

# Owner Maintenance

## Linking Objects Logically using Owners

You can logically connect a user and another object in Predict by means of an owner, for example to document who uses an object or who is responsible for it. Enter an owner in the owner list of a user and the same owner in the owner list of the object.

The following rules apply when assigning owners:

- An owner is created by adding its ID to at least one owner list of a Predict object of type user.
- Any user can belong to several owners.
- The owner list of a dictionary object can contain up to 99 owners.

### Maintaining the Owner List of an Object

These lists can be edited using the Predict Link Editor. See the section Editors in Predict in the **Predict Reference documentation**. The editor is invoked in one of the following ways:

- Enter Y in the Field Additional attributes in the bottom line of any Add, Copy or Modify screen and select Owner.
- With function Edit owners of an object in a maintenance menu.
- With command EDIT<object-type>OWNER<object ID>.

### Disallowing or Forcing Owner Entries

The data dictionary administrator can make the adding of owners optional, prohibited or mandatory by setting the metadata administration parameter Edit owner to Allow, Disallow or Force. This parameter can be specified for each object type. If the Edit owner parameter is set to Allow, any user can specify a default to be displayed in the Owner parameter of Add/Copy/Modify screens.

## Owner-specific Maintenance Functions

### Rename/Merge Owner - Code R

Owners can be renamed using the function Rename / Merge owner.  
After the function has been performed, the old owner will no longer exist.

```

13:36:13          ***** P R E D I C T 4.3.1 *****                2003-05-31
                    - Rename/Merge Owner -

Owner ID ..... HNO

Enter new owner ID .. HNOX

                    2 objects with this owner will be updated.

Enter '.' to return to menu.

```

If the owner name specified as the new owner already exists, the function assigns all objects of one owner to another owner. Additional confirmation is requested before this operation is carried out. ("New owner ID already exists. Move the assigned objects from one owner to another owner ID. (Y/N)").

**Example**

The owner Smith, who is assigned to 24 Program objects, is renamed to the existing owner Miller (because Mr. Smith accepted another assignment).  
Mr. Miller now has an additional 24 Programs assigned to him.

After the Rename/Merge owner function has been performed, the objects that have been updated are listed.

**Purge Owner - Code E**

The following rules apply when purging owners.

- The function cannot be executed if an object has only this owner in its owner list and OWNER=FORCE has been defined for this object.
- If you confirm the function with DELETE, the owner is deleted from the owner list of all objects.
- The number of objects affected by the DELETE option is displayed before the owner is actually purged.