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In this issue: Modernization, SaaS and Mobile



A WORD FROM PETE DRANEY
Symposiarch

Welcome to LANSA Review issue 43. The contents of this edition are truly reflective of the very broad spectrum of solutions that LANSA successfully delivers to its customers.

For software developers like the folks in the R&D teams at LANSA, there is nothing more gratifying than to have customers that are willing to go on the public record to testify that LANSA's software has hit the sweet spot for which it was intended.

Windows-based POS/Retail system

RORC President and CEO, Joe Jurich delivers the ultimate accolade for our core Visual LANSA product: "There is an old adage, that when building systems three factors are always desired: Good, Fast and Cheap. In reality, you can pick two knowing that the third is the trade-off. For instance, it may be good and fast, but it won't be cheap. Or, fast and cheap, but it won't be any good. With LANSA, we achieved all three. The deliverables are very good. They were built much faster than we could have built them in any other language. And the end result was significantly cheaper than it would have cost using other methods." Video clip with Joe Jurich at <http://www.lansa.com/casestudies/rorc.htm>.

Mobile on the Assembly Floor

Kawasaki Motors Manufacturing Corp. (U.S.A) Information Systems Supervisor, Jay Kamradt, salutes LANSA's new flagship mobile product, LongRange: "Our developers found LongRange easy to learn and development was fast. We got our first series of apps out in just 2 months, including installing, going through the tutorials, development, testing and implementation. The experience of users on the floor is that the LongRange developed apps are intuitive, reliable and stable. We haven't had any issues or a need to revisit code. The apps are now a crucial part of our new procedures, and we cannot run the assembly plant without them."

From Six Months to One Month

MacMillan Publishers Australia's Application Software Manager, Angela Scully, continues with her high praise for LANSA's Business Process Integration solution: "With LANSA Composer we had our return on investment well within

the first year. It has given us the ability to create efficiencies in processes that were previously too hard or expensive to streamline. Projects that used to take six months now only take one month. Wherever we have time consuming manual activity, or wherever we have an IBM i related data collection process that runs needlessly on Windows, I see a potential LANSA Composer project."

A few more words about LongRange

And, speaking about LongRange, perhaps I should add a few more words about our new mobile development tool. Those of you who are users of Visual LANSA will no doubt agree with Joe Jurich's comments above. But we have not yet been able to successfully convert every RPG developer into a LANSA developer.

So, with the mobile computing wave becoming a tsunami, we decided to develop a version of LongRange for the RPG fraternity, so that they can continue with RPG (and COBOL) and still get the benefits of LANSA making mobile software simple. Of course, LongRange also allows LANSA developers to build native mobile apps, but now RPG/COBOL programmers have access to the same LongRange toolset as well. So, what exactly is LongRange?

- It's a development tool that enables you to build mobile business solutions that run natively on iOS and Android devices. Not Web/browser based solutions, but native apps.
- It quarantines you from having to worry about changes to operating systems, screen sizes and orientation, and device specific features. LongRange handles all of this automatically.
- It's a development tool focused entirely on IBM i developers. It uses your current RPG (COBOL) and DDS skills. It does NOT require you to learn additional (and possibly unachievable) skills like HTML5, CSS3, PHP, JavaScript, Java or Objective-C.
- It enables your app to use all the device-side features of the mobile device (e.g. barcode scanning, signature capture, geolocation).
- It enables you to write an app once and to run the app on multiple mobile platforms. So maintenance is much less expensive.