

Rule GAW141 – Stay to Case Assignment

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 case assignment 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 case assignment to be added/updated are determined by the settings in the 'RULEPARMS' entry of the 'DEFAULTS' table.

Valid properties are:

StayToCaseAssign.loc=person id

StayToCaseAssign.loc.attribute=attribute type

StayToCaseAssign.loc.role=assigned role

specifies all case assignment 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.

person id is the Quest person id for the person that should be assigned/ended.

assigned role is the role the person should be assigned on the case.

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

Rule Setup:

Apply when	Sub-task	Seq	JAVA class
StayLocations	I	8	equest.rules.StayToCaseAssign
StayReasons	I	8	equest.rules.StayToCaseAssign
StayReasons	U	8	equest.rules.StayToCaseAssign
StayAttributes	I	8	equest.rules.StayToCaseAssign

Rule Parms:

StayToCaseAssign.A=shaarm

StayToCaseAssign.A.role=DETD