

# Oracle Insurance IBRU System ESI\_Help File

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## Insbridge.Net.Fwk.ESI Namespace

[Namespaces](#) ► Insbridge.Net.Fwk.ESI

### Declaration Syntax:

<b>C#</b>	namespace <b>Insbridge.Net.Fwk.ESI</b>
<b>Visual Basic</b>	Namespace <b>Insbridge.Net.Fwk.ESI</b>
<b>Visual C++</b>	namespace <b>Insbridge.Net.Fwk.ESI</b>

Icon	Type	Description	Type
	<a href="#">ESI_Category</a>	ESI Category Class	<b>Classes</b>
	<a href="#">ESI_DataTypes</a>	ESI Data Types	<b>Enumerations</b>
	<a href="#">ESI_Environment</a>	Environment	<b>Structures</b>
	<a href="#">ESI_EnvironmentTypes</a>	Environment Type	<b>Enumerations</b>
	<a href="#">ESI_Exception</a>	ESI Exception Class	<b>Classes</b>
	<a href="#">ESI_ExceptionLevel</a>	ESI Exception Levels	<b>Enumerations</b>
	<a href="#">ESI_FolderGroup</a>	ESI Folder Class	<b>Classes</b>
	<a href="#">ESI_Input</a>	ESI Input Class	<b>Classes</b>
	<a href="#">ESI_LOB</a>	ESI Line Of Business Class	<b>Classes</b>
	<a href="#">ESI_Program</a>	ESI Program Class	<b>Classes</b>
	<a href="#">ESI_ProgramTypes</a>	ESI Program Types	<b>Enumerations</b>
	<a href="#">ESI_ProgramVersion</a>	ESI Program Version Class	<b>Classes</b>
	<a href="#">ESI_SRP</a>	SRP	<b>Structures</b>
	<a href="#">ESI_SRPStatusTypes</a>	SRP Status	<b>Structures</b>
	<a href="#">ESI_SRPSummary</a>	SRP Summary Information	<b>Enumerations</b>
	<a href="#">ESI_User</a>	ESI User Class	<b>Classes</b>
	<a href="#">ESI_UserGroup</a>	ESI User Group	<b>Classes</b>
	<a href="#">FrameworkAdministrator</a>	Framework Administrator Class	<b>Classes</b>
	<a href="#">RateManager</a>	RateManager Class	<b>Classes</b>



ESI\_Category Class

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ ESI\_Category











ESI Category Class

Declaration Syntax:

C#	public class <b>ESI_Category</b>
Visual Basic	Public Class <b>ESI_Category</b>
Visual C++	public ref class <b>ESI_Category</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>ESI_Category()</b>	Initializes a new instance of the <b>ESI_Category</b> class	<b>Constructors</b>
	<b>Equals(Object)</b>	Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>Id</b>	Category ID	<b>Fields</b>
	<b>Inputs</b>	Inputs	<b>Fields</b>
	<b>Line</b>	Line ID	<b>Fields</b>
	<b>Name</b>	Category Name	<b>Fields</b>
	<b>ParentId</b>	Parent Category ID	<b>Fields</b>
	<b>ToString()</b>	Returns a <a href="#">String</a> that represents the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)	<b>Methods</b>

	<b>Inheritance Hierarchy</b> <a href="#">Object</a> └─ <a href="#">ESI_Category</a>
--	---

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_Category Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Category](#) ► ESI\_Category()

Initializes a new instance of the ESI\_Category class.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_Category</code>
<b>Visual Basic</b>	<code>Public Sub New</code>
<b>Visual C++</b>	<code>public: ESI_Category( )</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Id Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Category](#) ► Id

Category ID.

### Declaration Syntax:

<b>C#</b>	<code>public int Id</code>
<b>Visual Basic</b>	<code>Public Id As Integer</code>
<b>Visual C++</b>	<code>public: int Id</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Inputs Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Category](#) ► Inputs

Inputs.

### Declaration Syntax:

<b>C#</b>	<code>public List&lt;ESI_Input&gt; Inputs</code>
<b>Visual Basic</b>	<code>Public Inputs As List(Of ESI_Input)</code>
<b>Visual C++</b>	<code>public: List&lt;ESI_Input^&gt; Inputs</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Line Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Category](#) ► Line

Line ID.

### Declaration Syntax:

<b>C#</b>	public int Line
<b>Visual Basic</b>	Public Line As Integer
<b>Visual C++</b>	public: int Line

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Name Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Category](#) ► Name Category

Category Name.

### Declaration Syntax:

<b>C#</b>	public string Name
<b>Visual Basic</b>	Public Name As String
<b>Visual C++</b>	public: String^ Name

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ParentId Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Category](#) ► ParentId

Parent Category ID.









### Declaration Syntax:

<b>C#</b>	public int ParentId
<b>Visual Basic</b>	Public ParentId As Integer
<b>Visual C++</b>	public: int ParentId

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI_DataTypes Enumeration	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ ESI_DataTypes	
ESI Data Types.	
Declaration Syntax:	
<b>C#</b>	<code>public enum <b>ESI_DataTypes</b></code>
<b>Visual Basic</b>	<code>Public Enumeration <b>ESI_DataTypes</b></code>
<b>Visual C++</b>	<code>public enum class <b>ESI_DataTypes</b></code>
Members	
Members	Description
<b>dtInteger</b>	Integer
<b>dtString</b>	String
<b>dtFloat</b>	Float
<b>dtDate</b>	Date

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI_Environment Structure					
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ ESI_Environment					
Environment					
Declaration Syntax:					
C#	public struct <b>ESI_Environment</b>				
Visual Basic	Public Structure <b>ESI_Environment</b>				
Visual C++	public value class <b>ESI_Environment</b>				
Members					
<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited
Icon	Member	Description		Type	
	Default	Default environment or not.		Fields	
	Equals(Object)	Indicates whether this instance and a specified object are equal. (Inherited from <a href="#">ValueType</a> .)		Methods	
	GetHashCode()	Returns the hash code for this instance. (Inherited from <a href="#">ValueType</a> .)		Methods	
	GetType()	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)		Methods	
	Name	The environment name.		Fields	
	Secure	Secure environment or not.		Fields	
	ToString()	Returns the fully qualified type name of this instance. (Inherited from <a href="#">ValueType</a> .)		Methods	
	Type	The environment type.		Fields	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Default Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI Environment](#) ► Default

Default environment or not.

### Declaration Syntax:

<b>C#</b>	<code>public bool Default</code>
-----------	----------------------------------

<b>Visual Basic</b>	<code>Public Default As Boolean</code>
---------------------	--

<b>Visual C++</b>	<code>public: bool Default</code>
-------------------	---------------------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Name Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI Environment](#) ► Name

The environment Name.

### Declaration Syntax:

<b>C#</b>	<code>public string Name</code>
-----------	---------------------------------

<b>Visual Basic</b>	<code>Public Name As String</code>
---------------------	------------------------------------

<b>Visual C++</b>	<code>public: String^ Name</code>
-------------------	---------------------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Secure Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI Environment](#) ► Secure

Secure environment or not.

### Declaration Syntax:

<b>C#</b>	<code>public bool Secure</code>
-----------	---------------------------------

<b>Visual Basic</b>	<code>Public Secure As Boolean</code>
---------------------	---------------------------------------

<b>Visual C++</b>	<code>public: bool Secure</code>
-------------------	--------------------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Type Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Environment](#) ► Type

The environment type.

### Declaration Syntax:

<b>C#</b>	public <code>ESI_EnvironmentTypes</code> <b>Type</b>
<b>Visual Basic</b>	Public <b>Type</b> As <code>ESI_EnvironmentTypes</code>
<b>Visual C++</b>	public: <code>ESI_EnvironmentTypes</code> <b>Type</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_Environment Enumeration

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► `ESI_EnvironmentTypes`

Environment Type.

### Declaration Syntax:

<b>C#</b>	public enum <b>ESI_EnvironmentTypes</b>
<b>Visual Basic</b>	Public Enumeration <b>ESI_EnvironmentTypes</b>
<b>Visual C++</b>	public enum class <b>ESI_EnvironmentTypes</b>

### Members

Members	Description
<b>ALL</b>	All environments
<b>DEV</b>	Development
<b>QA</b>	Quality Assurance
<b>PROD</b>	Production

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_Exception Class

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ ESI\_Exception










ESI Exception Class

Declaration Syntax:

C#	public class <b>ESI_Exception</b> : <a href="#">Exception</a>
Visual Basic	Public Class <b>ESI_Exception</b> _ Inherits <a href="#">Exception</a>
Visual C++	public ref class <b>ESI_Exception</b> : public <a href="#">Exception</a>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<a href="#">ESI_Exception()</a>	This is the default ESI Exception Class Constructor.	<b>Constructors</b>
	<a href="#">ESI_Exception(ESI_ExceptionLevel, String, String)</a>	This is an overloaded ESI Exception Class Constructor.	<b>Constructors</b>
	<b>Data</b>	Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <a href="#">Exception</a> .)	<b>Properties</b>
	<a href="#">Equals(Object)</a>	Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<a href="#">GetBaseException()</a>	When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a> .)	<b>Methods</b>
	<a href="#">GetHashCode()</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<a href="#">GetObjectData(SerializationInfo, StreamingContext)</a>	When overridden in a derived class, sets the <a href="#">SerializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a> .)	<b>Methods</b>
	<a href="#">GetType()</a>	Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a> .)	<b>Methods</b>
	<b>HelpLink</b>	Gets or sets a link to the help file associated with this exception.	<b>Properties</b>





		(Inherited from <a href="#">Exception</a> .)	
	<b>InnerException</b>	Gets the <a href="#">Exception</a> instance that caused the current exception. (Inherited from <a href="#">Exception</a> .)	<b>Properties</b>
	<b>Level</b>	ESI Exception Level	<b>Fields</b>
	<b>Message</b>	Error Message	<b>Fields</b>
	<b>Message</b>	Gets a message that describes the current exception. (Inherited from <a href="#">Exception</a> .)	<b>Properties</b>
	<b>Source</b>	Gets or sets the name of the application or the object that causes the error. (Inherited from <a href="#">Exception</a> .)	<b>Properties</b>
	<b>Stack</b>	Stack Trace Information	<b>Fields</b>
	<b>StackTrace</b>	Gets a string representation of the frames on the call stack at the time the current exception was thrown. (Inherited from <a href="#">Exception</a> .)	<b>Properties</b>
	<b>TargetSite</b>	Gets the method that throws the current exception. (Inherited from <a href="#">Exception</a> .)	<b>Properties</b>
	<b>ToString()</b>	Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a> .)	<b>Methods</b>
	<b>ToXmlString()</b>		<b>Methods</b>
<b>Inheritance Hierarchy</b>  <pre> Object ├─ <a href="#">Exception</a> ├─ <b>ESI_Exception</b> </pre>			

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_Exception Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Exception](#) ► ESI\_Exception()

### Members

Icon	Member	Description
	<a href="#">ESI_Exception()</a>	This is the default ESI Exception Class Constructor.
	<a href="#">ESI_Exception(ESI_ExceptionLevel, String, String)</a>	This is an overloaded ESI Exception Class Constructor.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_Exception Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Exception](#) ► ESI\_Exception()

This is the default ESI Exception Class Constructor.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_Exception()</code>
<b>Visual Basic</b>	<code>Public Sub New</code>
<b>Visual C++</b>	<code>public: ESI_Exception()</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_Exception Constructor (level, message, stack)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Exception](#) ►  
ESI\_Exception(ESI\_ExceptionLevel, String, String)

This is an overloaded ESI Exception Class Constructor.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_Exception(     ESI_ExceptionLevel level,     string message,     string stack )</code>
-----------	---

<b>Visual Basic</b>	<pre>Public Sub New ( _     level As ESI_ExceptionLevel, _     message As String, _     stack As String _ )</pre>
<b>Visual C++</b>	<pre>public:     ESI_Exception(         ESI_ExceptionLevel level,         String^ message,         String^ stack     )</pre>
<b>Parameters:</b>	
<p><b>level</b> (<a href="#">ESI_ExceptionLevel</a>) ESI Exception Level</p> <p><b>message</b> (<a href="#">String</a>) Error Message</p> <p><b>stack</b> (<a href="#">String</a>) Stack Trace Information</p>	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>Level Field</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">ESI_Exception</a> ► Level	
ESI Exception level.	
<b>Declaration Syntax:</b>	
<b>C#</b>	public <a href="#">ESI_ExceptionLevel</a> <b>Level</b>
<b>Visual Basic</b>	Public <b>Level</b> As <a href="#">ESI_ExceptionLevel</a>
<b>Visual C++</b>	public: <a href="#">ESI_ExceptionLevel</a> <b>Level</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>Message Field</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">ESI_Exception</a> ► Message	
Error Message.	
<b>Declaration Syntax:</b>	
<b>C#</b>	public <a href="#">string</a> <b>Message</b>

<b>Visual Basic</b>	Public <b>Message</b> As <b>String</b>
<b>Visual C++</b>	public: <b>String</b> <sup>^</sup> <b>Message</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Stack Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Exception](#) ► Stack

Stack Trace Information.

### Declaration Syntax:

<b>C#</b>	public <b>string</b> <b>Stack</b>
<b>Visual Basic</b>	Public <b>Stack</b> As <b>String</b>
<b>Visual C++</b>	public: <b>String</b> <sup>^</sup> <b>Stack</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ToXmlString Method

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Exception](#) ► ToXmlString()

### Declaration Syntax:

<b>C#</b>	public <b>string</b> <b>ToXmlString()</b>
<b>Visual Basic</b>	Public Function <b>ToXmlString</b> As <b>String</b>
<b>Visual C++</b>	public: <b>String</b> <sup>^</sup> <b>ToXmlString()</b>

### Return Value:

An XML string.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_ExceptionLevel Enumeration

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ExceptionLevel](#)

ESI Exception Levels.

Declaration Syntax:	
<b>C#</b>	public enum <b>ESI_ExceptionLevel</b>
<b>Visual Basic</b>	Public Enumeration <b>ESI_ExceptionLevel</b>
<b>Visual C++</b>	public enum class <b>ESI_ExceptionLevel</b>
Members	
Members	Description
<b>Critical</b>	Critical errors: unhandled system exceptions.
<b>Warning</b>	Warning: wrong parameters, etc.
<b>Information</b>	Information message.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_FolderGroup Class

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ ESI\_FolderGroup










ESI Folder Class

Declaration Syntax:

C#	public class <b>ESI_FolderGroup</b>
Visual Basic	Public Class <b>ESI_FolderGroup</b>
Visual C++	public ref class <b>ESI_FolderGroup</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>ESI_FolderGroup()</b>	Initializes a new instance of the <b>ESI_FolderGroup</b> class.	<b>Constructors</b>
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <b>Type</b> of the current instance. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>Id</b>	Folder ID	<b>Fields</b>
	<b>Line</b>	Line ID	<b>Fields</b>
	<b>Name</b>	Folder Name	<b>Fields</b>
	<b>ParentId</b>	Parent Folder ID	<b>Fields</b>
	<b>ToString()</b>	Returns a <b>String</b> that represents the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>

Inheritance Hierarchy

Object

↳ ESI\_FolderGroup

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_FolderGroup Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_FolderGroup](#) ► ESI\_FolderGroup()

Initializes a new instance of the ESI\_FolderGroup class.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_FolderGroup( )</code>
<b>Visual Basic</b>	<code>Public Sub New</code>
<b>Visual C++</b>	<code>public: ESI_FolderGroup( )</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Id Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_FolderGroup](#) ► Id

Folder ID.

### Declaration Syntax:

<b>C#</b>	<code>public int Id</code>
<b>Visual Basic</b>	<code>Public Id As Integer</code>
<b>Visual C++</b>	<code>public: int Id</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Line Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_FolderGroup](#) ► Line

Line ID.

### Declaration Syntax:

<b>C#</b>	<code>public int Line</code>
<b>Visual Basic</b>	<code>Public Line As Integer</code>
<b>Visual C++</b>	<code>public: int Line</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Name Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_FolderGroup](#) ► Name

Folder Name.

### Declaration Syntax:

<b>C#</b>	public string Name
-----------	--------------------

<b>Visual Basic</b>	Public Name As String
---------------------	-----------------------

<b>Visual C++</b>	public: String^ Name
-------------------	-------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ParentId Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_FolderGroup](#) ► ParentId

Parent Folder ID.

### Declaration Syntax:












<b>C#</b>	public int ParentId
-----------	---------------------

<b>Visual Basic</b>	Public ParentId As Integer
---------------------	----------------------------

<b>Visual C++</b>	public: int ParentId
-------------------	-------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)



ESI_Input Class					
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI I</a> ▶ ESI_Input					
ESI Input Class					
Declaration Syntax:					
C#	public class <b>ESI_Input</b>				
Visual Basic	Public Class <b>ESI_Input</b>				
Visual C++	public ref class <b>ESI_Input</b>				
Members					
<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited
Icon	Member	Description		Type	
	<b>ESI_Input()</b>	Initializes a new instance of the <b>ESI_Input</b> class.		Constructors	
	<b>Category</b>	Input Category.		Fields	
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)		Methods	
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)		Methods	
	<b>GetType()</b>	Gets the <b>Type</b> of the current instance. (Inherited from <b>Object</b> .)		Methods	
	<b>Id</b>	Input ID		Fields	
	<b>Line</b>	Line ID		Fields	
	<b>Name</b>	Input Name		Fields	
	<b>ToString()</b>	Returns a <b>String</b> that represents the current <b>Object</b> . (Inherited from <b>Object</b> .)		Methods	
	<b>Type</b>	Input Data Type.		Fields	
	<b>Inheritance Hierarchy</b> 				

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_Input Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Input](#) ► ESI\_Input()

Initializes a new instance of the ESI\_Input class.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_Input ( )</code>
<b>Visual Basic</b>	<code>Public Sub New</code>
<b>Visual C++</b>	<code>public: ESI_Input ( )</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Category Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Input](#) ► Category

Input Category.

### Declaration Syntax:

<b>C#</b>	<code>public int Category</code>
<b>Visual Basic</b>	<code>Public Category As Integer</code>
<b>Visual C++</b>	<code>public: int Category</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Id Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Input](#) ► Id

Input ID.

### Declaration Syntax:

<b>C#</b>	<code>public int Id</code>
<b>Visual Basic</b>	<code>Public Id As Integer</code>
<b>Visual C++</b>	<code>public: int Id</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Line Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Input](#) ► Line

Line ID.

### Declaration Syntax:

<b>C#</b>	public <b>int</b> <b>Line</b>
<b>Visual Basic</b>	Public <b>Line</b> As <b>Integer</b>
<b>Visual C++</b>	public: <b>int</b> <b>Line</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Name Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Input](#) ► Name

Input Name.

### Declaration Syntax:

<b>C#</b>	public <b>string</b> <b>Name</b>
<b>Visual Basic</b>	Public <b>Name</b> As <b>String</b>
<b>Visual C++</b>	public: <b>String^</b> <b>Name</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Type Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Input](#) ► Type

Input Data Type.

### Declaration Syntax:

<b>C#</b>	public <b>ESI_DataTypes</b> <b>Type</b>
<b>Visual Basic</b>	Public <b>Type</b> As <b>ESI_DataTypes</b>
<b>Visual C++</b>	public: <b>ESI_DataTypes</b> <b>Type</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_LOB Class

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ ESI\_LOB










ESI Line of Business Class

Declaration Syntax:

C#	public class <b>ESI_LOB</b>
Visual Basic	Public Class <b>ESI_LOB</b>
Visual C++	public ref class <b>ESI_LOB</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>ESI_LOB()</b>	Initializes a new instance of the <b>ESI_LOB</b> class.	<b>Constructors</b>
	<b>Active</b>	Active or Inactive.	<b>Fields</b>
	<b>DateMask</b>	Date Mask.	<b>Fields</b>
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <b>Type</b> of the current instance. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>Id</b>	Line ID	<b>Fields</b>
	<b>ToString()</b>	Returns a <b>String</b> that represents the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>TypeDesc</b>	Line Name.	<b>Fields</b>

	<b>Inheritance Hierarchy</b>
	<b>Object</b>
	└─ <b>ESI_LOB</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_LOB Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_LOB](#) ► ESI\_LOB()

Initializes a new instance of the ESI\_LOB class.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_LOB( )</code>
-----------	--------------------------------

<b>Visual Basic</b>	<code>Public Sub New</code>
---------------------	-----------------------------

<b>Visual C++</b>	<code>public: ESI_LOB( )</code>
-------------------	-------------------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Active Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_LOB](#) ► Active

Active or Inactive.

### Declaration Syntax:

<b>C#</b>	<code>public int Active</code>
-----------	--------------------------------

<b>Visual Basic</b>	<code>Public Active As Integer</code>
---------------------	---------------------------------------

<b>Visual C++</b>	<code>public: int Active</code>
-------------------	-------------------------------------

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## DateMask Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_LOB](#) ► DateMask

DateMask.

### Declaration Syntax:

<b>C#</b>	<code>public string DateMask</code>
-----------	-------------------------------------

<b>Visual Basic</b>	<code>Public DateMask As String</code>
---------------------	--

<b>Visual C++</b>	<code>public: String^ DateMask</code>
-------------------	---

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

Id Field	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_LOB</a> ▶ Id	
Line ID.	
Declaration Syntax:	
<b>C#</b>	public int Id
<b>Visual Basic</b>	Public Id As Integer
<b>Visual C++</b>	public: int Id

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

TypeDesc Field	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_LOB</a> ▶ TypeDesc	
Input Data Type.	
Declaration Syntax:	
<b>C#</b>	public string TypeDesc
<b>Visual Basic</b>	Public TypeDesc As string
<b>Visual C++</b>	public: String^ TypeDesc

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_Program Class

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ ESI\_Program















ESI Program Class

Declaration Syntax:

C#	public class <b>ESI_Program</b>
Visual Basic	Public Class <b>ESI_Program</b>
Visual C++	public ref class <b>ESI_Program</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>ESI_Program()</b>	Initializes a new instance of the <b>ESI_Program</b> class.	<b>Constructors</b>
	<b>DateMask</b>	Date Mask.	<b>Fields</b>
	<b>Description</b>	Program Description.	<b>Fields</b>
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>FolderGroup</b>	Folder ID.	<b>Fields</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <b>Type</b> of the current instance. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>Id</b>	Program ID.	<b>Fields</b>
	<b>Line</b>	Line ID.	<b>Fields</b>
	<b>Name</b>	Program Name.	<b>Fields</b>
	<b>Note</b>	Program Notes.	<b>Fields</b>
	<b>StateId</b>	State ID.	<b>Fields</b>
	<b>ToString()</b>	Returns a <b>String</b> that represents the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>Type</b>	ESI Program Type.	<b>Fields</b>

	<b>Inheritance Hierarchy</b>  <a href="#">Object</a> ↳ <b>ESI_Program</b>
--	--

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>ESI_Program Constructor</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_Program</a> ▶ ESI_Program()	
Initializes a new instance of the ESI_Program class.	
<b>Declaration Syntax:</b>	
<b>C#</b>	<code>public <b>ESI_Program</b>( )</code>
<b>Visual Basic</b>	<code>Public Sub <b>New</b></code>
<b>Visual C++</b>	<code>public: <b>ESI_Program</b>( )</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>DateMask Field</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_Program</a> ▶ DateMask	
DateMask.	
<b>Declaration Syntax:</b>	
<b>C#</b>	<code>public <b>string</b> <b>DateMask</b></code>
<b>Visual Basic</b>	<code>Public <b>DateMask</b> As <b>String</b></code>
<b>Visual C++</b>	<code>public: <b>String</b><sup>^</sup> <b>DateMask</b></code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>Description Field</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_Program</a> ▶ Description	
Program Description.	
<b>Declaration Syntax:</b>	



<b>C#</b>	public <a href="#">string</a> <b>Description</b>
<b>Visual Basic</b>	Public <b>Description</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>Description</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## FolderGroup Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Program](#) ► FolderGroup

Folder ID.

### Declaration Syntax:

<b>C#</b>	public <a href="#">int</a> <b>FolderGroup</b>
<b>Visual Basic</b>	Public <b>FolderGroup</b> As <a href="#">Integer</a>
<b>Visual C++</b>	public: <a href="#">int</a> <b>FolderGroup</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Id Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Program](#) ► Id

Program ID.

### Declaration Syntax:

<b>C#</b>	public <a href="#">int</a> <b>Id</b>
<b>Visual Basic</b>	Public <b>Id</b> As <a href="#">Integer</a>
<b>Visual C++</b>	public: <a href="#">int</a> <b>Id</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Line Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Program](#) ► Line

Line ID.

### Declaration Syntax:

<b>C#</b>	public <a href="#">int</a> <b>Line</b>
-----------	--

<b>Visual Basic</b>	Public <b>Line</b> As <a href="#">Integer</a>
<b>Visual C++</b>	public: <a href="#">int</a> <b>Line</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Name Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Program](#) ► Name

Program Name.

### Declaration Syntax:

<b>C#</b>	public <a href="#">string</a> <b>Name</b>
<b>Visual Basic</b>	Public <b>Name</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>Name</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Note Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Program](#) ► Note

Program Notes.

### Declaration Syntax:

<b>C#</b>	public <a href="#">string</a> <b>Note</b>
<b>Visual Basic</b>	Public <b>Note</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>Note</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## StateId Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_Program](#) ► StateId

State ID.

### Declaration Syntax:

<b>C#</b>	public <a href="#">string</a> <b>StateId</b>
-----------	--

<b>Visual Basic</b>	Public <b>StateId</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>StateId</b>












Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>Type Field</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">ESI_Program</a> ► Type	
ESI Program Type.	
<b>Declaration Syntax:</b>	
<b>C#</b>	public <a href="#">ESI_ProgramTypes</a> <b>Type</b>
<b>Visual Basic</b>	Public <b>Type</b> As <a href="#">ESI_ProgramTypes</a>
<b>Visual C++</b>	public: <a href="#">ESI_ProgramTypes</a> <b>Type</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>ESI_ProgramTypes Enumeration</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► ESI_ProgramTypes	
ESI Program Types.	
<b>Declaration Syntax:</b>	
<b>C#</b>	public enum <b>ESI_ProgramTypes</b>
<b>Visual Basic</b>	Public Enumeration <b>ESI_ProgramTypes</b>
<b>Visual C++</b>	public enum class <b>ESI_ProgramTypes</b>
<b>Members</b>	
<b>Members</b>	<b>Description</b>
<b>ptProgram</b>	Program
<b>ptWorkFlow</b>	Workflow

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI_ProgramVersion Class					
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ ESI_VersionProgram					
ESI Program Class					
Declaration Syntax:					
C#	public class ESI_ProgramVersion				
Visual Basic	Public Class ESI_ProgramVersion				
Visual C++	public ref class ESI_ProgramVersion				
Members					
<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited
Icon	Member	Description		Type	
	<a href="#">ESI_ProgramVersion()</a>	Initializes a new instance of the <a href="#">ESI_ProgramVersion</a> class.		Constructors	
	<a href="#">EffectiveDates</a>	Effective Dates.		Fields	
	<a href="#">Equals(Object)</a>	Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)		Methods	
	<a href="#">FolderGroup</a>	Folder ID.		Fields	
	<a href="#">GetHashCode()</a>	Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a> .)		Methods	
	<a href="#">GetType()</a>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)		Methods	
	<a href="#">Line</a>	Line ID.		Fields	
	<a href="#">Name</a>	Program Name.		Fields	
	<a href="#">ParentProgramId</a>	Program Id.		Fields	
	<a href="#">ToString()</a>	Returns a <a href="#">String</a> that represents the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)		Methods	
	<a href="#">VersionNumber</a>	Program version Number.		Fields	
	<b>Inheritance Hierarchy</b> <a href="#">Object</a> ↳ <a href="#">ESI_ProgramVersion</a>				

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_ProgramVersion Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ProgramVersion](#) ► ESI\_ProgramVersion()

Initializes a new instance of the ESI\_ProgramVersion class.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_ProgramVersion()</code>
-----------	--

<b>Visual Basic</b>	<code>Public Sub New</code>
---------------------	-----------------------------

<b>Visual C++</b>	<code>public: ESI_Program()</code>
-------------------	--

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## EffectiveDates Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ProgramVersion](#) ► EffectiveDates

DateMask.

### Declaration Syntax:

<b>C#</b>	<code>public List&lt;string&gt; EffectiveDates</code>
-----------	---

<b>Visual Basic</b>	<code>Public EffectiveDates As List(Of String)</code>
---------------------	---

<b>Visual C++</b>	<code>public: List&lt;String^&gt; EffectiveDates</code>
-------------------	---

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## FolderGroup Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ProgramVersion](#) ► FolderGroup

Folder ID.

### Declaration Syntax:

<b>C#</b>	<code>public int FolderGroup</code>
-----------	-------------------------------------

<b>Visual Basic</b>	<code>Public FolderGroup As Integer</code>
---------------------	--

<b>Visual C++</b>	<code>public: int FolderGroup</code>
-------------------	--

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Line Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ProgramVersion](#) ► Line

Line ID.

### Declaration Syntax:

<b>C#</b>	public <b>int</b> <b>Line</b>
<b>Visual Basic</b>	Public <b>Line</b> As <b>Integer</b>
<b>Visual C++</b>	public: <b>int</b> <b>Line</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Name Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ProgramVersion](#) ► Name

Program Name.

### Declaration Syntax:

<b>C#</b>	public <b>string</b> <b>Name</b>
<b>Visual Basic</b>	Public <b>Name</b> As <b>String</b>
<b>Visual C++</b>	public: <b>String^</b> <b>Name</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ParentProgramID Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_ProgramVersion](#)  
► ParentProgramId

Program Id.

### Declaration Syntax:

<b>C#</b>	public <b>int</b> <b>ParentProgramId</b>
<b>Visual Basic</b>	Public <b>ParentProgramId</b> As <b>Integer</b>
<b>Visual C++</b>	public: <b>int</b> <b>ParentProgramId</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

VersionNumber Field	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_ProgramVersion</a> ▶ VersionNumber	
Program Version Number.	
Declaration Syntax:	
<b>C#</b>	public <code>int</code> <b>VersionNumber</b>
<b>Visual Basic</b>	Public <b>VersionNumber</b> As <code>Integer</code>
<b>Visual C++</b>	public: <code>int</code> <b>VersionNumber</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_SRP Structure

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ ESI\_SRP









SRP-SoftRater Packages.

Declaration Syntax:

C#	public struct <b>ESI_SRP</b>
Visual Basic	Public Structure <b>ESI_SRP</b>
Visual C++	public value class <b>ESI_SRP</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>Environment</b>	The environment the SRP belongs to.	<b>Fields</b>
	<b>Equals(Object)</b>	Indicates whether this instance and a specified object are equal. (Inherited from <a href="#">ValueType</a> .)	<b>Methods</b>
	<b>FileName</b>	The SRP's file name.	<b>Fields</b>
	<b>GetHashCode()</b>	Returns the hash code for this instance. (Inherited from <a href="#">ValueType</a> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>Status</b>	The SRP's status	<b>Fields</b>
	<b>SummaryInfo</b>	The SRP's summary information.	<b>Fields</b>
	<b>ToString()</b>	Returns the fully qualified type name of this instance. (Inherited from <a href="#">ValueType</a> .)	<b>Methods</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)



## Environment Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRP](#) ► Environment

The environment the SRP belongs to.

### Declaration Syntax:

<b>C#</b>	public <code>ESI_Environment</code> <b>Environment</b>
<b>Visual Basic</b>	Public <b>Environment</b> As <code>ESI_Environment</code>
<b>Visual C++</b>	public: <code>ESI_Environment</code> <b>Environment</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## FileName Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRP](#) ► FileName

The SRP's file name.

### Declaration Syntax:

<b>C#</b>	public <code>string</code> <b>FileName</b>
<b>Visual Basic</b>	Public <b>FileName</b> As <code>String</code>
<b>Visual C++</b>	public: <code>String^</code> <b>FileName</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Status Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRP](#) ► Status

The SRP's status.

### Declaration Syntax:

<b>C#</b>	public <code>EIS_SRPStatusTypes</code> <b>Status</b>
<b>Visual Basic</b>	Public <b>Status</b> As <code>EIS_SRPStatusTypes</code>
<b>Visual C++</b>	public: <code>EIS_SRPStatusTypes</code> <b>Status</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## SummaryInfo Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRP](#) ► SummaryInfo

Program Id.

### Declaration Syntax:

<b>C#</b>	public <a href="#">ESI_SRPSummary</a> <b>SummaryInfo</b>
<b>Visual Basic</b>	Public <b>SummaryInfo</b> As <a href="#">ESI_SRPSummary</a>
<b>Visual C++</b>	public: <a href="#">ESI_SRPSummary</a> <b>SummaryInfo</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_SRP StatusTypes Enumeration

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► ESI\_SRPStatusTypes

SRP Status.

### Declaration Syntax:

<b>C#</b>	public enum <b>ESI_SRPStatusTypes</b>
<b>Visual Basic</b>	Public Enumeration <b>ESI_SRPStatusTypes</b>
<b>Visual C++</b>	public enum class <b>ESI_SRPStatusTypes</b> s

### Members

Members	Description
<b>sstNotLoaded</b>	Not loaded
<b>sstLoaded</b>	Loaded
<b>sstLoadedButNotOnDisk</b>	Loaded but not on disk

## ESI\_SRPSummary Structure

[Namespaces](#) ▸ [Insbridge.Net.Fwk.ESI](#) ▸ ESI\_SRPSummary












### SRP-SoftRater Packages-Summary Information.

#### Declaration Syntax:

<b>C#</b>	public struct <b>ESI_SRPSummary</b>
<b>Visual Basic</b>	Public Structure <b>ESI_SRPSummary</b>
<b>Visual C++</b>	public value class <b>ESI_SRPSummary</b>

#### Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>CreatedBy</b>	Created By.	<b>Fields</b>
	<b>CreateDate</b>	Created Date.	<b>Fields</b>
	<b>Equals(Object)</b>	Indicates whether this instance and a specified object are equal. (Inherited from <a href="#">ValueType</a> .)	<b>Methods</b>
	<b>GetHashCode()</b>	Returns the hash code for this instance. (Inherited from <a href="#">ValueType</a> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>Line</b>	Line ID.	<b>Fields</b>
	<b>LineName</b>	Line Name.	<b>Fields</b>
	<b>Program</b>	Program Id.	<b>Fields</b>
	<b>ProgramName</b>	Program Name.	<b>Fields</b>
	<b>ToString()</b>	Returns the fully qualified type name of this instance. (Inherited from <a href="#">ValueType</a> .)	<b>Methods</b>
	<b>Version</b>	Program Version.	<b>Fields</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateBy Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► CreateBy

Created by.

### Declaration Syntax:

<b>C#</b>	public string CreateBy
<b>Visual Basic</b>	Public CreateBy As String
<b>Visual C++</b>	public: String^ CreateBy

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateDate Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► CreateDate

Created date.

### Declaration Syntax:

<b>C#</b>	public string CreateDate
<b>Visual Basic</b>	Public CreateDate As String
<b>Visual C++</b>	public: String^ CreateDate

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Line Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► Line

Line ID.

### Declaration Syntax:

<b>C#</b>	public int Line
<b>Visual Basic</b>	Public Line As Integer
<b>Visual C++</b>	public: int Line

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## LineName Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► LineName

Line name.

### Declaration Syntax:

<b>C#</b>	public string LineName
<b>Visual Basic</b>	Public LineName As String
<b>Visual C++</b>	public: String^ LineName

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## FileName Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► FileName

The SRP's file name.

### Declaration Syntax:

<b>C#</b>	public string FileName
<b>Visual Basic</b>	Public FileName As String
<b>Visual C++</b>	public: String^ FileName

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Program Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► Program

Program ID.

### Declaration Syntax:

<b>C#</b>	public int Program
<b>Visual Basic</b>	Public Program As Integer
<b>Visual C++</b>	public: int Program

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ProgramName Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► ProgramName

Program name.

### Declaration Syntax:

<b>C#</b>	public string ProgramName
<b>Visual Basic</b>	Public ProgramName As String
<b>Visual C++</b>	public: String^ ProgramName

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Version Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_SRPSummary](#) ► Version

Program version.

### Declaration Syntax:

<b>C#</b>	public int Version
<b>Visual Basic</b>	Public Version As Integer
<b>Visual C++</b>	public: int Version

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_User Class

[Namespaces](#) ▸ [Insbridge.Net.Fwk.ESI](#) ▸ ESI\_User
















ESI User Class

Declaration Syntax:

C#	public class <b>ESI_User</b>
Visual Basic	Public Class <b>ESI_User</b>
Visual C++	public ref class <b>ESI_User</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>ESI_User()</b>	Initializes a new instance of the <b>ESI_User</b> class.	<b>Constructors</b>
	<b>CompanyID</b>	Company ID.	<b>Fields</b>
	<b>Department</b>	Department.	<b>Fields</b>
	<b>eMail</b>	E-Mail address.	<b>Fields</b>
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>FirstName</b>	User First Name.	<b>Fields</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <b>Type</b> of the current instance. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>Groups</b>	User Groups.	<b>Fields</b>
	<b>Id</b>	User ID.	<b>Fields</b>
	<b>LastName</b>	User Last Name.	<b>Fields</b>
	<b>PasswordExpires</b>	Password Expires.	<b>Fields</b>
	<b>PhoneNumber</b>	Phone Number.	<b>Fields</b>
	<b>ToString()</b>	Returns a <b>String</b> that represents the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>UserName</b>	User Name.	<b>Fields</b>

	<b>Inheritance Hierarchy</b>  <a href="#">Object</a> ↳ <a href="#">ESI_User</a>
--	--

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>ESI_User Constructor</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_User</a> ▶ ESI_User()	
Initializes a new instance of the ESI_User class.	
<b>Declaration Syntax:</b>	
<b>C#</b>	<code>public <b>ESI_User</b>( )</code>
<b>Visual Basic</b>	<code>Public Sub <b>New</b></code>
<b>Visual C++</b>	<code>public: <b>ESI_User</b>( )</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>CompanyId Field</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_User</a> ▶ CompanyId	
Company ID.	
<b>Declaration Syntax:</b>	
<b>C#</b>	<code>public <b>string</b> <b>CompanyId</b></code>
<b>Visual Basic</b>	<code>Public <b>CompanyId</b> As <b>String</b></code>
<b>Visual C++</b>	<code>public: <b>String</b><sup>^</sup> <b>CompanyId</b></code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>Department Field</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_User</a> ▶ Department	
Department.	
<b>Declaration Syntax:</b>	



<b>C#</b>	public <a href="#">string</a> <b>Department</b>
<b>Visual Basic</b>	Public <b>Department</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>Department</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## eMail Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_User](#) ► eMail

E-Mail address.

### Declaration Syntax:

<b>C#</b>	public <a href="#">string</a> <b>eMail</b>
<b>Visual Basic</b>	Public <b>eMail</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>eMail</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## FirstName Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_User](#) ► FirstName

User First Name.

### Declaration Syntax:

<b>C#</b>	public <a href="#">string</a> <b>FirstName</b>
<b>Visual Basic</b>	Public <b>FirstName</b> As <a href="#">String</a>
<b>Visual C++</b>	public: <a href="#">String^</a> <b>FirstName</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Groups Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_User](#) ► Groups

User Groups.

### Declaration Syntax:

<b>C#</b>	public List<ESI_UserGroup> Groups
<b>Visual Basic</b>	Public Groups As List(Of ESI_UserGroup)
<b>Visual C++</b>	public: List<ESI_UserGroup^> Groups

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Id Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_User](#) ► Id

User Id.

### Declaration Syntax:

<b>C#</b>	public string Id
<b>Visual Basic</b>	Public Id As String
<b>Visual C++</b>	public: String^ Id

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## LastName Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_User](#) ► LastName

User Last Name.

### Declaration Syntax:

<b>C#</b>	public string LastName
<b>Visual Basic</b>	Public LastName As String
<b>Visual C++</b>	public: String^ LastName

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## PasswordExpires Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_User](#) ► PasswordExpires

Password Expires.

### Declaration Syntax:

<b>C#</b>	public <b>bool</b> PasswordExpires
<b>Visual Basic</b>	Public PasswordExpires As Boolean
<b>Visual C++</b>	public: <b>bool</b> PasswordExpires

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>PhoneNumber Field</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI User</a> ▶ PhoneNumber	
User Phone Number.	
<b>Declaration Syntax:</b>	
<b>C#</b>	public <b>string</b> PhoneNumber
<b>Visual Basic</b>	Public PhoneNumber As String
<b>Visual C++</b>	public: <b>String^</b> PhoneNumber

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>UserName Field</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI User</a> ▶ UserName	
User Name.	
<b>Declaration Syntax:</b>	
<b>C#</b>	public <b>string</b> UserName
<b>Visual Basic</b>	Public UserName As String
<b>Visual C++</b>	public: <b>String^</b> UserName

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

ESI\_UserGroup Class

[Namespaces](#) › [Insbridge.Net.Fwk.ESI](#) › ESI\_UserGroup









ESI User Class

Declaration Syntax:

C#	public class <b>ESI_UserGroup</b>
Visual Basic	Public Class <b>ESI_UserGroup</b>
Visual C++	public ref class <b>ESI_UserGroup</b>

Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>ESI_UserGroup()</b>	Initializes a new instance of the <b>ESI_UserGroup</b> class.	<b>Constructors</b>
	<b>Description</b>	User Group Description.	<b>Fields</b>
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetType()</b>	Gets the <b>Type</b> of the current instance. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>Id</b>	User Group ID.	<b>Fields</b>
	<b>Name</b>	User Group Name.	<b>Fields</b>
	<b>ToString()</b>	Returns a <b>String</b> that represents the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>

Inheritance Hierarchy

Object

↳ ESI\_UserGroup

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ESI\_UserGroup Constructor

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_UserGroup](#) ► ESI\_UserGroup()

Initializes a new instance of the ESI\_UserGroup class.

### Declaration Syntax:

<b>C#</b>	<code>public ESI_UserGroup( )</code>
<b>Visual Basic</b>	<code>Public Sub New</code>
<b>Visual C++</b>	<code>public: ESI_UserGroup( )</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Description Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_UserGroup](#) ► Description

User Group Description.

### Declaration Syntax:

<b>C#</b>	<code>public string Description</code>
<b>Visual Basic</b>	<code>Public Description As String</code>
<b>Visual C++</b>	<code>public: String^ Description</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## Id Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [ESI\\_UserGroup](#) ► Id

User Group ID.

### Declaration Syntax:

<b>C#</b>	<code>public string Id</code>
<b>Visual Basic</b>	<code>Public Id As String</code>
<b>Visual C++</b>	<code>public: String^ Id</code>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

Name Field	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">ESI_UserGroup</a> ▶ Name	
User Group Name.	
Declaration Syntax:	
<b>C#</b>	public string Name
<b>Visual Basic</b>	Public Name As String
<b>Visual C++</b>	public: String^ Name

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

# FrameworkAdministrator Class

[Namespaces](#) ▸ [Insbridge.Net.Fwk.ESI](#) ▸ FrameworkAdministrator










## Framework Administrator Class








### Declaration Syntax:

<b>C#</b>	public class <b>FrameworkAdministrator</b> : <b>AppBase</b>
<b>Visual Basic</b>	Public Class <b>FrameworkAdministrator</b> _ Inherits <b>AppBase</b>
<b>Visual C++</b>	public ref class <b>FrameworkAdministrator</b> : public <b>AppBase</b>

### Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited

Icon	Member	Description	Type
	<b>FrameworkAdministrator(String, Int32, String)</b>	FrameworkAdministrator Constructor	<b>Constructors</b>
	<b>CopySRP(ESI_Environment, ESI_SRP)</b>	This method copies an SRP from the current environment to the selected environment.	<b>Methods</b>
	<b>DeleteSRP(ESI_SRP)</b>	This method deletes an SRP from server disk. Once deleted, this package cannot be reloaded.	<b>Methods</b>
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>ExportSRP(ESI_Environment, ESI_SRP)</b>	This method exports an SRP from an IBFA environment and converts it to bytes. You can use the bytes directly or save them to a physical file by using SaveFile() method.	<b>Methods</b>
	<b>gAppID</b>	The Application ID	<b>Fields</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetSRPList(ESI_Environment)</b>	This method gets a list of all ESI created SRPs in a particular environment.	<b>Methods</b>
	<b>GetSRPList(ESI_Environment, Int32)</b>	This method gets a list of SRPs of a certain type in a particular	<b>Methods</b>

		environment.	
	<b>GetType()</b>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>ImportSRP(ESI_Environment, Byte[ ])</b>	This method imports SRP bytes into a particular IBFA environment.	<b>Methods</b>
	<b>LoadSRP(ESI_Environment, ESI_SRP)</b>	This method loads an SRP into an IBFA environment so that the rating algorithms can be executed against it. Loading a package takes the logic stored in the package and places it in the database so it can be executed. Packages should be able to be loaded within an ESI Environment.	<b>Methods</b>
	<b>MoveSRP(ESI_Environment, ESI_SRP)</b>	This method moves an SRP from the current environment to the selected environment.	<b>Methods</b>
	<b>SaveFile(Byte[ ], String)</b>	This method saves the bytes you pass in to a physical file. It gives ASP.NET Machine Account ("ASPNET") full control of that file.	<b>Methods</b>
	<b>ToString()</b>	Returns a <a href="#">String</a> that represents the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>UnloadSRP(ESI_SRP)</b>	This method unloads an SRP from a particular Environment. The package itself remains on disk until deleted. It is not necessary to unload a package before loading another package for the same program and version. If a package is loaded for a program and version that already has a package loaded, the old package will be unloaded before the new package is loaded.	<b>Methods</b>
	<b>Inheritance Hierarchy</b>  <a href="#">Object</a> ↳ <a href="#">AppBase</a> ↳ <a href="#">FrameworkAdministrator</a>		

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)



## FrameworkAdministrator Constructor (ApplicationTokenKey, SubscriberId, TargetInstance)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ► FrameworkAdministrator(String, Int32, String)

### FrameworkAdministrator Constructor.

#### Declaration Syntax:

<b>C#</b>	<pre>public FrameworkAdministrator(     string ApplicationTokenKey,     int SubscriberId,     string TargetInstance )</pre>
<b>Visual Basic</b>	<pre>Public Sub New ( _     ApplicationTokenKey As String, _     SubscriberId As Integer, _     TargetInstance As String _ )</pre>
<b>Visual C++</b>	<pre>public: FrameworkAdministrator(     String^ ApplicationTokenKey,     int SubscriberId,     String^ TargetInstance )</pre>

#### Parameters:

**ApplicationTokenKey** (String)  
Secure token to validate ESI session.

**SubscriberId** (Int32)  
Licenced Subscriber ID.

**TargetInstance** (String)  
Target server name or IP address.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CopySRPMethod (TargetEnvironment, TargetSRP)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ► CopySRP(ESI\_Environment, ESI\_SRP)

This method copies an SRP from the current environment to the selected environment.

#### Declaration Syntax:

<b>C#</b>	<pre>public bool CopySRP( </pre>
-----------	--------------------------------------

	<pre>ESI_Environment TargetEnvironment, ESI_SRP TargetSRP )</pre>
<b>Visual Basic</b>	<pre>Public Function CopySRP ( _     TargetEnvironment As ESI_Environment, _     TargetSRP As ESI_SRP, _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool CopySRP(     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>
<b>Parameters:</b>	
<p><b>TargetEnvironment</b> (<a href="#">ESI_Environment</a>) The environment the SRP is to be copied to.</p> <p><b>TargetSRP</b> (<a href="#">ESI_SRP</a>) The SRP to be copied.</p>	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>DeleteSRPMethod (TargetSRP)</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">FrameworkAdministrator</a> ▶ <a href="#">DeleteSRP(ESI_SRP)</a>	
<p>This method deletes an SRP from the server disk. Once deleted, this package cannot be reloaded.</p>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public bool DeleteSRP(     ESI_SRP TargetSRP )</pre>
<b>Visual Basic</b>	<pre>Public Function DeleteSRP ( _     TargetSRP As ESI_SRP _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool DeleteSRP(     ESI_SRP TargetSRP )</pre>
<b>Parameters:</b>	
<p><b>TargetSRP</b> (<a href="#">ESI_SRP</a>) The SRP to be deleted.</p>	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ExportSRPMethod (TargetEnvironment, TargetSRP)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ►  
ExportSRP(ESI\_Environment, ESI\_SRP)

This method exports an SRP from an IBFA environment and converts it to bytes. You can use the bytes directly or save them to a physical file by using SaveFile() method.

### Declaration Syntax:

<b>C#</b>	<pre>public byte[ ] ExportSRP(     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>
<b>Visual Basic</b>	<pre>Public Function ExportSRP ( _     TargetEnvironment As ESI_Environment, _     TargetSRP As ESI_SRP _ ) AS Byte</pre>
<b>Visual C++</b>	<pre>public: array&lt;unsigned char&gt;^ ExportSRP(     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>

### Parameters:

**TargetEnvironment** ([ESI\\_Environment](#))  
The environment the SRP is to be exported to.

**TargetSRP** ([ESI\\_SRP](#))  
The SRP to be exported.

### Return Value:

Bytes of the SRP.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## gAppID Field

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ► gAppID

The application ID.

### Declaration Syntax:

<b>C#</b>	<pre>Public const string gAppID</pre>
<b>Visual Basic</b>	<pre>Public Const gAppID As String</pre>



<b>Visual C++</b>	public: literal <a href="#">String^</a> <b>gAppID</b>
-------------------	--

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## GetSRPList Method

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ► [GetSRPList\(\)](#)

### Members

Icon	Member	Description
	<a href="#">GetSRPList(ESI_Environment)</a>	This method gets a list of all ESI created SRPs in a particular environment.
	<a href="#">GetSRPList(ESI_Environment, Int32)</a>	This method gets a list of SRPs of certain type in a particular environment.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## GetSRPList Method (TargetEnvironment)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ► [GetSRPList\(ESI\\_Environment\)](#)

**This method gets a list of all ESI created SRPs in a particular environment.**

### Declaration Syntax:

<b>C#</b>	public <a href="#">List</a> < <a href="#">ESI_SRP</a> > <b>GetSRPList</b> ( <a href="#">ESI_Environment</a> <i>TargetEnvironment</i> , )
<b>Visual Basic</b>	Public Function <b>GetSRPList</b> ( _ <i>TargetEnvironment</i> As <a href="#">ESI_Environment</a> _ ) AS <a href="#">List</a> (Of <a href="#">ESI_SRP</a> )
<b>Visual C++</b>	public: <a href="#">List</a> < <a href="#">ESI_SRP</a> >^ <b>GetSRPList</b> ( <a href="#">ESI_Environment</a> <i>TargetEnvironment</i> , )

### Parameters:

***TargetEnvironment*** ([ESI\\_Environment](#))  
The environment the SRPs are to be retrieved from.

### Return Value:

A list of ESI\_SRP.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## GetSRPList Method (TargetEnvironment, SRPType)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ►  
GetSRPList(ESI\_Environment, Int32)

This method gets a list of SRPs of a certain type in a particular environment.

### Declaration Syntax:

<b>C#</b>	<pre>public List&lt; ESI_SRP&gt; GetSRPList(     ESI_Environment TargetEnvironment,     int SRPType )</pre>
<b>Visual Basic</b>	<pre>Public Function GetSRPList ( _     TargetEnvironment As ESI_Environment, _     SRPType As Integer _ ) AS List(Of ESI_SRP)</pre>
<b>Visual C++</b>	<pre>public: List&lt;ESI_SRP&gt;^ GetSRPList (     ESI_Environment TargetEnvironment,     int SRPType )</pre>

### Parameters:

**TargetEnvironment** ([ESI\\_Environment](#))  
The environment the SRPs are to be retrieved from.

**SRPType** ([Int32](#))  
SRP type: 0 = all SRPs; 1 = ESI created SRPs.

### Return Value:

A list of ESI\_SRP.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## ImportSRP Method (TargetEnvironment, SRPBytes)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ►  
ImportSRP(ESI\_Environment, Byte [ ])

<b>This method imports SRP bytes into a particular IBFA environment.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public bool ImportSRP(     ESI_Environment TargetEnvironment,     byte[] SRPBytes )</pre>
<b>Visual Basic</b>	<pre>Public Function ImportSRP ( _     TargetEnvironment As ESI_Environment, _     SRPBytes As Byte() _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool ImportSRP (     ESI_Environment TargetEnvironment,     array&lt;unsigned char&gt;^ SRPBytes )</pre>
<b>Parameters:</b>	
<p><b>TargetEnvironment</b> (<a href="#">ESI_Environment</a>) The environment the SRP is to be imported into.</p> <p><b>SRPBytes</b> (<a href="#">Byte</a> [ ]) SRP bytes to be imported.</p>	
<b>Return Value:</b>	
True if succeed or False if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>LoadSRP Method (TargetEnvironment, TargetSRP)</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">FrameworkAdministrator</a> ▶ <a href="#">LoadSRP(ESI_Environment, ESI_SRP)</a>	
<p>This method loads an SRP into an IBFA environment so that the rating algorithms can be executed against. Loading a package takes the logic stored in the package and places it in the database so it can be executed. Packages should be able to be loaded within an ESI Environment.</p>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public bool LoadSRP(     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>

<b>Visual Basic</b>	<pre>Public Function LoadSRP ( _     TargetEnvironment As ESI_Environment, _     TargetSRP As ESI_SRP _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool LoadSRP (     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>
<b>Parameters:</b>	
<p><b>TargetEnvironment</b> (<a href="#">ESI_Environment</a>) The environment the SRP is to be loaded in to.</p> <p><b>TargetSRP</b> (<a href="#">ESI_SRP</a>) The SRP to be loaded.</p>	
<b>Return Value:</b>	
True if succeed or False if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>MoveSRP Method (TargetEnvironment, TargetSRP)</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">FrameworkAdministrator</a> ▶ MoveSRP( <a href="#">ESI_Environment</a> , <a href="#">ESI_SRP</a> )	
<b>This method moves an SRP from the current environment to the selected environment.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public bool MoveSRP(     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>
<b>Visual Basic</b>	<pre>Public Function MoveSRP ( _     TargetEnvironment As ESI_Environment, _     TargetSRP As ESI_SRP _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool MoveSRP (     ESI_Environment TargetEnvironment,     ESI_SRP TargetSRP )</pre>
<b>Parameters:</b>	

**TargetEnvironment** ([ESI\\_Environment](#))

The environment the SRP is to be moved to.

**TargetSRP** ([ESI\\_SRP](#))

The SRP to be moved.

**Return Value:**

True if succeed or False if failed.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

**SaveFile Method (data, path)**

[Namespaces](#) ▶ [Insbridge.Net.Fwk.ESI](#) ▶ [FrameworkAdministrator](#) ▶  
SaveFile(Byte [ ], String)

This method saves the bytes you pass in to a physical file. It gives ASP.NET Machine Account ("ASPNET") full control of that file.

**Declaration Syntax:**

<b>C#</b>	<pre>public bool SaveFile(     byte[] data,     string path )</pre>
<b>Visual Basic</b>	<pre>Public Function SaveFile ( _     data As byte(), _     path As String _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool SaveFile (     array&lt;unsigned char&gt;^ data,     String^ path )</pre>

**Parameters:****data** ([Byte](#) [])

The byte to be saved.

**path** ([String](#))

The location and name of the bytes that are to be saved.

**Return Value:**

True if succeed or False if failed.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)



## UnloadSRP Method (TargetSRP)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [FrameworkAdministrator](#) ►  
UnloadSRP(ESI\_SRP)

This method unloads an SRP from a particular Environment. The package itself remains on disk until deleted. It is not necessary to unload a package before loading another package for the same program and version. If a package is loaded for a program and version that already has a package loaded, the old package will be unloaded before the new package is loaded.

### Declaration Syntax:

<b>C#</b>	<pre>public bool UnloadSRP(     ESI_SRP TargetSRP )</pre>
<b>Visual Basic</b>	<pre>Public Function UnloadSRP ( _     TargetSRP As ESI_SRP _ ) AS Boolean</pre>
<b>Visual C++</b>	<pre>public: bool UnloadSRP (     ESI_SRP TargetSRP )</pre>

### Parameters:

**TargetSRP** ([ESI\\_SRP](#))  
The SRP to be unloaded.

### Return Value:

True if succeed or False if failed.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

# RateManager Class

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► RateManager







## RateManager Class












### Declaration Syntax:











<b>C#</b>	public class <b>RateManager</b> : <b>AppBase</b>
<b>Visual Basic</b>	Public Class <b>RateManager</b> _ Inherits <b>AppBase</b>
<b>Visual C++</b>	public ref class <b>RateManager</b> : public <b>AppBase</b>







### Members

<input checked="" type="checkbox"/>	Public	<input checked="" type="checkbox"/>	Instance	<input checked="" type="checkbox"/>	Declared
<input checked="" type="checkbox"/>	Protected	<input checked="" type="checkbox"/>	Static	<input checked="" type="checkbox"/>	Inherited



Icon	Member	Description	Type
	<b>RateManager(String, Int32, String, String)</b>	RateManager constructor for Non-Network User	<b>Constructors</b>
	<b>RateManager(String, Int32, String)</b>	RateManager constructor for Network User	<b>Constructors</b>
	<b>CopyProgramVersion(ESI ProgramVersion, ESI_ProgramVersion, Int32)</b>	This method copies an existing program version to a new specified program version with the option to copy definition only or copy definition and all data. <b>Copy Definitions Only:</b> This option will copy all elements of the program with the exception of the data contained in mapped variables. <b>Copy Definitions and All Data:</b> This option will copy all elements of the program, including the data contained in mapped variables.	<b>Methods</b>
	<b>CreateCategoriesFromXML(String)</b>	This method creates one or more Categories from an XML string in a particular LOB.	<b>Methods</b>
	<b>CreateCategory(ESI_Category)</b>	This method creates a category in a particular LOB.	<b>Methods</b>
	<b>CreateCategory(ESI_Category, List&lt;ESI_Input&gt;)</b>	This method creates a category with inputs in a particular LOB.	<b>Methods</b>

	<b>CreateFolderGroup(ESI_FolderGroup)</b>	This method creates a new Folder in a particular LOB.	<b>Methods</b>
	<b>CreateInput(ESI_Input)</b>	This method creates a global level Input in a particular LOB.	<b>Methods</b>
	<b>CreateLaunchDefition(Int32, Int32, String)</b>	This method creates a URL of an existing program or folder. This method uses the Network login for authentication. Requires custom authentication setup in RateManger Security. See ESI User Setup and Authentication section in ESI User Guide.	<b>Methods</b>
	<b>CreateLaunchDefition(String, Int32, Int32, String)</b>	This method creates URL of an existing program or folder. This method uses the standard RateManager login for authentication. See ESI User Setup and Authentication section in ESI User Guide.	<b>Methods</b>
	<b>CreateLine(ESI_LOB)</b>	This method creates a new line of business. The line of business, if activated, will be displayed on the RateManager navigation bar immediately. In order for any users to use the new line, groups must have access priveledges granted.	<b>Methods</b>
	<b>CreateProgram(ESI_Program)</b>	This method creates a new program in the folder of your choosing.	<b>Methods</b>
	<b>CreateProgramVersion(ESI_ProgramVersion)</b>	This method creates a new Program Version of an existing Program.	<b>Methods</b>
	<b>CreateSRP(ESI_Program, Int32, ESI_Environment)</b>	This method creates a SoftRater Package (SRP) in a particular environment. ESI created SRP will have an identifier "API" in the filename and will show an icon on IBFA SRP list.	<b>Methods</b>
	<b>CreateUser(ESI_User)</b>	This method creates a new User.	<b>Methods</b>
	<b>DeleteFolderGroup(ESI_FolderGroup)</b>	This method deletes an existing program folder. Make absolutely sure that the programs for the folder are no longer needed. Deleting a folder deletes all programs under that folder only. Subfolders and any programs in the subfolders will not be deleted but will now be unlinked.	<b>Methods</b>
	<b>DeleteProgram(ESI_Pr</b>	This method deletes an existing Program. When a program is	<b>Methods</b>

	<b>ogram)</b>	deleted, all data (variables, algorithms, sequencing, result groups and, if an auto program, driver assignment scenarios) and versions are deleted. Make sure this is the action you want to take. Locked programs cannot be deleted and will return a fail.	
	<b>Equals(Object)</b>	Determines whether the specified <b>Object</b> is equal to the current <b>Object</b> . (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>gAppID</b>	The Application ID	<b>Fields</b>
	<b>GetAvailableEnvironm ents()</b>	This method gets all the available non-secured environments. This ESI interfaces provides the ability for an external system to programmatically retrieve meta-data about all the available non-secured Environments in order for the system to programmatically invoke the other ESI deployment related API's.	<b>Methods</b>
	<b>GetAvailableEnvironm ents(ESI_Environment Types, Boolean)</b>	This method gets all the available environments for a particular environment type. This ESI interfaces provides the ability for an external system to programmatically retrieve meta-data about the available Environments in order for the system to programmatically invoke the other ESI deployment related API's and pass in the correct environment data object.	<b>Methods</b>
	<b>GetAvailableFolderGro ups(Int32)</b>	This method gets a list of Folders of a particular LOB.	<b>Methods</b>
	<b>GetAvailableFolderGro upsXML(Int32)</b>	This method gets an XML string of available Folders of a particular LOB.	<b>Methods</b>
	<b>GetAvailableUserGrou ps()</b>	This method gets all the available user groups.	<b>Methods</b>
	<b>GetCategoryXML(ESI_ Category)</b>	This method gets an XML string of all the categories in a particular LOB.	<b>Methods</b>
	<b>GetHashCode()</b>	Serves as a hash function for a particular type. (Inherited from <b>Object</b> .)	<b>Methods</b>
	<b>GetInputsXML(Int32)</b>	This method gets an XML string of all the inputs of a particular	<b>Methods</b>

		LOB.	
	<b>GetType()</b>	Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>TerminateSession()</b>	This method logs out the user that is currently logged in.	<b>Methods</b>
	<b>ToString()</b>	Returns a <a href="#">String</a> that represents the current <a href="#">Object</a> . (Inherited from <a href="#">Object</a> .)	<b>Methods</b>
	<b>UpdateFolderGroup(ESI_FolderGroup)</b>	This method updates name or parent of an existing program folder. When you change the parent of any folder, the folders underneath will be changed as well.	<b>Methods</b>
	<b>UpdateLOB(ESI_LOB)</b>	This method updates an existing Line of Business: name, date mask or activation status.	<b>Methods</b>
	<b>UpdateUser(ESI_User)</b>	This method updates an existing User. Password Reset must be done inside RM.	<b>Methods</b>
<b>Inheritance Hierarchy</b>  <a href="#">Object</a> └─ <a href="#">AppBase</a> └─ <a href="#">RateManager</a>			

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>RateManager Constructor</b>		
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► RateManager()		
<b>Members</b>		
Icon	Member	Description
	<b>RateManager(String, Int32, String, String)</b>	ReteManager constructor for Non-Network User
	<b>RateManager(String, Int32, String)</b>	ReteManager constructor for Network User.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## RateManager Constructor (ApplicationTokenKey, SubscriberId, TargetInstance)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ► RateManager(String, Int32, String)

RateManager constructor for Network User Declaration Syntax.

### Declaration Syntax:

<b>C#</b>	<pre>public RateManger(     string ApplicationTokenKey,     int SubscriberId,     string TargetInstance )</pre>
<b>Visual Basic</b>	<pre>Public Sub New ( _     ApplicationTokenKey As String, _     SubscriberId As Integer, _     TargetInstance As String _ )</pre>
<b>Visual C++</b>	<pre>public: RateManager (     String^ ApplicationTokenKey,     int SubscriberId,     String^ TargetInstance )</pre>

### Parameters:

- ApplicationTokenKey** (String)  
Secure token to validate ESI session
- SubscriberID** (Int32)  
Licenced Subscriber ID
- TargetInstance** (String)  
Target server name or IP address

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## RateManager Constructor (ApplicationTokenKey, SubscriberId, UserID, TargetInstance)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ► RateManager(String, Int32, String, String)

RateManager constructor for Non-Network User Declaration Syntax.

### Declaration Syntax:

<b>C#</b>	<pre> public RateManger(     string ApplicationTokenKey,     int SubscriberId,     string UserID     string TargetInstance ) </pre>
<b>Visual Basic</b>	<pre> Public Sub New ( _     ApplicationTokenKey As String, _     SubscriberId As Integer, _     UserID As String _     TargetInstance As String _ ) </pre>
<b>Visual C++</b>	<pre> public: RateManager (     String^ ApplicationTokenKey,     int SubscriberId,     String^ UserID     String^ TargetInstance ) </pre>

#### Parameters:

***ApplicationTokenKey*** ([String](#))

Secure token to validate ESI session

***SubscriberID*** ([Int32](#))

Licenced Subscriber ID

***UserID*** ([String](#))

Current user (do not pass it for network user)

***TargetInstance*** ([String](#))

Target server name or IP address

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CopyProgramVersion Method (NewVersion, ReferenceVersion, CopyDataOption)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►

CopyProgramVersion(ESI\_ProgramVersion, ESI\_ProgramVersion, Int32)

This method copies an existing program version to a new specified program version with the option to copy definition only or copy definition and all data. [Copy Definitions Only](#): This option will copy all elements of the program with the exception of the data contained in mapped variables. [Copy Definitions and All Data](#): This option will copy all elements of the program, including the data contained in mapped variables.

#### Declaration Syntax:

<b>C#</b>	<pre>public ESI_ProgramVersion CopyProgramVersion(     ESI_ProgramVersion NewVersion,     ESI_ProgramVersion ReferenceVersion,     int CopyDataOption )</pre>
<b>Visual Basic</b>	<pre>Public Function CopyProgramVersion ( _     NewVersion As ESI_ProgramVersion, _     ReferenceVersion As ESI_ProgramVersion, _     CopyDataOption As Integer _ ) As ESI_ProgramVersion</pre>
<b>Visual C++</b>	<pre>public:     ESI_ProgramVersion^ CopyProgramVersion(         ESI_ProgramVersion^ NewVersion,         ESI_ProgramVersion^ ReferenceVersion,         int CopyDataOption     )</pre>
<b>Parameters:</b>	
<p><b>NewVersion</b> (<a href="#">ESI_ProgramVersion</a>) New Program Version</p> <p><b>ReferenceVersion</b> (<a href="#">ESI_ProgramVersion</a>) Source Program Version.</p> <p><b>CopyDataOption</b> (<a href="#">Int32</a>) Copy option: 0 = Definition only; 1 = Definition and All data.</p>	
<b>Return Value:</b>	
The newly copied <code>ESI_ProgramVersion</code> object.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateCategoriesFromXML Method (XMLSetOfCategories)

[Namespaces](#) ▸ [Insbridge. Net. Fwk. ESI](#) ▸ [RateManager](#) ▸  
CreateCategoriesFromXML(String)

This method creates one or more Categories from an XML string in a particular LOB.



### Declaration Syntax:

<b>C#</b>	<pre>public List&lt;ESI_Category&gt; CreateCategoriesFromXML(     string XMLSetOfCategories )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateCategorieisFromXML ( _     XMLSetOfCategories As String _ ) As List(Of ESI_Category)</pre>



<b>Visual C++</b>	<pre> public:     List&lt;ESI_Category&gt; CreateCategoriesFromXML(         String^ XMLSetOfCategories     ) </pre>
<b>Parameters:</b>	
<b><i>XMLSetOfCategories</i> (String)</b> An XML string that contains one or more categories	
<b>Return Value:</b>	
The newly copied ESI_ProgramVersion object.	
<b>Examples:</b>	
<pre> &lt;categories line="100" parent_id="-1"&gt;     &lt;category name="abc"&gt;         &lt;category name="123"&gt;             &lt;category name="jkf"/&gt;             &lt;category name="qrs"&gt;                 &lt;input name="my_input" type="0,1,2,3"&gt;             &lt;/category&gt;         &lt;/category&gt;     &lt;/category&gt; &lt;/categories&gt; </pre>	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>CreateCategory Method</b>		
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► CreateCategory()		
<b>Members</b>		
Icon	Member	Description
	<b>CreateCategory(ESI Category)</b>	This method creates a category in a particular LOB.
	<b>CreateCategory(ESI_C ategory, List&lt;(ESI_Input&gt;)</b>	This method creates a category with inputs in a particular LOB.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateCategory Method (NewCategory)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
CreateCategory(ESI\_Category)

This method creates a category in a particular LOB.

### Declaration Syntax:

<b>C#</b>	<pre>public int CreateCategory(     ESI_Category NewCategory )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateCategory ( _     NewCategory As ESI_Category _ )As Integer</pre>
<b>Visual C++</b>	<pre>public: int CreateCategory (     ESI_Category^ NewCategory )</pre>

### Parameters:

**NewCategory** (ESI\_Category)  
The category to be created

### Return Value:

The ID of the newly created Category if succeeded or -1 if failed.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateCategory Method (NewCategory, NewInputs)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
CreateCategory(ESI\_Category,List<ESI\_Input>)

This method creates a category with inputs in a particular LOB.

### Declaration Syntax:

<b>C#</b>	<pre>public void CreateCategory(     ref ESI_Category NewCategory,     ref List&lt;ESI_Input&gt; NewInputs )</pre>
<b>Visual Basic</b>	<pre>Public Sub CreateCategory ( _     ByRef NewCategory As ESI_Category, _     ByRef NewInputs As List(Of ESI_Input) _ )</pre>
<b>Visual C++</b>	<pre>public:</pre>

	<pre>void CreateCategory (     ESI_Category^% NewCategory,     List&lt;ESI_Input^&gt;% NewInputs )</pre>
<b>Parameters:</b>	
<b>NewCategory</b> ( <a href="#">ESI_Category</a> ) The category to be created	
<b>NewInputs</b> ( <a href="#">List&lt;ESI_Category&gt;</a> ) The category to be created	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>CreateFolderGroup Method (Group)</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">RateManager</a> ▶ CreateFolderGroup( <a href="#">ESI_FolderGroup</a> )	
<b>This method creates a new folder in a particular LOB.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public <a href="#">ESI_FolderGroup</a> CreateFolderGroup(     <a href="#">ESI_FolderGroup</a> Group )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateFolderGroup ( _     Group As <a href="#">ESI_FolderGroup</a> )As <a href="#">ESI_FolderGroup</a></pre>
<b>Visual C++</b>	<pre>public: <a href="#">ESI_FolderGroup^</a> CreateFolderGroup(     <a href="#">ESI_FolderGroup^</a> Group )</pre>
<b>Parameters:</b>	
<b>Group</b> ( <a href="#">ESI_FolderGroup</a> ) The folder to be created	
<b>Return Value:</b>	
The newly created <a href="#">ESI_FolderGroup</a> object.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateInput Method (NewInput)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
CreateInput(ESI\_Input)

This method creates a global level Input in a particular LOB.

### Declaration Syntax:

<b>C#</b>	<pre>public int CreateInput(     ESI_Input NewInput )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateInput ( _     NewInput As ESI_ Input _ )As Integer</pre>
<b>Visual C++</b>	<pre>public: int CreateInput (     ESI_ Input^ NewInput )</pre>

### Parameters:

**NewInput** (ESI\_Input)  
The input to be created

### Return Value:

The ID of the newly created Input if succeeded or -1 if failed.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateLaunchDefition Method

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
CreateLaunchDefition()

### Members

Icon	Member	Description
	<b>CreateLaunchDefition(Int32, Int32, String)</b>	This method creates URL of an existing program/folder for the Launching program/folder in a internet browser. This method uses the Network login for authentication. Requires custom authentication setup in RateManger Security.
	<b>CreateLaunchDefition(String, Int32, Int32, String)</b>	This method creates URL of an existing program/folder for the Launching program/folder in a internet browser. This method uses the standard RateManager login for authentication.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateLaunchDefition Method (LineID, FolderProg ID, Level)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
CreateLaunchDefition(Int32, Int32,String)

This method creates a URL of an existing program or folder. This method uses the Network login for authentication. Requires custom authentication setup in RateManger Security. See the ESI User Setup and Authentication section in the ESI User Guide.

### Declaration Syntax:

<b>C#</b>	<pre>public string CreateLaunchDefinition(     int LineID,     int FolderProgID,     string Level )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateLaunchDefinition ( _     LineID As Integer, _     FolderProgID As Integer, _     Level As String _ ) As String</pre>
<b>Visual C++</b>	<pre>public: String^ CreateLaunchDefinition (     int LineID,     int FolderProgID,     String^ Level</pre>

	)
<b>Parameters:</b>	
<b>LineID</b> ( <a href="#">Int_32</a> )	Line ID
<b>FolderrogID</b> ( <a href="#">Int_32</a> )	The ID of the program or folder that will be launched
<b>Level</b> ( <a href="#">String</a> )	“P” for Program Level or “F” for Folder Level.
<b>Return Value:</b>	
A URL string to launch a Program or Folder.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>CreateLaunchDefition Method (UserID,LineID, FolderProg ID, Level)</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">RateManager</a> ▶ <a href="#">CreateLaunchDefition(String, Int32, Int32,String)</a>	
This method creates a URL of an existing program or folder. This method uses the standard RateManager login for authentication. See the ESI User Setup and Authentication section in the ESI User Guide.	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public string CreateLaunchDefinition(     string UserID     int LineID,     int FolderProgID,     string Level )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateLaunchDefinition ( _     UserID As String, _     LineID As Integer, _     FolderProgID As Integer, _     Level As String _ ) As String</pre>
<b>Visual C++</b>	<pre>public: String^ CreateLaunchDefinition (     String^ UserID     int LineID,     int FolderProgID,     String^ Level )</pre>

Parameters:
<b><i>UserID</i></b> (String) Non-network user id that will be logged in when launching the program
<b><i>LineID</i></b> (Int_32) Line ID
<b><i>FolderrogID</i></b> (Int_32) The ID of the program or folder that will be launched
<b><i>Level</i></b> (String) "P" for Program Level or "F" for Folder Level.
Return Value:
A URL string to launch a Program or Folder.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

CreateLine Method (NewLine)	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► <a href="#">CreateLine(ESI_LOB)</a>	
This method creates a new line of business. The line of business, if activated, will be displayed on the RateManager navigation bar immediately. In order for any users to use the new line, groups must have access priveiledges granted.	
Declaration Syntax:	
<b>C#</b>	<pre>public string CreateLine(     ESI_LOB NewLine )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateLine ( _     NewLine As ESI_LOB _ ) As String</pre>
<b>Visual C++</b>	<pre>public: String^ CreateLine (     ESI_LOB NewLine )</pre>
Parameters:	
<b><i>NewLine</i></b> (ESI_LOB) The line to be created	
Return Value:	
The ID of the newly created Line if succeeded or -1 if failed.	

CreateProgram Method (Program)	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► CreateProgram(ESI_Program)	
<b>This method creates a new program in the folder of your choosing.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public ESI_Program CreateProgram(     ESI_Program Program )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateProgram ( _     Program As ESI_Program _ ) As ESI_Program</pre>
<b>Visual C++</b>	<pre>public: ESI_Program^ CreateProgram (     ESI_Program^ Program )</pre>
<b>Parameters:</b>	
<b>Program</b> ( <a href="#">ESI_Program</a> ) The program to be created	
<b>Return Value:</b>	
The newly created <a href="#">ESI_Program</a> object.	

CreateProgramVersion Method (ProgramVer)	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► CreateProgramVersion(ESI_ProgramVersion)	
<b>This method creates a new Program Version of an existing program.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public ESI_ProgramVersion CreateProgramVersion(     ESI_ProgramVersion ProgramVer )</pre>



<b>Visual Basic</b>	Public Function <b>CreateProgramVersion</b> ( _ ProgramVer As <a href="#">ESI_ProgramVersion</a> _ ) As <a href="#">ESI_ProgramVersion</a>
<b>Visual C++</b>	public: <a href="#">ESI_ProgramVersion^</a> <b>CreateProgramVersion</b> ( <a href="#">ESI_ProgramVersion^</a> ProgramVer )
<b>Parameters:</b>	
<b>ProgramVer</b> ( <a href="#">ESI_ProgramVersion</a> ) The program version to be created	
<b>Return Value:</b>	
The newly created <a href="#">ESI_ProgramVersion</a> object.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## CreateSRP Method (TargetProgram, ProgVer, TargetEnvironment)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
CreateSRP([ESI\\_Program](#), [Int32](#), [ESI\\_Environment](#))

This method creates an SRP in a particular environment. ESI created SRP will have an identifier "API" in the filename and will show an icon on IBFA SRP list.

### Declaration Syntax:

<b>C#</b>	public <a href="#">ESI_SRP</a> <b>CreateSRP</b> ( <a href="#">ESI_Program</a> TargetProgram, int ProgVer, <a href="#">ESI_Environment</a> TargetEnvironment )
<b>Visual Basic</b>	Public Function <b>CreateSRP</b> ( _ TargetProgram As <a href="#">ESI_Program</a> , _ ProgVer As <a href="#">Integer</a> , _ TargetEnvironment As <a href="#">ESI_Environment</a> _ ) As <a href="#">ESI_SRP</a>
<b>Visual C++</b>	public: <a href="#">ESI_SRP</a> <b>CreateSRP</b> ( <a href="#">ESI_Program^</a> TargetProgram, int ProgVer, <a href="#">ESI_Environment</a> TargetEnvironment )
<b>Parameters:</b>	

<b>TargetProgram</b> ( <a href="#">ESI_Program</a> ) The program the SRP is to be created on
<b>ProgVer</b> ( <a href="#">Int_32</a> ) The program version the SRP is to be created on
<b>TargetEnvironment</b> ( <a href="#">ESI_Environment</a> ) The environment the SRP is to be created in
<b>Return Value:</b>
The newly created <a href="#">ESI_SRP</a> object.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>CreateUser Method (User)</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► <a href="#">CreateUser(ESI_User)</a>	
<b>This method creates a global level Input in a particular LOB.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public bool CreateUser(     ESI_User User )</pre>
<b>Visual Basic</b>	<pre>Public Function CreateUser ( _     User As ESI_User _ )As Boolean</pre>
<b>Visual C++</b>	<pre>public: bool CreateUser (     ESI_User^ User )</pre>
<b>Parameters:</b>	
<b>User</b> ( <a href="#">ESI_User</a> ) The user to be created	
<b>Return Value:</b>	
True if succeeded or False if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## DeleteFolderGroup Method (Group)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
DeleteFolderGroup(ESI\_FolderGroup)

This method deletes an existing program folder. Make absolutely sure that the programs for the folder are no longer needed. Deleting a folder deletes all programs under that folder only. Subfolders and any programs in the subfolders will not be deleted but will now be unlinked.

### Declaration Syntax:

<b>C#</b>	<pre>public bool DeleteFolderGroup(     ESI_FolderGroup Group )</pre>
-----------	---

<b>Visual Basic</b>	<pre>Public Function DeleteFolderGroup ( _     Group As ESI_FolderGroup _ )As Boolean</pre>
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<b>Visual C++</b>	<pre>public: bool DeleteFolderGroup (     ESI_FolderGroup^ Group )</pre>
-------------------	--

### Parameters:

**Group** ([ESI\\_FolderGroup](#))  
The folder to be deleted

### Return Value:

True if succeeded or False if failed.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## DeleteProgram Method (Program)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
DeleteProgram(ESI\_Program)

This method deletes an existing Program. When a program is deleted, all data (variables, algorithms, sequencing, result groups and, if an auto program, driver assignment scenarios) and versions are deleted. Make sure this is the action you want to take. Locked programs cannot be deleted and will return a fail.

### Declaration Syntax:

<b>C#</b>	<pre>public bool DeleteProgram(     ESI_Program Program )</pre>
-----------	---

<b>Visual Basic</b>	Public Function <b>DeleteProgram</b> ( _ Program As <b>ESI_Program</b> _ )As <b>Boolean</b>
<b>Visual C++</b>	public: <b>bool</b> <b>DeleteProgram</b> ( <b>ESI_Program</b> ^ Program )
<b>Parameters:</b>	
<b>Program</b> ( <b>ESI_Program</b> ) The program to be deleted	
<b>Return Value:</b>	
True if succeeded or False if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)



<b>gAppID Field</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► gAppID Application	
<b>Application ID.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	Public const <b>string</b> <b>gAppID</b>
<b>Visual Basic</b>	Public Const <b>gAppID</b> As <b>String</b>
<b>Visual C++</b>	public: literal <b>String</b> ^ <b>gAppID</b>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## GetAvailableEnvironments Method

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
GetAvailableEnvironments()

### Members

Icon	Member	Description
	<b><a href="#">GetAvailableEnvironments()</a></b>	This method gets all the available non-secured environments. This ESI interfaces provides the ability for an external system to programmatically retrieve meta-data about all the available non-secured Environments in order for the system to programmatically invoke the other ESI deployment related API's.
	<b><a href="#">GetAvailableEnvironments(ESI_Environment Types, Boolean)</a></b>	This method gets all the available environments for a particular environment type. This ESI interfaces provides the ability for an external system to programmatically retrieve meta-data about the available Environments in order for the system to programmatically invoke the other ESI deployment related API's and pass in the correct environment data object.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

## GetAvailableEnvironments Method

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ►  
GetAvailableEnvironments()

**This method gets all the available non-secured environments. This ESI interfaces provides the ability for an external system to programmatically retrieve meta-data about all the available non-secured Environments in order for the system to programmatically invoke the other ESI deployment related API's.**

### Declaration Syntax:

<b>C#</b>	<code>public List&lt;ESI_Environment&gt; GetAvailableEnvironments()</code>
<b>Visual Basic</b>	<code>Public Function GetAvailableEnvironments As List(Of ESI_Environment)</code>
<b>Visual C++</b>	<code>public: List&lt;ESI_Environment&gt;^ GetAvailableEnvironments()</code>

### Return Value:

List of all available non-secured environments.

## GetAvailableEnvironments Method (envType, includeSecure)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ► [GetAvailableEnvironments\(ESI\\_EnvironmentTypes, Boolean\)](#)

This method gets all the available environments for a particular environment type. This ESI interfaces provides the ability for an external system to programmatically retrieve meta-data about the available Environments in order for the system to programmatically invoke the other ESI deployment related API's and pass in the correct environment data object.

### Declaration Syntax:

<b>C#</b>	<pre>public List&lt;ESI_Environment&gt; GetAvailableEnvironments(     ESI_EnvironmentTypes envType,     bool includeSecure, )</pre>
<b>Visual Basic</b>	<pre>Public Function GetAvailableEnvironments ( _     envType As ESI_EnvironmentTypes, _     includeSecure As Boolean _ ) As List(Of ESI_Environment)</pre>
<b>Visual C++</b>	<pre>public:     List&lt;ESI_Environment&gt;^ GetAvailableEnvironments (         ESI_EnvironmentTypes envType,         bool includeSecure     )</pre>

### Parameters:

**envType** ([ESI\\_EnvironmentTypes](#))  
Environment Type

**includeSecure** ([Boolean](#))  
Include Secure Environments

### Return Value:

List of [ESI\\_Environment](#).

## GetAvailableFolderGroups Method (Line)

[Namespaces](#) ► [Insbridge.Net.Fwk.ESI](#) ► [RateManager](#) ► [GetAvailableFolderGroups\(Int32\)](#)

<b>This method gets a list of Folders of a particular LOB.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public List&lt;ESI_FolderGroup&gt; GetAvailableFolderGroups(     int Line )</pre>
<b>Visual Basic</b>	<pre>Public Function GetAvailableFolderGroups ( _     Line As Integer _ ) As List(Of ESI_FolderGroup)</pre>
<b>Visual C++</b>	<pre>public: List&lt;ESI_FolderGroup^&gt; GetAvailableFolderGroups (     int Line )</pre>
<b>Parameters:</b>	
<b>Line</b> (Int32) Line ID	
<b>Return Value:</b>	
A list of <a href="#">ESI_FolderGroup</a> of a particular LOB.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>GetAvailableFolderGroupsXML Method (Line)</b>	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">RateManager</a> ▶ <a href="#">GetAvailableFolderGroupsXML(Int32)</a>	
<b>This method gets an XML string of available Folders of a particular LOB.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public string GetAvailableFolderGroupsXML(     int Line )</pre>
<b>Visual Basic</b>	<pre>Public Function GetAvailableFolderGroupsXML ( _     Line As Integer _ ) As String</pre>
<b>Visual C++</b>	<pre>public: String^ GetAvailableFolderGroupsXML (     int Line )</pre>
<b>Parameters:</b>	

<b>Line</b> (Int32) Line ID
<b>Return Value:</b>
An XML string of available Folders of a specific LOB.

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>GetAvailableUserGroups Method</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► <a href="#">GetAvailableUserGroups()</a>	
<b>This method gets all the available user groups.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	public List<ESI_UserGroup> GetAvailableUserGroups()
<b>Visual Basic</b>	Public Function GetAvailableUserGroups As List(Of ESI_UserGroup)
<b>Visual C++</b>	public: List<ESI_UserGroup>^ GetAvailableUserGroups ()
<b>Return Value:</b>	
A list of <a href="#">ESI_UserGroup</a> .	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>GetCategoryXML Method (RootCategory)</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► <a href="#">GetCategoryXML(ESI_Category)</a>	
<b>This method gets an XML string of all the categories in a particular LOB.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	public string GetCategoryXML( ESI_Category RootCategory )
<b>Visual Basic</b>	Public Function GetCategoryXML ( _ RootCategory As ESI_Category _ ) As String
<b>Visual C++</b>	public:



	<pre>String^ GetCategoryXML (     ESI_Category^ RootCategory )</pre>
<b>Parameters:</b>	
	<p><b>RootCategory</b> (ESI_Category) Root Category</p>
<b>Return Value:</b>	
	An XML string.
<b>Examples:</b>	
Returned XML:	
<p>C#</p> <pre>&lt;root&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="-1" PARENT_ID="-2" VAR_DESCRIPTION="Top" /&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="0" PARENT_ID="-1" VAR_DESCRIPTION="Policy" XML_PATH="" /&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="1" PARENT_ID="-1" VAR_DESCRIPTION="xxx" XML_PATH=" "     UID="1" PARENT_LINE_ID="100" /&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="2" PARENT_ID="1" VAR_DESCRIPTION="yyy" XML_PATH="xxx/yyy"     UID="2" PARENT_LINE_ID="100" /&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="3" PARENT_ID="2" VAR_DESCRIPTION="aaa"     XML_PATH="xxx/yy/aaa" UID="3" PARENT_LINE_ID="100" /&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="4" PARENT_ID="3" VAR_DESCRIPTION="uuu"     XML_PATH="xxx/yy/aaa/uuu" UID="4" PARENT_LINE_ID="100" /&gt;   &lt;dbo.TYPES_ASSIGN LINE_ID="100" ID="5" PARENT_ID="4" VAR_DESCRIPTION="lll"     XML_PATH="xxx/yy/aaa/uuu/lll" UID="5" PARENT_LINE_ID="100" /&gt; &lt;/root&gt;</pre>	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>GetInputsXML Method (Line)</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► <a href="#">GetInputsXML(Int32)</a>	
<b>This method gets an XML string of all the inputs of a particular LOB.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public string GetInputsXML(     int Line )</pre>
<b>Visual Basic</b>	<pre>Public Function GetInputsXML ( _     Line As Integer _ ) As String</pre>

<b>Visual C++</b>	<pre> public: String^ GetInputsXML(     int Line ) </pre>
<b>Parameters:</b>	
<b>Line</b> (Int32)	Line ID
<b>Return Value:</b>	
An XML string that includes all the inputs of that LOB.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>TerminateSession Method</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► TerminateSession()	
<b>This method logs out the user that is currently logged in.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	Public void <b>TerminateSession</b> ()
<b>Visual Basic</b>	Public Sub <b>TerminateSession</b>
<b>Visual C++</b>	<pre> public: void <b>TerminateSession</b>() </pre>

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>UpdateFolderGroup Method (Group)</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► UpdateFolderGroup	
<b>This method updates name or parent of an existing program folder. When you change the parent of any folder, the folders underneath will be changed as well.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre> public int UpdateFolderGroup(     ESI_FolderGroup Group ) </pre>
<b>Visual Basic</b>	<pre> Public Function UpdateFolderGroup ( _     Group As ESI_FolderGroup _ ) As Integer </pre>
<b>Visual C++</b>	<pre> public: </pre>

	<pre>int UpdateFolderGroup(     ESI_FolderGroup^ Group )</pre>
<b>Parameters:</b>	
<b>Group</b> ( <a href="#">ESI_FolderGroup</a> )	The folder to be updated
<b>Return Value:</b>	
The updated Folder ID if succeeded or -1 if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

<b>UpdateLOB Method (Line)</b>	
<a href="#">Namespaces</a> ► <a href="#">Insbridge.Net.Fwk.ESI</a> ► <a href="#">RateManager</a> ► <a href="#">UpdateLOB(ESI_LOB)</a>	
<b>This method updates an existing Line of Business: name, date mask or activation status.</b>	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public string UpdateLOB(     ESI_LOB Line )</pre>
<b>Visual Basic</b>	<pre>Public Function UpdateLOB ( _     Line As ESI_LOB _ ) As String</pre>
<b>Visual C++</b>	<pre>public: String^ UpdateLOB (     ESI_LOB^ Line )</pre>
<b>Parameters:</b>	
<b>Line</b> ( <a href="#">ESI_LOB</a> )	The line to be updated
<b>Return Value:</b>	
"True" if succeeded or "False" if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)

UpdateUser Method (User)	
<a href="#">Namespaces</a> ▶ <a href="#">Insbridge.Net.Fwk.ESI</a> ▶ <a href="#">RateManager</a> ▶ <a href="#">UpdateUser(ESI_User)</a>	
This method updates an existing User. Password Reset must be done inside RM.	
<b>Declaration Syntax:</b>	
<b>C#</b>	<pre>public bool UpdateUser(     ESI_User User )</pre>
<b>Visual Basic</b>	<pre>Public Function UpdateUser ( _     User As ESI_User _ ) As Boolean</pre>
<b>Visual C++</b>	<pre>public: bool UpdateUser(     ESI_User^ User )</pre>
<b>Parameters:</b>	
<b>User</b> <a href="#">ESI_User</a> The user to be updated	
<b>Return Value:</b>	
"True" if succeeded or "False" if failed.	

Assembly: Insbridge.Net.Fwk.ESI (Module: Insbridge.Net.Fwk.ESI) Version: 1.0.0.2 (1.0.0.2)



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