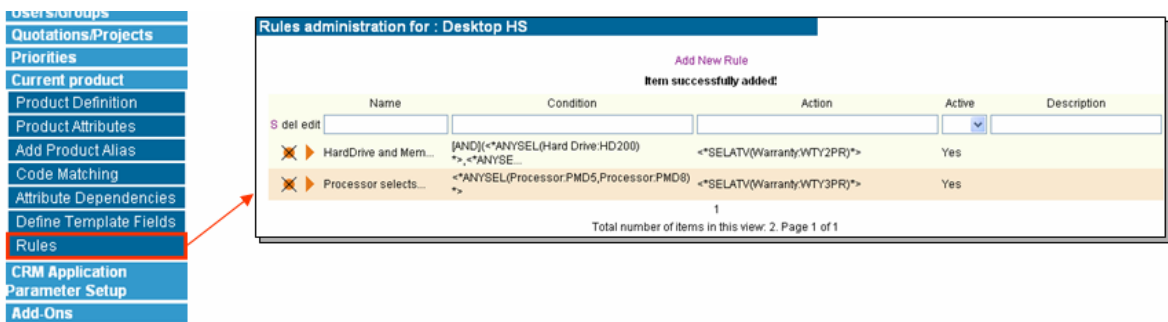


## RULES

Selecting the **Rules** link under the **Current Product** drop down will bring up the **Rules Administration** screen shown in Figure 32-1.



Rules administration for : Desktop HS

Add New Rule

Item successfully added:

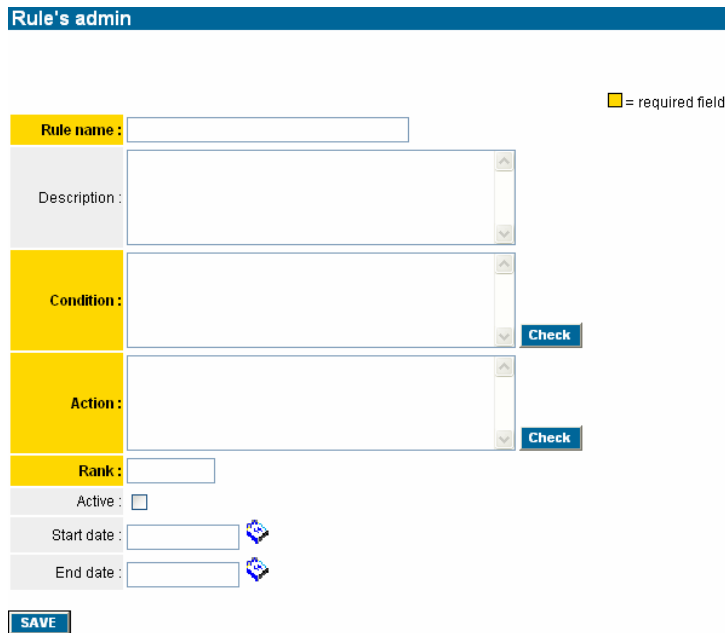
Name	Condition	Action	Active	Description
del edit <input type="text"/>	[AND]((*ANYSEL(Hard Drive:HD200) *,-,*ANYSE...	<*<SELATV(Warranty:WTY2PR)*>	Yes	
HardDrive and Mem...				
Processor selects...	<*<ANYSEL(Processor:PMD5,Processor:PMD8) *,-,*	<*<SELATV(Warranty:WTY3PR)*>	Yes	

1  
Total number of items in this view: 2. Page 1 of 1

Figure 32-1 – Rules Administration

Existing Rules can be deleted or editing by selecting the corresponding symbol next to the Rule Name. To add a new rule, click **Add New Rule** at the top of the page. A blank Rule's Definition page will be displayed as show in Figure 32-2.

To search for a Rule, enter the information into any field at the top of the page, then click the **S** to the left. Searches can be done using wildcards. “\_” represents any single character and “%” represents any character group. There are also some predefined actions: two characters it automatically searches for “xx%”, and three characters search for “%xxx%”. For example, searching for **nes** would result in **Nestor**, **Minestrone**, **Gitanes**, while searching for “ne” would find only **Nestor** from the same list.



Rule's admin

■ = required field

Rule name:

Description:

Condition:

Action:

Rank:

Active:

Start date:

End date:

Figure 32-2 – Adding new Rules

Fields highlighted in **Yellow** are required. Click the **Check** button next to the **Condition** and **Action** fields to bring up a Code Builder window (see Chapter 23). Click the **Save** button at the bottom of the screen to save the Rule and add it to the list of existing Rules. The Rule **Name** field is used to enter the name of the Rule. It is recommended to use associative names, such as SizeAndSurfaceCalcColor, or NoPotBlkAdjustingDoc. This makes it easier to find the Rule later if it needs to be searched for and edited.

The **Description** field can be used for additional explanations or notes.

The **Condition** field is used to restrict the Rule's execution for certain situations. Enter any conditioning string into the Condition field. If the evaluation of the string results in 1 (true), the Rule is applied, if result is 0 (false), the Rule is disabled. An empty Condition field is considered 1 (true). Click the **Check** button to bring up the Code Builder window.

The **Action** field is the action that takes place when the Rule is executed. Click the **Check** button to bring up the Code Builder window.

**Rank** determines the priority of Rules execution – lowest rank executes first, highest is the last. Since Non-integer Rank values are not accepted it is recommended to skip numbers (such as 1, 6, 11... or 10, 20, 30...) to allow for future insertion of new rules.

The **Active** check box manually turns the rule on or off. This is useful for diagnostic or testing purposes.

**Start Date** and **End Date** limit the Rule activity time – for example to allow special discount during Christmas or any other time of the year the appropriate dates are filled in.

Click the **Calendar** button next to the fields to bring up a calendar pop-up window to assist in choosing a date. Leaving both fields empty means the Rule is “on” without regard to any date.

**NOTE:** See Chapter 23 for more information on the Code Builder window.

The best way to create expressions for Rules is by using the Code Builder. This simplifies the process and helps ensure that the created expression is free of any syntax errors. When using the Code Builder window for creating Rule expressions, the window will display the two add-on boxes as shown in Figure 32-3.

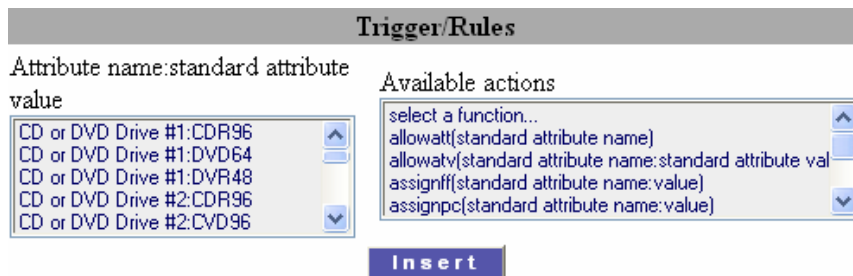


Figure 32-3 – Trigger/Rules boxes displayed in the Code Builder

To create an expression, select the Attribute Value from the left box and then select the action or function from the right box. Click the **Insert** button to add the created Tag to the expression in the main box. Depending on which function or action is chosen, the Attribute or the Attribute Value may be included in the tag. Functions or actions with the suffix **att** apply to an Attribute, while those with the suffix **atv** apply to an Attribute Value.

**NOTE:** Appendix A contains a list and descriptions of all Tags available for Rule expressions.

For example, the following expression would be created for a Rule needing to state that when the value **Blue** in the attribute **Color** is selected, then select the value **Red** from the attribute **Color** and the value **High** from the attribute **Level**:

In the **Condition** field: using the Code Builder or manually, enter

**<\*ANYSEL(Color:Blue)\*>**

This will return TRUE when Blue is selected from the attribute Color. Once the Condition field returns a value of TRUE, the system looks at the Action field and runs that code.

The Action field contains: using the Code Builder or manually, enter

**<\*SELATV(Level:high)\*>; <\*SELATV(Color:Red)\*>**

or

**<\*SELATV(Level:high,Color:Red)\*>**

This tells the system to set the Attribute Value of the attribute Level to High and the Attribute Value of the attribute Color to Red. Both statements are correct. One statement may work better in a certain situation depending on the rest of the expression.

Make sure the **Active** check box is checked in order for the system to follow that Rule.