

**Oracle® Retail Point-of-Sale**  
Application Builder User Guide  
Release 11.1.3

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# Preface

Oracle Retail® Point-of-Sale (RPOS) is a Java® point-of-sale system that allows you to extend and modify your point-of-sale (POS) functionality. RPOS combines an intuitive graphical-user interface (GUI), a comprehensive list of retail functionality, real-time processing, high-availability features including off-line capabilities, security features, and other POS features needed to thrive in a retail environment.

With its integrated application tools (RPOS Tools Application Builder, RPOS Tools Mission Control, RPOS Tools Receipt/Report Builder, and RPOS Tools Object Inspector), RPOS expands the definition of a POS system by allowing you to customize the application to meet all of your business needs.

## Related Documents

For more information, see the following documents in the Oracle Retail Point-of-Sale Release 11.1.3 documentation set:

- Oracle Retail Point-of-Sale Installation Guide
- Oracle Retail Point-of-Sale Release Notes
- Oracle Retail Point-of-Sale Operations Guide
- Oracle Retail Point-of-Sale Data Model
- Oracle Retail Point-of-Sale Mission Control User Guide
- Oracle Retail Point-of-Sale Receipt and Report Builder User Guide
- Oracle Retail Point of Sale User Guide
- Oracle Retail Point-of-Sale Online Help

## Customer Support

- <https://metalink.oracle.com>

When contacting Customer Support, please provide:

- Product version and program/module name.
- Functional and technical description of the problem (include business impact).
- Detailed step-by-step instructions to recreate.
- Exact error message received.
- Screen shots of each step you take.

## Review Patch Documentation

For a base release ("0" release, such as 12.0), Oracle Retail strongly recommends that you read all patch documentation before you begin installation procedures. Patch documentation can contain critical information related to the base release, based on new information and code changes that have been made since the base release.

## Oracle Retail Documentation on the Oracle Technology Network

In addition to being packaged with each product release (on the base or patch level), all Oracle Retail documentation is available on the following Web site:

[http://www.oracle.com/technology/documentation/oracle\\_retail.html](http://www.oracle.com/technology/documentation/oracle_retail.html)

Documentation should be available on this Web site within a month after a product release. Note that documentation is always available with the packaged code on the release date.

## Conventions

**Navigate:** This is a navigate statement. It tells you how to get to the start of the procedure and ends with a screen shot of the starting point and the statement “the Window Name window opens.”

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**Note:** This is a note. It is used to call out information that is important, but not necessarily part of the procedure.

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This is a code sample  
It is used to display examples of code

[A hyperlink appears like this.](#)

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# Introduction

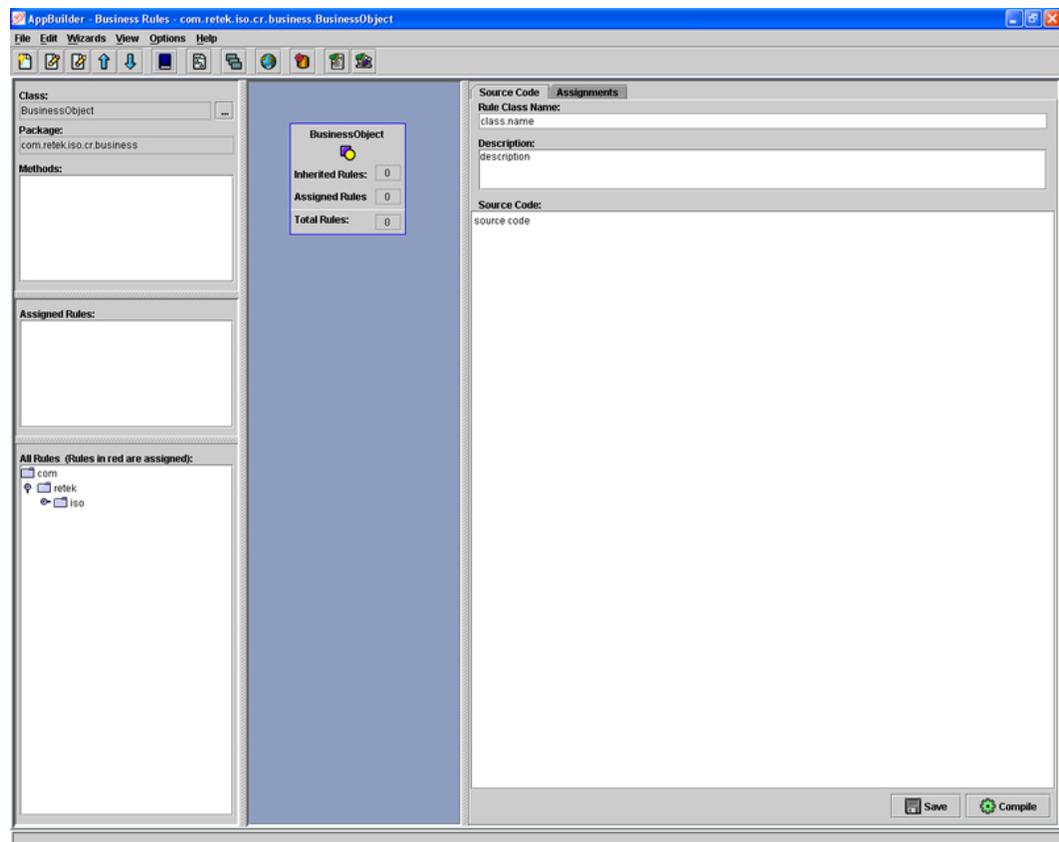
## Introduction

The Oracle Retail® ISO - Object Library and Tools Application Builder™ provides a set of modules to customize the Oracle Retail Point of Sale and Cash Management™ (RPOS) application. The following are the five main modules within Application Builder:

- **Business Rule Repository module**—allows you to generate and assign business rules.
- **Design Applet Model module**—allows you to view and modify the navigational flow of RPOS.
- **Menu Options module**—allows you to customize and create new RPOS application menus and menu options.
- **Resource Bundles module**—allows you to bundle information for internationalization resourcing.
- **Service Code Generator module**—allows you to change a method definition in a Services class.

## WorkSpace overview

The Application Builder workspace consists of a single window containing a menu bar, toolbar, tabs, and a panel. The panel consists of panes that vary depending on selected module. The options visible on the toolbar also vary depending on the task being performed.



Application Builder workspace

## Menus

Application Builder consists of the following menus:

- File
- Edit
- Wizards
- View
- Options
- Help

The File and Edit menus are dynamic menus whose menu options change depending on the selected module. All other menus are static and their menu options remain the same regardless of the task you are performing.

## File menu

Menu options on the File menu vary depending on the selected module. The Close and Exit menu options are the only default options that are available regardless of the task being performed. The table lists and describes the File menu options.

### File Menu Options

Menu Option	Description
Close	Closes the active window. This is a default menu option.
Exit	Closes all open windows and exits Application Builder. This is a default menu option.
New Rule	Creates a new business rule. This menu option is available using the Business Rules Repository module.
New Applet Model	Creates a new applet model. This menu option is available using the Design Applet Model module.
Open Applet Model	Opens an existing applet model. This menu option is available using the Design Applet Model module.
Save Applet Model	Saves the active applet model. This menu option is available using the Design Applet Model module.
Print Applet Model	Prints the active applet model. This menu option is available using the Design Applet Model module.
Details	Provides details of the active applet model. This menu option is available using the Design Applet Model module.
New Menu Options	Creates a new menu button or option. This menu option is available using the Menu Options module when the Menu Options tab is selected.
Save Menu Options	Saves the active menu button or menu option. This menu option is available using the Menu Options module when the Menu Options tab is selected.
New Menu	Creates a new menu. This menu option is available using the Menu Options module when the Menu tab is selected.
Save Menu	Saves the active menu. This menu option is available using the Menu Options module when the Menu tab is selected.
New Menu Constant	Creates a new menu constant. This menu option is available using the Menu Options module when the Generate Menu Helper tab is selected.
Save Menu Constant	Saves the active menu constant. This menu option is available using the Menu Options module when the Generate Menu Helper tab is selected.
Compile Menu Constant	Compiles the active menu constant. This menu option is available using the Menu Options module when the Generate Menu Helper tab is selected.
New Bundle	Creates a new resource bundle. This menu option is available using the Resource Bundles module.

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### File Menu Options

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Menu Option	Description
Save Bundle	Saves the active resource bundle. This menu option is available using the Resource Bundles module.
Compile Bundle	Compiles a resource bundle. This menu option is available using the Resource Bundles module.
Delete Bundle	Deletes the selected resource bundle. This menu option is available using the Resource Bundles module.

---

**Note:** To an example of a File menu, see the appropriate chapter for each module.

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### Edit menu

The Edit menu options vary depending on the selected module. The table lists and describes the Edit menu options.

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### Edit Menu Options

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Menu Option	Description
Assign Rule	Assigns a business rule to a method. This menu option is available using the Business Rules Repository module.
Unassign Rule	Unassigns a business rule from a method. This menu option is available using the Business Rules Repository module.
Move Priority Up	Moves a business rule up in priority within a method. This menu option is available using the Business Rules Repository module.
Move Priority Down	Moves a business rule down in priority within a method. This menu option is available using the Business Rules Repository module.
Delete Rule	Deletes a business rule from a method. This menu option is available using the Business Rules Repository module.
Delete Menu Options	Deletes a menu option from a menu. This menu option is available using the Menu Options module when the Menu Options tab is selected.
Delete Menu	Deletes a menu from the RPOS application. This menu option is available using the Menu Options module when the Menu tab is selected.
Insert Key	Inserts a key value pair to a resource bundle. This menu option is available using the Resource Bundles module.
Delete Key	Deletes a key value pair from a resource bundle. This menu option is available using the Resource Bundles module.
Update	Updates the Resource Bundles window.
Find	Allows you to search and find a resource. This menu option is available using the Resource Bundles module.

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**Edit Menu Options**


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Menu Option	Description
Add List Entry	Adds a list entry to a service. This menu option is available using the Configuration Manager module.
Delete List Entry	Deletes a list entry from a service. This menu option is available using the Configuration Manager module.

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**Note:** The Edit menu is inactive when you first start Application Builder. To make the Edit menu active, you must perform a task (for example, create a new menu button).

**Note:** To an example of a Edit menu, see the appropriate chapter for each module.

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**Wizards menu**

The Wizards menu allows you to access the Rule Wizard, Applet Wizard, and the Resource Wizard. The table lists and describes the Wizard menu options.


**Wizards menu**


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**Wizard Menu Options**

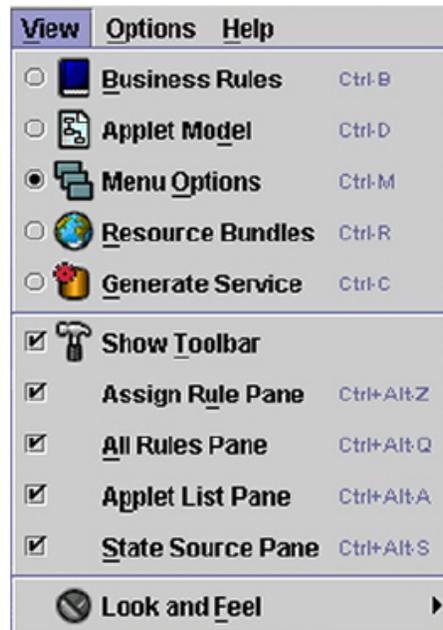

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Menu Option	Description
Rule Wizard	Allows you to create a new business rule by following step-by-step instructions.
Applet Wizard	Allows you to create a new applet, remove an existing applet from a model, or to move an applet to a different model by following step-by-step instructions.
Resource Wizard	Allows you to view and modify the resource hard-coded strings found in the source code by following step-by-step instructions.

---

## View menu

The table lists and describes the View menu options.



### View menu options

View Menu Options	
Menu Option	Description
Business Rules	Starts the Business Rules Repository module that allows you to work with business rules.
Applet Model	Starts the Design Applet Model module that allows you to work with an applet models.
Menu Options	Starts the Menu Options module that allows you to work with menus and menu options.
Resource Bundles	Starts the Resource Bundles module that allows you to work with resource bundles.
Generate Services	Starts the Service Code Generator module that allows you to generate services.
Show Toolbar	Allows you to show the toolbar.
Assign Rule Pane	Allows you to show the Assign Rule pane when working with business rules.
Applet List Pane	Allows you to show the Applet List pane when working with applet models.
State Source Pane	Allows you to show the State Source pane when working with applet models. The state source code for a selected applet is displayed in the State Source pane.

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## View Menu Options

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Menu Option	Description
Look and Feel	Allows you to change the appearance of Application Builder. There are three options to choose from: <ul style="list-style-type: none"> <li>▪ Metal</li> <li>▪ CDE/Motif</li> <li>▪ Windows</li> </ul>

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## Options menu

The table lists and describes the Options menu options.



## Options menu options

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### Options Menu Options

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Menu Option	Description
Properties	Displays the properties file of the Application Builder item.
Applets	This menu option is only available when you are working in the Design Applet Model module. This menu options allows you to show the Applet Map and display Applet panes by screen name or classname.

---

## Help menu

The Help menu allows you to information about Application Builder.



## Help menu

## Toolbars

The toolbar options and command buttons correspond with the menu options. Command buttons visible on the toolbar vary depending on the active module. For a list of available command buttons in each module, see the section in this guide specific to that module.

### Command buttons

The table lists and describes the Application Builder command buttons.

Command Buttons		
Menu Option	Description	Modules
Business Rules Repository 	Opens the Business Rules Repository module.	All modules
Design Applet Model 	Opens the Design Applet Model module.	All modules
Menu Options 	Opens the Menu Options module.	All modules
Resource Bundles 	Opens the Resource Bundles module.	All modules
Service Code Generator 	Opens the Service Code Generator module.	All modules.
Launch Receipt & Report Builder 	Starts ISO - Object Library and Tools Receipt & Report Builder.	All modules
Launch Merchandise Administrator 	Starts Merchandise Administrator.	All modules
New 	Depending on the module you are working in, it creates a new business rule, applet model, resource bundle, or menu constant.	Business Rules Repository, Design Applet Model, Menu Options, and Resource Bundles

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**Command Buttons**


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Menu Option	Description	Modules
Assign Rule to Method 	Assigns a business rule to a method.	Business Rules Repository
Unassign Rule to Method 	Unassigns a business rule to a method.	Business Rules Repository
Move Rule Priority Up 	Moves a business rule up in priority within a method.	Business Rules Repository
Move Rule Priority Down 	Moves a business rule down in priority within a method.	Business Rules Repository
Open Applet Model 	Opens a new applet model.	Design Applet Model
Save 	Saves the file you are working in.	Design Applet Model, Menu Options, and Resource Bundles
Print 	Prints the file you are working in.	Design Applet Model
New Menu Option 	Creates a new menu option.	Menu Options
Delete Menu Option 	Deletes a menu option or a menu depending on the selected tab.	Menu Options
or Menu New Menu 	Creates a new menu.	Menu Options

<b>Command Buttons</b>		
<b>Menu Option</b>	<b>Description</b>	<b>Modules</b>
Compile Menu Constant or Resource Bundle 	Compiles a menu constant or a resource bundle depending on the selected module.	Menu Options and Resource Bundles
Insert New Resource Key-Value Pair 	Inserts a new key value pair in a resource bundle.	Resource Bundles
Delete Resource Key-Value Pair 	Deletes a key value pair from a resource bundle.	Resource Bundles
Find Resource Key-Value Pair 	Finds resources while working with resource bundles.	Resource Bundles

## Tabs

Tabs within Application Builder allow you to navigate through panes. The available tabs vary depending on the module and task being performed. Application Builder may not display some tabs when performing certain tasks.

## Panes

Application Builder panels consist of panes. Information contained in panes can be dragged and dropped into other panes on the same panel.

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## Business rule repository

### Business rule repository

Business rules are assigned to methods that modify business objects. Before performing an operation, a business object will check its assigned business rules to determine whether that operation should or should not be performed. Business rules that are assigned to common business objects are grouped into business rule packages.

The Business Rules Repository module allows you to create business rules, provide business logic, and assign business rules to methods. However, you will have to supply the decision-making or business logic to execute the method. You can perform the following tasks using the Business Rules Repository module:

- Open a business rule
- Create a new business rule
- Delete a business rule
- Assign a rule to a class or method
- Unassign a rule from a class or method
- Move the priority of a rule up or down

To access the Business Rules Repository module:

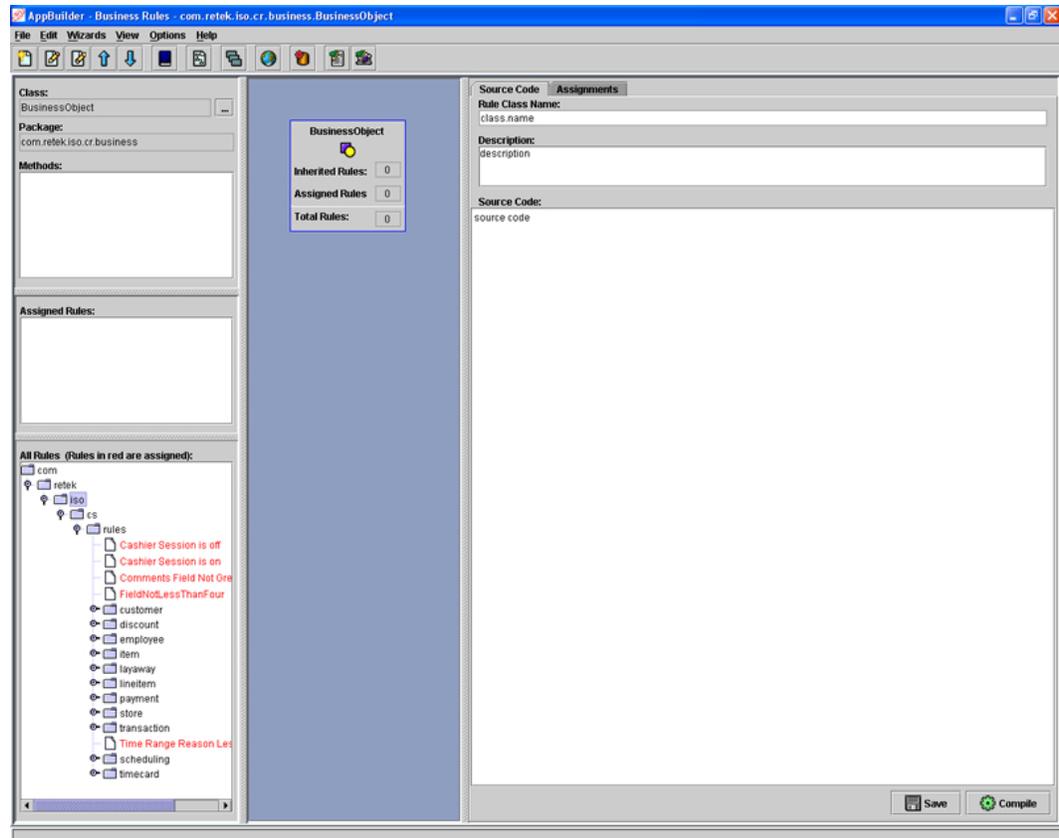
- Select View>Business Rules.  
OR  
Click **Business Rules Repository**. The Business Rules Repository window is displayed.



**Business Rules Repository button**

## Business rules repository module workspace overview

The Business Rules Repository workspace consists of four panes in a single panel. The menu options available from the File menu and Edit menu and some command buttons on the toolbar are specific to working with business rules.



**Business Rule Repository workspace**

## Business rules repository module menu options

The File and Edit menus and menu options in the Business Rules Repository module are specific to this module. The other menus remain the same regardless of the module you are working in.

### File menu options

The following File menu options are available when working in the Business Rules Repository module:

- **New Rule\*** – Creates a new business rule.
- **Close** – Closes active window.
- **Exit** – Closes all open windows and exits Application Builder.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

## Edit menu

The following Edit menu options are available when working in the Business Rules Repository module:



### Edit menu when using the Business Rules Repository module

- **Assign Rule\*** – Assigns a business rule to a method.
- **Unassign Rule\*** – Unassigns a business rule from a method
- **Move Priority Up\*** – Moves a business rule up in priority within a method.
- **Move Priority Down\*** – Moves a business rule down in priority within a method.
- **Delete Rule** – Deletes a business rule from a method.

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

## Business rules repository module toolbar and command buttons

The Business Rules Repository toolbar varies from all other toolbars. Command buttons that appear on the toolbar correspond with the File and Edit menu options. The following is a list of command buttons that appear on the Business Rules Repository toolbar:



### Business Rules Repository toolbar

- **New Rule\*** – Creates a new business rule.
- **Assign Rule to Method\*** – Assigns a business rule to a method.
- **Unassign Rule to Method\*** – Unassigns a business rule from a method.
- **Move Rule Priority Up\*** – Moves a business rule up in priority within a method.
- **Move Rule Priority Down\*** – Moves a business rule down in priority within a method.
- **Business Rules Repository** – Opens the Business Rules Repository module.
- **Design Applet Model** – Opens the Design Applet Model module.
- **Menu Options** – Opens the Menu Options module.
- **Resource Bundles** – Opens the Resource Bundles module.
- **Service Code Generator** – Opens the Service Code Generator module.

- **Launch Receipt Architect**—Starts Receipt & Report Builder.
- **Launch Merchandise Manager**—Starts Merchandise Administrator.

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**Note:** Command buttons marked with an asterisk (\*) have corresponding menu options.

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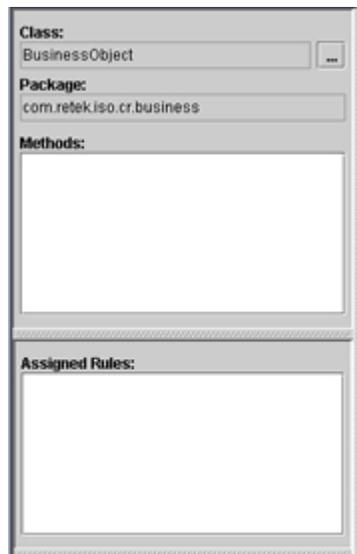
## Business rules repository module panes

The Business Rules Repository workspace consists of four panes within the main panel. The following four panes are displayed in the Business Rules Repository workspace:

- **Assign Rules** pane—displays the class, package, available methods, and assigned rules for the selected business object.
- **All Rules** pane—displays all the available rules.
- **Object Hierarchy** pane—displays the hierarchy and inheritance of the selected business object.
- **Source Code** pane—displays a classname, description, and source code for the selected rule.

### Assign rules pane

The Assign Rules pane displays the following information:



#### Assign Rules pane

- **Class**—displays the selected class.
- **Package**—displays the package that the business rule is grouped in.
- **Method**—displays the available methods that the rules can be assigned to. The methods displayed on the **Methods** list depend on the class selected from the **Classes** drop-down list.
- **Assigned Rules**—displays the rules that are assigned to parent objects. Rules displayed in green are inherited rules.

### All rules pane

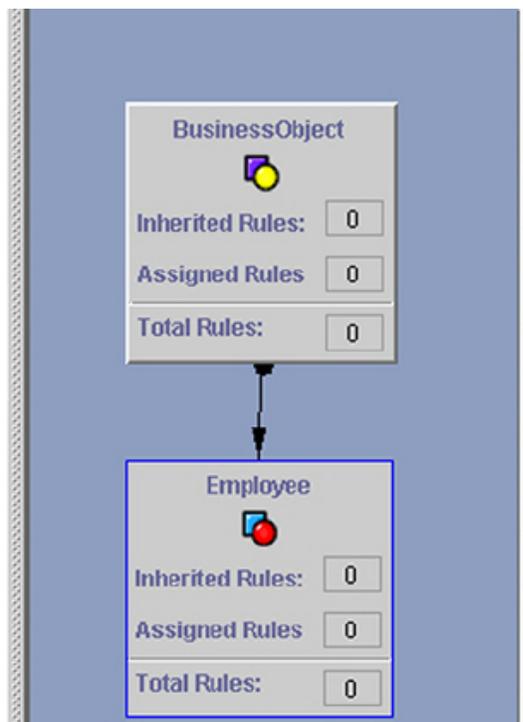
The All Rules pane displays all the available business rules. Rules displayed in red are loaded into the rules repository.



**All Rules pane**

### Object hierarchy/inheritance pane

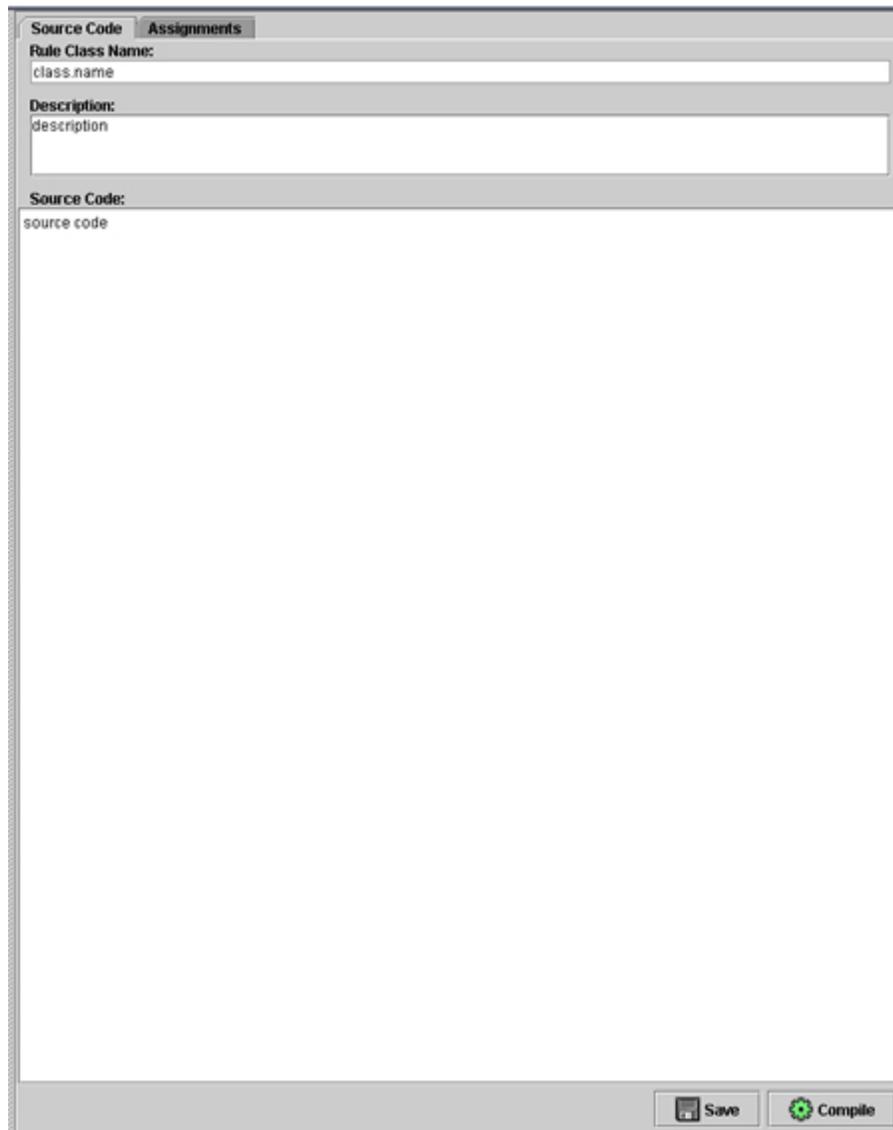
The Object Hierarchy/Inheritance Pane displays the hierarchy and inheritance of the selected business object.



**Object Hierarchy/Inheritance Pane**

## Source code pane

The Source Code pane displays the classname, classpath, description, and source code for the selected business rule. The Source Code pane allows you to edit, compile, and save a business rule by using the Save and Compile command buttons that appear on the pane.



The screenshot shows a software interface with two tabs: "Source Code" (selected) and "Assignments". The "Source Code" tab contains three input fields: "Rule Class Name:" with the placeholder text "class.name", "Description:" with the placeholder text "description", and "Source Code:" with the placeholder text "source code". At the bottom right of the pane, there are two buttons: "Save" (with a floppy disk icon) and "Compile" (with a green gear icon).

### Source Code pane

The Source Code pane contains the following tabs:

- **Source Code** – displays the classname, description, and source code of the selected business rule.
- **Assignments** – displays the classname and shows the business objects and methods the selected business rule is assigned to.

## Create a new business rule

There are two ways to create a new business rule:

- Manually assign properties to the business rule
- Using the Rules Wizard for step-by-step instructions on how to create a new business rule.

## Create a new business rule manually

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**Note:** You must select a method before you can create a new business rule. If you try to create a business rule without selecting a method, the Generate Rule dialog box is displayed.

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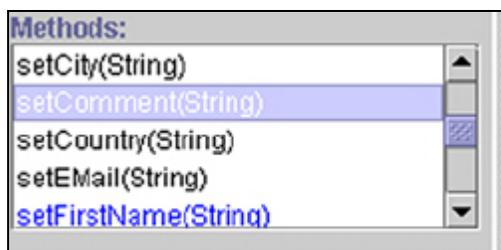
To create a new business rule manually:

1. On the Assign Rules pane, select a method.
  - a. Click **Class**. The Locate Business Object dialog box is displayed.



Locate Business Object dialog box

- b. In the Locate Business Object dialog box, drill down and select the a business object.
- c. After you have selected a business object, click **OK**.
- d. In the Methods drop-down list box, select the appropriate method.



**Methods**

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---

**Note:** Methods with rules assigned to them are highlighted in blue.

---

---

- 2. Select File>New Rule.  
OR  
Click **New Rule**. The Generate Rule dialog box is displayed.



**Generate Rule dialog box**



**New Rule button**

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**Note:** Click **Tab** or **Enter** to navigate through the Generate Rule dialog box.

---

---

3. In the Generate Rule dialog box, select a package from the Package drop-down menu.
4. In the Class Name field, enter a class name.
5. In the Rule Name field, enter a rule name.
6. In the Description field, enter a description.
7. To submit the new business rule information, click **OK** or **Enter**. The new business rule is displayed in the Assign Rules field, and the source code is displayed in the Source Code pane.

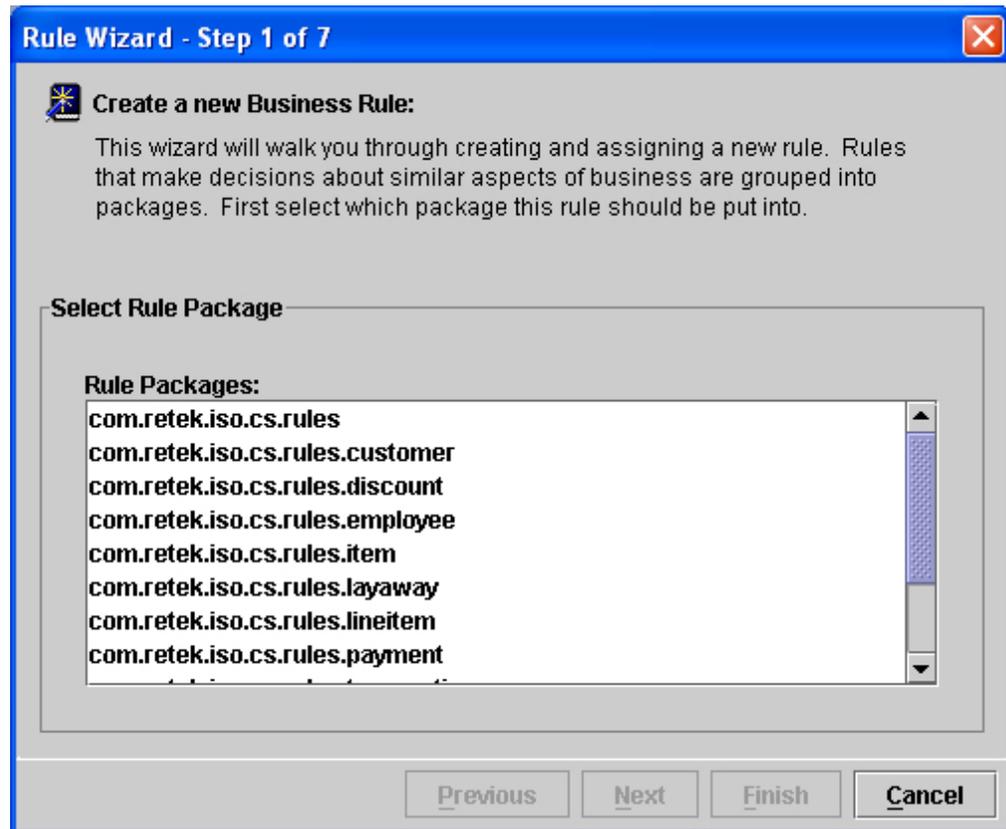
## Create a new business rule using rule wizard

The Rule Wizard allows you to create a new business rule by following step-by-step instructions. The Rules Wizard simplifies the process of creating a new business rule. You will need to provide the following information to create a business rule using the Rules Wizard:

- Rule name
- Designate the rules package
- Rule classname
- Source path
- Classpath
- Rules package
- Description of rule

To create a new business rule using the Rule Wizard.

1. Select Wizard>Rule Wizard. The Rule Wizard is displayed.



**Rule Wizard**

2. To finish creating a new business rule, follow the instructions provided by the Rule Wizard.

## Assign rules to classes and methods

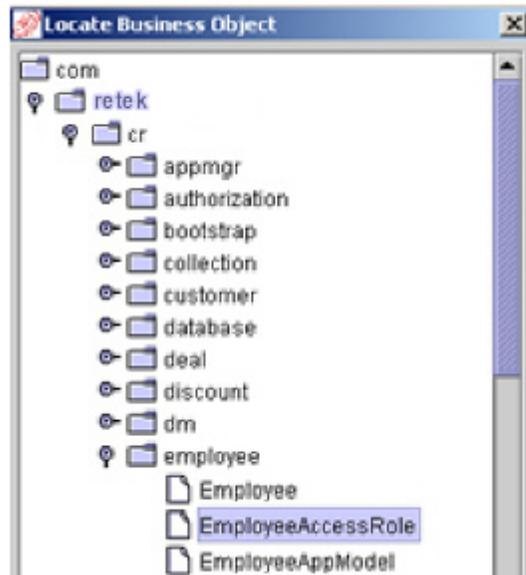
To assign a business rule to a class and method:

1. On the Assign Rules pane, select the method you want to assign a rule to:
  - a. Click **Class**. The Locate Business Object dialog box is displayed.



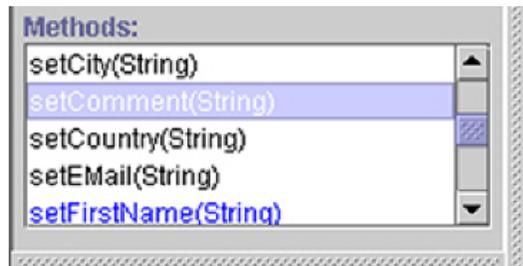
Locate Business Object dialog box

- b. Drill down and select the desired business object.



**Business object**

- c. Click OK.
- d. In the Methods drop-down list box, select the method you wish to assign a rule to.



**Method**

---

**Note:** Methods with rules assigned to them are displayed in blue.

---

2. Select Edit>Assign Rule.  
OR  
Click **Assign Rule**. The Choose Rule to Assign dialog box is displayed.



**Choose Rule to Assign dialog box**



**Assign Rule button**

3. On the Choose Rule to Assign dialog box, drill down and select the rule you wish to assign to the method.
4. Click **OK**. The selected rule is displayed in the Assign Rule field, and it is also displayed in red on the Assigned Rule pane.

## Unassigning rules from classes and methods

To unassign a rule from a class and method:

1. On the Assign Rules pane, select the method you want to unassign a rule from:
  - a. Click **Class**. The Locate Business Object dialog box is displayed.
  - b. Drill down and select the desired business object.
  - c. Click **OK**.
  - d. In the Methods drop-down list box, select the method you want to unassign a rule from.

---

---

**Note:** Methods with rules assigned to them are displayed in blue.

---

---

2. In the Assign Rule field, select the rule you wish to unassign.
3. Select Edit>Unassign Rule.  
OR  
Click **Unassign Rule**. The rule is no longer assigned to the method, and the rule does not appear in the Assign Rule field.



### Unassigned Rule button

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**Note:** If you do not select a rule before you try to unassign a rule, the Unassign dialog box is displayed. Click **OK** to close the dialog box.

---

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## Move the rule priority

Multiple rules can be assigned to a business object. However, rules within a business object have a hierarchical order in which a rule is called upon before another rule. When a business object performs a function, it checks the business rules in their order of priority.

## Move a rule priority up

To move the priority of the rule up in order:

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---

**Note:** Before you can move a rule up in priority, you must open a business rule and select a method that has multiple rules assigned to that method.

---

---

1. On the Assign Rules pane, select an assigned rule from the Assign Rule field. The selected rule is highlighted in blue.
2. Select Edit>Move Rule Priority Up.  
OR  
Click **Move Rule Priority Up**. The rule is moved up in priority.



### Move Rule Priority Up button

3. To continue to move the priority of the rule up in order, repeat Step 2.  
OR  
To move the priority of the rule up in order, repeat Steps 1-2.

## Move a rule priority down

To move the priority of the rule down in order:

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---

**Note:** Before you can move a rule up in priority, you must open a business rule and select a method that has multiple rules assigned to that method.

---

---

1. On the Assign Rules pane, select an assigned rule from the Assign Rule field. The selected rule is highlighted in blue.
2. Select Edit>Move Rule Priority Down.  
OR  
Click **Move Rule Priority Down**. The rule is moved down in priority.



### Move Rule Priority Down button

3. To continue to move the priority of the rule down in order, repeat Step 2.  
OR  
To move the priority of the rule down in order, repeat Steps 1-2.



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## Design applet model

### Design applet model

The Design Applet Model module allows you to view the navigational flow of the Oracle Retail® Point-of-Service™ (RPOS) application. The navigation flow shows the hierarchy of parent and child applets. Using the flow-chart interface, you can map application processes visually and quickly to identify the appropriate window sequences.

You can perform the following tasks using the Design Applet Model module:

- View applet models
- Create a new applet model
- Move an applet to a new location within an applet model
- Remove an applet from a location within an applet model
- Delete an applet from an applet model

To access the Design Applet Module module:

- Select View>Applet Model.

OR

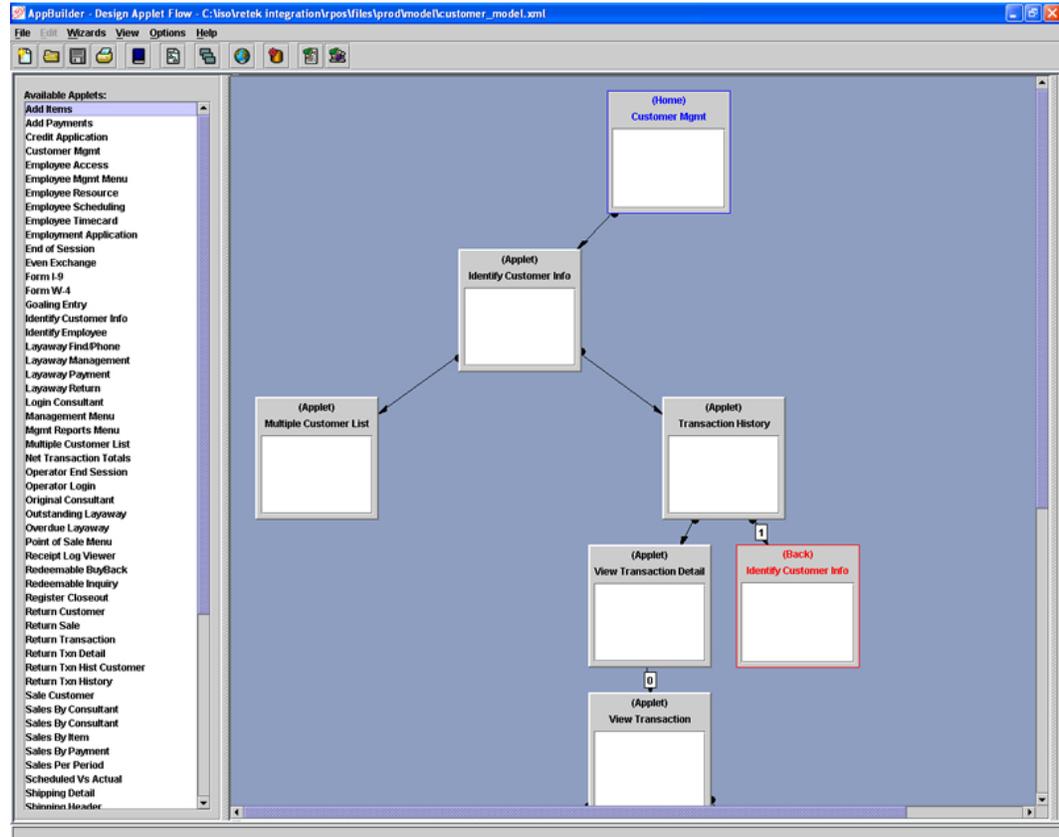
Click **Design Applet Model**. The Design Applet Module window is displayed.



**Design Applet Model button**

## Design applet model workspace overview

The Design Applet Flow workspace allows you to map application processes visually. The workspace is made up of two panes within the panel. The menu options available from the File menu and some command buttons on the toolbar are specific to working with design applet models. The Options menu also contains a submenu specific to working with this module.



Design Applet Flow workspace

## Menu options

The File menu and menu options in the Design Applet Model module are specific to this module. The Options menu also contains a submenu specific to working with this module. The remaining menus are the same regardless of the module you are working in.

### File menu options

The following File menu options are available when working with applet flow:

- **New Applet Model\*** – Creates a new applet model.
- **Open Applet Model\*** – Opens an existing applet model.
- **Save Applet Model\*** – Saves the active applet model.
- **Print Applet Model\*** – Prints the active applet model.
- **Details** – Provides details of the active applet model.
- **Close** – Closes the active window.
- **Exit** – Closes all the open windows and exits Application Builder.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

### Options menu

The Options menu has a submenu that is only active if you are working in the Design Applet Model module. The following options are available from the Applets submenu:



#### Applets submenu on the Options menu

- **Show Map** – select to show a thumbnail map of the applet flow.
- **Only Model.ser Applets** – select to view only applets assigned numbers.
- **Screen Name** – select to view applets by screen name.
- **Class Name** – select to view applets by classname.

## Toolbar and command buttons

The Design Applet Model toolbar varies from all other toolbars. Command buttons that appear on the toolbar correspond with the File and Edit menu options. The following is a list of command buttons that appear on the Design Applet Model toolbar:



**Design Applet Model toolbar**

- **New Applet Model** – Creates a new applet model.
- **Open Applet Model** – Opens an existing applet model.
- **Save Applet Model** – Saves the active applet model.
- **Print Applet Model** – Prints the active applet model.
- **Business Rules Repository** – Opens the Business Rules Repository module.
- **Design Applet Model** – Opens the Design Applet Model.
- **Menu Options** – Opens the Menu Options module.
- **Resource Bundles** – Opens the Resource Bundles module.
- **Launch Receipt Architect** – Starts RPOS Tools Receipt/Report Builder.
- **Launch Merchandise Manager** – Starts the Merchandise Administrator application.

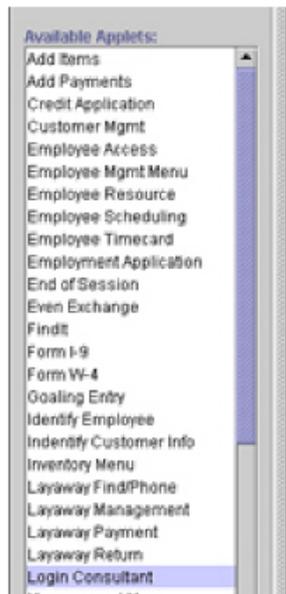
## Panes

The Design Applet Model workspace consists of three panes within the main panel. The following panes are displayed in the Design Applet Model workspace:

- **Available Applets** pane – Displays a list of the available applets used in RPOS.
- **Navigation** pane – Displays the navigational flow and hierarchy of applets that make up the RPOS application
- **Applet** pane (appears within the Navigation pane) – Represent RPOS applets.

## Available applets pane

The Available Applets pane displays a list of the available applets used in RPOS. By default, the Available Applets pane is viewable each time you open the Design Applet Model module.



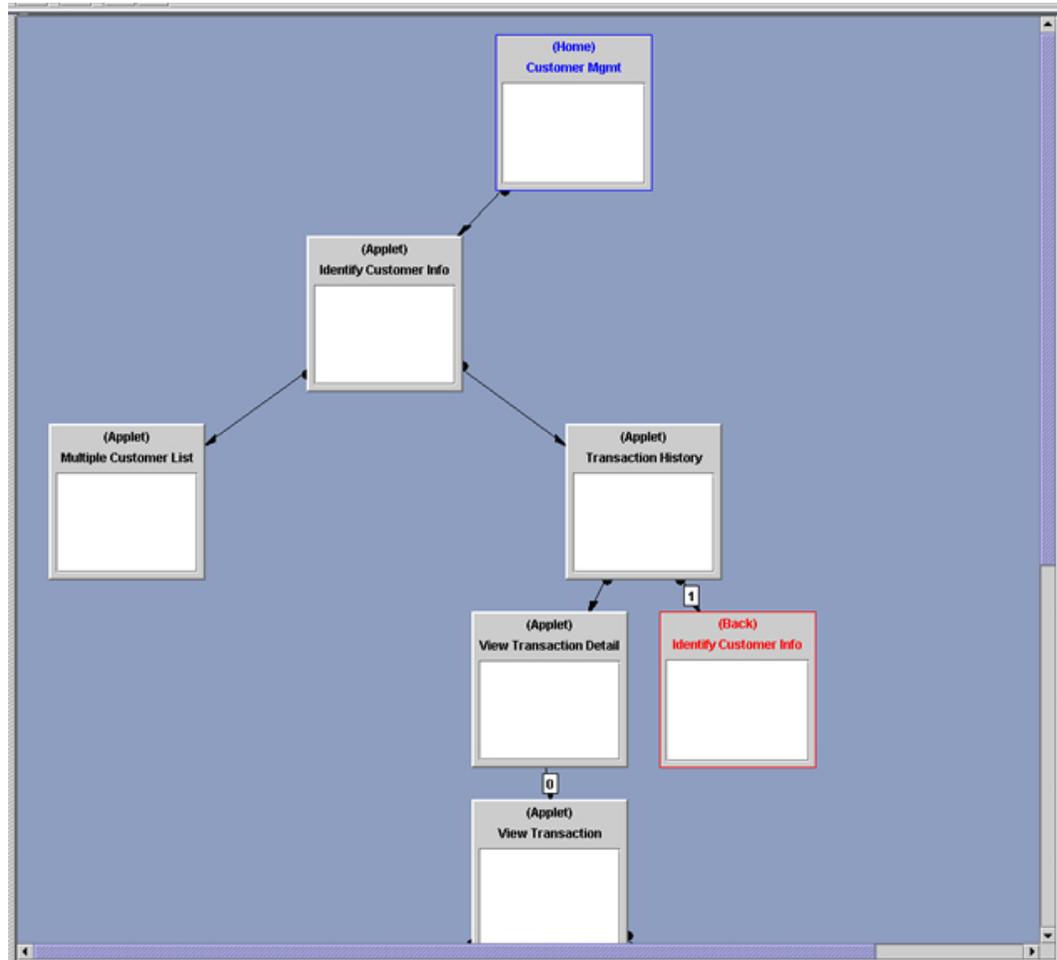
Available Applets pane

You can view the flow of a particular applet by selecting that applet from the Available Applets pane. The applet will then appear in the Navigation pane. If the applet is not being used in the applet model, then the viewable applets in the Navigation pane will not change.

**Note:** You must open an applet model to view the applets.

## Navigation pane

The Navigation pane shows the navigational flow and hierarchy of applets that make up the RPOS application. Within the Navigation pane are Applet panes that represent the available applets.



Navigation pane

## Applet panes

Applet panes represent RPOS applets, and they are found within the Navigation pane. Applet panes display information and options regarding the selected applet.

The Applet pane of the applet model's root applet is highlighted in blue. The root applet is the parent applet for all other applets within the model.



### Root Applet pane

Back panes represent child applets, and they are highlighted in red. You can navigate to back panes by selecting a previous option from the parent applet. For example, if you select the Previous option from the Point of Sale Menu applet, the system returns you to the Operator Login applet.



### Back Applet pane

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**Note:** To prevent loops in the application, you cannot assign a child applet to back applets.

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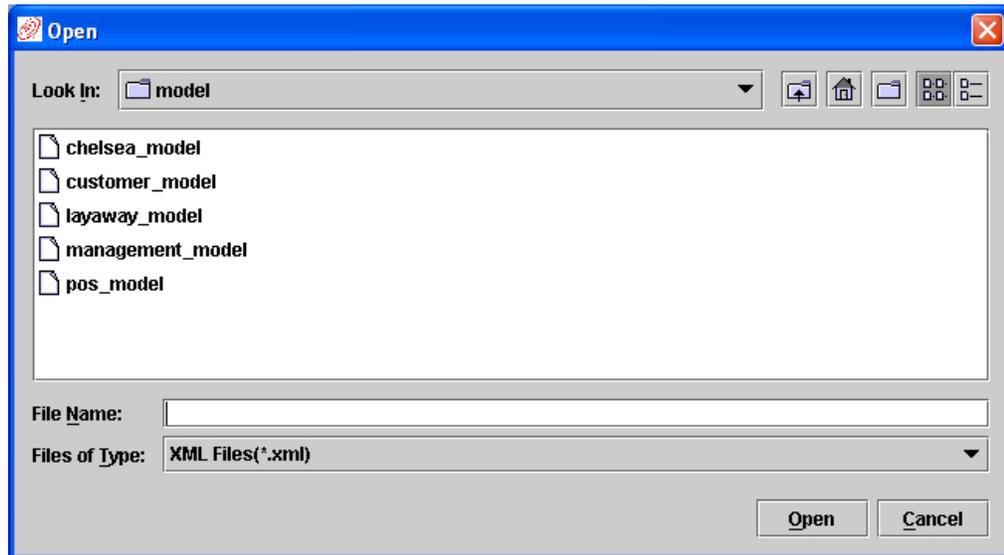
## Flow Arrows and Child Applet Index Numbers

Flow arrows stretch between panes. The number centered on the arrow represents the child applet index number. The child applet index number is an assigned value to a child applet for navigational purposes. If the return of a method equals a particular child applet index number, the application will go to that child applet.

## Open an applet model

An applet model must be open in order to view the available applets. To open an applet model:

1. Select File>Open Applet Model.  
OR  
Click **Open Applet Model**. The Open dialog box is displayed.



Open dialog box



Open Applet Model button

2. Select the appropriate model file and click **Open**. The selected applet model is displayed in the Navigation pane.

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**Note:** Applet models are saved as XML files. Existing applet models are found in the \files\prod\model directory.

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**Note:** It may take Application Builder a few seconds to load and display the applet model.

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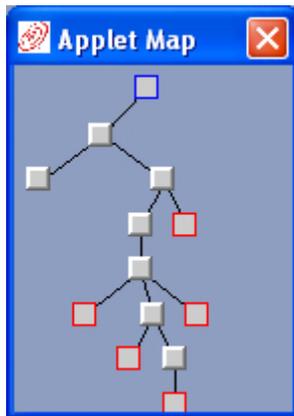
## Applet model viewing options

Within the Navigation pane, each Applet pane has several viewing options that allows you to view the different navigation and applet information. The following is a list of viewing options within the Navigation and Applet panes:

- View the Applet Map
- Change the model view of an applet pane
- View applet by screen name
- View applets by class name

### View the applet map

The Applet Map is a graphical view of the hierarchy of the applet model. The Applet Map displays the applet model in a tree structure that distinguishes the root, parent, and child applets. The Applet Map can be viewed in conjunction with the Navigation pane so you can navigate to each applet within the applet model. The Applet Map makes navigating through a applet model easy by displaying the root applet in blue and back applets in red. Also, if you leave the cursor over an applet, the applet name is displayed.



**Applet Map**

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**Note:** If you open the Applet Map without opening an applet model, the Applet Map displays an empty Applet Map.

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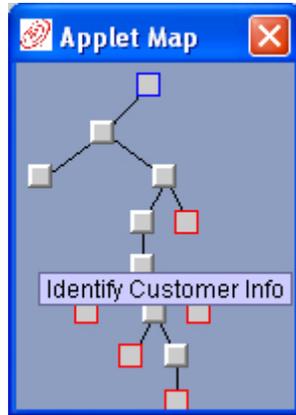
To view the Applet Map:

- Select Options>Applets>Show Map. The Applet Map is displayed.

### View applet name using the applet map

To view an applet name using the Applet Map:

1. Select Options>Applets>Show Map. The Applet Map is displayed.
2. Place the cursor over an applet. The applet name is displayed.



Applet name is displayed

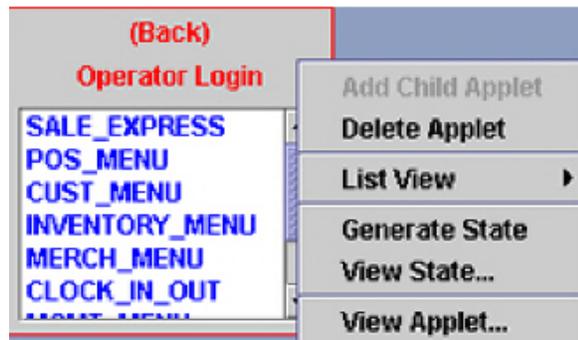
### Change the model view of an applet pane

You can change the model view displayed on each Applet pane. The following is a list of model views displayed on an Applet pane:

- **Buttons**—lists the buttons assigned as options to the selected applet.
- **Menus**—lists the menus assigned to the selected applet.
- **State objects**—lists the state objects assigned to the selected applet.

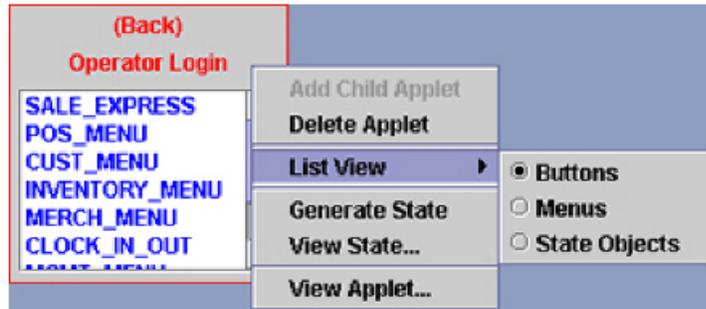
To change the model view within an applet:

1. Select the applet you wish to view. The selected pane title is displayed in bolded text.
2. Right-click on the applet. A pop-up menu is displayed.



Applet pop-up menu

3. On the pop-up menu, select the List View option. The system displays a drop-down list of options.



#### Drop-down list

4. Select the appropriate option:
  - To view the buttons assigned as options to the selected applet, select the **Buttons** radio button.
  - To view the menus assigned as options to the selected applet, select **Menus** radio button.
  - To view the state objects assigned to the selected applet, select **State Objects** radio button.

### View applet by screen name

Each Applet pane has a pane title that corresponds with either the applet's screen name or class name.

To view an applet by screen name:

1. Select the applet you wish to view. The selected pane title is displayed in bolded text.
2. Select Options>Applet>Screen Name. The screen name of the selected applet is displayed.

---

**Note:** When you first open an applet model, the screen names of the applets are displayed by default.

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### View applet by classname

Each Applet pane has a pane title that corresponds with either the applet's screen name or classname.

To view an applet by classname:

1. Select the applet you wish to view. The selected pane title is displayed in bolded text.
2. Select Options>Applet>Class Name. The classname of the selected applet is displayed.

## Add a new GUI screen

Using the Design Applet Model module, you can add a new GUI screen to the RPOS application. Before you can add a new GUI screen, you must select the applet model to which you want to add the new screen to.

To add a new GUI screen to the RPOS application:

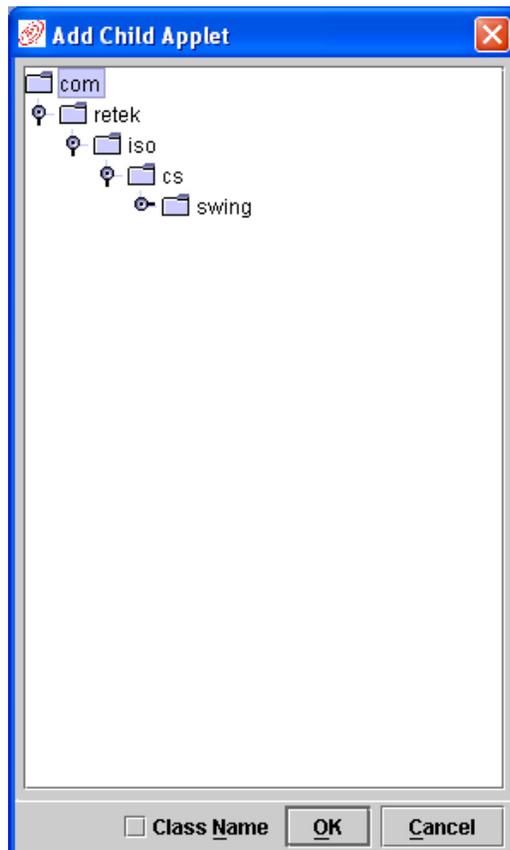
1. Open an applet model.
2. Add a child applet.
3. Assign the child applet an applet index number.
4. Compile and save the source code.

## Add a child applet

Before you add a child applet, you must first select the parent applet or the applet that will allow you to navigate to the child applet. The child applet represents the new GUI screen. Each applet has menus, buttons, and state objects assigned to them that are all configurable.

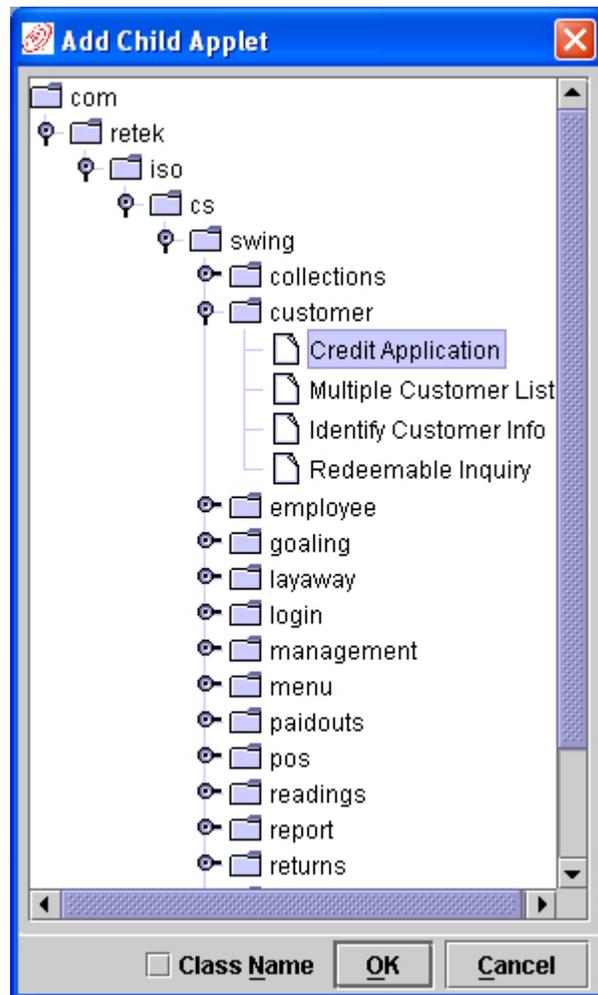
To add a child applet:

1. Select the parent applet you wish to add a child applet to. The selected pane title is displayed in bolded text.
2. Right click on the selected applet. A pop-up menu is displayed.
3. Select Add Child Applet. The Add Child Applet dialog box is displayed.



Add Child Applet dialog box

4. Drill down and select the appropriate applet.



Drill down

5. Click OK. The selected applet is displayed.



Selected applet

## Assign an applet index number

After you add a child applet to a parent applet, you must assign the child applet an applet index number. Each menu option has a method. If the method-return value is equal to the applet index number, that child applet is displayed.

If you add a child applet and do not assign it a applet index number, then that parent applet cannot navigate to the child applet.

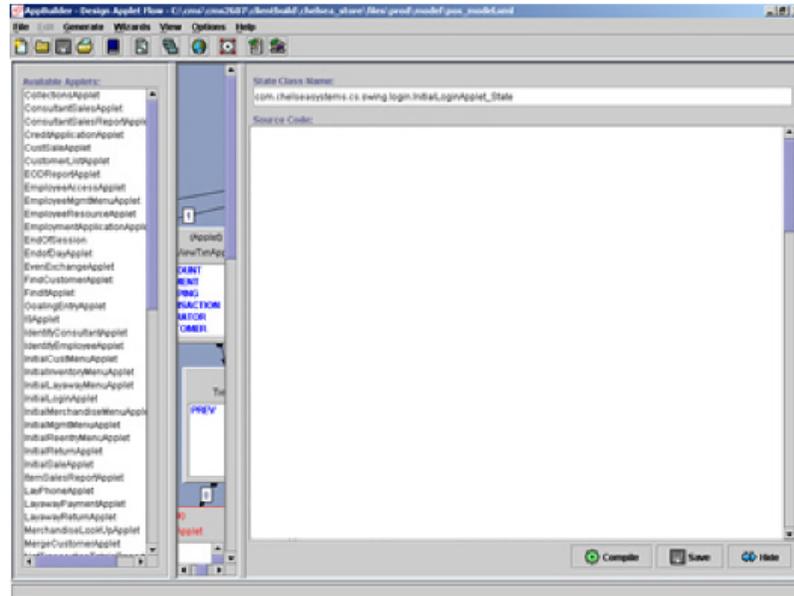
To assign an applet index number to an applet:

1. On the flow arrow connecting the parent applet and the child applet, right click. A pop-up menu is displayed.
2. On the pop-up menu, click **Assign**. The Assign Connection dialog box is displayed.



### Assign Connection dialog box

3. On the Assign Connection dialog box, assign the applet an applet index number.
  - To assign a new applet index number, click **New**. The applet will be assigned an index number that is next number in sequence.
  - If you want to assign an existing applet index number to the new applet, select the index number and click **Replace**. The applet index number is displayed in the flow arrow between the parent and child applets.
4. Right click on the child applet. A pop-menu is displayed.
5. On the pop-up menu, click **Generate State**. The State Source pane is displayed.



### State Source pane

6. On the State Source pane, assign a method return value that equals the applet index number. You will need to code the method return value.
7. Click **Generate State** to update the source code.

## Unassign an applet index number

The Design Applet Model module allows you to unassign an applet index number from an applet. Unassigning the index number means that you can no longer navigate from the parent applet to the child applet. Unassigning an index number does not remove the applet from the applet model.

To unassign an applet index number:

1. Right click on the flow arrow connecting the parent applet and the child applet. A pop-up menu is displayed.
2. On the pop-up menu, click **Unassign**. The applet index number is no longer displayed.

## Compile and save the source code

After you have made all modifications to the source code, you are ready to compile and save the source code to include the child applet and GUI screen.

To compile and save the source code:

- On the Source Code pane, click **Compile**. The source code is compiled and automatically saved. You can now view your new GUI screen using the RPOS application.



**Compile button**

## Move an applet to a new location

Using the Applet Wizard, you can move an applet to a new location within the applet model. The Applet Wizard will delete the existing applet and then add the applet to the new location within the applet model.

To move an applet to a new location:

1. Select Wizards>Applet Wizard. The Applet Wizard wizard is displayed.
2. Select Move Applet to new location.



### Move Applet to new location

3. Click Next.
4. To complete moving the applet to a new location, follow the instructions provided by the Applet Wizard.

## Remove an applet from its location

Using the Applet Wizard, you can remove the applet index number from a parent applet. The applet and source code will persist, however you cannot navigate that a that applet.

To remove an applet from its current location:

1. Select Wizards>Applet Wizard. The Applet Wizard is displayed.
2. Select Remove Applet from Location.



### Remove Applet from Location

3. Click Next.
4. To remove the applet from its location, follow the instructions provided by the Applet Wizard.

## Create a new applet

Using the Applet Wizard, you can add a new applet. The Applet Wizard streamlines this process by making the assignment between parent and child applets, adding the necessary code to the state of the applet, and allowing you to create and assign buttons to the applet.

To create a new applet model:

1. Select Wizards>Applet Wizard. The Applet Wizard is displayed.
2. Select Add a new Applet.



### Add a new Applet

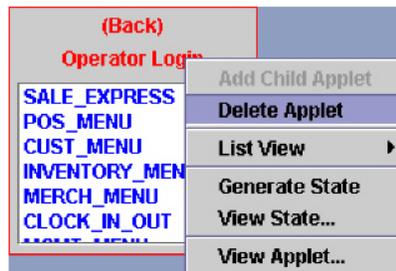
3. Click Next.
4. To add a new applet, follow the instructions provided by the Applet Wizard.

## Delete an applet from an applet model

Unlike removing an applet from its current location, deleting an applet removes the applet and the source code from the applet model.

To delete an applet from the applet model:

1. Select the applet you wish to delete. The selected pane title is displayed in bolded text.
2. Right-click on the applet. A pop-up menu is displayed.
3. On the pop-up menu, select Delete Applet. The system removes the applet and source code from the model.



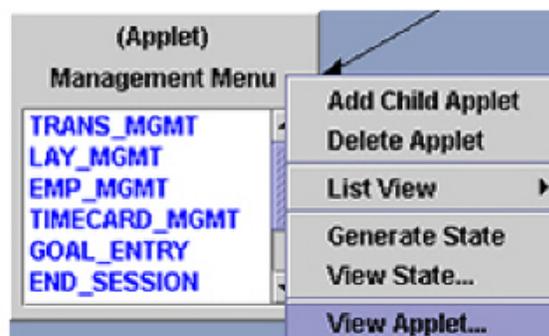
Delete Applet

## Viewing an applet In RPOS

After making modifications or creating a new applet, the Design Applet Model module allows you to view an applet as it would appear in the RPOS application.

To view an applet as it will appear in RPOS:

1. Select the applet you wish to view. The selected pane title is displayed in bolded text.
2. Right-click on the applet pane. A pop-up menu is displayed.
3. On the pop-up menu, select View Applet. The selected applet is displayed in a self-titled pop-up window as it would appear in the RPOS application.



View Applet

## Viewing applet model information

To view applet model information:

- Select File>Details. The system displays the Current Information dialog box.

## Printing applet models

When printing an applet model, the first page printed provides instructions on where to place the pages in relationship to the model piece. Subsequent pages are pieces of the overall model.

To print an applet model:

- Select File>Print Applet Model.

OR

From the toolbar, click **Print Applet Model** shortcut icon.

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## Menu options

### Menu options

The Menu Options module allows you to customize and create new RPOS application menus. You can perform the following tasks using the Menu Options menu:

- Customize an existing menu
- Create a new menu
- Create a new menu option
- Assign menu options to a menu
- Assign a business rule to menu options
- Assign a security role to menu options
- Delete a menu option
- Delete a menu

To access the Menu Options menu:

- Select View>Menu Options.  
OR  
Click **Menu Options**. The Menu Options window is displayed.



**Menu Options button**

### Menu options workspace overview

The Menu Options workspace allows you to customize RPOS menus. The workspace is made up of two panes and three tabs. Each tab changes the appearance of the two panes, and they also change the menu options available on the File menu and Edit menu and the command buttons on the toolbar.

The following are the three tabs on the Menu Options workspace:

- **Menu Options** – Allows you to customize, modify, and create new menu options or buttons.
- **Menus** – Allows you to customize, modify, and create new menus.
- **Generate Menu Helper** – Allows you to view and generate source code, and this tab provides you with a list of all the menus as constants. For more information, see Generate Menu Helper.

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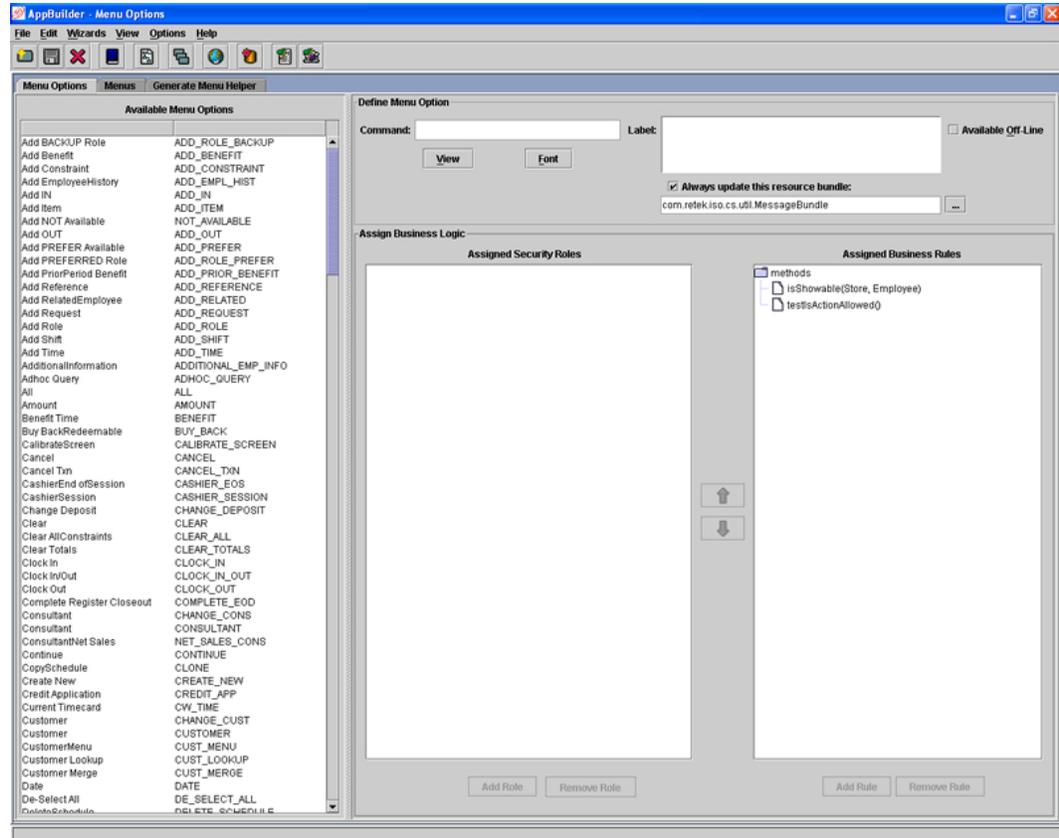
**Note:** The Menu Options tab is the default tab.

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## Menu options tab

The Menu Options tab allows you to customize, modify, and create new menu options or buttons. The Menu Options tab also allows you to assign business rules to a menu option.



### Menu Options tab

#### Menu options tab menus

The menu options for the File menu and Edit menu are specific to the Menu Options tab.

The following File menu options are available when the Menu Options tab is selected:

- **New Menu Option\*** – Creates a new menu option or button.
- **Save Menu Option\*** – Saves the active menu button or option.
- **Close** – Closes the active window.
- **Exit** – Closes all open windows and exits Application Builder.

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**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

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The following Edit menu options are available when the Menu Options tab is selected:

- **Delete Menu Options\*** – Deletes the selected menu option.

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**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

## Menu options tab toolbar and command buttons

The Menu Option toolbars vary depending on the selected tab. Command buttons that appear on the toolbar correspond with the File and Edit menu options. The following is a list of command buttons that appear on the Menu Options toolbar when the Menu Options tab is selected:



### Toolbar and command buttons when the Menu Options tab is selected

- **New Menu Option\*** – Creates a new menu option.
- **Save Menu Option\*** – Saves the active menu option or button.
- **Delete Menu Option\*** – Deletes the selected menu option.
- **Business Rules Repository** – Opens the Business Rules Repository module.
- **Design Applet Model** – Opens the Design Applet Model.
- **Menu Options** – Opens the Menu Options module.
- **Resource Bundles** – Opens the Resource Bundles module.
- **Launch Receipt Architect** – Starts RPOS Tools Receipt/Report Builder.
- **Launch Merchandise Manager** – Starts the Merchandise Administrator application.

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**Note:** Command buttons marked with an asterisk (\*) have corresponding menu options.

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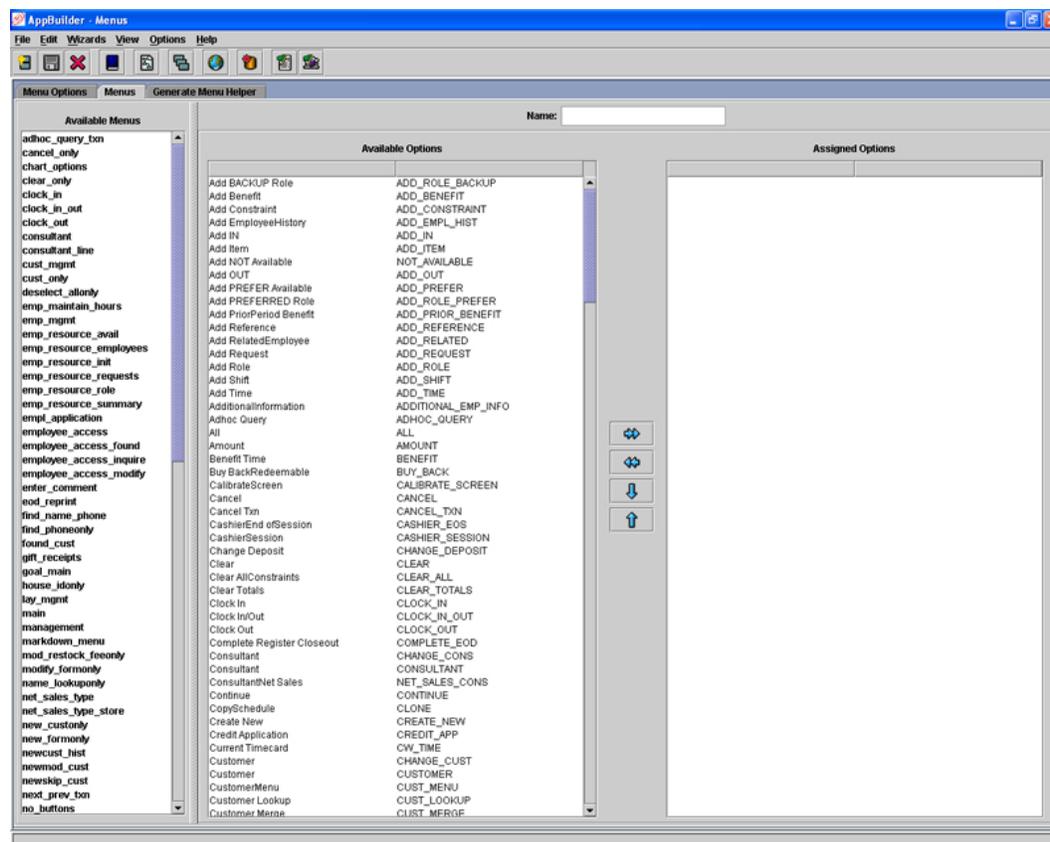
## Panes

With the Menu Options tab selected, the following panes are available within the Menu Options workspace:

- **Available Menu Options** pane – Displays a list of menu options that can be assigned to a menu.
- **Assign Business Logic** pane – Displays the assigned business logic to the selected menu option or button.
- **Define Menu Option** pane – Displays information regarding the selected menu option in the **Available Menu Options** pane.

## Menus tab

The Menus tab allows you to customize, modify, and create new menus. Using the Menus tab, you can add or remove menu options from an existing menu.



### Menus tab

#### Menus tab menu options

The menu options for the File menu and Edit menu are specific to the Menu Options tab.

The following File menu options are available when the Menu Options tab is selected:

- **New Menu\*** – Allows you to create a new menu.
- **Save Menu\*** – Allows you to save a menu.
- **Close** – Closes the active window.
- **Exit** – Closes all open windows and exits Application Builder.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

The following Edit menu options are available when the Menu Options tab is selected:

- **Delete Menu\*** – Allows you to delete a menu.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

## Menu tab toolbar and command buttons

The Menu Option toolbars vary depending on the selected tab. Command buttons that appear on the toolbar correspond with the File and Edit menu options. The following is a list of command buttons that appear on the Menu Options toolbar when the Menu tab is selected:



### Toolbar and command buttons when the Menu tab is selected

- **New Menu\*** – Allows you to create a new menu.
- **Save Menu\*** – Allows you to save a menu.
- **Delete Menu\*** – Allows you to delete a menu.
- **Business Rules Repository** – Opens the Business Rules Repository module.
- **Design Applet Model** – Opens the Design Applet Model module.
- **Menu Options** – Opens the Menu Options module.
- **Resource Bundles** – Opens the Resource Bundles module.
- **Launch Receipt Architect** – Starts RPOS Tools Receipt/Report Builder.
- **Launch Merchandise Manager** – Starts the Merchandise Administrator application.

---

**Note:** Command buttons marked with an asterisk (\*) have corresponding menu options.

---

## Menu tab panes

When the Menu tab is selected, the following panes are available on the Menu Options workspace:

- **Available Menu** pane – Displays a list of existing menus.
- **Available Menu Options** pane – Displays a list of menu options that can be assigned to a menu
- **Assigned Options** pane – Displays a list of the menu options assigned to the selected menu.

## Menu options

The File and Edit menu and menu options in the Menu Options module vary depending on the tab that you select. For more information, see the section on each of the tabs.

## Toolbar and command buttons

The Menu Option module toolbar not only differs from other module's toolbars, but each toolbar within this module is tab-specific. For more information, see the section on each of the tabs.

## Panes

The following panes display when working with menus and menu options:

- **Available Menu Options** pane – Displays a list of menu options that can be assigned to a menu
- **Assign Business Logic** pane – Displays the assigned business logic to the selected menu option or button.
- **Define Menu Option** pane – Displays information regarding the selected menu option in the Available Menu Options pane.
- **Available Menus** pane – Displays a list of existing menus.
- **Assigned Options** pane – Displays a list of the menu options assigned to the selected menu.
- **Generate Menu Helper** pane – Displays the source code and provides a list of all the menus as constants

### Available menu options pane

The Available Menu Options pane is displayed when either the Menu Options or Menus tab is selected. This pane displays a list of menu options that can be assigned to a menu. The Available Menu Options pane displays the label of the menu option in the left-hand column and the command name of the menu option in the right-hand column.

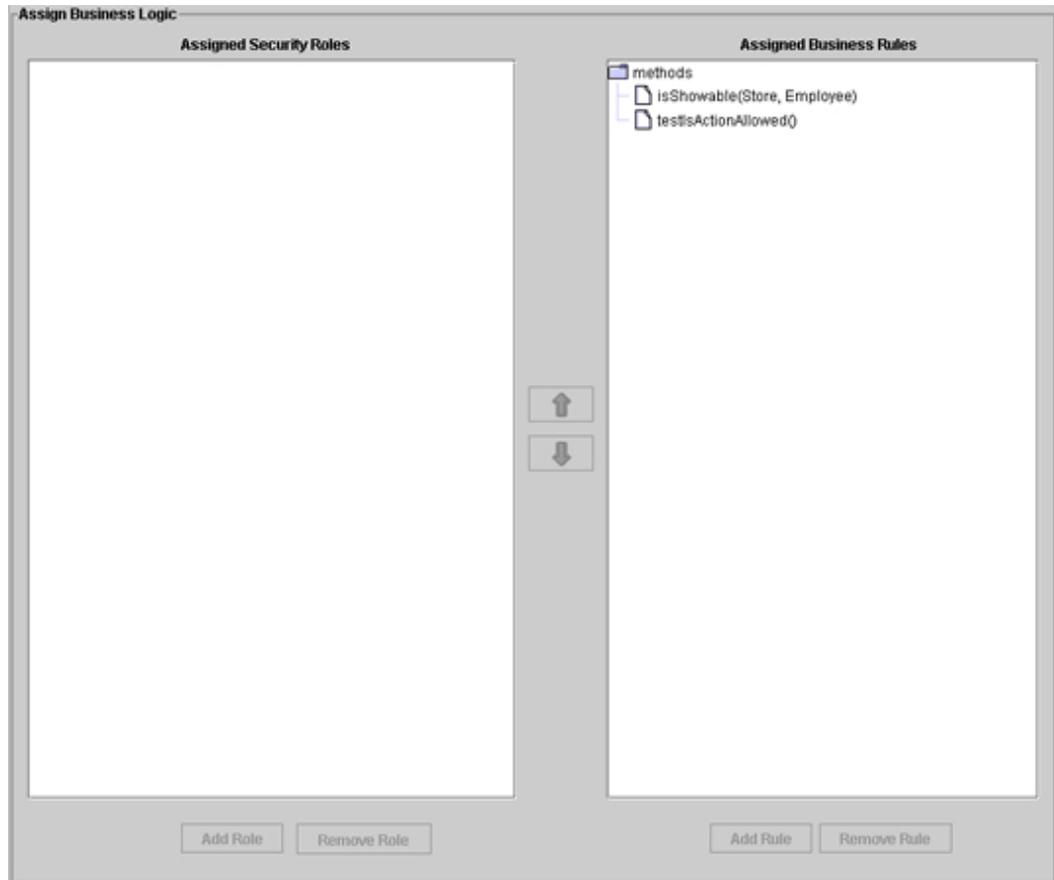


Label	Command Name
Add	ADD_SHIFT
Add BACKUP Role	ADD_ROLE_BACKUP
Add Benefit	ADD_BENEFIT
Add Constraint	ADD_CONSTRAINT
Add Employee History	ADD_EMPL_HIST
Add IN	ADD_IN
Add Item	ADD_ITEM
Add NOT Available	NOT_AVAILABLE
Add OUT	ADD_OUT
Add PREFER Available	ADD_PREFER
Add PREFERRED Role	ADD_ROLE_PREFER
Add Reference	ADD_REFERENCE
Add Related Employee	ADD_RELATED
Add Request	ADD_REQUEST
Add Role	ADD_ROLE
Add Time	ADD_TIME
Auth: Query	ACHOC_QUERY
<b>ALL</b>	<b>ALL</b>
Amount	AMOUNT
Benefit Time	BENEFIT
Buy Back Redeemable	BUY_BACK
Calibrate Screen	CALIBRATE_SCREEN
Cancel	CANCEL
Cancel Tim	CANCEL_TIM
Cashier End of Session	CASHIER_EOS
Cashier Session	CASHIER_SESSION
Change Deposit	CHANGE_DEPOSIT
Change Quantity	CHANGE_QTY
Clear	CLEAR
Clear AICCS Reports	CLEAR_ALL
Clear Totals	CLEAR_TOTALS
Clock In	CLOCK_IN
Clock In/Out	CLOCK_IN_OUT
Clock Out	CLOCK_OUT
Collections	COLLECTIONS
Complete End of Day	COMPLETE_EOD

Available Menu Options pane

## Assign business logic pane

The Assign Business Logic pane is displayed when the Menu Options tab is selected. This pane displays the following columns:



### Assign Business Logic pane

- **Assigned Security Roles** column – Displays the assigned security roles for the selected menu option.
- **Assigned Business Rules** column – Displays the assigned business roles for the selected menu option.

The Assign Business Logic also allows you to add and remove security roles and business rules to a menu option.

## Define menu option pane

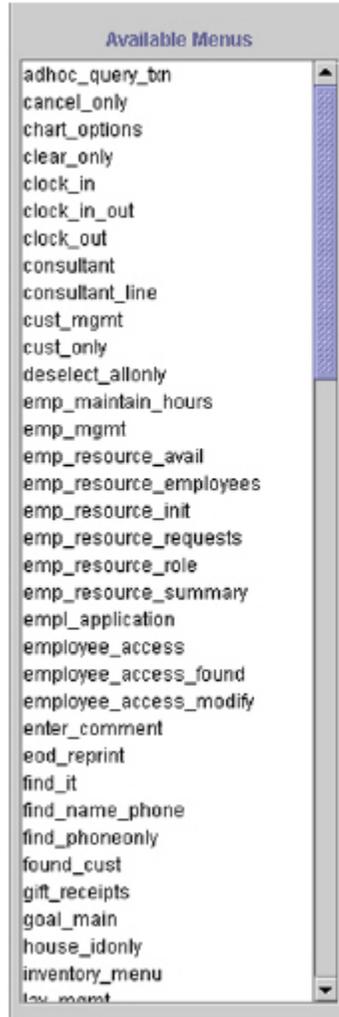
The Define Menu Option pane is displayed when the Menu Options tab is selected. This pane displays information regarding the selected menu option on the Available Menu Option pane. The Define Menu Option displays the following information:

### Define Menu Option pane

- **Command**—displays the command name of the menu option selected in the Available Menu Options pane. You cannot change a command. You must delete the old command and create a new one.
- **Label**—displays the label name of the menu option selected in the Available Menu Options pane. The label name is the text that appears on the button.
- **View**—select to view the label name and button as it would appear in RPOS. The label name and button are displayed in the default theme. Themes can be changed in the configuration files.
- **Font**—select to change the typeface, color, size, and appearance of the label name as it appears on the button. Changing the appearance of the text does not persist. This option allows you to view the appearance of the text based on your changes. You will have to make modifications to the appropriate configuration file for the changes to persist.
- **Available Off-Line**—allows you to make a menu option available when the application is in off-line mode. Menu options that are mission critical should be made available during offline activities. It is recommended that menu options that require the backend should not be made available in off-line mode.
- **Always update this resource bundle**—allows you to update the resource bundle with modifications and new menu options.

### Available menu pane

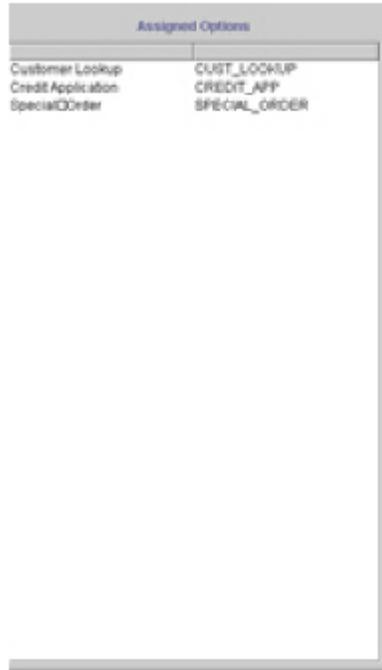
The Available Menu pane is displayed when the Menu tab is selected. The pane displays the available menus in the RPOS application. Selecting a menu in the Available Menu pane displays the menu options that are assigned to the selected menu in the Assigned Options pane.



### Available Menu pane

### Assigned options pane

The Assigned Options pane is displayed when the Menus tab is selected. This pane displays a list of menu options assigned to the selected menu.



**Assigned Options pane**

### Generate menu helper pane

The Generate Menu Helper pane is displayed when the Generate Menu Helper tab is selected. This pane displays the source code and provides a list of all the menus as constants.



**Generate Menu Helper pane**

---

## Create a new menu option

To create a new menu option:

1. Select File>New Menu Option.  
OR  
Click **New Menu Option**. The fields in the Define Menu Options pane are active.
2. In the Command field, type the command name of the new menu option.
3. In the Label field, type the label of the new menu option.
4. If you want the menu option to be available in off-line mode, click **Available Off-line**.
5. If you want to update the resource bundle after you save or make modifications to the menu option, click **Always Update this Resource Bundle**.
6. Select File>Save Menu Option.  
OR  
Click **Save Menu Option**.

## Assign business logic

The Menu Options module allows you to add business logic to new and existing menu options. The following is a list of business logic that can be added to a menu option:

- Business rules
- Security rules

## Assign business rules

To assign a business rule to a menu option:

1. Select a menu option from the Available Menu Option pane. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Assign Business Logic pane, click the Add Rule button. The Select Rule of Menu Option dialog box is displayed.
3. On the Select Rule of Menu Option dialog box, drill down and select the desired business rule.
4. Click **OK**. The selected business rule appears in the Assigned Business Rules column.
5. Repeat steps 2-4 to assign more business rules to the menu option.

## Assign security roles

The Menu Options model allows you to assign security roles to menu options. Security roles allow you to customize the RPOS application based on your users. A user must meet the defined security role to be privy to certain menus and menu options.

Security roles are configurable. The RPOS application has the following predefined security roles:

- Manager
- Assistant Manager
- Sales Associate
- Cashier

To assign a security role to a menu option:

1. Select a menu option from the Available Menu Option pane. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Assign Business Logic pane, click **Add Role**. The Choose Security Role dialog box is displayed with a list of available security roles.
3. On the Choose Security Role dialog box, select a security role.
4. Click **OK**. The selected security role appears in the Assigned Security Roles column.
5. Repeat steps 2-4 to assign more security roles to the menu option.

## Delete menu option

The Menu Options module allows you to delete menu options. Deleting a menu option removes the menu option entirely from the system. It is recommended that you unassign a menu option from a menu instead of deleting the option. By unassigning the menu option, you have not removed it from the system, and you can assign the menu option to a menu at a later time.

To delete a menu option:

1. Select a menu option from the Available Menu Option pane. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. Select Edit>Delete Menu Option.  
OR  
Click **Delete Menu Option**. The Delete Menu Option dialog box is displayed.
3. On the Delete Menu Option dialog box, click **OK**. The menu option is removed from the system and no longer displayed in any of the panes.

## Remove business logic

The Menu Options module allows you to remove business logic to new and existing menu options. The following is a list of business logic that can be removed to a menu option:

- Business rules
- Security rules

## Remove business rules

To remove a business rule to a menu option:

1. Select a menu option from the Available Menu Option pane. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Assign Business Logic pane, select a business rule from the Assigned Business Rules column.
3. Click **Remove Rule**.
4. The selected business rule is removed from the Assigned Business Rules column.
5. Repeat steps 2-4 to assign more business rules to the menu option.

## Remove security roles

To remove a security role to a menu option:

1. Select a menu option from the Available Menu Option pane. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Assign Business Logic pane, select a security role from the Assigned Security Roles column.
3. Click **Remove Role**.
4. The selected security role is removed from the Assigned Security Roles column.
5. Repeat steps 2-4 to assign more security roles to the menu option.

## Define menu options

The Menu Options module allows you to define properties of new and existing menu options. The following is a list of menu option properties that you can change:

- Label name
- Label appearance
- Off-line availability
- Automatically update resource bundles

## Modify label name

The label name is the text that appears on a menu option in RPOS. To modify the label name:

1. On the Available Menu Options pane, select a menu option. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Label field, select the existing label name.
3. Type the new label name and press **Enter**.

## Modify label appearance

The label name is the text that appears on the menu option in RPOS. Using the Menu Options module, you can change the typeface, color, type size, and style of the label name as it would appear on the menu button in RPOS. Changing the appearance of the label does not persist. The Menu Options module allows you to view the appearance of the text based on your changes. To actually change the appearance of a label in RPOS, you will need to make modifications to the appropriate configuration file.

To modify the appearance of a label:

1. On the Available Menu Options pane, select a menu option. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. Click **Font**. The Select Font dialog box is displayed.

**Note:** The Select Font dialog box displays changes made to the appearance of the label as you make the changes.

3. Select the desired type face. Drag the menu bar down to view more type face options.
4. Select the desired type size.
5. Select the desired style of type.
6. Select the desired color of the type.
7. After making all the modifications to the appearance of the label, click **OK**.

## View a menu option

The View button allows you to view a menu option as it would appear in RPOS.

To view a menu option:

1. On the Available Menu Options pane, select a menu option. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. Click **View**. The View Button dialog box is displayed. The menu option is displayed as a RPOS menu button.
3. Select Menu>Save Menu Option.  
OR  
Click **Save Menu Option**.

## Modify off-line availability

The Menu Options module allows you to designate which menu options will be available when the RPOS system is in off-line mode. Menu options that are mission critical should be made available during off-line activities.

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---

**Note:** It is recommended that menu options that require the backend should not be made available when the RPOS system is in off-line mode.

---

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To modify the off-line availability of a menu option:

1. On the Available Menu Options pane, select a menu option. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Define Menu Option pane, click **Available Off-line**.
3. Select Menu>Save Menu Option.  
OR  
Click **Save Menu Option**.

## Update resource bundles

To automatically update the resource bundles:

1. On the Available Menu Options pane, select a menu option. The menu option's information is displayed in the Define Menu Option and Assign Business Logic panes.
2. In the Define Menu Option pane, click **Always update this resource bundle**.
3. Select Menu>Save Menu Option.  
OR  
Click **Save Menu Option**.

## Create a new menu

To create a new menu:

1. Click **Menus**.
2. Select File>New Menu.  
OR  
Click **New Menu**.
3. In the Name field, type the name of the new menu.
4. To save the menu, select File>Save Menu.  
OR  
Click **Save Menu**.

## Assign menu options to a menu

To assign a menu option to a menu:

1. Click the **Menus** tab.
2. From the Available Menus pane, select the appropriate menu.
3. From the Available Menu Options pane, select the appropriate menu option.
4. Select the Add Menu Option button. The selected menu option is displayed in the Assigned Options pane.
5. Click **Move Up** and **Move Down** to arrange the way the menu options will display on the RPOS applet.

## Arrange menu options

The Menu Options module allows you arrange menu options after you have assigned them to a menu. Arranging menu options affects the order in which they will appear when you run RPOS. The Assigned Options pane displays the menu options in the order in which they will appear when you run RPOS.

To arrange menu options on a menu:

1. Select the **Menus** tab.
2. From the Available Menus pane, select the appropriate menu. The menu options assigned to the selected menu are displayed in the Assigned Options pane.
3. From the Assigned Options pane, select the menu option you wish to move up or down.
4. To move the menu option up in order of appearance, click **Move Up** until the menu option is in the order you desire.  
OR  
To move the menu option down in the order of appearance, click **Move Down** until the menu option is in the order you desire.
5. Repeat steps 3-4 to arrange other menu options on the same menu.

## Remove a menu option from a menu

To remove a menu option to a menu:

1. Click the **Menus** tab.
2. From the Available Menus pane, select the appropriate menu.
3. From the Available Menu Options pane, select the appropriate menu option.
4. Select **Remove Menu Option**. The selected menu option is removed from the Assigned Options pane.

## Delete a menu

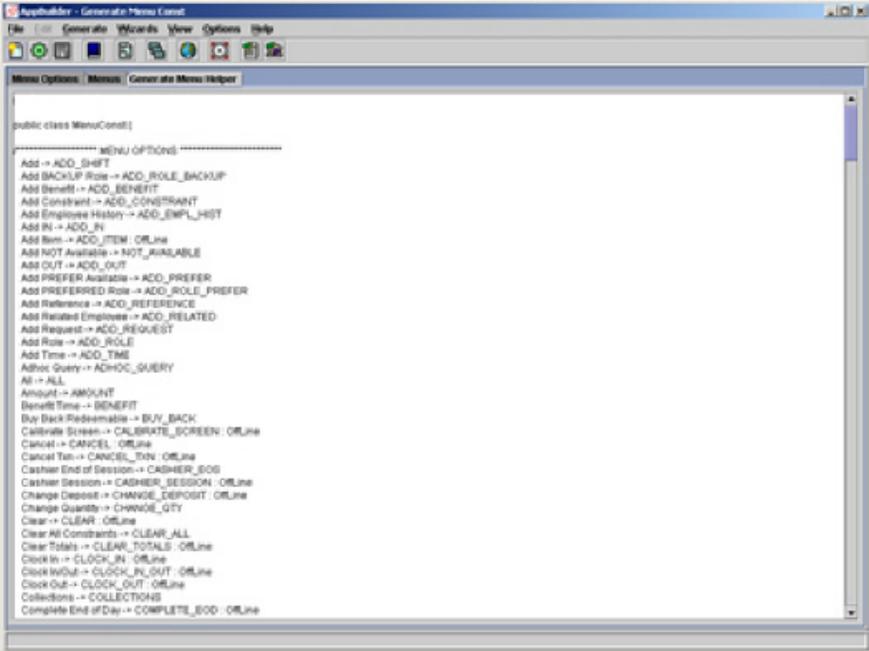
The Menu Options module allows you to delete a menu. Deleting a menu removes the menu entirely from the system. Deleting a menu is not recommended.

To delete a menu:

1. Click the **Menus** tab.
2. From the Available Menus pane, select the appropriate menu.
3. Select Edit>Delete Menu.  
OR  
Click **Delete Menu**. The Delete Menu Option dialog box is displayed.
4. On the Delete Menu Option dialog box, click **OK**.

## Generate menu helper

The Generate Menu Helper tab allows you to view and generate source code, and it provides you with a list of all the menus as constants. The Generate Menu Helper tab is beneficial for modifying and creating menus. The figure below shows the Menu Options workspace when the Generate Menu Helper tab is selected.



```

public class MenuConst{

    MENU OPTIONS
    -----
    Add -> ADD_SHIFT
    Add BACKUP Role -> ADD_ROLE_BACKUP
    Add Benefit -> ADD_BENEFIT
    Add Constraint -> ADD_CONSTRAINT
    Add Employee History -> ADD_EMPL_HIST
    Add IN -> ADD_IN
    Add Item -> ADD_ITEM_ORLine
    Add NOT Available -> NOT_AVAILABLE
    Add OUT -> ADD_OUT
    Add PREFER Available -> ACO_PREFER
    Add PREFERRED Role -> ACO_ROLE_PREFER
    Add Reference -> ACO_REFERENCE
    Add Related Employee -> ACO_RELATED
    Add Request -> ACO_REQUEST
    Add Role -> ADD_ROLE
    Add Time -> ADD_TIME
    Add User Query -> ACO_QUERY
    All -> ALL
    Amount -> AMOUNT
    Benefit Time -> BENEFIT
    Buy Back Redeemable -> BUY_BACK
    Calculate Screen -> CALCULATE_SCREEN_ORLine
    Cancel -> CANCEL_ORLine
    Cancel Tax -> CANCEL_TAX_ORLine
    Cashier End of Session -> CASHIER_EOS
    Cashier Session -> CASHIER_SESSION_ORLine
    Change Deposit -> CHANGE_DEPOSIT_ORLine
    Change Quantity -> CHANGE_QTY
    Clear -> CLEAR_ORLine
    Clear All Constraints -> CLEAR_ALL
    Clear Totals -> CLEAR_TOTALS_ORLine
    Clock In -> CLOCK_IN_ORLine
    Clock W/O -> CLOCK_IN_OUT_ORLine
    Clock Out -> CLOCK_OUT_ORLine
    Collections -> COLLECTIONS
    Complete End of Day -> COMPLETE_EOD_ORLine
  
```

Generate Menu Helper tab

## Generate menu helper tab menu options

The menu options for the File menu and Edit menu are specific to the Generate Menu Helper tab. The following File menu options are available when the Generate Menu Helper tab is selected:

- **New Menu Const\*** – Allows you to create a new menu constant.
- **Compile Menu Const\*** – Allows you to compile the code for a menu constant.
- **Save Menu Const\*** – Allows you to save a menu constant.
- **Close** – Closes the active window.
- **Exit** – Closes all open windows and exits Application Builder.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

The Edit menu is not active when the Generate Menu Helper tab is selected.

## Generate menu helper tab toolbar and command buttons

The Menu Option toolbars vary depending on the selected tab. Command buttons that appear on the toolbar correspond with the File menu option. The following is a list of command buttons that appear on the Menu Options toolbar when the Generate Menu Helper tab is selected:



### Toolbar and command buttons when the Menus tab is selected

- **New Menu Const\*** – Allows you to create a new menu constant.
- **Compile Menu Const\*** – Allows you to compile the code for a menu constant.
- **Save Menu Const\*** – Allows you to save a menu constant.
- **Business Rules Repository** – Opens the Business Rules Repository module.
- **Design Applet Model** – Opens the Design Applet Model module.
- **Menu Options** – Opens the Menu Options module.
- **Resource Bundles** – Opens the Resource Bundles module.
- **Launch Receipt Architect** – Starts RPOS Tools Receipt/Report Builder.
- **Launch Merchandise Manager** – Starts the Merchandise Administrator application.

---

**Note:** Command buttons marked with an asterisk (\*) have corresponding menu options.

---

## Generate menu helper tab pane

When the Generate Menu Helper tab is selected, the only pane available is the Generate Menu Helper pane.

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## Resource bundles

### Resource bundles

The Resource Bundles module allows you to bundle information for internationalization resourcing. Resource bundles are specific to language localization. The Oracle Retail® Point-of-Service™ (RPOS) application can be customized for any language by modifying the key-value pairs in the resource bundles. The RPOS graphical-user interface (GUI) uses keys that have a value that displays information on the RPOS windows.

---

---

**Note:** A list of available resource bundles is located in the `client_master.cfg` file. The source path for resource bundles is located at `com/rpos/util`. RPOS automatically loads all resource bundles.

---

---

You can perform the following tasks using the Resource Bundles module:

- Create a new resource bundle
- Modify an existing resource bundle
- Add a new key-value pair
- Modify an existing key-value pair
- Delete a key-value pair
- Update a resource bundle
- Search within a resource bundle
- Delete a resource bundle

To access the Resource Bundle module:

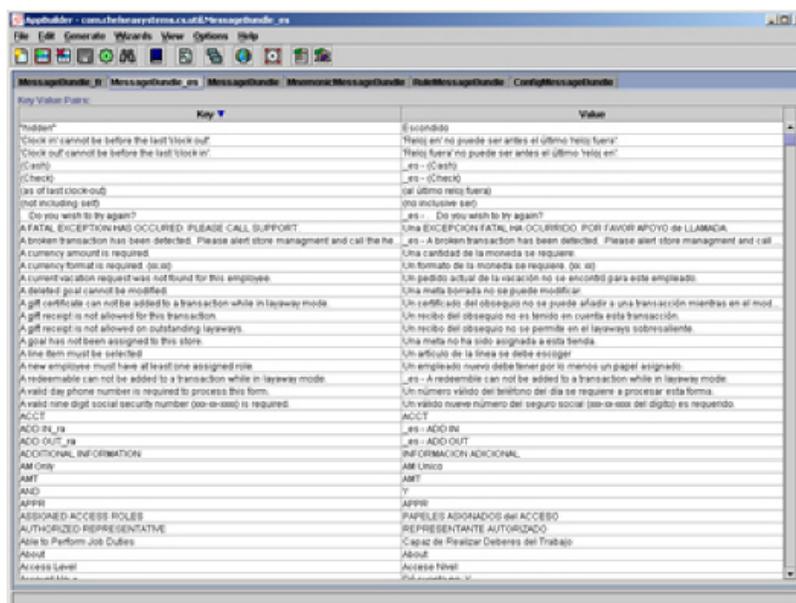
- Select View>Resource Bundles.  
OR  
Click **Resource Bundles**. The Resource Bundles window is displayed.



**Resource Bundles button**

## Resource bundles workspace overview

The Resource Bundles workspace consists of a single pane and multiple tabs that allow you to view and work with resource bundles. The menu options available on the File menu and Edit menu and some command buttons on the toolbar are specific to working with resource bundles.



Resource Bundles workspace

## Menu options

The menu options on the File menu and Edit menu in the Resource Bundles module are specific to this module. The remaining menus and menu options are the same regardless of the module.

### File menu options

The following File menu options are available when working in the Resource Bundles module:

**New Bundle\*** – Creates a new resource bundle.

**Save Bundle\*** – Saves the active resource bundle.

**Compile Bundle\*** – Compiles a resource bundle.

**Delete Bundle\*** – Deletes a resource bundle.

**Close** – Closes active window.

**Exit** – Closes all open windows and exits Application Builder.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

## Edit menu options

The following Edit menu options are available when working in the Resource Bundles module:

**Insert Key\*** – Inserts a key-value pair to a resource bundle.

**Delete Key\*** – Deletes a key-value pair from a resource bundle.

**Update** – Updates the Resource Bundles window.

**Find** – Allows you to search and find a resource.

---

**Note:** Menu options marked with an asterisk (\*) have corresponding command buttons available on the toolbar.

---

## Toolbar and command buttons

The Resource Bundles toolbar varies from all other toolbars. Command buttons that appear on the toolbar correspond with the File menu and Edit menu options. The following is a list of command buttons that appear on the Resource Bundles toolbar:



### Resource Bundles toolbar

**New Resource Bundle\*** – Creates a new resource bundle.

**Insert New Key-Value Pair\*** – Inserts a key-value pair to a resource bundle.

**Delete Key-Value Pair\*** – Deletes a key-value pair from a resource bundle.

**Save Resource Bundle\*** – Saves the active resource bundle.

**Compile Resource Bundle** – Compiles a resource bundle.

**Find Resource Bundle\*** – Allows you to search and find a resource.

**Business Rules Repository** – Opens the Business Rules Repository module.

**Design Applet Model** – Opens the Design Applet Model module.

**Menu Options** – Opens the Menu Options module.

**Resource Bundles** – Opens the Resource Bundles module.

**Launch Receipt Architect** – Starts RPOS Tools Receipt/Report Builder.

**Launch Merchandise Manager** – Starts the Merchandise Administrator application.

## Panes

The Resource Bundles workspace is made up of a single pane with multiple tabs that changes the information displayed on the pane. The Key-Value Pairs pane allows you to view and work with RPOS resource bundles.

The Key-Value Pairs pane has tabs for each resource bundle in the system. Selecting a tab allows you to view the selected resource bundle. When a new resource bundle is created, a tab is added.

Key	Value
{}:arch'	{:arch'
{}:lock in cannot be before the last {}:lock out	{:lockage item ne peut pas être avant le dernier {}:lockage item
{}:lock out cannot be before the last {}:lock in	{:lockage item ne peut pas être avant le dernier {}:lockage item
{}:cash	{: - (Cash)
{}:check	{: - (Check)
{}:as of last clock out	{:dernier dernier {}:lockage item
{}:not including self	{:pas y compris soi
{}: Do you wish to try again?	{: - Do you wish to try again?
A FATAL EXCEPTION HAS OCCURRED PLEASE CALL SUPPORT	UNE EXCEPTION FATALE A ARRIVE. SI VOUS PLEUT LE SOUTIEN D'APPEL.
A broken transaction has been detected. Please alert store management and call the hel	{: - A broken transaction has been detected. Please alert store management and call the
A currency amount is required	Une quantité de monnaie est exigée.
A currency format is required. (0=0)	Un format de monnaie est exigé. (0=0)
A current vacation request was not found for this employee.	Une demande de vacances actuelle n'est pas trouvée pour cet employé.
A deleted goal cannot be modified	Un but effacé ne peut pas être modifié.
A gift certificate can not be added to a transaction while in loyalty mode	Un certificat de don ne peut pas être ajouté à une transaction pendant que dans le mod.
A gift receipt is not allowed for this transaction	Un reçu de don n'est pas permis sur cette transaction.
A gift receipt is not allowed on replenishing inventory	Un reçu de don n'est pas permis sur les recharges de marchandises.
A goal has not been assigned to this store	Un but n'a pas été assigné à ce magasin.
A line item must be selected	Un article de ligne doit être choisi.
A new employee must have at least one assigned role	Un nouvel employé doit avoir au moins un rôle assigné.
A representative can not be added to a transaction while in loyalty mode	{: - A representative can not be added to a transaction while in loyalty mode.
A valid line digit social security number (ssn-sss) is required.	Un valide neuf de numéro de sécurité sociale de chiffre (ssn-sss) est exigé.
ACC'	{:ACC'
ACC IN'	{: - ACC IN'
ACC OUT'	{: - ACC OUT'
ADDITIONAL INFORMATION	{:Information supplémentaire
add Only	{:Ajout Seul
add	{:Ajout
add	{:Ajout
add	{:Ajout
ASSIGNED ACCESS ROLES	ROLES LES ROLES D'ACCES
AUTHORIZED REPRESENTATIVE	AUTORISE LE REPRESENTANT
able to Perform Job Duties	Capable d'Exécuter les Devoirs de Travail
about	{:à propos
Access Level	Le Niveau d'accès
ACCOUNT NO X	Expliquer le Numéro X

Key Value Pairs pane

## Create a new resource bundle

Creating a new resource bundle allows you to internationalize RPOS as needed. You can create a new resource bundle based on an existing resource bundle. The Resource Bundle module will append the values with the country code to help you manage the new resource bundle.

To create a new resource bundle:

1. Click the tab of the resource bundle you would like to base the new resource bundle on. The Resource Bundles module will generate a new resource bundle based on the key-value pairs of the selected resource bundle.

2. Select File>New Bundle.

OR

Click **New Resource Bundle**. The Create New Resource Class dialog box is displayed. The classpath of the selected resource bundle is displayed in the Copy Keys From field.

3. In the Enter 2 Character Language Code field, type the language code for the new resource bundle.
4. In the Enter 2 Character Country Code field, type the country code for the new resource bundle.
5. If you want to prepend the values of the keys for the new resource bundle with the country code, click **Prepend Locale ID to Value**.
6. Click **OK**. The Resource Bundles module creates a tab for the new resource bundle.

## Work with key-value pair

### Create a new key-value pair

You can add a new key-value pair to a new or existing resource bundle. Creating a new resource bundle only adds the new resource bundle to only the selected resource bundle and not all resource bundles. After you create a new key-value pair, you can use the Update feature to update all resource bundles with the new key-value pair.

To create a new key-value pair:

1. Click the tab of the resource bundle you wish to add a new key-value pair to.
2. Select Edit>Insert Key.  
OR  
Click **Insert New Key-Value Pair**. The new key-value pair is added at the bottom of the Key-Value Pairs pane of the selected resource bundle. Scroll down to view the blank row.
3. In the Key column, type the new key.
4. In the Value column, type the new value.
5. To save the new key-value pair, select File>Save Bundle.  
OR  
Click **Save Resource Bundle**.

### Modify a key-value pair

To modify a key-value pair:

1. Click the tab of the resource bundle you wish to modify a new key-value pair from.
2. Select the key-value pair you wish to modify. The selected key-value pair is highlighted.
3. Modify the key, value, or both.
4. To modify more key-value pairs, repeat steps 2-3.
5. To save changes to the modified key-value pairs, select File>Save Bundle.  
OR  
Click **Save Resource Bundle**.

## Delete a key-value pair

To delete a key-value pair:

1. Click the tab of the resource bundle you wish to delete a new key-value pair from.
2. Select the key-value pair you wish to delete. The selected key-value pair is highlighted.
3. Select Edit>Delete Key.  
OR  
Click **Delete Key-Value Pair**. The Delete Key dialog box is displayed.
4. On the Delete Key dialog box, click **Yes**. The key-value pair is deleted from the resource bundle.

## Rearrange the order of the key-value pairs

By default, the key-value pairs are arranged in alphabetical order by keys. You can rearrange the order of the key-value pairs by either the keys or values.

To rearrange the order of the key-value pairs:

1. Click the tab of the resource bundle you wish to rearrange the order of the key-value pairs.
2. If you want to rearrange the order of the keys, click the error beside Key in the Key column.  
OR  
If you want to rearrange the order of the values, click the error beside Value in the Value column.

## Update a resource bundle

After you have made modifications to a resource bundle or the key-value pairs in the resource bundle, you will have to update the resource bundle. To update a resource bundle:

1. Click on the tab of the resource bundle you wish to update.
2. Select Edit>Update. The Select Resource Bundle File dialog box is displayed.
3. Select the resource bundle file that contains the keys you wish to update the selected resource bundle with.
4. If you want to prepend the updated resource bundle with the country code, select the Prepend Locale ID to Value button.
5. Click **OK**.

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## Search in a resource bundle

To search for a key or value in a research bundle:

1. Click the tab of the research bundle you wish to search in.
2. Select Edit>Find.  
OR  
Click **Find Resource**. The Find Resource dialog box is displayed.
3. Type the word or words you wish to search for.
4. In the Search area, click whether you want to search in the Key column, Value column, or both columns.
5. In the Directions area, click whether you want to search up or down the selected column or columns.
6. In the Look In area, click whether you want to search in the selected resource bundle or all resource bundles.
7. In the Options area, select the appropriate search criteria you wish to apply to your search.
8. Click **OK**. Application Builder begins the search based on your parameters and criteria.

## Compile a resource bundle

Compiling a resource bundle creates a class file from the source code to be used by RPOS.

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**Note:** Before you can save a resource bundle, you must save it first.

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To compile a resource bundle:

1. Click the tab of the resource bundle you wish to compile.  
OR  
If you are working in a resource bundle, save the resource bundle.
2. Select File>Compile.  
OR  
Click **Compile Resource Bundle**.

## Delete a resource bundle

Deleting a resource bundle removes the class file from the source code.

To delete a resource bundle.

1. Click the tab of the resource bundle you wish to delete.
2. Select File>Delete. The resource bundle is deleted from the system.