Steps for creating a new codeunit

1. Create a new Java project in your favorite IDE
2. Import the p2eShared.jar in the project
3. Create a new class:
    1. The abstract parts are found in: dk.p2e.blanket.codeunit
    2. Implement all abstract methods
    3. Code the method bodies (normally "execute")
4. Compile and build
5. Deploy to webservser: [Application]\WEB-INF\lib

After first test of the codeunit a server reboot is needed for each redeployment, as there is no way of removing the loaded classes from memory.

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