, they will be placed in a queue until you release the token (usually once the object is promoted into production). Token switching, which allows you to switch a token in the middle of the development process, will be discussed in Chapter 2.

The Object Management Workbench Form

To access the Object Management Workbench (OMW) form, run OMW from the Fast Path (type OMW) or choose Object Management Workbench from menu GH902. You may also launch OMW by typing OL in the Fast Path (this must be configured by your system administrator). The OL application is no longer available in the Xe release of OneWorld. This may trouble or perplex some of you; however, once you learn to use the new tools available, you’ll learn to love them. This section only begins to touch upon the features available in OMW; Chapter 2 will really focus on the differences in more detail. The OMW form is shown in Figure 1-1. It is displayed prior to clicking

FIGURE 1-1. Object Management Workbench form News/Status window
Find. You will see the News/Status tab in focus, which is easily customized to fit your business needs. The default Web page that is displayed is stored in the OMW media object queue. You may change the Web page that is displayed with the processing options of the OMW application (P98220). There are also options to default information into the filter fields on the OMW form. These filters are discussed in more detail in the next section, “Project View Search.” Common information contained within the News section may be internal Web sites with project time-line information, breaking news events, build schedules, or any other data your system administrator or project manager feels is pertinent for your business.

After you click Find, the OMW form will be displayed in Project view, as shown in Figure 1-2. Any development work will be done with this form. For typical development, it allows the user to create a project and add objects and owners to that project. In the past, developers—or even managers, for that matter—were never allowed to transfer objects. Managers gave permissions to transfer objects, but a system administrator or
product promotion administrator was the only individual allowed access to the transfer process. In OMW, users may access the design tools and other object management tasks depending on how the administrator configured each role that they play in the project. OMW also allows the administrator to define where objects are checked out from and checked in to, without you, as the user, having to keep track of this information and enter it manually. OMW also has automatic transfers of objects when the project's status is advanced to a certain status. See Chapter 2 for everyday uses and examples of OMW.

From left to right, the OMW form contains:

- **Tools, Form, and Row function tabs and icons**  These are displayed if the preference to view the exit bar is selected.

- **The Project View window**  This window contains the OMW projects folder. When this folder is opened, it displays a list of available OneWorld projects and their related objects and owners, for the user signed into OneWorld. You can limit your search by entering a user, role, and/or status.

- **The center column of action buttons**  These buttons are displayed for specific allowed actions. When the project and/or objects are at a status for which the user is allowed to perform that action, the button will be displayed. These actions and how they are used are discussed in detail in Chapter 2.

- **The News/Status and Search window**  This window can display a Web site (URL or Web page stored in the OMW media object queue), project status and OneWorld release information, and object search results. When selected, the Search tab displays the category, search type, search fields, and the Results window. This tab, as well as advanced search options, is described in more detail in the Search sections in this chapter.

**Project View Search**

The Project view is shown in the left-hand window of the OMW form. It consists of the user, role, and status filtering fields, as well as a project list for the specified user. You can view your projects and the objects, as well as the owners those projects contain, using this window. You can also view the projects for any other OneWorld user. This is useful should you, as a project manager, wish to see newly created projects or the status of a project. You will commonly select a project, an object, or an owner from this window in order to select actions to perform on them.
To search on a project in which you play a role, simply click Find with the User field filled in with your user ID. By filling in just the user and nothing else, you will see the projects you are listed as owner of, or those you play a role in.

Should you wish to narrow your project search, you can choose to filter by user role and/or filter by project status. Filtering by user role will show only those projects in which you play a specific role. To filter, enter in the roles filter field the role you want to use in your search. The visual assist will aid in selecting a valid role. Then when you click Find, only those projects in which you play that role will be displayed. You can also view only those projects that have a certain project status. You do so by filling in the status fields, Status (from) and To. Again, the available visual assist will aid in selecting a valid status. Clicking Find will display only those projects that are at or between the statuses you entered. The default project will also be displayed regardless of whether it meets the search criteria. If you have left the role filter field populated, you will see the projects at or between the statuses entered when you play the role indicated. Figure 1-3 shows an example of how these filters function in the stand-alone version of OneWorld Xe.

FIGURE 1-3. Project view search
There are times when an advanced search is required. For instance, you may be having issues with a particular object, say P4210, and you may want to see all projects included in the P4210 application. This would allow you to better determine which project, or which change, caused the issue you are seeing. There are three advanced search types or forms that can facilitate this search. These can be accessed by clicking Form Exit, Advanced Search, or Search by Object.

With the user filter field populated, click Advanced Search. The OMW Project Search and Select by Project User form is displayed (see Figure 1-4). This form displays all projects and user roles for which a specific user is entered as an owner.

If the Project view user filter field on the OMW form is blank when Advanced Search is chosen, all projects across the OMW system are displayed when you click Find. This can be very helpful if OMW encounters an error when adding a user to a project at the time it is created, or when changes are made to the project. You can limit your search by using any of the Query By Example (QBE) fields.

**FIGURE 1-4.** Project Search and Select by Project User
If you select Form | Exit, Search by Object, the OMW Project Search and Select by Object form is displayed. When you click Find, all objects contained within all projects will be displayed. You may use the QBE fields to limit your search to a specific object name, object type, project, etc. An example of the Search by Object form is displayed in Figure 1-5. In our example, we are searching on all projects that include a business view (BSVW) that is in system code 01 (V01*).

**TIP**

The Project View Advanced Search forms are multiselect forms. After you have located your desired projects or objects, you may select multiple rows and click Select. These records will be returned to the OMW form and displayed in the project list.
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News/Status View

The News view is selected when you open the OMW form. This tab can display an Internet Web page (URL) or an informational HTML page stored in the OMW Media Object Queue that your administrator has set up to provide you with details the administrator feels you need to know. It can also contain important links you may need to access.

When a project is selected in the Project View window, the News/Status tab will show information about the selected project. The right-hand window will display project status and release information consisting of the project name, description of the project, product system code, status of the project (e.g., In programming, Ready to Transfer, QA Test, or Rework), type (e.g., Enhancement or Bug), priority, release, SAR (Software Action Request) number, start date, planned completion date, and completion date. Not all fields will be populated or relevant. (Project statuses are covered in Chapter 4.)

The start date, planned completion date, and actual completion date are excellent tools for tracking if your project is moving along as scheduled. They can be changed at any time during the project. You can also add attachments to your project; these will stay with the project for its entire project life cycle (i.e., until it reaches a completed status). These attachments, which are useful for tracking issues, risks, kudos, and so on, are also discussed in Chapter 2. Figure 1-6 displays a project with the status information showing. To return to the News tab at any time, you may choose the Form | Exit to News option or click News.

When an object is selected in the Project View window, the News/Status tab will show information about the selected object. To view an object's status, click Find. The OMW Projects folder is displayed. Drill into OMW Projects by double-clicking it or clicking the plus sign for a list of valid projects. Choose the project that contains the object you wish to view. Objects are contained within the Objects folder in a specified project. Select the object to be viewed. The status summary data will appear in the right-hand window.

**NOTE**

If another display was selected, the status can be re-displayed by selecting Row | Exit status.
You will see the object name, description, product code, product system code, creation date, and OneWorld release. Objects may also contain location information, check out information, and token information if they are Object Librarian objects. Objects will appear in the Project view with or without a check mark, and in different color schemes. At a glance, you can see which object you have checked out and which objects hold tokens in a project. You can also see which objects hold a token but are not checked out. This will be discussed in Chapter 2. It is important to understand this scheme so that you aren’t inadvertently forced to override changes you have made to your objects. Figure 1-7 displays an object’s status information for an Object Librarian object. Figure 1-8 displays an object’s status information for a Non–Object Librarian object.

FIGURE 1-6. Status view
When an owner is selected in the Project view, the News/Status tab will show information about the selected owner. To view owner status information, click Find. The OMW Projects folder is displayed, as well as other projects for a user. Open up the project containing the desired owner. In the Owners folder, highlight the owner in which you wish to display information. The owner’s status summary will appear in the right-hand window. It includes data about the date the project was assigned, the time it was assigned, the user group, and whether the owner is a lead. The lead option is future functionality. It can, however, be used to mark which supervisor has ultimate responsibility over a team, but it will not allow any special privileges to this user.

The owner summary data is typically useful when you wish to view the user group information. If an owner is not contained within the appropriate user group, rules should be applied such that projects follow correct change management guidelines.
The last piece of data included in the summary is estimated hours. By entering estimated hours for an owner, as well as planned completion dates and other data into the project, a manager can easily review the projects in the system for information such as how long a development effort is taking and whether the task will be completed on time. Again, the attachments to a project, as well as category codes, can be used to further track pertinent project data.

**Search View**

Performing an efficient search is the first step in adding objects or owners to a project. Searches are done by clicking the Search tab in the right-hand window. You can then, as a user, fill in the appropriate object search criteria fields.
Basic Search

A basic search is performed by selecting values first in the Category field. A drop-down list will give you the valid values. Select from Data Dictionary, Menus, Object Librarian, OMW Projects, Owners, User Defined Codes, User Overrides, and Workflow. In the Search Type field, select one of the search types from the drop-down list. This list displays only those search types that apply to the selected object category. You can also enter more search criteria information in the Search field to further specify your search results. What you enter in this field is determined by the Search Type selected. An example of a basic search (not added to a project at this time) is given in the following steps and shown in Figure 1-9.

FIGURE 1-9. Search view example
We will discuss adding objects to projects in Chapter 2. You add objects to a project using the arrows in the center column of action buttons:

1. Click the Search tab on the right side of the OMW form. This will display the Object Search Criteria fields and results (once retrieved).

2. Click the Category field. Select an object category from the pull-down menu. (Owners is not an object category; this is covered in the next section.) For this example, choose Object Librarian.

3. Click the Search Type field. Select a search type from the pull-down menu. For this example, choose Object Name.

4. In the Search field, type P04*. By doing this, you have limited your search to all Object Librarian objects starting with the value P04. This will give you all applications in the 04 (or Accounts Payable) system/product code.

5. Click the Search button (magnifying glass) to the right of the Search field to display your results.

**NOTE**

When using the Search field, depending on the database you are using, it is case sensitive.

**NOTE**

You use the pipe (|) to specify a suffix to search for. For example, entering R0006P|XJDE*, with Category = Object Librarian and Search Type = Object Name/Version Name searches for all XJDE versions of Object R0006P (see Figure 1-10). The advanced search functionality, however, is easier to use when searching for versions. Examples of this type of search are shown in Figures 1-15 through 1-17, at the end of this chapter.

**Owner Search**

The Search view is also used to locate OneWorld users (such as DEMO) to add to a project in an assigned role. To search on an owner, click Owners in the Category field. Select a valid Search Type in the drop-down list. Valid types are Address Book...
Number, Alpha Name, and User ID. You can also enter more search criteria information in the Search field to further specify your search results. Figure 1-11 displays search results where Category = Owners and Search Type = User ID. The Search field further specified this search when we entered *D*. When you click Search, the system shows user IDs that contain the letter D.

**Advanced Search**

The advanced search function allows you to search for objects and owners using search capabilities over a wider range of values. This may be necessary if the search types provided for basic searching do not allow you to narrow your search far enough. To perform an advanced search, you must fill in the Category and Search Type fields.
These fields will be used to indicate the type of search form that will be displayed. Figures 1-12 through 1-14 show an advanced search on a User Defined Code (UDC).

Click the Advanced Search link just below the Search field. The appropriate Search and Select form will display according to the Category and Search Type fields that you entered. You can then use the QBE fields to search for your objects.

Once you have located the desired object, you can select one or multiple grid rows to return to the Search View window on the OMW form.
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FIGURE 1-12. Advanced search UDC OMW form

FIGURE 1-13. Advanced search UDC search and select
NOTE

Page at a Time processing is enabled within the Object Search window, meaning that there may be only a few objects that are actually displayed upon completing your search. You must use the scroll bar to view all objects that were returned from your search.

Once the records have been returned to the OMW form, Row | Exit, Add All Objects can be used to add all the selected records to the project in view. This can be used to add multiple records to a selected project; however, keep in mind that this will add all objects that meet the search criteria entered, and not just the records that are displayed in the window. Add All Objects is discussed further in Chapter 2.
FIGURE 1-15. Advanced search versions OMW form

Figures 1-15 through 1-17 show an advanced search on versions for UBE R0006P. This is especially useful when there may be versions that users created with another naming convention. For example, if you want to see more than just the XJDE versions of a UBE, or select multiple versions into your project for modification, you may use the advanced search forms. The advanced search and select form for versions also shows you the user that created the version, who made the last modification, when it was last changed and executed, the check out status, whether it resides on the server, security information and a description, and the version list mode. This screen will appear differently depending upon the type of object on which the search is performed.

In order to move the selected objects into a project, you must select a project in the Project View window.
Summary

In this chapter, we have just begun to discover the benefits of the OMW change management system. We have discussed the basic concepts, or fundamentals, necessary for change management to occur in your development environment. We have also covered the Object Management Workbench form, which is key to beginning the development project life cycle, as well as key to pulling everything together in a planned and systematic fashion, all the while providing automation to meet your needs in a more effective manner.
FIGURE 1-17. Advanced search versions search view results