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Disabling an Ensemble Production

I'm not saying that this is in anyway "best practices," but I'm in a peculiar situation where I need to restrict users from starting a "retired" Ensemble Production in a namespace that's been renamed. It's still an "Ensemble-activated" namespace; we need to keep it available for Ensemble Message Viewer access ... fortunately, only for a little while.

It's a bit of a hack ...

Open the Production class in Studio and add the following classmethod:

```
ClassMethod OnStart() As %Status
{
    Return $system.Status.Error(5001,"THIS PRODUCTION IS DISABLED.")
}
```

A Production won't start if its OnStart() callback returns an error. And that's exactly what this OnStart() method does 😊

Of course, if there are better ways to accomplish the same thing, I'm all ears!

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