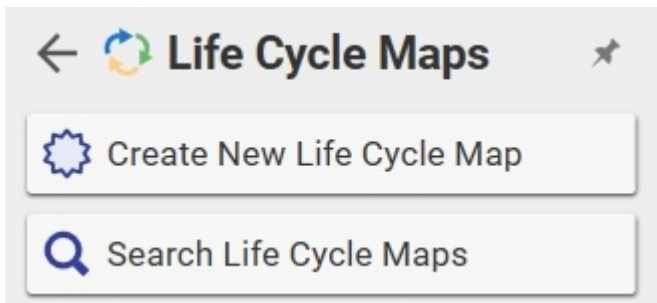


Creating a Life Cycle Map

A Life Cycle Map can be created independently of any ItemType to which it may be attached later. As a matter of fact, many ItemTypes can use the same Life Cycle map. Additionally, an ItemType may contain multiple Life Cycle Maps which are tied to the ItemType's Classification Hierarchy. When an item instance is created for an ItemType, Aras Innovator chooses the appropriate LifeCycle Map based on the initial classification of the Item. When an item instance is updated, Aras Innovator checks for any changes in the classification property. If the item's class has changed to an allowed class that has a different Life Cycle Map and the item's current Life Cycle state is still in the 'Start State', then Aras Innovator will set the Item's Life Cycle to the one specified for the new Classification. If the Classification is changed for an existing Item Instance which has a Life Cycle that is not in the 'Start State', then Aras Innovator will reject the Classification change to avoid interfering with the normal progression of the Life Cycle. If required, the Life Cycle Map can be modeled to allow for promotions back to the Start State so that normal users can perform a class change.

To create a Life Cycle Map

1. In the Navigation pane, select Administration>LifeCycle Maps. The following menu appears:



2. Click Create New Life Cycle Map. A blank LifeCycle Map appears:

The screenshot shows the 'Life Cycle Map 1' application. The interface includes a menu bar (File, Edit, Views, Actions, Reports, Tools, Help) and a toolbar with icons for undo, redo, save, and other functions. The main workspace is divided into three panels: a left panel for map properties (Name, Description), a central panel for state/transition configuration (General, Item Settings), and a right panel for item settings (Released, Not Lockable, Item Behavior, State Permissions, Workflow, History Template). The 'Start' state is selected, and its properties are visible in the central panel. The 'Start' state is represented by a blue circle icon on the map canvas.

3. Fill in the Life Cycle Map properties:

- Name - the name of the map
- Description- the description of the map

4. Create a new State by right-clicking anywhere on the map canvas and selecting Add State from the popup menu. A new State is created and remains selected by default.

State Property

State Property	Definition
Name	The name of the state
Image	Click the Select an image link to access the Image Browser dialog. Select an icon for the state, then click the Return Selected button to complete the selection. This property applies only if this Life Cycle map is associated with an ItemType that is versionable.
Released	A Boolean to indicate that the status of this state is Released. Items in a state with a Released status are moved back to the Start state upon the next "Lock/Unlock/Edit" sequence, and the Major Rev property is incremented. Only one state per Life Cycle can be marked as Released.
Not Lockable	A Boolean: when set to true, the item in this state cannot be edited. Typically, this property is set to true when the status of the state is Released. To edit the item, it has to be promoted to a new state, which would typically (depending on the life cycle) create a new version.
Item Behavior	Applicable only if the item going through this life cycle state contains one or more relationships with versionable items. There are four types of Item Behavior, and they are described below. Be aware that the Behavior set by the RelationshipType



influences the Behavior set by the state as well. To see a full explanation of how these behaviors interact together, see [Item Behavior](#). Fixed - The source item (in the current state) points to a specified generation of the related item. Float - The source item (in the current state) points to the latest generation of the related item. Hard Fixed - The behavior is Fixed, as described above, and cannot be changed by any subsequent states in this life cycle. Hard Float - The behavior is Float, as described above, and cannot be changed by any subsequent states in this life cycle.

A set of permissions may be defined for each state, which will govern the access to the item while it is in this state. The state permissions override any other permissions set on the Item. Promoting to a state changes the Item permissions to match the state permissions. If no state permissions are set, then the Item permissions are not changed. For an example of state permissions, look at the default Part Life Cycle map. While a Part is in the Preliminary state All Employees can get and update it. However, once the Part enters the Review state, only members of the Aras PLM and the Administrators identities can update it.

State
Permissions

Configure E-
Mail

Click on this link to configure e-mail, to notify specified identities that the item has entered this state.

Workflow

Click the button to the right of the *Workflow* field. Select an *allowed Workflow* from the pop-up search dialog. The selected Workflow will be initiated when the Life Cycle State is activated. Note: An *allowed Workflow* is one that is related to the same ItemType to which the Life Cycle is also related.

Label

This field defines the label that is displayed within the system for this Life Cycle State. If Aras Innovator is configured for Multilingual support, then this field allows the label to be defined in multiple languages. To set a multilingual value for this field, click the button to the right of the *Label* field. The system will pop-up a dialog for inputting a value in different languages.

Creating A Transition

1. Right click on the state to create a transition.
2. Select Add Transition from the popup menu. A transition is created from the specified state and connected to the mouse. Drag the mouse to the state to connect and click to connect the transition.

Life Cycle Transition Methods

Life Cycle Transitions can be configured with **pre** and **post** methods.

The pre-methods are executed before the transition to the new state takes place. They are commonly used for validation purposes. If the pre-method fails or throws an error, the transition does not happen.



The post-methods are executed after the transition is completed, and they include two options that can be configured during Life Cycle setup: **in-scope** and **out-of-scope**.

By default, post methods are configured to be **out of-of-scope**. This means that if the method fails during execution, the transaction is not rolling back.

Configuring the post-method to be **in-scope** means that if the method fails, the transaction is going to roll back to the starting stage.

