Generating Server Maps for OCM

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Editor's Note: *The Object Configuration Manager (OCM) mappings are the lifeline of your EnterpriseOne system. The Object Configuration Master Table (F986101) contains all of the mappings that basically tell the system where to get the data and where to run processes such as business functions and batch jobs (UBE). It is very important that these mappings are accurate and maintained properly. Most people focus on the mappings that affect the client and then use SQL or manual methods to populate the server maps. This article will show how to make the process easier and tell you what to watch out for when doing it.*

Introduction

First, one needs to understand that there are different places that the Object Configuration Master is stored. The main one is in the System Data Source. It contains the mappings that are used by the clients, including both fat and thin clients. The mappings tell the system where to run batch jobs, where the data is located, and where to run business functions. The same table also exists in the server map for each server you have in your system. The data source for the server map is usually a server name followed by "– B7333 Server Map" or "– B7334 Server Map".

When a business function or UBE object is directed to a server by the client set of mappings, the object retrieves the server map for the server it is running on to determine where to get the data. It's important that for a given environment, the client mappings and server mappings are in sync; if not, unpredictable results will occur.

Whether you have a new environment or are maintaining an existing environment, you normally make changes to the mappings that affect the clients. That is always the starting point. The question then is how to duplicate that for the server map. If you know the tables involved, you can use SQL or some other form of copying to do this. You can copy one environment's mappings to another one, changing the appropriate values to match the new environment, but that is very tedious and can lead to mistakes. People will tend to closely watch the client results and sometimes forget about the server access. Believe me when I say that there's nothing worse than discovering that a job is running on a server and using the wrong data or not the data you would expect. You will be in for all kinds of surprises if your batch jobs are updating different data sources than your client jobs for the same environment.

The other common method of updating the server map is to enter the mappings manually. You match the server mapping to the client mapping and then duplicate it for each server map that needs it. This works, but can be a lot of busy work, especially if you have a lot of environments and/or server maps.

Both of these situations can be avoided by using a single button in EnterpriseOne. Some people are unaware that this button exists and others are afraid of what it might do or of any hidden problems. Let's explore what this button does and how to use it plus a few things to be cautious or aware of.

Generate Svr Map Button

First, let's navigate to the application this button exists in. As is seen in Figure 1, go to menu GH9083 – Package and Deployment Tools. The application is P9654A, Machine Identification.

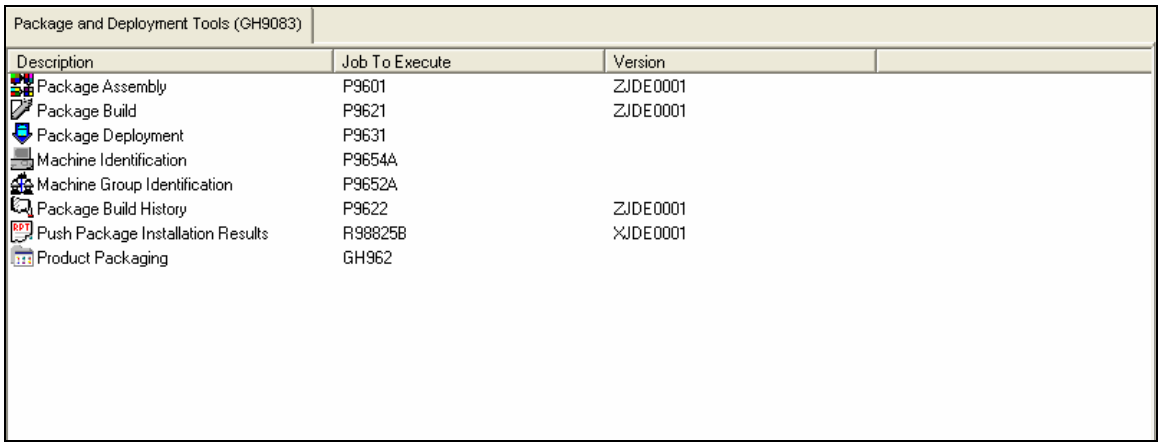

Figure 1 - Package and Deployment Tools menu

Once you are in the application, you will see the screen shown in Figure 2.

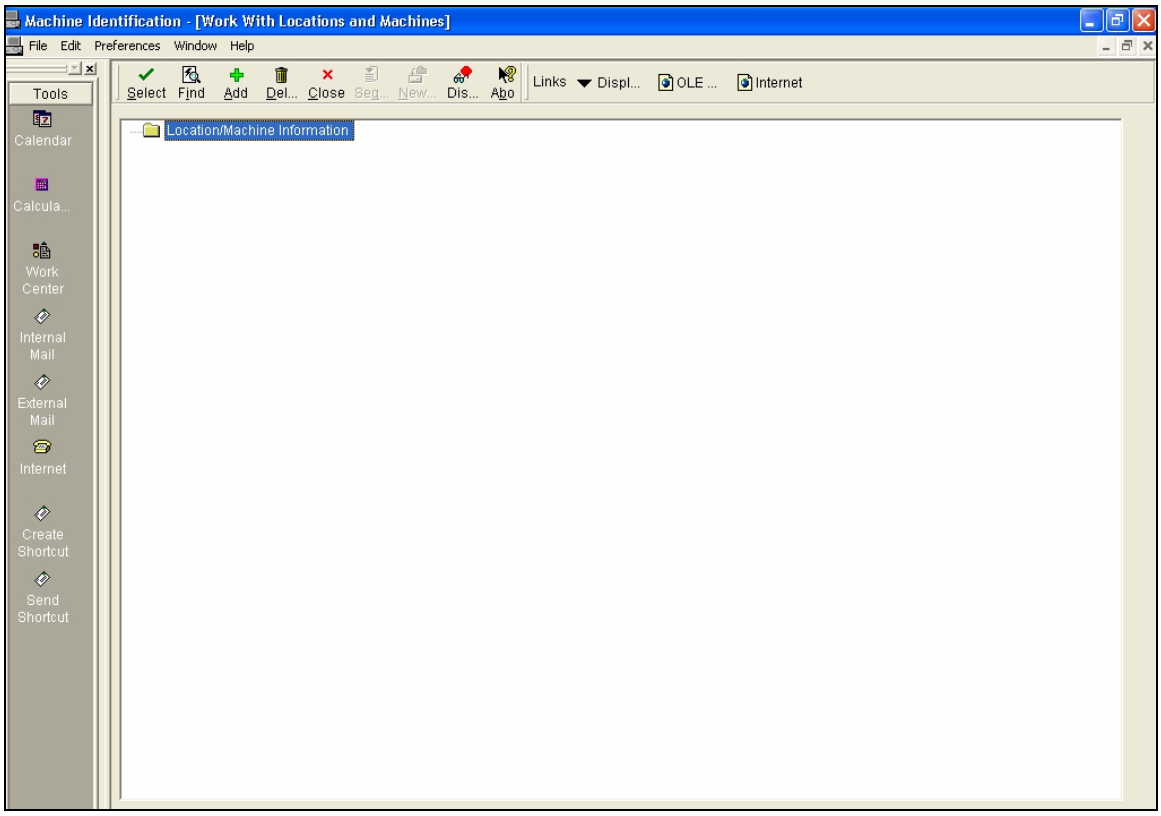

Figure 2 - Machine Identification main screen

Click **find** and it will show the location or locations you have set up. They will have plus signs beside them, so open up the one that has the enterprise server that you are looking to update.

After clicking location/machine name and enterprise server, you should see a list of servers similar to Figure 3.