


# Rules:


Menu | Tables | Rules

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Apply when: Identities database file 

Subtask: i

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: 5 (Controls the order in which rules will be applied for a given subtask)

Java class:\*

Changes a person's status when a 'Date Of Death' is entered. This may be enhanced for other status changes in the future.

Description of what rule does

This should be called **BEFORE INSERT or BEFORE UPDATE** of an **Identities database** object.

The status to be used is determined by the settings in the 'RULEPARMS' entry of the 'DEFAULTS' table.

RuleParms entry needed

Valid properties are:

ChangePersonStatus.dead=<person status for dead>

- **Apply when** – Select the database this rules applies to. Highlighted in green below the instructions will tell you which database to choose. In this example the Identities database was selected.
- **Subtask** – Select the appropriate subtask. Highlighted in yellow below it tells you which subtask you need to use. In this example the small 'i' was used to represent before insert.
- **Sequence** – Enter a sequence number. This really doesn't matter unless this same database is being used for a different rule with the same subtask. It needs to know which rule to do first.
- **Java class** – Select the rule you are applying.

Click the **Update** button to save your work.

You may need to add the rule multiple times if you need to run it on multiple databases or multiple subtasks.

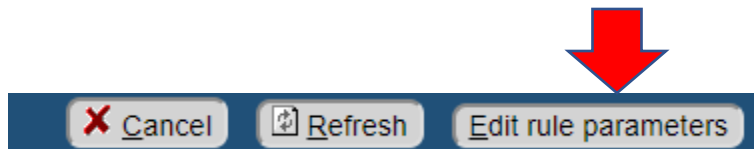
This rule for example has been added to multiple databases and has been set up with multiple subtasks.

<b>IncidentCases</b>	D	95	equest.rules.Indiana.ICJI
<b>IncidentCases</b>	I	95	equest.rules.Indiana.ICJI
<b>Incidents</b>	d	95	equest.rules.Indiana.ICJI
<b>Incidents</b>	I	10	equest.rules.SendMessage
<b>Incidents</b>	I	95	equest.rules.Indiana.ICJI
<b>Incidents</b>	U	95	equest.rules.Indiana.ICJI
<b>IncidentStatute</b>	d	95	equest.rules.Indiana.ICJI
<b>IncidentStatute</b>	I	2	equest.rules.SendMessage2
<b>IncidentStatute</b>	I	95	equest.rules.Indiana.ICJI
<b>IncidentStatute</b>	U	95	equest.rules.Indiana.ICJI

## RuleParms

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At the bottom of the Rules screen is a **Edit rule parameters** button. You can click that to enter the rule parameters.



This can also be reached from the [Generic Validation Tables | Defaults | RuleParms](#)

This is where you can set all the specific parameters for the rules you are setting up. In the example above it said that we needed to add the code for the person status that means dead. We put that in this rule parms.

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### Default Codes Used Throughout The Application Entry details

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Code: [RULEPARMS](#)

Short description:\*

Long description:\*

Active:\*  Yes  No

Notes:

```
ChangePersonStatus.dead=dead  
  
SendMessageForDocuments.skipUntilApproval=y  
SendMessageForDocuments.skipUntilFileStamp=y  
  
# SecurePerson.allen.soc.1=prog/soc  
# SecurePerson.soc.1=prog/soc  
  
# SendEmailForEvents.includeAddress.n=<event type>  
# SendEmailForEvents.skip.n=court-<court id> or type-<event type>  
SendEmailForEvents.includePersonType.1=DSCA  
SendEmailForEvents.includePersonType.2=DCSS  
SendEmailForEvents.includePersonType.3=DCM  
SendEmailForEvents.includePersonType.4=CASA  
SendEmailForEvents.includePersonType.5=PROB
```