Business Day Management

User Handbook

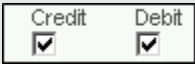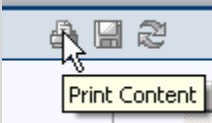**R2024.JUN**

Author	4CB
Version	R2024.JUN
Date	22/02/2024

Terms and Abbreviations

The terms and abbreviations are shown in the table below. You find terms with their description and the abbreviations, both in an alphabetical order.

Letter	Description
C	
Check box	Square box that can be filled with a checkmark by clicking on it with the mouse. In contrast to the radio button, you can select more than one option with a check box.
D	
DD	Day (e.g. used within the timestamp, every letter stands for one digit)
d	Decimal number
E	
e.g.	For example (Latin: 'exempli gratia')
H	
hh	Hour (e.g. used within the timestamp, every letter stands for one digit)
I	
i.e.	That is (Latin: 'id est')
Incl.	Including
M	
Mouse-over	Additional information for some elements of the GUI is only shown when you move the mouse-pointer to these elements.
MM	Month (e.g. used within the timestamp, every letter stands for one digit)
mm	Minute (e.g. used within the timestamp, every letter stands for one digit)
min.	Minimum
max.	Maximum

Letter	Description
10m	10 million
N	
NRO	Non-repudiation of origin (NRO) provides the recipient (BDM) with the evidence NRO which ensures that the originator (BDM actor) will not be able to deny having sent the U2A instruction. The evidence of origin is generated by the originator and held by the recipient.
Q	
QQ	Quarter, indicates a time span of three months, e.g. Q2 stands for the second quarter of the year.
R	
Radio button	A type of GUI element that allows the user to choose only one of a predefined set of options.
S	
Select box	A select field in the GUI with an arrow on the right side. By clicking on the arrow, all possible input values are shown and can be selected with a mouse-click.
SS	Semester, indicates a time span of six months, e.g. S1 stands for the first semester.
ss	Second (e.g. used within the timestamp, every letter stands for one digit)
T	
10t	10 thousand
Timestamp	A sequence of characters, denoting the date and the time in BDM.
Y	
YYYY	Year (e.g. used within the timestamp, every letter stands for one digit)

1 Introduction

1.1 Overview of the User Handbook

The BDM User Handbook, hereinafter called UHB, aims at facilitating the use of the Graphical User Interface of the Business Day Management (BDM GUI). It is intended for any BDM user regardless of the focus of activities and describes the full range of functionalities available in user-to-application (U2A) mode. The UHB provides detailed reference information on all GUI screens and step-by-step instructions for typical workflows.

Target Audience

There is only one handbook addressing all actors: central banks (CBs) and payment banks/ancillary systems. By referring to the table of contents as well as to the usage indication list, each reader can easily identify the relevant parts.

Related documenta- tion

The UHB is part of the functional documentation and complements the UDFS. In particular, UDFS will contain a detailed description of the business concepts used in BDM, which are also relevant when using the GUI.

Updates

Updated versions of the UHB will be provided on a regular basis.

1.1.1 UHB Methodology

Several symbols and methodological elements are used throughout the BDM UHB to ease orientation and help you to find your desired information quickly.

Page Layout

Every page of the main UHB parts has a similar page layout. You can find four different elements:

❙ the header, which shows the chapter and sub-chapter title

❙ the margin column on the left side of each page, which is used for subheadings and information signs

❙ the text column, which contains the main information, tables and screenshots

❙ the footer, which shows the name and the release of the document as well as the page number

Links

Links are illustrated throughout the UHB with a little triangle followed by a page number within squared brackets. These links help you to jump to related sections by clicking on them or turning to the relevant page.

> Please find the information on page 6. [▷ 6]

Illustration 1: Link illustration

Tables

Tables are used to present information in a clearly arranged format. They consist of a table head and a table body. The body is divided into a left and a right column. The left column contains keywords, for example field names, which are explained in the right column. Subsections within a table are preceded by a heading. The order of the description follows the appearance on the screen from left to right and from top to bottom.
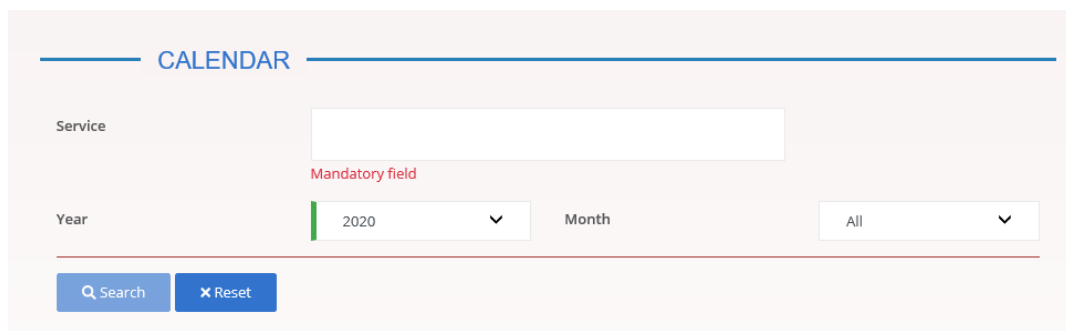
Type Set

Regular text in the UHB is written in Arial Unicode MS font with a size of 11pt. Screen and button names are written in italic letters, GUI paths use the Courier New font. Field names and field values are put in quotation marks if they appear in a context other than their dedicated description.

Element	Format	Example
Screen name	Italic letters	*Data changes – search/list* screen
Button name	Italic letters	*New* button
GUI path	PC code	Common >> Parties >> Parties
Field name or value quotation	'...'	'Opening Date' ; 'Active'

Screenshots

Screenshots are used to illustrate the corresponding text. Note that there might be minor deviations between the screenshot and your screen appearance, according to your access rights or a specific selection you have made. In addition, some functions are mutually exclusive and cannot be represented in a single screenshot. In these cases, the screenshot illustrates the more prevalent use of the screen.

Values shown on a screenshot might also deviate from the default values indicated in the description. In these cases, the description is valid rather than the screenshot.

Illustration 2: Screenshot of Calendar Search/List Screen

1.1.2 UHB Structure

The UHB is structured in three parts and is complemented by an annex.

Part 1

The **introduction** explains the aim, the content and the approach of both the UHB and the GUI. While the first section explains how to use the UHB, the second section focuses on the design and common functionalities of the GUI.

The overview of the UHB includes information about:

❚ The UHB methodology [▶]

❚ The UHB structure [▶]

The overview of the GUI consists of information about:

❚ Setup and login procedures [▶]

❚ GUI structure, including information about the menu structure, screen structure, screen types, field types and properties, and common buttons and icons [▶]

❚ Communication network and services [▶]

❚ User administration [▶]

❚ Security and certification services [▶]

❚ Online help [▶]

Refer to this part if you need information on how to use the UHB or on common functionalities of the GUI.

Part 2

The **screen reference part** starts with a general section serving as a reader's guide for this part. It is followed by the screen descriptions of all screens contained in the GUI. Each description follows an identical structure which comprises detailed information on all screen fields.

The screen reference part is structured along the first and second GUI menu level, followed by the screens in alphabetical order. Within this alphabetical order, all screen types belonging to the same business function are grouped together to follow the business logic (*search/list* screen, *details* screen, *new/edit* screen).

Refer to this part if you need detailed and precise information on a screen, field or button.

Annex

The **annex** supplies detailed information complementing the UHB:

❚ Annex Section 3.1 - Sitemap [▶]: Hierarchical, structured illustration of all screens and their interrelations

▌ Annex Section 3.2 - List of privileges [▶]: For each screen, all privileges and their corresponding description are listed

1.2 Overview of the Graphical User Interface

The GUI is a browser-based application for communication with BDM in U2A mode. It is based on the ISO norm 9241 'Ergonomics of human system interaction'.

1.2.1 Setup and Login Procedures

Before entering the GUI, make sure that your workstation complies with the hardware and software requirements and implement all necessary preparations (e.g. firewall settings) described below.

Such requirements/preparations may be subject to periodic review/update to comply with changing technical/regulatory scenario.

Please refer to the "ESMIG U2A Qualified Configurations" annex of ESMIG UDFS.

Hardware requirements   Please refer to the "ESMIG U2A Qualified Configurations" annex of ESMIG UDFS.

Software requirements   Please refer to the "ESMIG U2A Qualified Configurations" annex of ESMIG UDFS.

Supported Web-Browsers and Settings   Please refer to the "ESMIG U2A Qualified Configurations" annex of ESMIG UDFS.

GUI Access   Users are directed to an initial page named ESMIG portal that ensures proper routing to the web applications the user has been granted to enter.

NRO specific requirements   Please refer to the "ESMIG U2A Qualified Configurations" annex of ESMIG UDFS.

1.2.2 GUI Structure

This chapter explains the basic elements of the BDM GUI structure (i.e. structure of the menu and the screens) helping you to navigate through the system and to use it quickly and efficiently.

The first subsection describes the menu structure where screens are grouped hierarchically. Afterwards, the second subsection explains the layout structure common to each screen. The following subsections provide details on the different screen types [▶] and on recurring elements, such as common field types [▶] or buttons and icons [▶].

1.2.2.1 Menu Structure

The GUI menu is structured into four hierarchical menu levels. The hamburger menu appears when the proper icon is selected. Then the menu can be further navigated - the second, third and fourth menu levels are accessible via mouse-over on the first-level menu item - in order to select the desired functionality.

Hint

Depending on your access rights, it is possible that not all menu entries are visible for you. Contact your system administrator to verify that you have the necessary privileges to access all screens relevant to you. The privileges are listed in each screen and business scenario description.
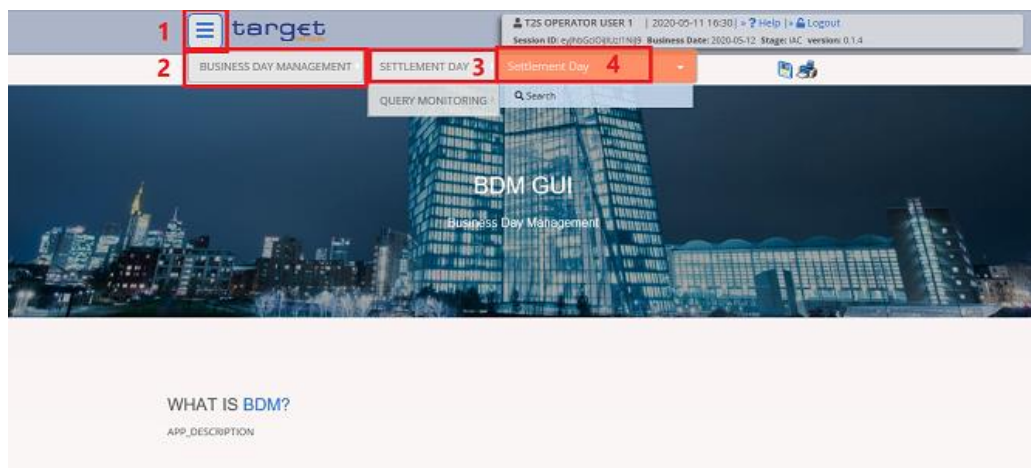

Illustration 3: BDM menu levels

Position No.	Description
1	Menu level 1
2	Menu level 2
3	Menu level 3

4	Menu level 4

All entries on the third menu level are structural subcategories. To access a screen you have to click on the fourth menu level.

1.2.2.2 Screen Structure

In general, each screen of the BDM GUI follows the same layout containing a header and a content area.

The header appears at the top of every screen. It contains three main elements providing useful information and helping you to navigate between the different screens as shown in the illustration below.

Header
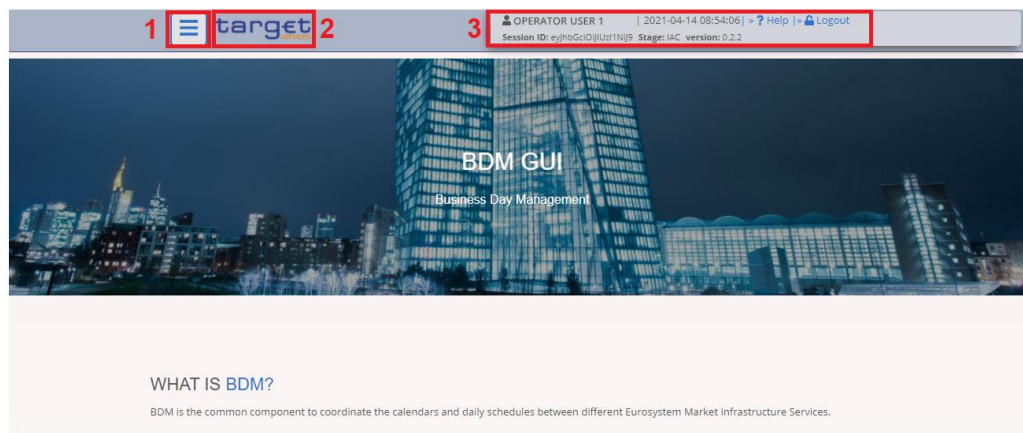
Illustration 4: Header elements

Position No.	Element	Description
1	Menu bar	... presents the main menu item and allows you to navigate to the screens.
2	*BDM logo* button	... links to the welcome screen.
3	Information panel	... displays your login name, the *logout* and *help* buttons as well as date and time of last data access. It contains also: ❙ The id of the session of the connected user; ❙ The stage in which the user is operating (e.g. production environment); ❙ The version of the software of the GUI which the user is logged into.

Content Area

The content area is the part of the GUI where you can trigger all business actions. It is organised by five main elements which help you to interact properly with the GUI as shown in the illustration below.

To structure large amounts of data, the content area is further separated into frames and sub-frames.
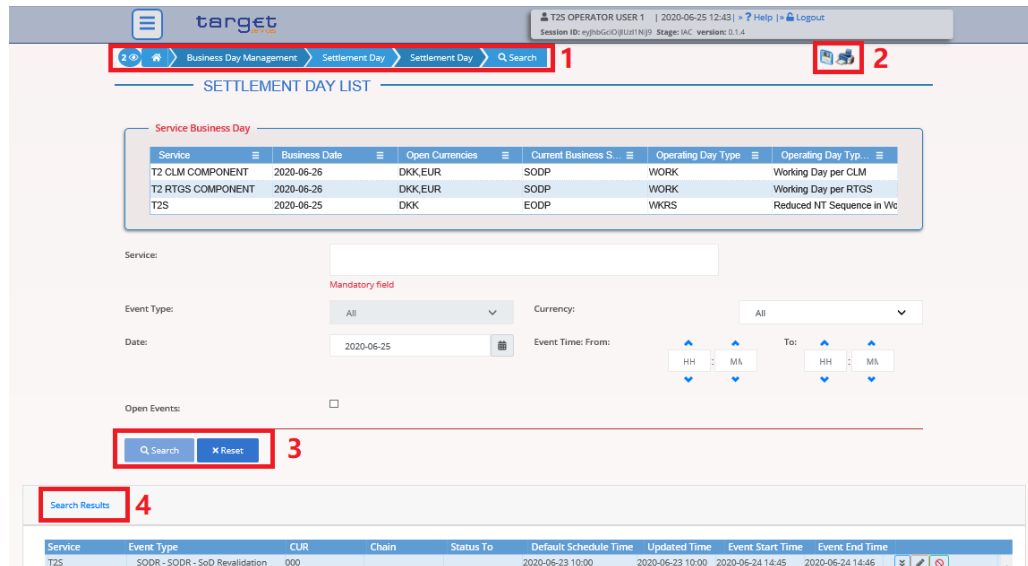
Illustration 5: Content area elements

Position No.	Element	Description
1	Breadcrumb	... shows the main path to the current screen.
2	Basic icons	... exports or prints the screen content.
3	Button bar	…shows all available buttons for the current screen.
4	Frame and sub-frame title	... groups related information as a structural function.

Further information about the icons can be found in the common buttons and icons section.

1.2.2.3 Screen Types

The BDM GUI consists of the following types of screens, each with a different function:

❙ *Search/List* screen
❙ *Details* screen

Search/List Screen

You can access all search/list screens on menu level four.

The *search/list* screen allows you to query the BDM database using a predefined set of search criteria. After executing a search, a list of data records matching your search criteria is displayed in a table. To select an entry from a list displayed on a *search/list* or *list* screen, click on the desired entry. The background colour of the table line changes to indicate the selected entry. If the search retrieves only one record, the *details* screen is displayed directly, if you are authorised to access the *details* screen, else the record is displayed in the table in the *list* screen. You can browse through the list using the table buttons. Furthermore, it is possible to arrange your search results in ascending or descending order by the columns shown. This does not trigger a refreshed query.

Details Screen

In contrast to the *search/list* screen, you can only access the *details* screens via other screens.

All *details* screens provide you with in-depth information of a previously selected data record.

Before showing the *details* screen, a new query is forwarded to the system to ensure most up-to-date data.

1.2.2.4 Field Types and Properties

Field Types

The description of the common field types with the proper descriptions follow.

Input Fields

In input fields you can enter text and/or numeric content. Make sure to comply with the format requirements, which are part of each field/screen description.

ⓘ Hint

You can use the tab key on your keyboard to navigate through the GUI fields.

Select Fields

Select fields are either select boxes or check boxes.

❚ **Select boxes**: Functionally a select box is a way to enter data from a limited list of possible values. In BDM you can find different types of select boxes, standard select box and input-sensitive select box.

❚ **The standard select box** enables the user to choose one entry from a predefined set of values. To select an entry, click on the little box with the arrow to open the menu. Then select the desired value by clicking on it.
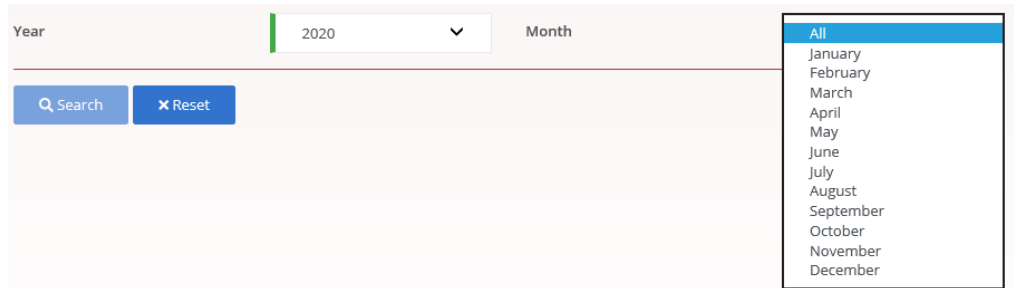
Illustration 6: Standard select box

❙ **Check boxes**: Enable you to select more than one value at the same time. Click on the boxes corresponding to the options you would like to select. Selected check boxes contain a check mark.
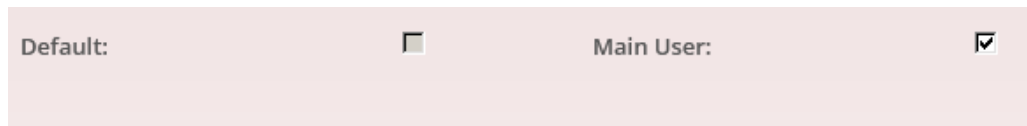

Illustration 7: Check boxes

Read-only Fields

In addition to enter and select fields, the BDM GUI has also read-only fields, which are pre-filled and do not allow data changes.

Field Properties

All field types have specific properties with respect to possible character sets, and mandatory content.

Date

A Date type field has the following format: YYYY-MM-DD. There are four digits representing the year, two digits representing the month and two digits representing the day.

The default value of Date fields, unless differently specified, is BLANK.

The field Date is always linked to a calendar icon that opens a calendar where you can select a day. It is possible to insert a date writing in the field or using the calendar.

Time[1]

The Time type field has the following format: HH:MM. There are two digits representing the hour and two digits representing the minute.

---

[1] The Time in the system refers to the CET/CEST zone.

Numeric

There are different type of numeric field. In general these fields, in edit mode, can contain only numbers and "-" symbol.

Field	Description	Edit mode	New mode
Numeric	Can contain only natural numbers (positive integer).	Only numbers are allowed.	The thousand separator is shown.
Integer	Can contain positive and negative integer values.	Numbers and char "-" are allowed.	The thousand separator is shown. When negative, the char "-" is shown and the string is in red.
Positive Real	Can contain positive values with decimals. When using this type, the number of decimal must be specified.	Numbers and decimal separator are allowed.	The thousand and decimal separators are shown.
Real	Can contain positive and negative values with decimals. When using this type, the number of decimal must be specified.	Numbers, decimal separator and char "-" are allowed.	The thousand and decimal separators are shown. When negative, the char "-" is shown and the string is in red.
Percentage	Can contain positive values with decimals. When using this type, a maximum of 5 digit(s) including decimal point (thereof max. 2 decimal places and decimal point) are allowed.	Numbers and decimal separator are allowed.	The thousand and decimal separators are shown plus "%" symbol.
Percentage + negative	Can contain positive and negative values with decimals. When using this type, the number of decimal must be specified.	Numbers, decimal separator and char "-" are allowed.	The thousand and decimal separators are shown plus "%" symbol. When negative, the char "-" is shown and the string is in red.

Characters

BDM operates in British English and uses the SWIFT-x character set to enter data: if not described differently, the fields are intended to be based on the SWIFT-X character set. BDM can accept the UTF-8 character set with the exception of '<', '>' and '&' in specific fields; when this happens, this is explicitly reported.

The GUI does not differentiate between upper and lower case in terms of data input for input fields.

The SWIFT-x character set corresponds with the following content:

Character	Description
a - z	26 small characters of the Latin alphabet
A - Z	26 capital characters of the Latin alphabet
0 - 9	10 numeric characters
/	Solidus (slash)
-	Hyphen
?	Question mark
:	Colon
(	Opening parenthesis
)	Closing parenthesis
.	Full stop
,	Comma
´	Apostrophe
+	Plus
	Space (blank)
CR	Carriage return
LF	Line feed

Hint

BDM does not process fields (mandatory or optional), that are only filled with blanks. Blanks appearing at the beginning or at the end of a field entry are deleted automatically without any notification.

Fields in a *list* or *details* screen, where the dataset was saved without an entry, are filled with '---'.

Mandatory Content

In the GUI, mandatory fields are marked with a red line in the label or with the sentence "Mandatory field". All marked fields have to be filled in before you are allowed to proceed. The red line is turned into green when the field contains a value or is selected.
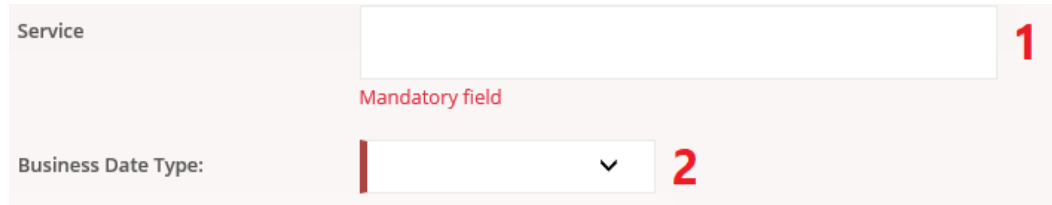

Illustration 8: Mandatory fields

Position No.	Description
1	Mandatory input field
2	Mandatory select field

1.2.2.5 Common Buttons and Icons

While working with the BDM GUI you will find that some buttons and icons appear regularly. There are three types of common elements:

❚ Basic icons, which you can find on every screen

❚ Utility elements, which represent functions within the content area

❚ Table elements, which you can find below data record lists on *search/list*

The buttons contained in the button bar are variable and therefore explained in the screen descriptions.

Basic Icons

Illustration 6: Basic icons

Position No.	Element	Description
1	Export icon	... exports the data of the executed query from the current screen into a csv-file.
		If exporting a list, the related search criteria are exported as well whereas detailed data are only exported, if the respective list and the details screen are covered by the same query. Otherwise just the list entry will be exported.
		The export icon is common to all BDM screens except for the welcome and the new screens.
		In addition to the exported data from the screen the following information is exported at the start of the file: name of the exported screen (including menu path), current date, name of the user who triggered the exporting, classification label 'RESTRICTED', timestamp of the export, defined search criteria (query parameters, if applicable), 'CHANGED DATA' when exporting an edit screen which contains amended data that has not been submitted yet.
2	Print icon	... prints the data of the current screen.
		It is strongly recommended to use this button for generating a clearly arranged overview of data on the printout.
		The print icon is common to all BDM screens except for the welcome screen.

1.2.3 Communication Network and Services

Refer to the ESMIG UDFS document for details on the communication network and services.

1.2.4 User Administration

Registration Only registered users have access to the BDM GUI, therefore registration in BDM reference data and to the network is necessary prior to the first GUI access. The Registration Guide provides information on how to fill in Registration Forms properly.

After registration the system administrator is given the possibility to grant and revoke privileges to its users within the BDM GUI as described in both the screen reference part and the user instructions part.

1.2.5 Security and Certification Services

In order to guarantee a secure and safe handling of the information and to protect customer data provided via the GUI, various security elements have been put into place:

❙ The scope of available data and functions is controlled via the management of access rights

❙ The security features provided by the network providers and described in their respective user documentation prevent unauthorised access

1.2.6 Online Help

The content of the UHB can be accessed from the BDM GUI by clicking on the *help* button.

2 Screen Reference Part

2.1 General

The screen reference part offers a complete overview of all BDM GUI screens that are available in U2A mode. Each screen description focuses on a single screen and explains all fields contained therein.

In detail, every screen description has the same structure and contains the following elements.

Context of Usage

The context of usage explains what a screen displays, what you can do with the screen and which special features are available for the screen, for example the need for confirmation in 4-eyes mode or usage restrictions. If the export functionality produces more data than shown on the screen (if a *list* screen is based on a detailed query), this is also indicated in the context of usage.

Screen Access

The screen access lists all possible ways to access the screen. This includes navigation via the menu and navigation via other screens.

Examples

Navigation via the menu:
Business Day Management >> Settlement Day >> *Settlement Day – search/list* screen

---

When navigating via a *search/list* or *list* screens, a data record has to be selected by clicking on a table row. Afterwards, you can click on specific buttons in the button bar, e.g. the *edit* or *details* button.

Privileges

The privileges segment lists all necessary privileges to access the screens and to use its functions. First, the privileges to access a screen are mentioned, followed by the privileges that are necessary to use all functions on the screen. For further information, refer to the list of privileges [▸].

Reference

The reference lists all business scenarios containing the respective screen (reference to the user instructions part).

Screenshot

You can use the screenshot as orientation for your work with the UHB. All screenshots are based on the maximum of access rights, so deviations are possible if you do not own all privileges which are necessary to use the screen

in its full extent. In addition, deviations between the screenshot and the field/button description are possible in the case of mutually exclusive functions and based on a specific selection you have made. Values shown on the screenshot might also deviate from the default values indicated in the description.

Field Description

The field description provides all the relevant information related to the respective field name. It is structured in table format with a separate table for each frame. Sub-frames are indicated by subsection headings in the table. The following illustration explains the structure of a field description.

Settlement Day – Search Criteria **2**	
Service **1**	Select the list of services the user can see. **3** It must be possible to select one or more Services. This field is mandatory. **4**

Illustration 7: Example of a screen description

Position No.	Element	Description
1	Field name	... indicates the respective name of each screen field. Mandatory fields are explicitly indicated. Input and select fields with no specific remark are always optional.
2	Frame name	... indicates the respective name of each screen frame.
3	Field description	... indicates the field type and required content. Each field description starts with a keyword, which illustrates your required activity: ▌'Shows...' indicates a read-only field [▶] ▌'Select...' indicates a select field [▶] ▌'Enter...' indicates an input field [▶] ▌'Enter or select...' indicates an input sensitive select box or an input field with suggestions [▶] If there is an exhaustive list of possible values, these are listed.
4	Additional information	... indicates the useful information that is for filling in the field.

Buttons

All buttons specific to the screen are listed and described in a table at the end of the screen description. The following illustration explains the structure of a button description.

Buttons		
1 Edit	**2** This function enables the user to edit the details of the selected party.	
	3 If the status of the selected party is set to 'Deleted', this function is not available.	
	4 If you have accessed this screen via another screen, this function is not available	

Illustration 8: Example of a button description

Position No.	Element	Description
1	Button name	... indicates the respective name of each button.
2	Button description	... indicates the action that is triggered when clicking on the button. Each button description starts with 'This function enables you...'
3	Cross-field validations	... indicate interdependencies between a field and the button relevant for the validation of your input.
4	Additional information	... indicates useful information regarding the button and/or its function.

For further information on common buttons, refer to Common Buttons and Icons.

2.2 Business Day Management

2.2.1 Settlement Day

2.2.1.1 Settlement Day – Search/List Screen

Context of Usage

This screen enables the user to display a list of Schedule Events of the Current Day Schedule of the specific service matching the entered criteria. The screen allows seeing the Scheduled Events of more than one service at the same time. When returning the list of Scheduled Events, the Service Operator is allowed to see the processes of a selected event, to edit or to force the completion of a selected Scheduled Event or of all Events in the same Chain of the selected Event.

When entering, the screen shows the status of the current business day for each Service.

Screen Access

❙ *Business Day Management >> Settlement Day >> Settlement Day >> Search*

Privileges

To use this screen, the following Privileges are needed [▶]:
❙ T2S diary query
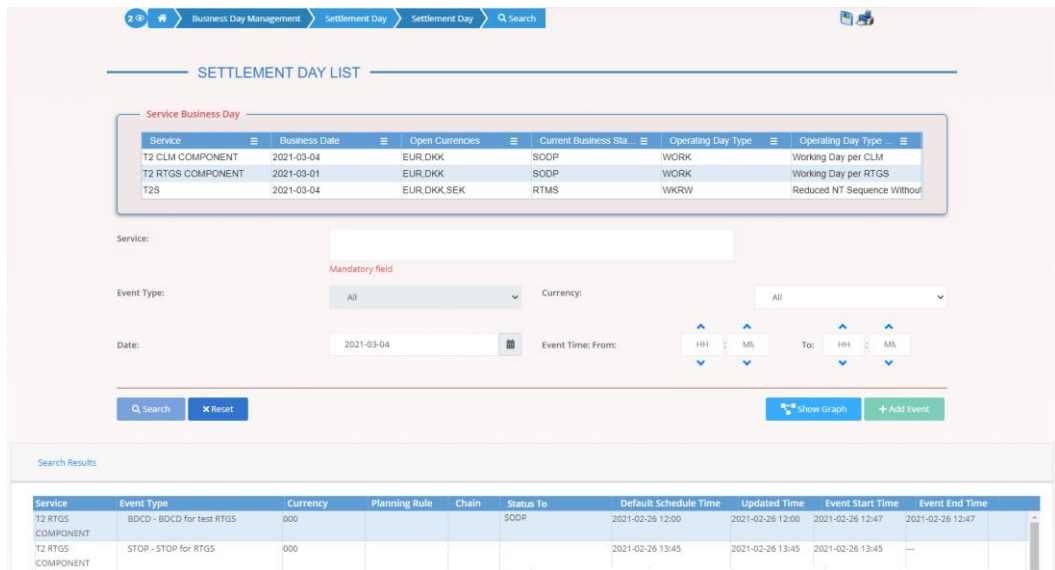❙ Current status of the T2S settlement day

Screenshot

Illustration 12: Settlement Day – search/list screen

**Fields
Description**

Service Business Day	
Service	Shows the description of the Business Day related service.
Business date	Shows the date of the Service business day.
Open currencies	Shows the currencies open for settlement.
Current Business Status	Shows the current Service business status.
Operating Day Type	Shows the code of the Operating Day Type.
Operating Day Type Description	Shows the description of the Operating Day Type.

Settlement Day – Search Criteria	
Service	Select the list of services the user can see. It must be possible to select one or more Services. This field is mandatory.
Event Type	It contains the list of event descriptions of the selected service(s) defined in the system plus the item "All".
Currency	Select a currency, "All currencies" or "No currencies".

Date	Enter or select the date of the Events to be searched. Required format is: Date.
Event time: from	Enter the event time as lower bound of the search. Required format is: Time.
Event time: to	Enter the event time as upper bound of the search. Required format is: Time.

Settlement Day – List	
Service	Shows the service of the returned item.
Event Type	Shows the event type description of the returned item.
Currency	Shows the currency code, if any, for which the returned item is configured.
Planning Rule	Shows the planning rule of the related event. When specified by the Operator, it identifies special scheduling rules for the event to run on specific closing days.
Chain	Shows the chain associated to the event. When specified, it allows the Operator to manage the Business Day using specific functionality based on groups of events marked with same chain.
Status to	Shows the new status the service will move to when the event is completely managed (triggered and closed).
Default Schedule Time	Shows the default schedule time of the returned item.
Updated Time	Shows the updated time of the returned item.
Event Start Time	Shows the start time of the returned item.
Event End Time	Shows the end time of the returned item.

Buttons

| Search | This function enables the user to start a search according to the filled in criteria. |
| Reset | This function enables the user to set default search criteria and blanks out all optional criteria. |

Show Graph (Service Operator only)	This function enables the Service Operator to show the graphical representation of the business day events on a pop-up screen.
Add Event (Service Operator only)	This function enables the Service Operator to create a new Daily Schedule.

2.2.2 Calendar

2.2.2.1 Calendar – Details Screen

Context of Usage

The screen enables the user to consult the operative calendars of ~~Target Services~~TARGET services, specifying opening and closing days.

The system shows days, highlighted in a different colour, when the general rule has exception for specific currencies and permits the user to look at these exceptions. Week-ends are always closing days.

Default opening and closing days are defined by the system. Exception to the standard opening and closing days are defined by the Closing Days function.

Screen Access

❚ *Business Day Management >> Calendar >> Calendar*

Privileges

To use this screen, the following Privileges are needed [▶]:
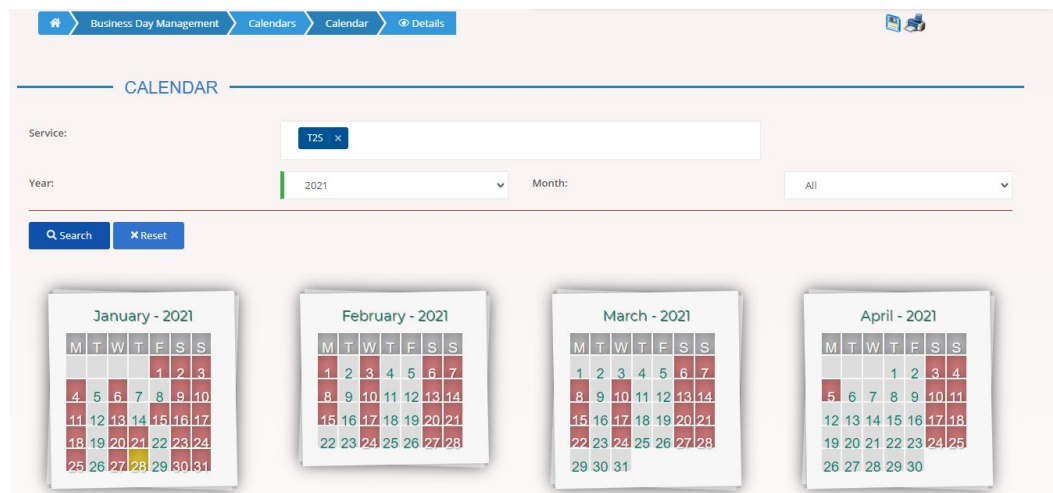❚ T2S calendar query

Screenshot

Illustration 13: Calendar – details screen

Fields Description

Calendar – Search Criteria	
Service	Select the Calendar related Service from the possible values: ▎ T2 CLM COMPONENT ▎ T2 RTGS COMPONENT ▎ T2S This field is blank as default value.
Year	Select the year to display from the possible values: ▎ Previous year ▎ Current year (default value) ▎ Following year
Month	Select the month to display from the possible values: ▎ All (default value) ▎ January ▎ February ▎ March ▎ April ▎ May ▎ June ▎ July ▎ August ▎ September ▎ October ▎ November ▎ December

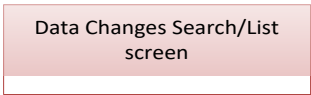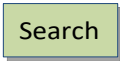| Calendar	
Month Name	Shows the name of the month and the referenced year.
Day	Shows the days of the month.
Description	Shows the opening and closing days or the days with exceptions for specific currencies. The days are marked with colours depending on their content: ❚ Opening days are marked grey ❚ Closing days are marked red ❚ Currency exceptions are marked yellow When the service is open but a specific currency/currencies is/are closed, the related day is market in yellow (the closed currency/currencies will be shown when you hover your cursor over the field).

Buttons

|	
Search	This function enables the user to start a search according to the filled in criteria.
Reset	This function enables the user to set default search criteria and blanks out all optional criteria.

3 Annex

3.1 Sitemap

In the following sub-sections the reader may find the hierarchical, structured illustration of all the BDM screens and their interrelations.

You can find below the legend which explains the meaning of each object, i.e. screen, button, dotted (blue) arrow, solid (red) arrow illustrated in the following diagrams.

Object in the diagram	Description
Data Changes Search/List screen	The object represents a screen.
- - - - -▶	When a button is displayed on the screen, a dotted blue arrow is shown as a link between the screen and the corresponding button.
Search	The object represents a button which is shown in the relevant screen.
◀─────	After a button is pressed, the result can be displayed either on the same screen or in a different screen (e.g. the details screen).

3.1.1 Settlement Day
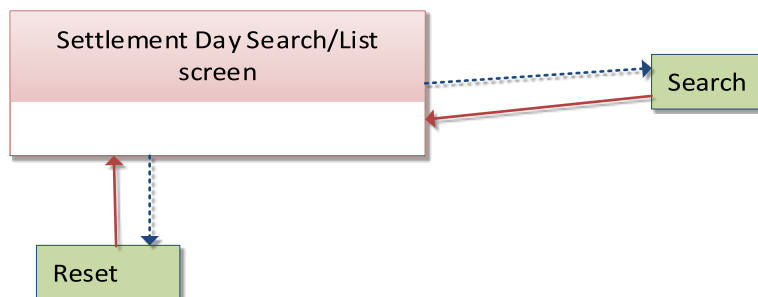
3.1.2 Calendar
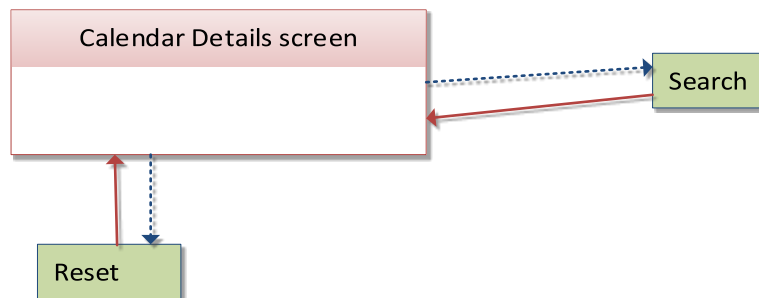
3.2 List of Privileges

3.2.1 Reader's Guide

Reader's Guide

The list of privileges is structured in accordance with the alphabetical screen order and provides detailed information on privilege code, privilege type, object type and screen criteria related to each privilege.

The name of the privileges is related to the T2S implementation but, despite the name, they are applicable to all the TARGET services.

3.2.2 Privileges for GUI Screens

3.2.2.1 Settlement Day – Search/List screen

Privilege	Privilege Code	Screen Criteria
T2S Diary Query	SCQ_T2SDiaryQuery	n/a
Current Status of the T2S Settlement Day	SCQ_CurrStatusOfT2SSettlDay	n/a

3.2.2.2 Calendar – Details Screen

Privilege	Privilege Code	Screen Criteria
T2S Calendar Query	SCQ_T2SCalendarQuery	n/a