SyteLine Configuration – Can't Work With Rule – White Paper

The purpose of this white paper is to fully explain how the Can't Work With rule type in SyteLine Configuration works. The Can't Work With (CWW) rule can be very complicated since it is the only rule type that functions in a "bi-directional" manner. All rules in SyteLine Configuration work from the Left Hand Side (LHS) to the Right Hand Side (RHS). The CWW rule is the only rule type which also functions from Right to Left, in a matter of speaking. The following examples should explain all possible situations with the CWW rule.

For the following examples, we will have 4 optional parts. The rules will function similarly with part classes as well. To keep this simple, our parts are Circle, Square, Triangle, Oval.

Example 1: Rule with 1 part on LHS, 1 part on RHS

Circle CWW Square

If Circle is selected, Square will be X'ed. This IMPLIES that the Circle and the Square do no go together. Therefore, this rule also functions in bi-directional manner such that if Square is selected, Circle will be X'ed. In concept, you could think of this creating the rule:

Square CWW Circle

Example 2: Rule with 1 part on LHS, 2 parts on RHS

Circle CWW Square
Triangle

If Circle is selected, both Square and Triangle will be X'ed. This rule is a shortcut from writing 2 rules. However, it functions as if 2 rules were written:

Circle CWW Square

Circle CWW Triangle

Each of these rules functions in a bi-directional manner such that if Square is selected Circle will be X'ed from the first line. If Triangle is selected, Circle will be X'ed based on the second line. In concept, you could think of these 2 rules being created:

Square CWW Circle

Triangle CWW Circle

Example 3: Rule with 2 parts on LHS, 1 part on RHS

Circle	**CWW**	**Triangle**
Square		

If Circle and Square are both selected, Triangle will be X'ed. This is not a shortcut for 2 rules. This IMPLIES that the Circle and the Square together don't work with the Triangle.
This functions in a bi-directional manner such that the Triangle does not work with both the Square and Circle together. If Triangle is selected, nothing happens to Circle or Square. After Triangle is selected, if Circle is selected, Square will be X'ed; or is Square is selected, Circle will be X'ed. This preserves the IMPLIED meaning of Triangle doesn't work with both Circle and Square together. In concept, you could think of this rule being:

Triangle	***CWW***	***Circle AND Square (both)***

Example 4: Rule with 2 parts on LHS, 2 parts on RHS

Circle	**CWW**	**Triangle**
Square		**Oval**

This is simply a combination of Example 2 and Example 3. If both Circle and Square are selected, both Triangle and Oval will be X'ed. This is a shortcut of 2 rules as explained in Example 2:

Circle	**CWW**	**Triangle**
Square		

Circle	**CWW**	**Oval**
Square		

Each of these rules is bi-directional and function as explained in Example 3.

Triangle	***CWW***	***Circle AND Square (both)***

Oval	***CWW***	***Circle AND Square (both)***