

# Assign statutes to requirements?

## What it does:

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If you have adults in your Quest, you may want to configure this so you can add sentencing information for each count.

## Adding the table entry

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Menu | Tables | Generic Validation Tables | Defaults

Code: REQSTATUTES

Short description:\*

Long description:\*

Active:\*  Yes  No

### Notes:

```
# Should be *yes if the requirements can be assigned to statutes (instead of just cases). If this is anything but *yes, statutes won't be listed on the edit requirement and edit requirement case screens.
```

```
# If '*yes' is specified, you can set a flag here controlling whether requirements will accept cases only (C), statutes only (S) or both (B - default).
```

```
# You can override this setting for specific requirements by copying the below line to any specific requirement code.
```

```
allow=C
```