

## Rule GAW099 – Stay to Requirement

**Rules**

**Add new Rule**

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Apply when:\*

Subtask:\*

Standard GAWDBObject subtasks:  
 'C' - on object creation  
 'R' - before referential integrity  
 'i'/'I' - before/after insert  
 'u'/'U' - before/after update  
 'd'/'D' - before/after delete

Sequence:  (Controls the order in which rules will be applied for a given subtask)

Java class:\*

This is meant to act as a trigger to automatically add/update the corresponding requirement to the database whenever a stay reason starts and/or ends.

It is meant to be used **after insert of the stay location database file, after insert/after update of the stay reason database file**, and after insert of the stay attribute file (if defining attributes that must exist). The requirements to be added/updated are determined by the settings in the 'RULEPARMS' entry of the 'DEFAULTS' table. Valid properties are:

StayToRequire.loc=type/code  
 StayToRequire.loc.attribute=attribute type  
 StayToRequire.loc.initialStatus=requirement status  
 StayToRequire.loc.status=requirement status  
 StayToRequire.loc.status.releaseReason=requirement status  
 specifies all requirement type/codes to add/update as stays are started/ended.  
 loc is the uppercase location that the person is currently being placed.  
 attribute type is the stay attribute type that must exist for the rule to apply.  
 initialStatus is the requirement status to set when the requirement is added.  
 requirement status is the requirement status to set when the stay is ended or switched.  
 releaseReason is the release reason on the stay reasons record. It will override the default StayToRequire.loc.status entry for that specific release reason if specified.

NOTE: If the location changes to one that creates a different requirement, the existing requirement (for the old location) will be ended.

### Rule Setup:

Apply when	Sub-task	Seq	JAVA class
<a href="#">StayLocations</a>	I	7	<a href="#">equest.rules.StayToRequire</a>
<a href="#">StayReasons</a>	I	7	<a href="#">equest.rules.StayToRequire</a>
<a href="#">StayReasons</a>	U	7	<a href="#">equest.rules.StayToRequire</a>

Rule Parms:

StayToRequire.LOC.=type/code  
StayToRequire.LOC.attribute=attribute type  
StayToRequire.LOC.initialStatus=requirement status  
StayToRequire.LOC.status=requirement status  
StayToRequire.LOC.status.releaseReason=requirement status

To add a requirement when a facility stay location is added:  
StayToRequire.EM=prog/em

To end a requirement when a location stay reason is ended:  
StayToRequire.EM.status=DONE  
StayToRequire.EM.status.RTD=FAIL

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*When the facility stay ends it will update the requirement status to DONE.  
UNLESS the release reason is RTD, then it will update the requirement status to FAIL.*

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**Release**

End date/time:   Reason:  

By:  Thompson, Karlene

Requirement type: [Court Program](#)  
Requirement code: [Electronic Monitoring](#)  
Provider:    
Assigned date:   Start date:    
Scheduled end date:   New end date:    
Status:   Status date:  

See [Setting up Electronic Monitoring](#) for more information about adding a requirement from a facility stay, adding a fee from the requirement, and closing the requirement and fee requirement.