

Collaborative Systems Engineering

- RX9 - CD9 -CS9 - RM9 -



Multi Hooking Guide – V1

BPA Delivery 7 for V5R19 (V5.7)

Modification Tracking

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1. Introduction

This document describes the multi hooking for the four BPA CD9, CS9, RM9 and RX9.

Sometimes you need to hook at least two scripts for the same operation. In that case you have to use the common scripts embedded inside common.bs script file.

The table below describes the target of every common script. Of course that list is not exhaustive and you might create new multi hooks for others functions.

1.1. Related Documentation

- Collaborative Systems Engineering – Data Model Documentation (CSE_DataModelDocumentation_R19D7.doc)

1.2. Definitions

Glossary

Acronym	Definition
BPA	Business Process Accelerator
CSE	Collaborative System Engineering
CD9	Composite Document Generation
CS9	Collaborative Systems Management and Trceability
RM9	Requirement Management
RX9	Requirement XML Edition

Table 1 - Acronyms

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2. Collaborative Systems Engineering Multi Hooking

2.1. Scripts definition

Name	Description
BF_ADD_UPD_DEL_H_L_LINK	Hook before the ADD, the UPDATE and the DELETE of logical or hierarchical link to add on objects potentially linked to a Baseline. This is to verify the rule on links. (For example, if the Baseline is frozen, nothing can be done).
BF_ADD_DEL_REQ_REQ_RELATION	This hook insert the hook BF_ADD_UPD_DEL_H_L_LINK (There is other actions to do for Requirements logical links in other contexts). BF_ADD_LLINK_TO_BASELINE : Hook before the ADD of a logical link to a Baseline. It is to check the Baseline rules. (For example it is forbidden to link objects to a frozen Baseline).
BF_ADD_LLINK_TO_BASELINE	Hook before the ADD of a logical link to a Baseline. It is to check the Baseline rules. (For example it is forbidden to link objects to a frozen Baseline).
BF_DEL_LLINK_TO_BASELINE	Hook before the DELETE of a logical link to a Baseline. It is to check the Baseline rules. (For example it is forbidden to delete link objects to a frozen Baseline).
BF_ADD_DEL_REQ_FL_RELATION	This hook insert the hook BF_ADD_UPD_DEL_H_L_LINK (There is other actions to do for logical links Req/Functions or Req/Systems in other contexts). BF_ADD_LLINK_TO_BASELINE : Hook before the ADD of a logical link to a Baseline. It is to check the Baseline rules. (For example it is forbidden to link objects to a frozen Baseline).

2.2. Scripts multihooking

Function	Hooks	Type	Implementation
Common1	<u>CSE HA:</u> ExecuteSaveObjectAsGlobal <u>CSE XML:</u> ForbideTheUpdatingOfANOrCOObject	Trigger	N/A
BF_DEL_HLINK_TREE	<u>STBPSecureAdd:</u> SecuredDeleteHierLink_Before <u>CSE XML:</u> CheckTheFatherStateBeforeDeleteLink <u>CSE CMN:</u> BF_ADD_UPD_DEL_H_L_LINK	Trigger	Operation = Delete Stage = Before Class = Requirements Tree (REQUIR_TREE) Class = IVVQ Tree (IVVQ_TREE)
BF_ADD_HLink_Requirements	<u>STBPSecureAdd:</u> SecuredAddHierLink_BeforeAdd <u>CSE XML:</u> ForbideCreationLinkToCIOOrObject <u>CSE RM:</u> BF_ADD_HLink_Requirements_Tree	Trigger	Operation = Add Stage = Before Class = Requirements Tree (REQUIR_TREE)

	CSE_CMN: BF_ADD_HLink_CheckMonoParent BF_ADD_UPD_DEL_H_L_LINK		
Common4	CSE_HA: ExecuteCreateNewERObject (Electronic Record) CSE_XML: CheckTheFatherStateBeforeDeleteObject	Trigger	Operation = Add Stage = After Operation = Add as Copy Stage = After Operation = Delete Stage = Before Operation = Update Stage = After et Before Class = Requirements Tree (REQUIR_TREE)
Common6	CSE_RM: MarkLinksToObjectAsSuspect CSE_XML: CSEXML TRG SCRIPT 01	Trigger	N/A
BF_DEL_REQUIREMENTS	CSE_HA: ExecuteCreateNewERObject CSE_XML: CheckTheFatherStateBeforeDeleteObject CSE_CMN: BF_DEL_UPD_OBJ_LINKED_WITH_BASELINES	Trigger	Operation = Delete Stage = Before Class = Requirements (TN_REQUIREMENTS)
BF_UPD_REQUIREMENTS	CSE_HA: ExecuteSaveObjectAsGlobal CSE_XML: ForbideTheUpdatingOfANorCOObject CSE_CMN: BF_DEL_UPD_OBJ_LINKED_WITH_BASELINES	Trigger	Operation = Update Stage = Before Class = Requirements (TN_REQUIREMENTS)
AFT_RETR_REQUIREMENTS	CSE_CMN: DoNotDisplayHiddenObjects AFT_RETR_BASELINETrigger	Trigger	Operation = Retrieve objects Stage = After Class = Requirements (TN_REQUIREMENTS)
BF_DEL_BaselinedObject	CSE_XML: CheckTheFatherStateBeforeDeleteObject CSE_CMN: BF_DEL_UPD_OBJ_LINKED_WITH_BASELINES	Trigger	Operation = Delete Stage = Before Class = IVVQ (TN_IVVQ) Class = Systems (TN_SYSTEMS) Class = Functions (TN_FUNCTIONS)
BF_UPD_BaselinedObject	CSE_XML: ForbideTheUpdatingOfANorCOObject CSE_CMN: BF_DEL_UPD_OBJ_LINKED_WITH_BASELINES	Trigger	Operation = Update Stage = Before Class = IVVQ (TN_IVVQ) Class = Systems (TN_SYSTEMS) Class = Functions (TN_FUNCTIONS)
AFT_RETR_Object	CSE_CMN: DoNotDisplayHiddenObjects CSE_CMN: AFT_RETR_OBJECTS_FOR_BASELINE	Trigger	Operation = Retrieve objects Stage = After Class = IVVQ (TN_IVVQ) Class = Systems (TN_SYSTEMS) Class = Functions (TN_FUNCTIONS)
BF_ADD_HLink	STBPSecureAdd: SecuredAddHierLink_BeforeAdd CSE_CMN: BF_ADD_HLink_CheckMonoParent BF_ADD_UPD_DEL_H_L_LINK	Trigger	Operation = Add Stage = Before Class = Systems Tree (SYSTEMS_TREE) Class = Functions Tree (FUNCTIONS_TREE) Class = IVVQ Tree (TN_IVVQ)
BF_DEL_HLINK_Systems	STBPSecureAdd: SecuredDeleteHierLink_Before CSE_CMN: BF_ADD_UPD_DEL_H_L_LINK	Trigger	Operation = Delete Stage = Before Class = Systems Tree (SYSTEMS_TREE)
BF_ADD_DEL_REQ_REQ_RELATION	CSE_CMN: Before_LinkDecision BF_ADD_UPD_DEL_H_L_LINK	Trigger	Operation = Add Stage = Before Operation = Delete Stage = Before Class = Requirements

			Requirements Relati (TN_LINK_00401)
BF_ADD_DEL_H_L_LINK_ TREE	<u>CSE CMN:</u> Before_LinkDecision BF_ADD_UPD_DEL_H_L_LINK	Trigger	Operation = Add Stage = Before Operation = Delete Stage = Before Class = IVVQ Requirements Relation (TN_LINK_00531)