

**Object Properties**

Class:	<b>BATS Master</b>
Description:	

Object: **Fiscal Year**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_MASTER.FISCAL\_YEAR  
 Where equivalent:  
 Qualification: dimension  
 List of values: FISCA025, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Object: **Doc Num Type**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_MASTER.DOC\_NUM\_TYPE  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_N026, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Object: **Doc Num**  
 Type: Number  
 Description:  
 Select equivalent: FSUDA.BATS\_MASTER.DOC\_NUM  
 Where equivalent:  
 Qualification: dimension  
 List of values: no  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show  
 Format: Number  
     Category = Number  
     0

Object: **Budget Entity**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_MASTER.BUDGET\_ENTITY  
 Where equivalent:  
 Qualification: dimension  
 List of values: BUDGE028, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort

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Object status: show

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Object: **Fund ID**  
Type: Character  
Description: LOV included  
Select equivalent: FSUDA.BATS\_MASTER.FUND\_ID  
Where equivalent:  
Qualification: dimension  
List of values: FUND\_029, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Gen Led Cd**  
Type: Character  
Description: LOV included  
Select equivalent: FSUDA.BATS\_MASTER.GEN\_LED\_CD  
Where equivalent:  
Qualification: dimension  
List of values: GEN\_L02A, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **User Key Initiated**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.USER\_KEY\_INITIATED  
Where equivalent:  
Qualification: dimension  
List of values: USER\_02B, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Date Initiated**  
Type: Date  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.DATE\_INITIATED  
Where equivalent:  
Qualification: dimension  
List of values: no  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **User Key Processed**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.USER\_KEY\_PROCESSED

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Where equivalent:  
 Qualification: dimension  
 List of values: no  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **User Name**  
 Type: Character  
 Description: First initial Last name (ie; MLake)  
 from HRS Employee table via TDG UserAcct  
 Select equivalent: SUBSTR(FSHRS.EMPLOYEE.FIRST\_NAME,1,1) || STRIP(FSHRS.EMPLOYEE.LAST\_NAME)  
 Where equivalent:  
 Qualification: dimension  
 List of values: LAST\_034, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Date Processed**  
 Type: Date  
 Description: yyyy-mm-dd  
 Select equivalent: DATE(FSUDA.BATS\_MASTER.DATE\_PROCESSED)  
 Where equivalent:  
 Qualification: dimension  
 List of values: no  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Date Processed TS**  
 Type: Date  
 Description:  
 Select equivalent: FSUDA.BATS\_MASTER.DATE\_PROCESSED  
 Where equivalent:  
 Qualification: dimension  
 List of values: no  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Trans Type**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_MASTER.TRANS\_TYPE  
 Where equivalent:  
 Qualification: dimension  
 List of values: TRANS02F, editable, manual refresh, exportable  
 Security access level: 0

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Can be used: in result, in condition, in sort  
Object status: show

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Object: **JV Code**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.JV\_CODE  
Where equivalent:  
Qualification: dimension  
List of values: JV\_CO02G, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **JV Code Original**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.JV\_CODE\_ORIGINAL  
Where equivalent:  
Qualification: dimension  
List of values: JV\_CO02H, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Prior Period Ind**  
Type: Character  
Description: LOV included  
Select equivalent: FSUDA.BATS\_MASTER.PRIOR\_PERIOD\_IND  
Where equivalent:  
Qualification: dimension  
List of values: PRIOR02I, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **User Code**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.USER\_CODE  
Where equivalent:  
Qualification: dimension  
List of values: USER\_02J, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Recurring Flag**  
Type: Character

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Description: LOV included  
Select equivalent: FSUDA.BATS\_MASTER.RECURRING\_FLAG  
Where equivalent:  
Qualification: dimension  
List of values: RECUR02K, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Salary Summer Flag**  
Type: Character  
Description: LOV included  
Select equivalent: FSUDA.BATS\_MASTER.SALARY\_SUMMER\_FLAG  
Where equivalent:  
Qualification: dimension  
List of values: SALAR02L, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Process Flag**  
Type: Character  
Description: LOV included  
Select equivalent: FSUDA.BATS\_MASTER.PROCESS\_FLAG  
Where equivalent:  
Qualification: dimension  
List of values: PROCE02M, editable, manual refresh, exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **User Comment**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.USER\_COMMENT  
Where equivalent:  
Qualification: dimension  
List of values: no  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Budget Comment**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_MASTER.BUDGET\_COMMENT  
Where equivalent:  
Qualification: dimension  
List of values: no  
Security access level: 0

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Can be used: in result, in condition, in sort  
 Object status: show

Class:	<b>BATS Trans Sub</b>
Description:	

Object: **Fiscal Year**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.FISCAL\_YEAR  
 Where equivalent:  
 Qualification: dimension  
 List of values: FISCA025, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Object: **Doc Num Type**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.DOC\_NUM\_TYPE  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_N026, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Object: **Doc Num**  
 Type: Number  
 Description:  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.DOC\_NUM  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_N02R, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show  
 Format: Number  
           Category = Number  
           0

Object: **Doc Line Item Num**  
 Type: Number  
 Description:  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.DOC\_LINE\_ITEM\_NUM  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_L02S, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Format  
Number  
Category = Number  
0

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Object: **School Code**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.SCHOOL\_CODE  
 Where equivalent:  
 Qualification: dimension  
 List of values: SCHOO02T, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **School Title**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.EXPENDITURE\_SCHL.SCHOOL\_TITLE  
 Where equivalent:  
 Qualification: dimension  
 List of values: SCHOO035, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Org L3L4L5AU**  
 Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.ORG\_L3L5\_AU  
 Where equivalent:  
 Qualification: dimension  
 List of values: ORG\_L02U, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Dept Title**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.EXPENDITURE\_DEPT.DEPT\_TITLE  
 Where equivalent:  
 Qualification: dimension  
 List of values: DEPT\_036, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Appro Category**

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Type: Character  
 Description: LOV included  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.APPRO\_CATEGORY  
 Where equivalent:  
 Qualification: dimension  
 List of values: APPRO02V, editable, manual refresh, exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Appro Category Title**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BUD\_CATEGORY\_CODE.CAT\_TITLE  
 Where equivalent:  
 Qualification: dimension  
 List of values: CAT\_T033, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Line Process Msg**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.LINE\_PROCESS\_MSG  
 Where equivalent:  
 Qualification: dimension  
 List of values: LINE\_02X, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Amount**  
 Type: Number  
 Description:  
 Select equivalent: FSUDA.BATS\_TRANS\_SUB.AMOUNT  
 Where equivalent:  
 Qualification: measure  
 Aggregate function: Sum  
 List of values: no  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Count**  
 Type: Number  
 Description: count(\*)  
 Select equivalent: count(\*)  
 Where equivalent:  
 Qualification: measure

Aggregate function: Sum  
 List of values: no  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Class: **BATS Begin Bal**  
 Description:

Object: **Fiscal Year**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.FISCAL\_YEAR  
 Where equivalent:  
 Qualification: dimension  
 List of values: FISCA001, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Object: **Doc Num Type**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.DOC\_NUM\_TYPE  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_N002, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

Object: **Doc Num**  
 Type: Number  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.DOC\_NUM  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_N003, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show  
 Format: Number  
     Category = Number  
     0

Object: **Doc Line Item Num**  
 Type: Number  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.DOC\_LINE\_ITEM\_NUM  
 Where equivalent:  
 Qualification: dimension  
 List of values: DOC\_L004, editable, manual refresh, not exportable

Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show  
 Format: Number  
     Category = Number  
     0

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Object: **Budget Entity**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.BUDGET\_ENTITY  
 Where equivalent:  
 Qualification: dimension  
 List of values: BUDGE005, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Fund Id**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.FUND\_ID  
 Where equivalent:  
 Qualification: dimension  
 List of values: FUND\_006, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Gen Led Cd**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.GEN\_LED\_CD  
 Where equivalent:  
 Qualification: dimension  
 List of values: GEN\_L007, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Trans Type**  
 Type: Character  
 Description:  
 Select equivalent: FSUDA.BATS\_BEGIN\_BALD.TRANS\_TYPE  
 Where equivalent:  
 Qualification: dimension  
 List of values: TRANS008, editable, manual refresh, not exportable  
 Security access level: 0  
 Can be used: in result, in condition, in sort  
 Object status: show

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Object: **Jv Code**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_BEGIN\_BALD.JV\_CODE  
Where equivalent:  
Qualification: dimension  
List of values: JV\_CO009, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **School Code**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_BEGIN\_BALD.SCHOOL\_CODE  
Where equivalent:  
Qualification: dimension  
List of values: SCHOO00A, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Org L315 Au**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_BEGIN\_BALD.ORG\_L3L5\_AU  
Where equivalent:  
Qualification: dimension  
List of values: ORG\_L00B, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Appro Category**  
Type: Character  
Description:  
Select equivalent: FSUDA.BATS\_BEGIN\_BALD.APPRO\_CATEGORY  
Where equivalent:  
Qualification: dimension  
List of values: APPRO00C, editable, manual refresh, not exportable  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show

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Object: **Amount**  
Type: Number  
Description:  
Select equivalent: FSUDA.BATS\_BEGIN\_BALD.AMOUNT

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Where equivalent:  
Qualification: measure  
Aggregate function: Sum  
List of values: no  
Security access level: 0  
Can be used: in result, in condition, in sort  
Object status: show  
Format: Number  
Category = Number  
#,##0