Title (en)

TRANSFORMATION OF OBJECT TREES, ESPECIALLY IN MES SYSTEMS

Title (de)

TRANSFORMATION VON OBJEKTBÄUMEN, INSBESONDERE IN MES-SYSTEMEN

Title (fr)

TRANSFORMATION D'ARBRES D'OBJETS EN PARTICULIER DANS DES SYSTEMES D'EXECUTION DE FABRICATION (MES)

Publication

EP 1508093 A2 20050223 (DE)

Application

EP 02804562 A 20021128

Priority

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- DE 10161115 A 20011212

Abstract (en)

[origin: WO03050679A2] A system and method for the transformation of object trees (OB1, OB2), especially in MES systems, wherein the source tree (QB) and target object trees (ZB) are represented in a common meta-object model of a software system, especially a framework (IF). The source object tree (QB) is transformed into the target object tree (ZB) by adjustment. Transformation occurs directly in the object of the meta-object model (component), thereby enabling communication between connected applications by means of pure data exchange.

IPC 1-7

G06F 9/46; G06F 9/44

IPC 8 full level

G06F 9/44 (2006.01); **G06F 9/45** (2006.01); **G06F 9/46** (2006.01)

CPC (source: EP US)

G06F 9/541 (2013.01 - EP US); **G06Q 10/06** (2013.01 - EP US)

Citation (search report)

See references of WO 03050679A2

Citation (examination)

US 6292932 B1 20010918 - BAISLEY DONALD EDWARD [US], et al

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DOCDB simple family (publication)

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