

Platform Roadmap 2022



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Agenda

- ✓ Platform Priorities
- ✓ New UI Architecture
- ✓ Unified Reporting Architecture
- ✓ Low Code/No Code

```
ext.AddScreenConfigurationFor(screen =>  
    screen  
    StateIdentifierIs<status>()  
    AddDefaultFlow(flow =>  
        flow  
        .WithFlowStates(fss =>  
            {  
                fss.Add(initialState, -flowState => -flowSt  
                fss.Add<State.hold>(flowState => ...);  
                fss.Add<State.open>(flowState => ...);  
                fss.Add<State.confirmed>(flowState => ...);  
                fss.Add<State.partiallyInvoiced>(flowStat  
                fss.Add<State.invoiced>(flowState => ...);  
                fss.Add<State.completed>(flowState => ...);  
            })  
        .WithTransitions(transitions =>  
            {  
                transitions.AddGroupFrom(initialState, -ts  
                transitions.AddGroupFrom<State.hold>(ts =  
                transitions.AddGroupFrom<State.open>(ts =  
                {  
                    ts.Add(t => t.To<State.hold>().IsTrig  
                    ts.Add(t => t.To<State.confirmed>().I  
                });  
                transitions.AddGroupFrom<State.confirmed>  
                {  
                    ts.Add(t => t.To<State.open>().IsTrig  
                    ts.Add(t => t.To<State.invoiced>().Is  
                    ts.Add(t => t.To<State.partiallyInvoi  
                });  
                transitions.AddGroupFrom<State.partiallyI  
                transitions.AddGroupFrom<State.invoiced>(t  
                transitions.AddGroupFrom<State.completed>  
            })))
```

Platform Priorities

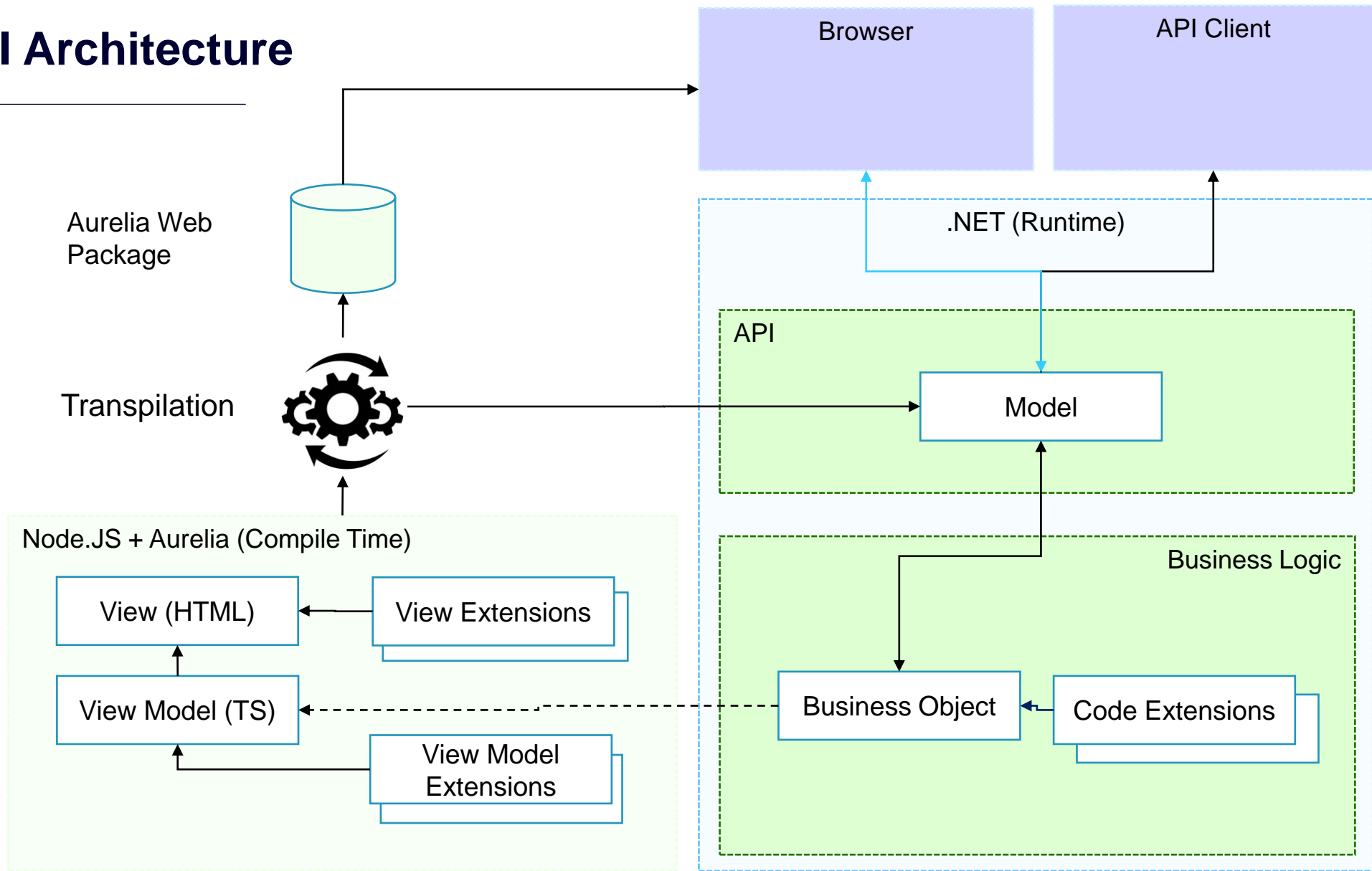
Modernization &
UX

Data and Insights

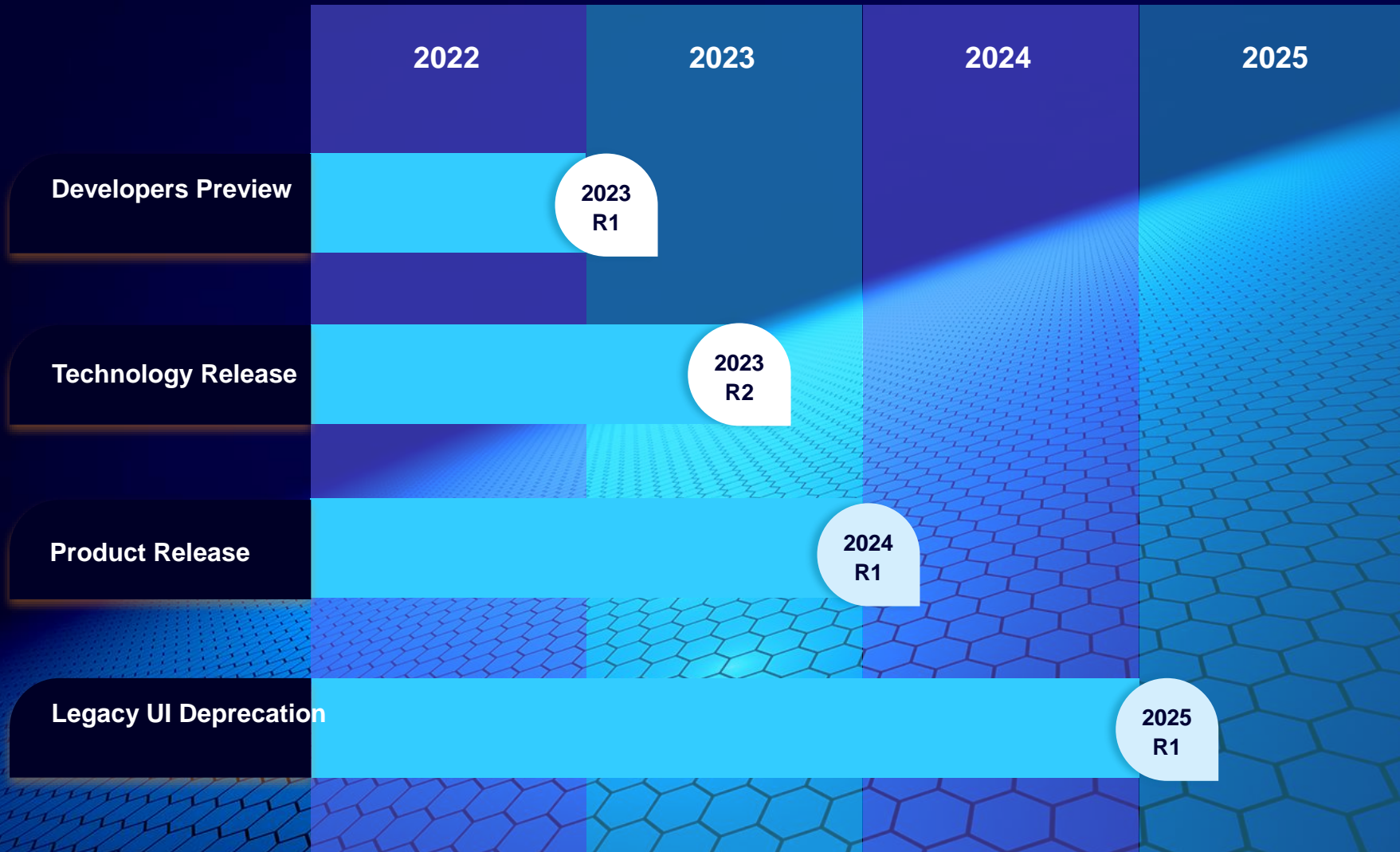
Low Code /
No Code

Performance and Optimization

New UI Architecture



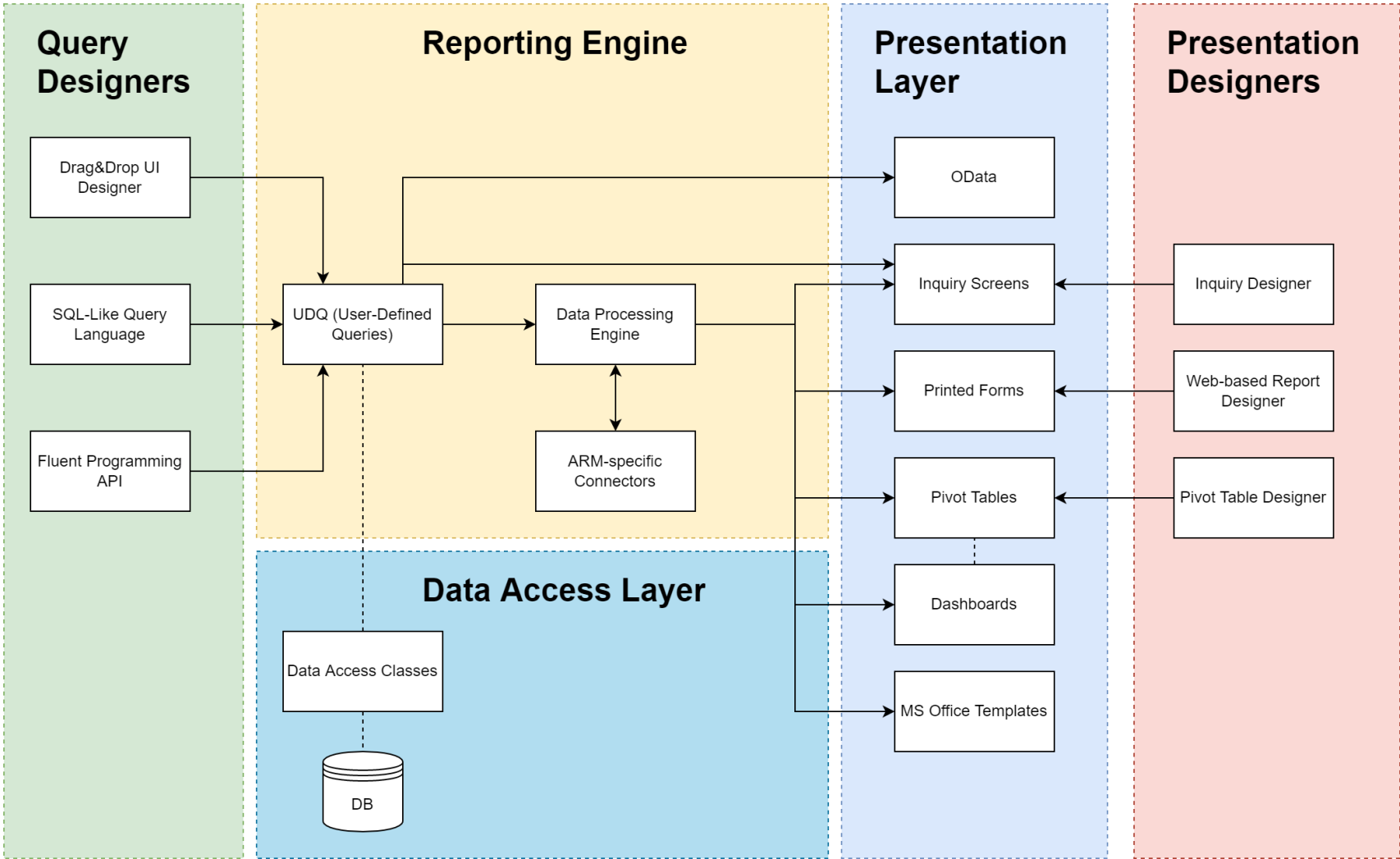
New UI Roadmap



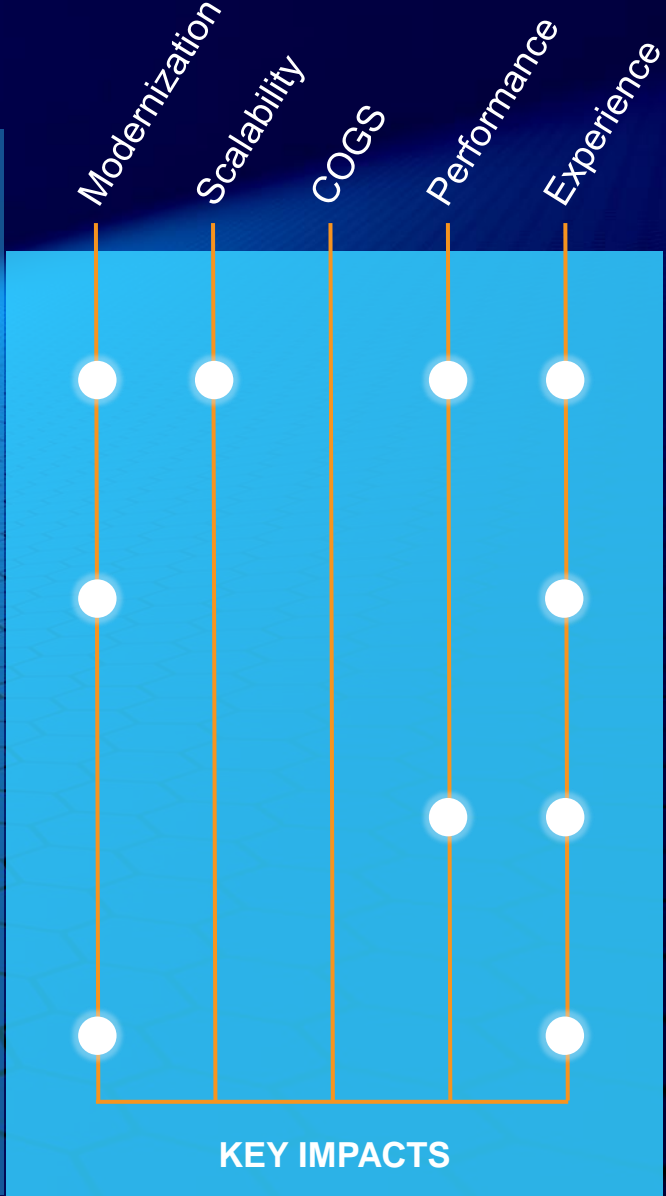
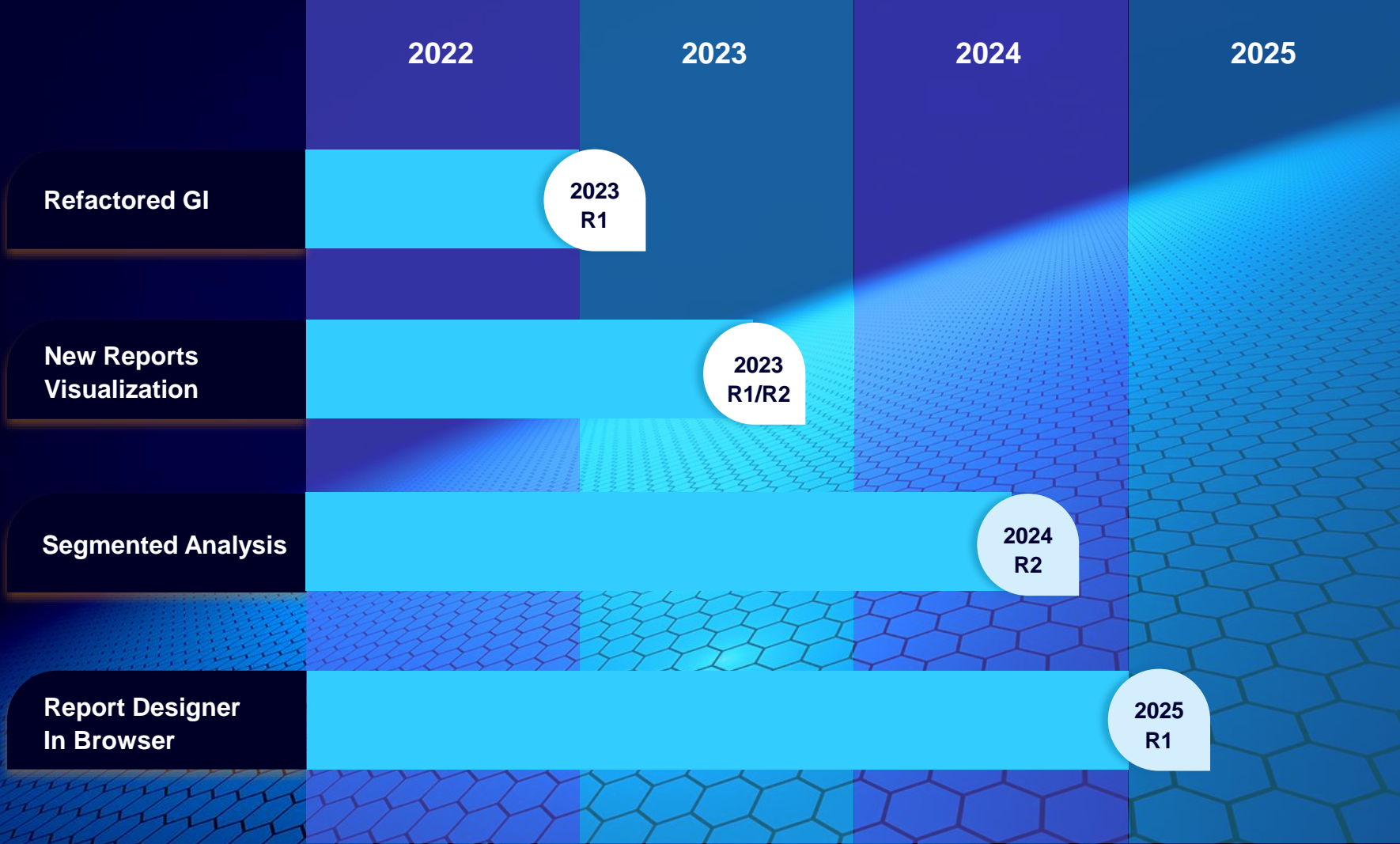
Product UI Deprecation

- Screen that uses old and deprecated technology
- Customization capability is supported
- Customization tools are available but visual tools are not available

Unified Reporting Architecture



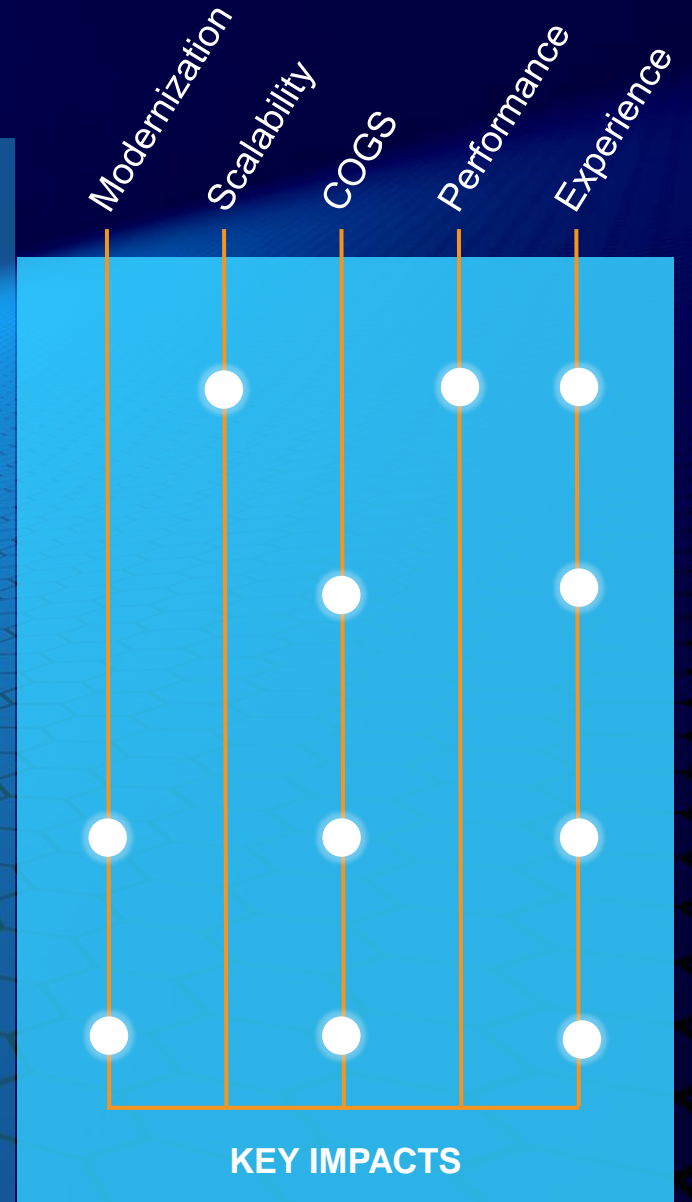
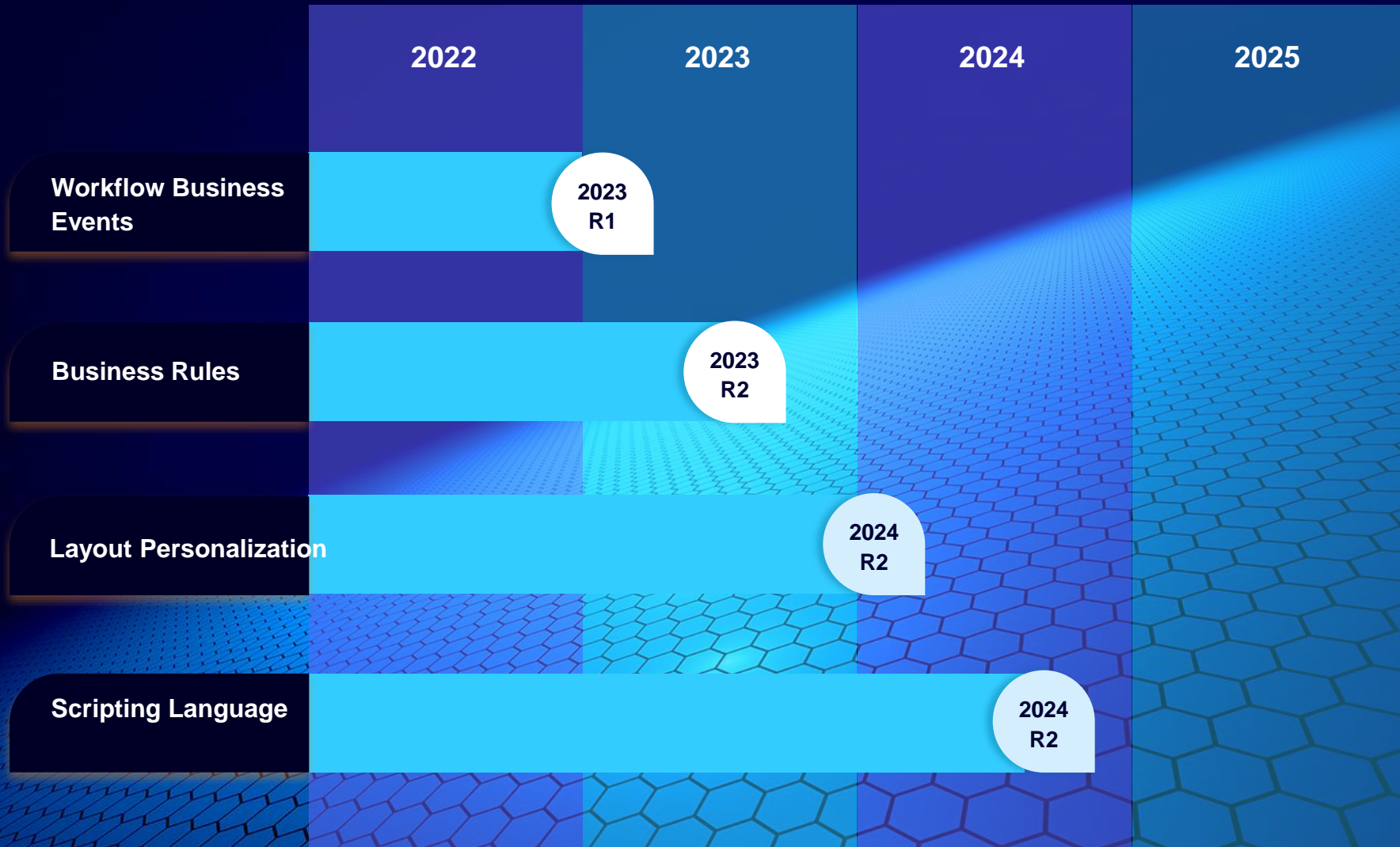
Reporting Roadmap



Low Code / No Code Components

- **State Automation Engine (continuous improvements)**
 - Technology that monitor the state of the entity and control the properties of entity elements depending on the business object state.
- **Configurable Business Events (continuous improvements)**
 - Service that monitor the changes made on the business entity and trigger an actions in response to these changes. These actions include email, messaging, integration scenario internal or external call.
- **User Defined Fields (continuous improvements)**
 - Technology that supports extension of the Acumatica business entities with the custom fields without altering the database by storing them in the Key-Value storage.
- **Screen Layout Personalization (in development)**
 - Technology to support personalization of the data entry screen by a free placement of any screen field including the UDF in any place of the data entry screen similar the way it is done on grid.
- **Business Rules (in development)**
 - Technology to register and execute basic business actions such as defaulting, calculation, managing field state on any screen field including UDF
- **Scripting Language (new feature)**
 - Technology to execute the script with a complex business logic based on the business rules defined for the screen.

Low Code / No Code



A banner image for the Acumatica Virtual DevCon 2022. It features a hand pointing at a screen with code, overlaid with a blue grid pattern and colorful bokeh lights. The text 'Acumatica Virtual DevCon 2022' is in the top left, and 'June 15-16' is below it.

Acumatica
Virtual DevCon
2022

June 15-16

The Acumatica logo, a blue circle with a white dot inside, followed by the word 'Acumatica' in a bold, dark blue sans-serif font.

Acumatica
The Cloud ERP

Thank You!

www.acumatica.com/developers