

Adilas.biz

Main System Players:

“all data is live and searchable”

Inside of adilas there are 12 main groups. We call these groups “main system players” or “main application types”. We use these main system players to hold, organize, and store your data. Think about the following comparison between the human world and the adilas world:

Human World:

Group Level: Groups of People
Individual Level: Actual People
Data Level: Characteristics & Attributes

Human World Example:

Group – Sales Staff
Individuals – Mary, Tom, & Fred
Data – Mary is female and has brown hair
Tom is male and has black hair
Fred is male and has blond hair

Adilas World:

Group Level: System Players
Individual Level: Main Objects
Data Level: Details, Categories,
Histories, and Actual Data

Adilas World Example:

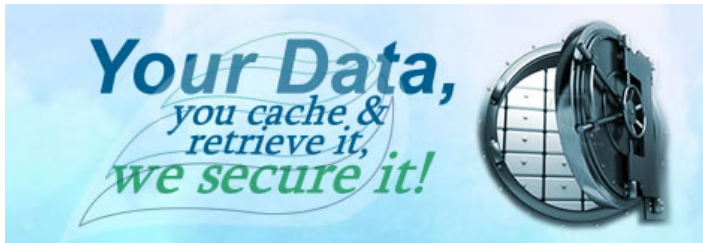
Group – Invoices
Individuals – Invoice #1, Invoice #2, Invoice #3
Data – Invoice #1 is for \$150 and has 4 items
Invoice #2 is for \$500 and has 10 items
Invoice #3 is for \$850 and has 6 items

Our 12 main groups are:

- Customers
- Invoices
- Quotes
- Vendors
- PO's (Purchase Orders)
- Parts (General Inventory Items)
- Stock/Units (Serialized Inventory)
- Deposits
- Expense/Receipts
- Employee/Users
- User-Maintained Balance Sheet Items
- Elements Of Time (Calendar & Scheduling)

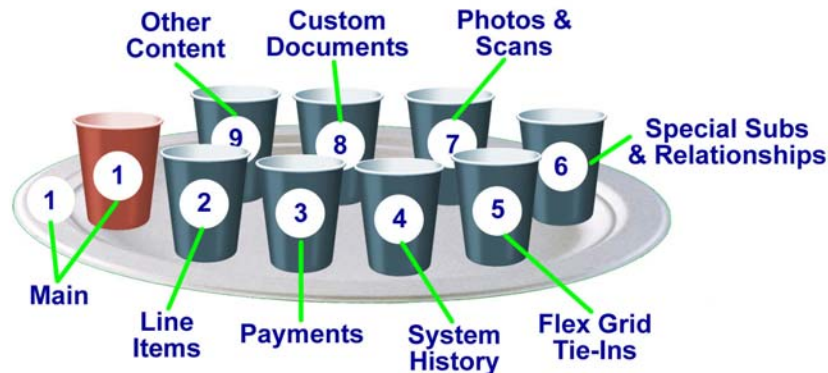
Within each main group you will have a number of individual objects. There is no limit to how many players per group. The number is unlimited and depends on you and your needs. In adilas language, these individuals are what we call “the main” or “the main objects”. Each main object gets a name and an Id number. For example: Invoice # 1000, PO # 555, Deposit #350, Quote # 222.

Each main object then gets to hold or carry its own data or values. Think of this as luggage, details, and histories. It is important to note that each main object will most likely have different luggage or details. Just as no human is the same, no data object will be the same. The differences could be dates, values, quantities, who created it, what does it do (functions), and what state or status is it in.



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To help with the “data level” of the objects or individuals, we have created a small analogy using a simple dinner plate with lots of little cups and/or containers. Each individual object gets its own little plate and cups where it can organize and store its data or luggage.



1. **The Main** – This is short for the “main object” or individual item. This section holds the player type, the object name, and the object id number. It also holds other basic information that applies to the main object. In this analogy, this is both the plate and the red cup. Required.
2. **Line Items** – These are the details, items, or categories of the main. Add as many as you want to tell the story. This is usually the meat of the object. Unlimited.
3. **Payments** – These are money amounts that get applied to help satisfy what is owed (incoming or outgoing). Unlimited.
4. **System History** – These are history notes, dates, and flags that get added behind the scenes as you do an action or make a change. These values are uneditable and make up the built-in audit trail. Unlimited.
5. **Flex Grid Tie-Ins** – These are user-maintained histories, custom fields (up to 15), or tying players to other system players. Think of a virtual “buddy system” of sorts. Unlimited.
6. **Special Subs & Relationships** – Each main player may have special tasks, functions, and/or relationships. This cup is just a placeholder for those special subs and relationships. Unlimited.
7. **Photos & Scans** – These are for the scans, images, photos, and documentation. Max of 100 per player.
8. **Custom Documents** – These are custom documents that get assigned to the main players. These could be special forms, PDF’s, Excel, Word, etc. These documents must be assigned by an administrator. Once assigned, these files can pull dynamic data related to the main player. Unlimited.
9. **Other Content** – These are other files that need to be attached to the main players. This could be audio, video, PDF’s, Excel, Word, contracts, etc. Think additional content besides photos and scans. Unlimited. This section is currently under construction and set for future development.