

# **FXMCLASS Menu Classes**

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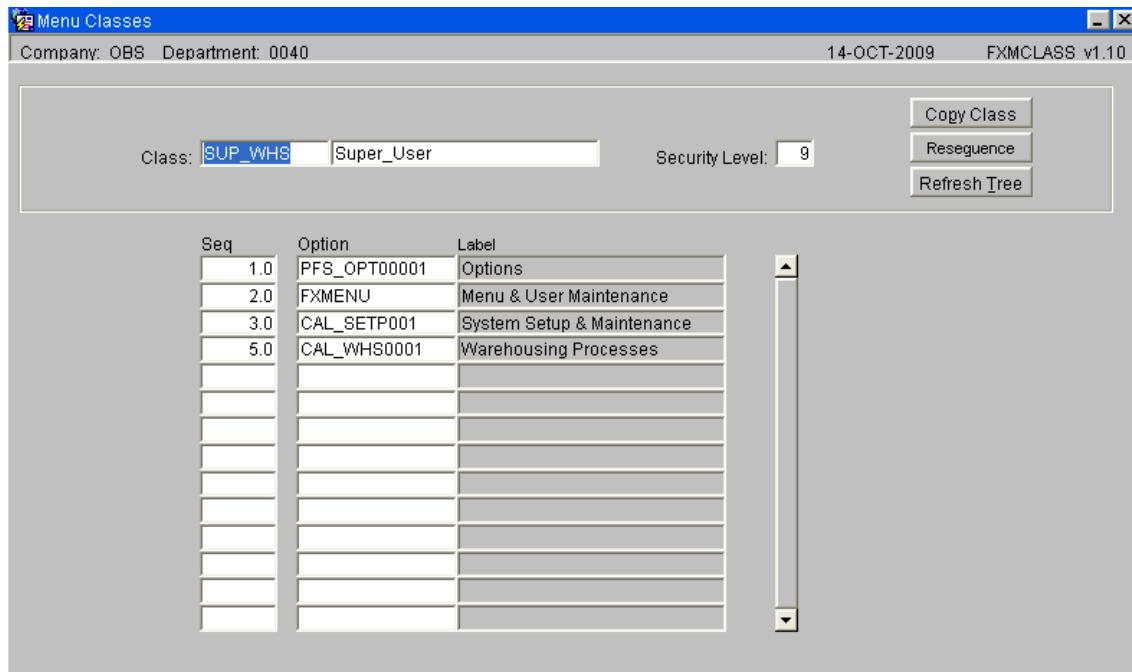
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# 1 FXMCLASS Menu Classes

The creation of a 'Class' is the means of grouping a number of system users to a particular operational requirement. Only those processes, or options assigned to that 'Class' will appear in the Menu when the users log in to the system.

For example, the warehouse operators might be assigned to a class that restricts them to Stock and Warehouse Enquiries only, while the Stock Control clerks could be in a class that gave access to all Enquiries, Receipts and Issues functionality. The systems management personnel could be in a class which provided access to the whole system.



Field Name	Description	Options	Values
Class	Name of the class to be created.	10 character field	Defined by client
Description	The full name/description of the class/grouping.	30 character field	Defined by client
Security level	The appropriate security level for the group.	0 -9	0 lowest, 9 highest
Seq	Enter the sequence in which the selected option should appear in the Main Menu.	n/a	n/a
Option	Enter the menu option to be assigned to this class. This option can be obtained from a LOV facility as it must have been previously entered onto the system through the 'Screens/Menu Options' facilities.	n/a	Defined by client
Label	Name of menu	n/a	Defined by client
<b>Buttons</b>			
Copy Class	Will copy the class allowing	n/a	n/a
Resequence	Allows the display order to be changed within the main tree structure	n/a	n/a
Refresh Tree	Saves and updates any changes made	Any changes made must be refreshed	n/a

 **Note:** A new option can be inserted between existing options by the use of decimal points. For example, should a new option be required in the above screen between existing options sequentially numbered 5.0 and 6.0 it can be sequenced as 5.5.

