

Jambala Application Platform 3.0

OA&M Object Browser User Guide

Introduction

This document contains information needed to access the OA&M Object Browser.

Reason for Reissue

This is the third version of the OA&M ObjectBrowser User Guide.

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Introduction

Purpose and Scope of the Jambala User Guide

The purpose of this guide is to describe the basic features and procedures of the **Object Browser** which is the main graphical interface of Jambala.

Target Audience

The **Jambala Object Browser User Guide** is for users of the **OMToolBox** which is the launch point for all OAM user interfaces.

This document is intended for system and network administrators working with the Jambala Application Platform. It is expected that the reader have prior knowledge about telecommunications and intelligent networks. It is further assumed that the reader is familiar with concepts, terminology and abbreviations for these areas. Knowledge about the TelORB operating system is required.

Overview

This user guide consists of the following Jambala Application Platform topics:

- **Chapter 1:** Introduction
- **Chapter 2:** Learning the Basics
This chapter describes how to use the main graphical interface to access all Managed Objects's provided by the OA&M server.
- **Chapter 3:** About Managed Objects
This chapter provides information about managed objects appearing in the Object Browser.
- **Chapter 4:** Object Browser Procedures
This chapter provides the basic information and procedures needed to operate the Object Browser.

Related Documents

- OAM OMToolBox User Guide, 2/1553-APR 901 265 Uen
- OAM Node Management Toolbox User Guide, 5/1553-APR 901 265 Uen
- Traffic System Administration Guide, 1/1543-APR 901 264 Uen
- OAM OMToolBox System Administration Guide, 1/1543-APR 901 265 Uen
- OAM Node Management System Administration Guide, 2/1543-APR 901 265 Uen
- OAM Reference Guide, 6/1553-APR 901 265 Uen
- Glossary, 0033-APR 901 265 Uen

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Learning the Basics

Overview

This chapter provides the basic information and procedures needed to operate the Jambala Object Browser.

This chapter consists of the following information:

- How to start the Object Browser.
- Object browser menu and commands.

Introducing the Object Browser

The Object Browser provides the tools to manage database objects and subscriber records. It is mainly used for troubleshooting purposes. You can view all managed objects that are part of the Jambala Platform and the applications. You can access the Object Browser from the Jambala OMToolBox.

Using the Object Browser, you can:

- Create, modify and delete managed objects
- Add, modify and delete services
- Reserve directory numbers
- Reserve mobile station identity numbers
- Assign user Access Privileges
- Perform O&M tasks using the system manager
- Fetch a specific object

Starting the Object Browser

- 1 Click **Object Browser** in the Jambala OMToolBox window. The Object Browser main window appears.

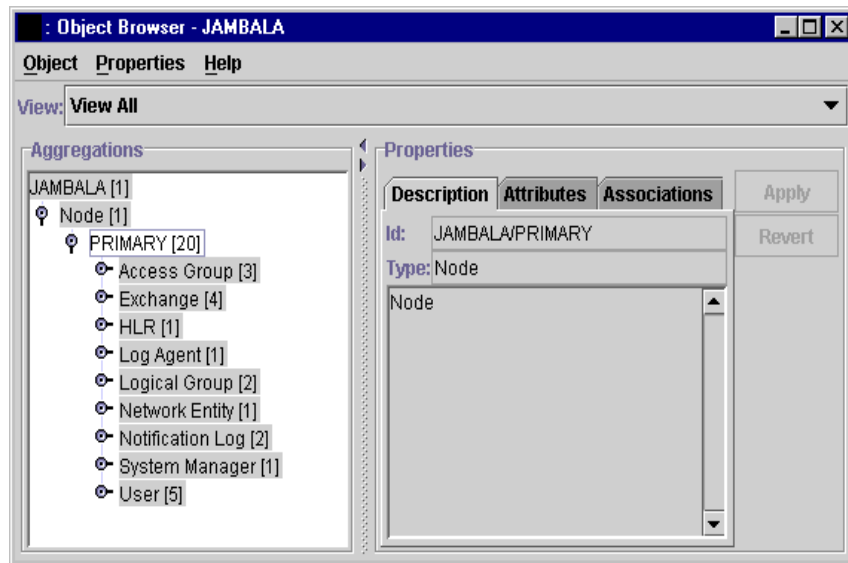


Figure 2--1 Object Browser with Tree Structure

The **Object Browser** displays a hierarchical tree of objects in the left box called **Aggregations**.

The description, attributes and associations of selected managed objects are displayed in the right box called **Properties**.

The **View** drop down list indicates the current view filter applied.

Exiting the Object Browser

- 1 To close the **Object Browser** window, click the **Close** button in the upper-right corner of the window.
- 2 Click **Logout** in the Jambala OMToolBox window. The **Logout** button closes all tool windows and logs out the user from the Jambala Application Platform.

Object Browser Menus

The Object Browser and its dialog boxes contain these menus and commands:

Menu	Item	Description
Object	Expand	Expands the Aggregation tree.
	Open	Opens a child browser of the selected object.
	Refresh	Updates the Aggregation tree. You must refresh after a managed object is created or modified for it to appear in the Aggregations tree.
	Create	Creates a new managed object.
	Delete	Deletes the selected object in the window.
	Action	Performs an investigation on a object.
	Close	Closes the window.
Properties	Description	Displays information about the selected object.
	Attributes	Displays the characteristics for the select object.
	Associations	Displays the objects associated with the selected object.
Help	On Selected	Obtains information about the selected object.
	Jambala User Documentation	On line Platform Documentation
	About Object Browser	Displays information about the Object Browser.
	About Jambala	Information about the Jambala Platform

Shortcut menu

The **shortcut menu** appears when the user right-clicks a selection. It lists commands pertaining to the Object menu only. Right click on the selected object to see the shortcut menu. On the Object menu, point to the command, and then click the action or procedure required.

Using Command Buttons

The object browser and its services contain these window commands:

Command	Usage
Add	Adds an item to a displayed list.
Apply	Accepts the information entered in a window and leaves the window open.
Cancel	Closes the window without saving any updated information.
Close	Closes the window.
Create	Creates a new managed object.
Delete	Deletes an item from a displayed list.
Execute	Performs the selected action
Fetch	Retrieves a particular managed object.
Help	Displays the on-line user documentation.
OK	Accepts the information entered in a window, and closes the window.
Open	Opens another Object Browser window allowing you to perform multiple tasks on the selected object.

Command	Usage
Revert	Reverts modified values to the saved values.

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About Managed Objects

Overview

This chapter provides the basic information and procedures needed to operate the Jambala Object Browser.

This chapter consists of the following information:

- Basic information about managed objects and the organization of the aggregations tree.

About Managed Objects

Objects are Managed Objects (MOs) because they can be managed, that is created, modified or deleted. Managed objects are characterized by attributes and associations.

Attributes are characteristics of a managed object. For example, a user can be represented as managed object. The administrator enters the user's password as one of the attributes of the User managed object.

Associations represent the relationship between managed objects. They show the other managed objects to which a managed object is logically linked. For example, a user can be assigned to be part of an existing access group.

Hierarchy of Managed Objects

The hierarchical structure of the platform managed objects affects the order in which the operator creates and defines them. For example, the Logical Group managed object represents a group of Reserved directory number ranges, Reserved mobile directory number ranges (MIN) and subscribers. The diagram shows a collection of managed objects and their relationships to each other

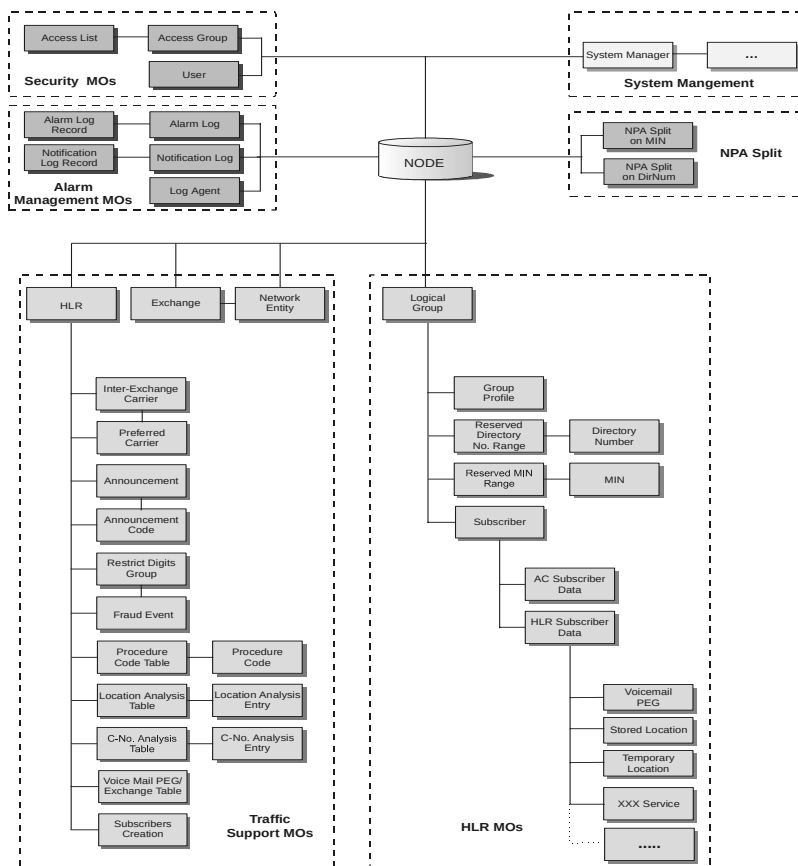


Figure 3--1 Collection of Typical Managed Objects

Using the Aggregations Tree

The Aggregations tree in the **Object Browser** window provides the tools to navigate through the managed objects.

The user must expand the Aggregations tree to view all the managed objects in the **Object Browser**.

Click the object icon or double-click an object to expand or collapse the structure to see more or fewer subentries.

Characteristics of the Aggregations tree are:

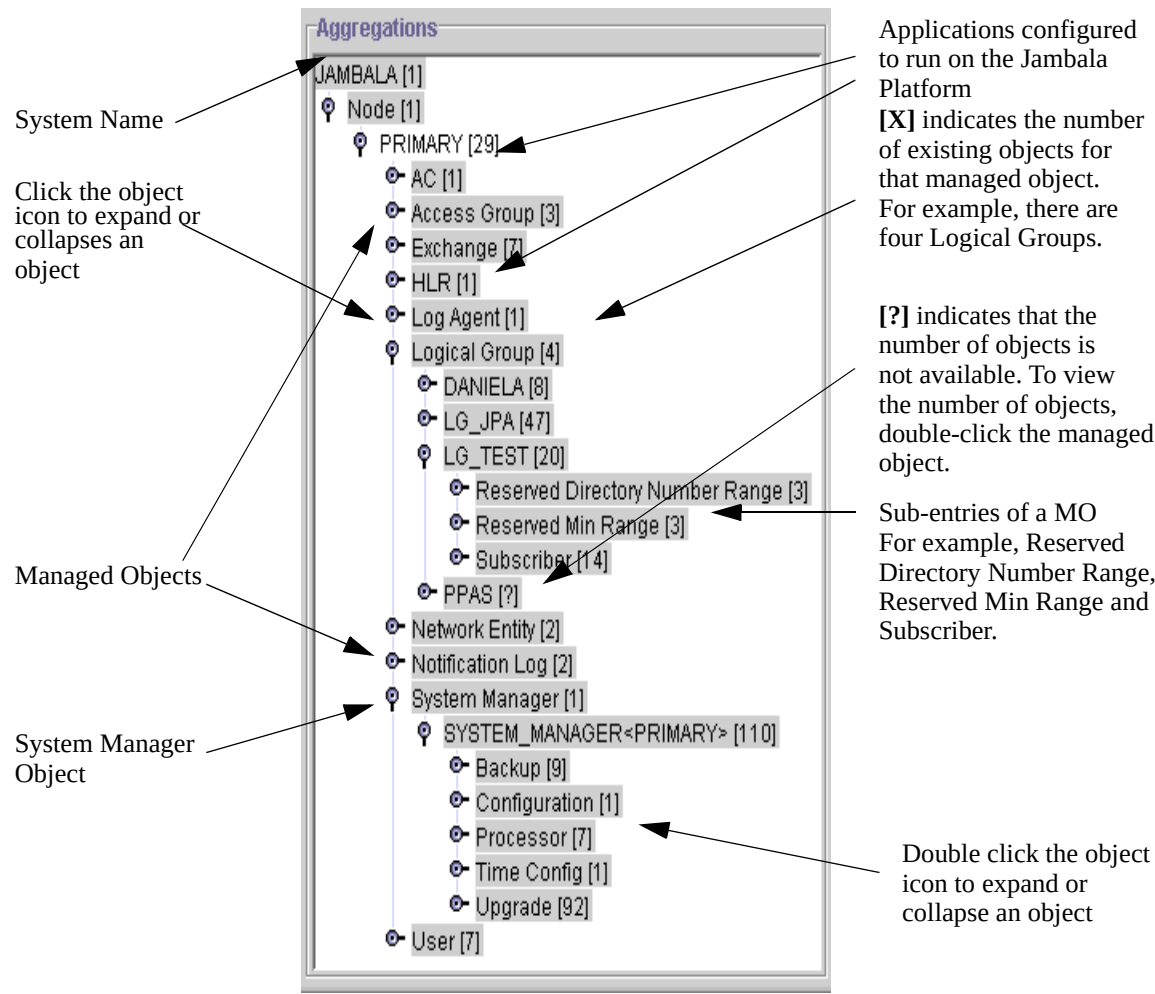


Figure 3--2 Aggregations tree

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Object Browser Procedures

Overview

This chapter provides the basic information and procedures needed to operate the Jambala Object Browser.

This chapter consists of the following information:

- Describes the methods of entering attribute values in the object browser and its services
- Describes the Action window and performing an action
- Describes the Create window and creating a managed object
- How to perform associations
- How to delete an object
- Opening a child object browser

Introduction

The user with the proper authorization can perform a number of operations on managed objects. The following are the possible types of operations:

- **Create** - the user can create an object of the specified type
- **Delete** - the user can delete an object
- **Get** - the user can view the attributes of the object
- **Set** - the user can change the attributes of the object
- **Action** - the user can perform some other object specific action

Entering Attribute Values

The user with the proper authorization can define, modify or delete attribute values found in managed objects. These values can be edited in the Object Browser and the specialized GUIs accessed through the Jambala OMToolBox.

Attribute values can be entered using a number of data entry methods. They are text boxes, drop down lists, check boxes and a fetch interface to retrieve the appropriate attribute value.

Context Sensitive Message

A handy help feature which displays the attribute name or its possible values assists the user during data entry. Simply place the pointer over the required name or value box. A context sensitive message appears displaying attribute parameters for quick reference.

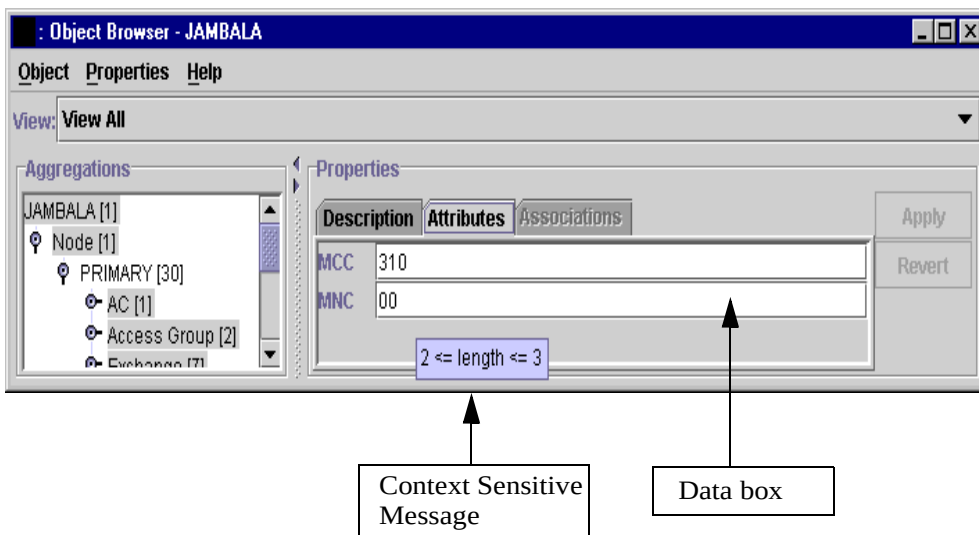


Figure 4--1 Aggregations tree

Identifying Window Symbols

Creation and Properties dialog boxes display descriptive symbols. These symbols appear next to the name or value data entry boxes.

:

Item	Description
	Modified value in current session.
	Incorrect value entered.
	Mandatory value.
	Attribute ellipse button opens an Edit window to edit an attribute.
	Read-only value.

Text Entry

In the text box, type an existing value or click the **Attribute ellipse** button to fetch the value of the specific attribute. Refer to *Fetching a specific Value* in this section for further information.

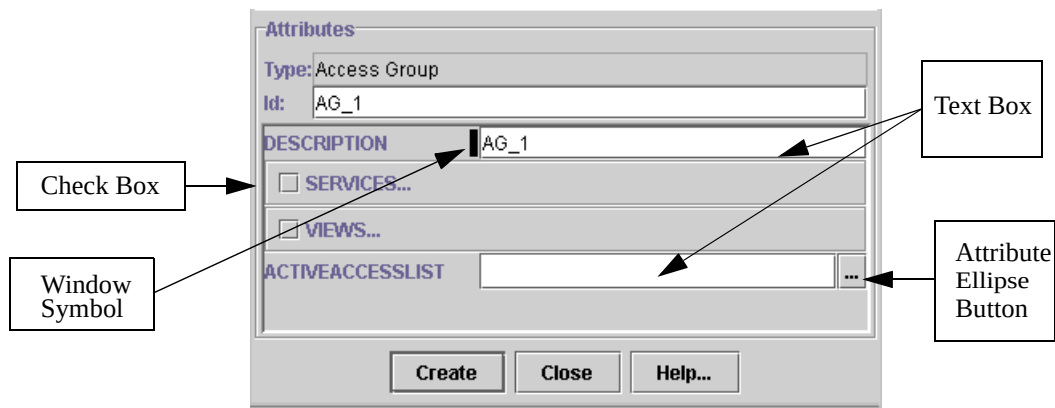


Figure 4--2 Data entry Elements

Fetching a specific Value

The Object Browser includes a search and retrieval feature called **Fetch** which allows you to locate and apply a specific attribute value.

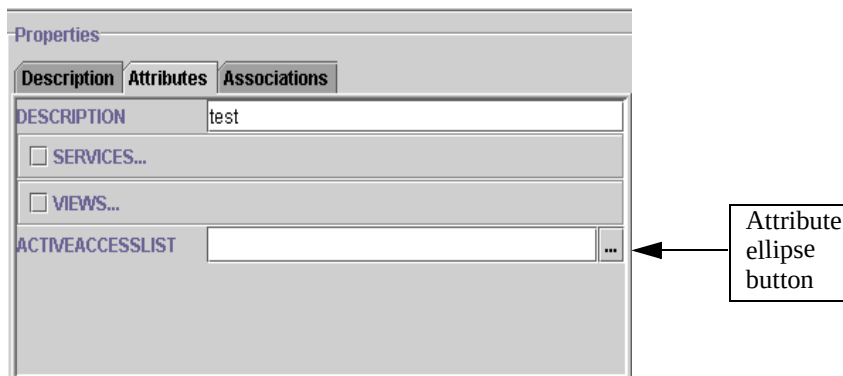


Figure 4--3 Properties Box

- 1 In the **Properties** box, click the **Attribute ellipse** button, the **Edit** window appears.

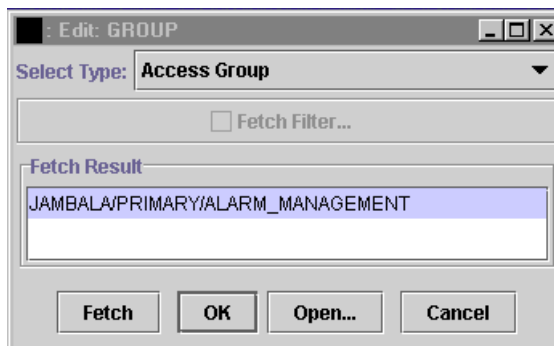


Figure 4--4 Edit window

- 2 Click **Fetch**. The available values for the select type appear in the **Fetch Results** box.

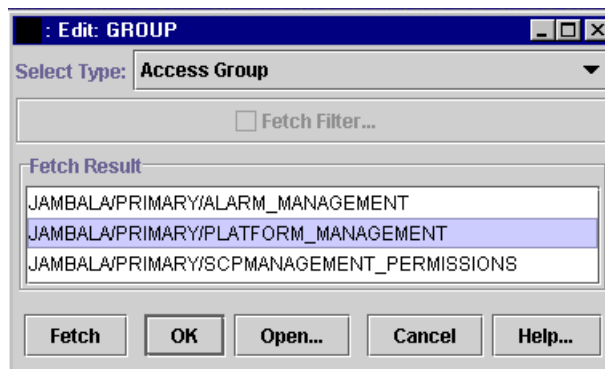


Figure 4--5 Fetch Results Box

- 3 Select a value, then click **OK**. The value appears in the attribute box, next to the Attribute ellipse button.

Refer to Fetch Display in the *OA&M OMToolBox User Guide* for additional information.

Check Boxes

The Object Browser's **Properties** Group box and **Create** window contain the **Services** and **Views** check boxes. When selected, another dialog box appears where the user can configure the access privileges to the Jambala system.

Services are the set of assigned access privileges for the OA&M user interfaces launched from the OMTToolBox.

Views filter the hierarchical tree of objects found in the Aggregations section of the Object Browser.

Services Check box

- 1 In the **Attributes** box, select the **Services** check box. The **Services** window appears with additional information.

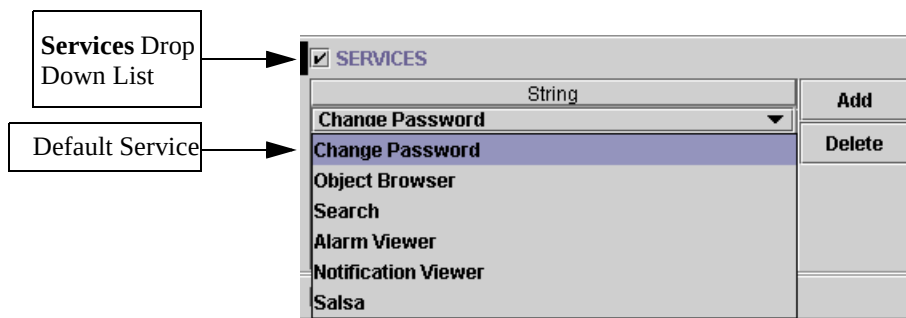


Figure 4--6 Services Window

- 2 To select an item from the **Services** box, click **Add**. The **Change Password** service is selected by default.
- 3 Double click on the **Change Password** service. A drop down list appears. Select the required service.
Delete removes a option from a display list. Select the required option and click **Delete**.
- 4 Click **Create**, if you are in the **Create** window. Click **Apply**, if you in the **Properties** box of the **Object Browser**.
The **Create** and **Apply** buttons are only active when all

mandatory fields are filled in.

Revert returns all modified values to their saved values.

Views check box

- 1 Select the **Views** check box. The **Views** window appears with additional information.

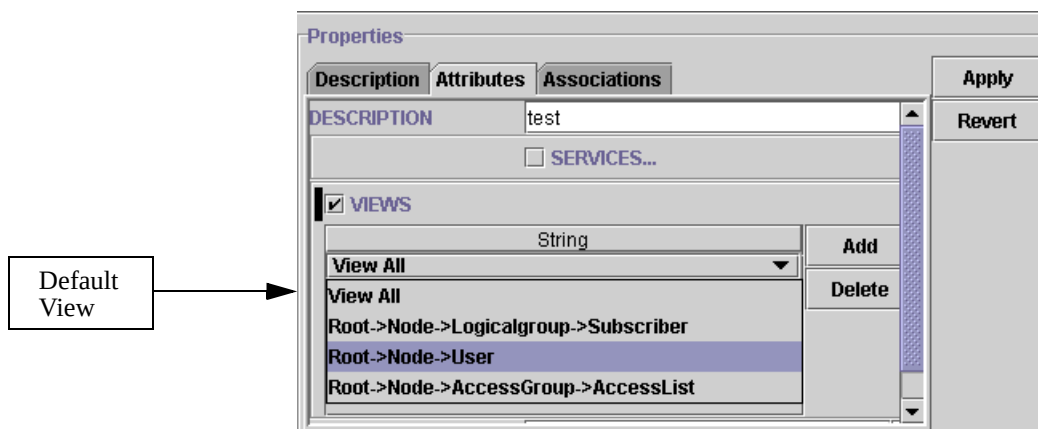


Figure 4--7 Views window

- 2 To select an item from the **Views** box, click **Add**. The **View All** view is selected by default.
- 3 Double click on the **View All** view. A drop down list appears. Select the required view.
Delete removes a option from a display list. Select the required option and click **Delete**.
- 4 Click **Create**, if you are in the **Create** window. Click **Apply**, if you in the **Properties** pane of the **Object Browser**.
The **Create** and **Apply** buttons are only active when all mandatory fields are filled in.
Revert returns all modified values to their saved values.

Modifying an Attribute

- 1 Select the object that you want to modify from the

Aggregations of the **Object Browser** window.

- 2 In the **Properties** box, click on the **Attributes** tab. The **Attribute** box appears showing the attributes of the selected object.

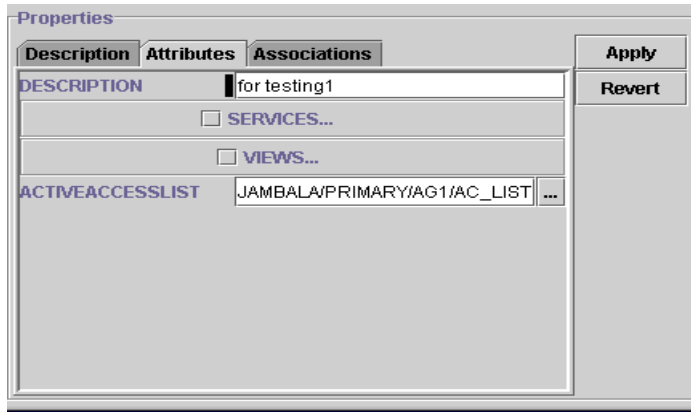


Figure 4--8 Attribute Box

- 3 Type or select the mandatory attribute values. The Attributes window is activated.
- 4 Click **Apply** to update the edited attributes. Click **Revert** to return to previous value.

Action Window

An action is an operation that may be performed on a managed object or a set of managed objects. All objects in a class share the same action.

Depending on the users access privileges the object browser has the capability to perform actions on managed objects. This operation is accessed through the menu command or the shortcut menu.

Performing an Action

- 1 On the **Object** menu, point to **Action**, and then click the required action.

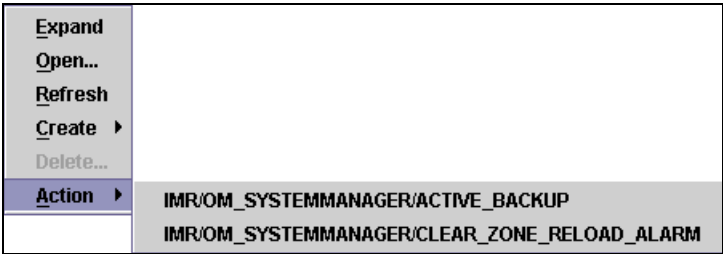


Figure 4--9 Obect Menu Action Commands

- 2 The **Action** window appears.

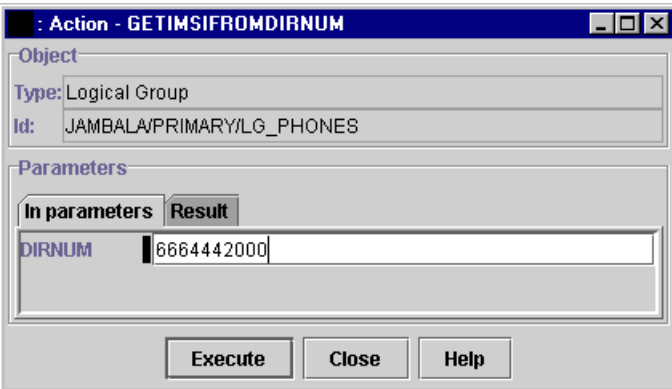


Figure 4--10 Action Window

- 3 In the **Parameters** box, type the information. Click **Execute**. The **Result** tab is activated and displays the result.

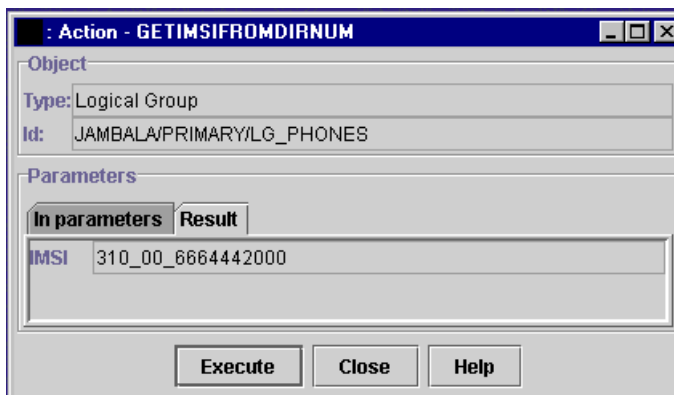


Figure 4--11 Action Window Result Tab

- 4 Click **Close** to exit and close the window.

Changing an Attribute Value in the Action Window

You can only change the value of the current action.

- 1 Select the **In parameters** tab of the Action window.
- 2 Type the new attribute value in the text box.
- 3 Click **Execute**. The **Result** tab is highlighted displaying the new value.

Create Window

Depending on the users access privileges the object browser has the capability to create managed objects. This operation is accessed through the menu command or the shortcut menu.

Creating an Object

- 1 On the **Object** menu, point to **Create**, and then click the object to be created.

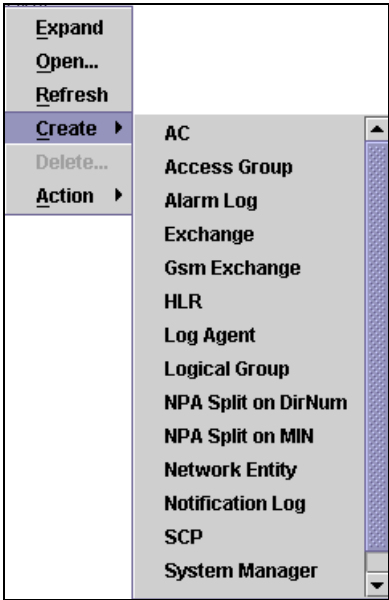


Figure 4--12 Object Window Create Commands
The **Create** window appears.

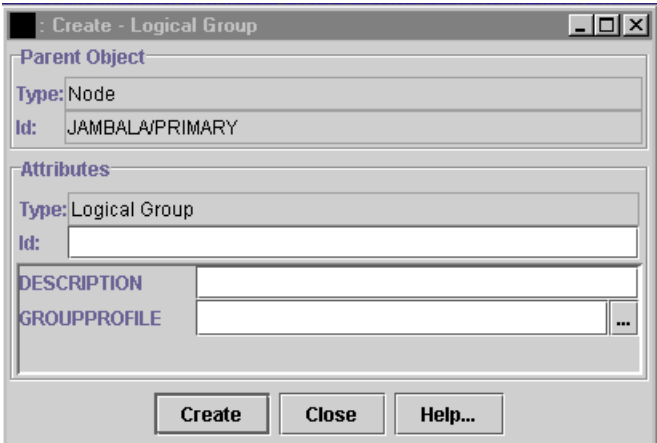


Figure 4--13 Create Window

- 2 In the **Attributes** box, type the mandatory information. The **Create** window is activated.

The **Create** button appears dimmed if the mandatory information is not entered.

- 3 Click **Create**, a confirmation window appears.
- 4 Click **OK**.
- 5 On the Object menu, click **Refresh**. The object appears in the **Aggregations** box.

Associations

You can associate a number of managed objects with other related managed objects to share their attributes. For example, you can associate a user with an AccessGroup. The user is granted the rights of this access group. These managed objects can be associated with other managed objects:

Managed Object	Association
ACCESSGROUP	ACCESSLIST
DNNPASPLIT	RESERVEDDIRNUMRANGE
LOGICALGROUP	GROUPPROFILE.
MINNPASPLIT	RESERVEDMINRANGE
SUBSCRIBER	GROUPPROFILE LOGICALGROUP
USER	ACCESSGROUP

Performing an Association

- 1 Select the object that you want to modify from the **Aggregations** of the Object Browser window.
- 2 In the **Properties** box, click the **Associations** tab. The attribute of the selected object appear.



Figure 4--14 Properties Associate Tab

- 3 In the **Properties** box, click the **Attribute ellipse** button, the **Edit** window appears.

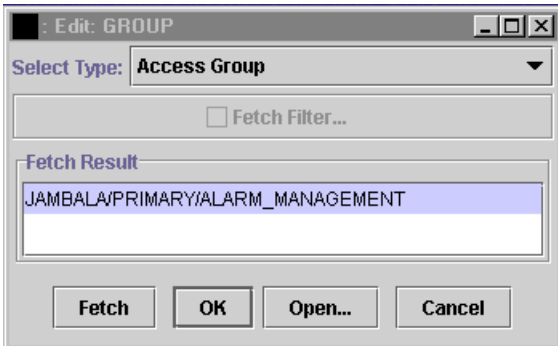


Figure 4--15 Edit Window

- 4 Click **Fetch**. The available values for the select type appear in the **Fetch Results** box.

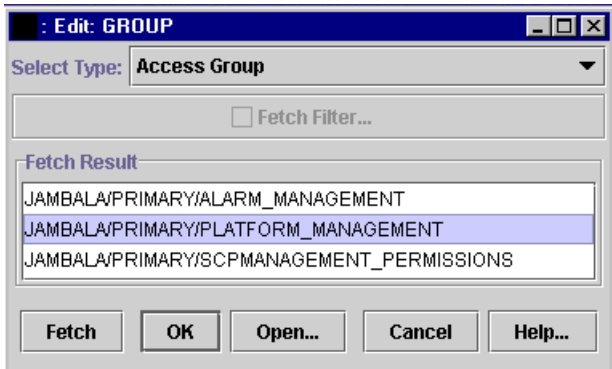
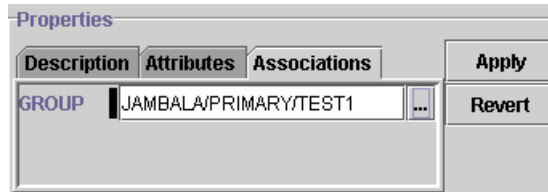


Figure 4--16 Fetch Results Box

- 5 Select an object. Click **OK**. The object appears in the attribute field. The **Apply** and **Revert** commands are now activated.

**Figure 4--17 Activated Commands**

- 6 Click **Apply** to update the edited attribute. Click **Revert** to return to previous value.

Deleting an Object

There is no undo once an object is deleted. The **Delete** option is dimmed if an object is not selected or the command is not permitted.

- 1 Select the object that you want to delete from the Aggregations in the Object Browser window.
- 2 On the Object menu, click **Delete**. You are asked to confirm the operation.
- 3 Click **OK** in the confirmation window. The object is now permanently deleted.

Opening a Child Object Browser

The user can open a given managed object found in the **Aggregations** tree in a new window called a Child Object Browser.

A Subscriber managed object with a red X indicates that the maximum number of subscribers which can appear in the Aggregation tree is exceeded. The object browser allows the user to directly open and view a subscriber that does not appear in the Aggregations tree.

Opening a Managed Object

- 1 From the **Aggregations** box, select the managed object that you want to open with a child object browser
- 2 On the **Object** menu, click **Open**. The **Open** window appears.

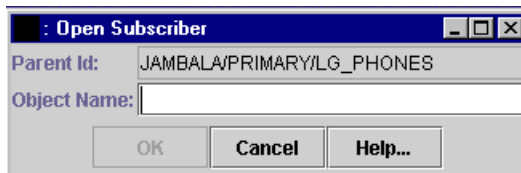


Figure 4--18 Open Window

- 3 In the **Object Name** box, type the name of the object. The Open window is activated.

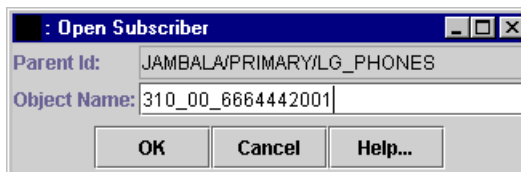


Figure 4--19 Open Window with Object Name

- 4 Click **OK**. The child object browser appears displaying the object in the **Aggregations** box and its path.

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