

# SILVERDEV

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# Chapter 1. Introduction

SilverDev is a graphic applications server on System i.  
SilverDev also incorporates development tools for the creation of event-driven graphic applications in rpg iLE.

## Presentation

SilverDev is a server on System iSystem i. It communicates with programs on the PC: MyDesk, Launcher and Designer.

When the server is running, several jobs are pre-started.

When a user logs on to one of the above-mentioned applications, the server allocates one of the pre-started jobs (and starts another).  
The job is run with the authorizations of the logged profile. When the user logs off, the job stops.

```
Work with SilverDev jobs

SilverDev server is running

2=Change  3=Hold  4=End  5=Work with  6=Release  8=Work with spooled files
10=Job log 11=Call stack 12=Job locks 13=Library list...

Current
Opt Job      user prf      Stt  Function
319472/ADUVAL/SDWRKBCH  ADUVAL  SELW  *SilverDev-MyDesk
319508/ADUVAL/SDWRKBCH  ADUVAL  SELW  *SilverDev-Designer
319515/ADUVAL/SDWRKBCH  ADUVAL  SELW  *DEBUGGER

Bottom

==>
F3=Exit  F4=Prompt  F5=Refresh  F7=Active jobs  F8=Kill MSGW  F10=QCMD
F15=End service job  F16=Sort  F17=Msg *SYSOPR  F23=More options
```

---

## MyDesk: user access

MyDesk is the user's desktop. This program displays the list of SilverDev applications to which the user has access.

When the user double-clicks on an application icon, MyDesk runs the Launcher program, passing on several parameters, including the program that should run on the System i. The Launcher then logs on and is allocated to a new job. The launcher asks the server to run the program received as a parameter from MyDesk.

Applications are managed using the MyDesk tool.

Log on with a \*secadm profile to have access to additional menus that enable creation of icons in the visible part of MyDesk.

---

## Launcher

This program, located in the same directory as MyDesk, is the heart of the client part. Each time a SilverDev application is started, an instance of the Launcher program is started on the PC. It is important to keep this program up to date.

---

## Designer: design interface

The screens are created using a graphic tool: "Designer".

Each screen corresponds to a screen source which is stored on the ifs.

The screen is then compiled and converted into a \*USRSPC type object.

---

## Generator

From the Silver menu, you can access a program generator.

This generator enables faster program design by writing some of the code automatically.

---

## Chapter 2. Installing the server

### From a cd

To install the server, place the installation CD in the optical reader of the AS400 and start the lodrun command.

### Using SetupServer

If you do not have access to an optical reader, you can install the SilverDev server via a PC, using SetupServer.exe

### Manually with ftp

If setupServer does not work, you can install manually.

Upload setup.svf, silvddi.svf, silvddo.svf on the ifs.

In /temp for example

Copy setup.svf in a savefile with cpyfrmstmf :

```
CPYFRMSTMF FROMSTMF('/temp/setup.svf')
          TOMBR('/qsys.lib/mylib.lib/mysavf.file')
          MBROPT(*REPLACE)
```

(save file must exist before copying into it)

Restore objects of this save file in qtemp :

```
RSTOBJ OBJ(*ALL) SAVLIB(QTEMP) DEV(*SAVF) SAVF(ARNAUD/MYSAVF)
```

Run qtemp/setup command :

```
QTEMP/SETUP PATH('/temp')
```

/temp parameter is the directory where you have uploaded silvddi.svf and silvddo.svf.

Press enter (or F4 and enter)

---

## JobLog

If installation fails, you can consult the joblog.

If installation fails with the installftp program, the joblog is retrieved in the installftp program.

The job number is displayed in installftp, and the log can also be viewed in command line:

DSPJOBLOG JOB(754404/QTCP/QTFTP01263)



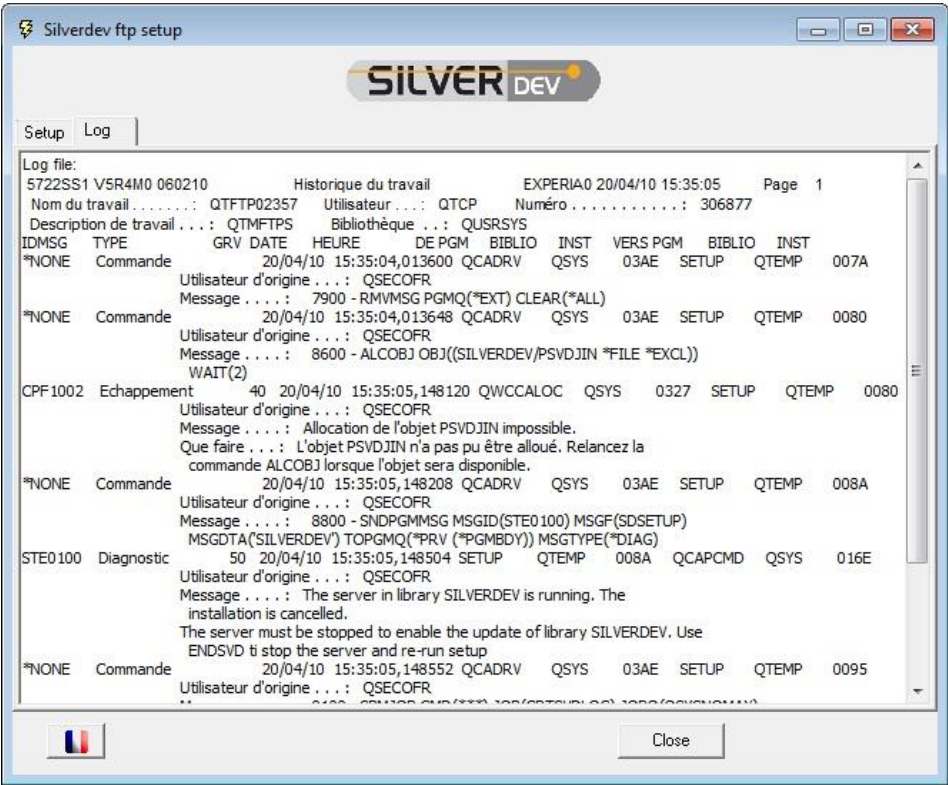
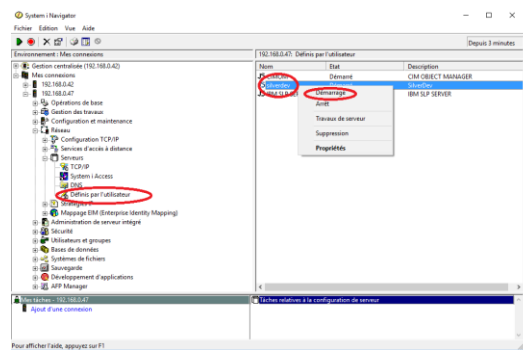


Figure 1

Starting the server

To run the applications created with SilverDev or to create a screen, the SilverDev TCP/IP server must be running on the System i. To start it, use the STRTCPSVR \*SILVERDEV command on a 5250 session.

You can also use system I navigator :



By default, the server listens out for connections to port 7003.  
The default port can also be modified in the SILVERDEV/PSVDCFG configuration file.  
Several jobs are “pre-started” to accelerate later connections.

To see if the server is running, use the wrksdjob command.

```

Work with SilverDev jobs
SilverDev server is running
27/10/16 15:27:18

2=Change 3=Hold 4=End 5=Work with 6=Release 8=Work with spooled files
10=Job log 11=Call stack 12=Job locks 13=Library list...
Current
Opt Job user prf Stt Function

(No job to list)

===>
F3=Exit F4=Prompt F5=Refresh F7=Active jobs F8=Kill MSGW F10=QCMD
F15=End service job F16=Sort F17=Msg *SYSOPR F23=More options

```

## Code

You must have a licence from Experia to use SilverDev. Experia will give you a code to be entered using the codsvd command. If you do not have a licence, you can use the product for 15 days by entering the codsvd demo(\*YES) command

## Re-installation

In the case of re-installation, the installation program creates a backup savefile. This file is called SDddmmyy01, where dd is the day, mm the month and yy the year. It is in the SDddmmyy01 library.

If installation fails, you must restore the objects of this savefile in SilverDev before restarting the installation.

When installing a new version, you may need a new code.

The Silverdev version number format is as follows:

VXXRYY.ZZZ

If the XX or YY numbers have changed, you will need a new code.

---

## Copying onto another machine

### Code

If you copy SilverDev onto another machine, you will need a new code.

### Authorizations

Application authorizations are stored in the psvdaut file.

This file stores the app file identifier and not its filepath.

If you copy SilverDev onto another machine, the app file identifiers will be different and therefore the rights will not be saved.

To retrieve the rights of the previous machine, proceed as follows:

Add SilverDev to the library list on the old machine and run the sdd2pth program.

Copy the psvdaut file from the old machine onto the new machine.

Add SilverDev to the library list on the new machine and run the sdPth2ld program.

---

## Uninstall Silverdev

To remove completely Silverdev from your machine, end the server with the endsvd command.

Delete the library silverdev

Delete the library silverdemo (if installed)

Delete the directory /silverdev

Delete the server with the command : RMVTCPSVR \*SILVERDEV

## Chapter 3. Demo programs

When installing SilverDev, you can install demonstration programs. These programs are installed in the silverdemo library.

The sources are copied in the silverdemo/qrpglesrc file. A context for the generator is created in the silverdemo library.

The "Books" program, installed in the demo directory, is of particular interest.

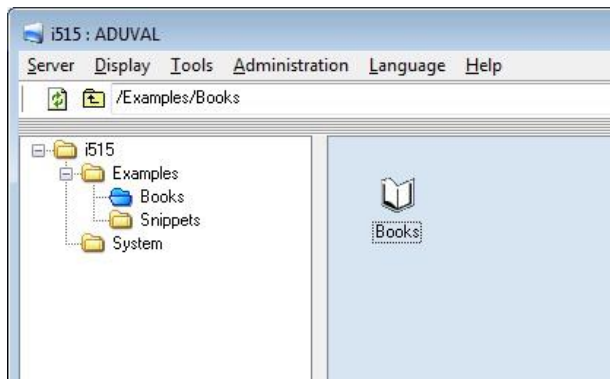


Figure 2

This example comprises 12 programs, sddmbks1 to sddmbks12. It shows a full example of database management. The database diagram is as follows:

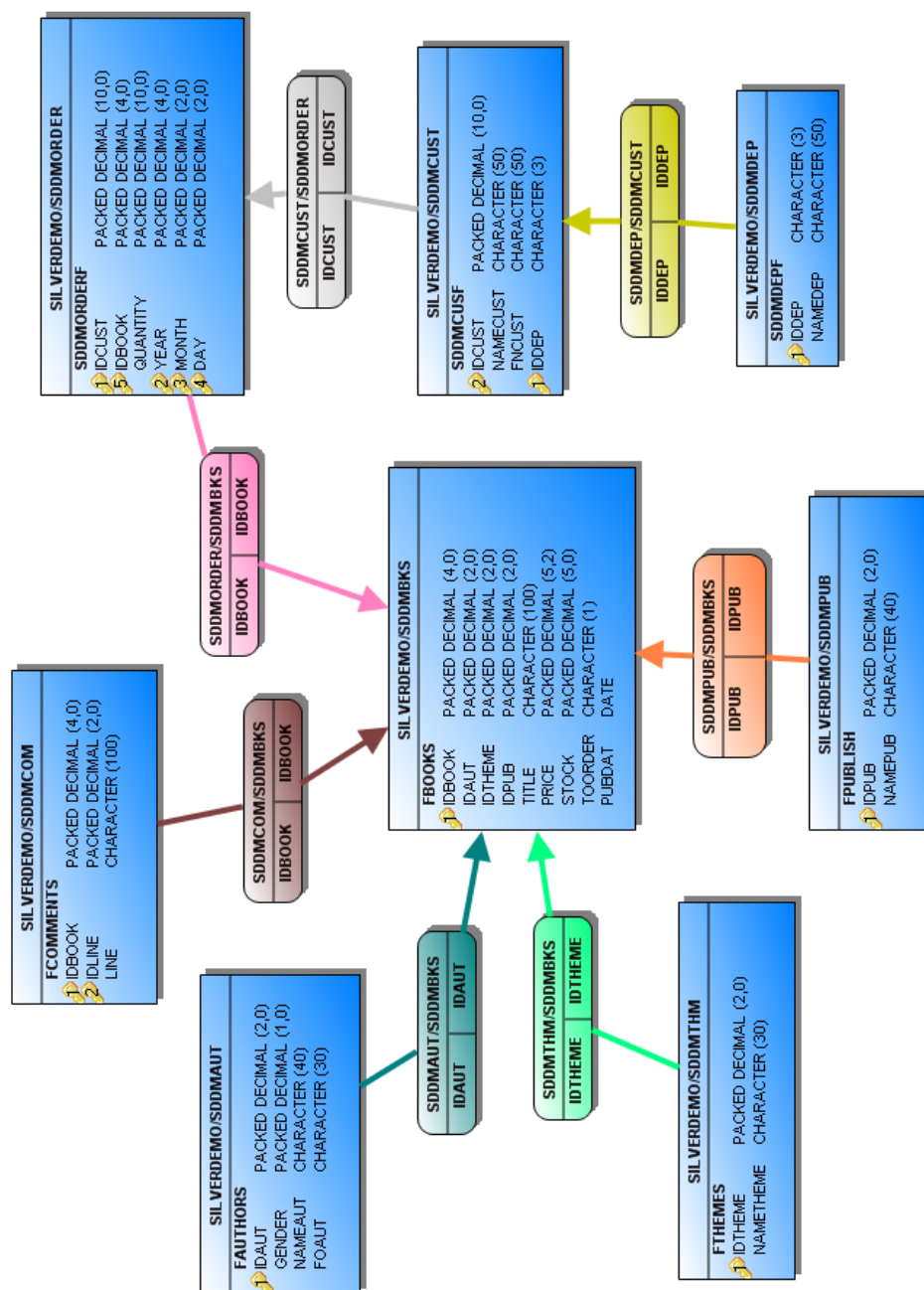
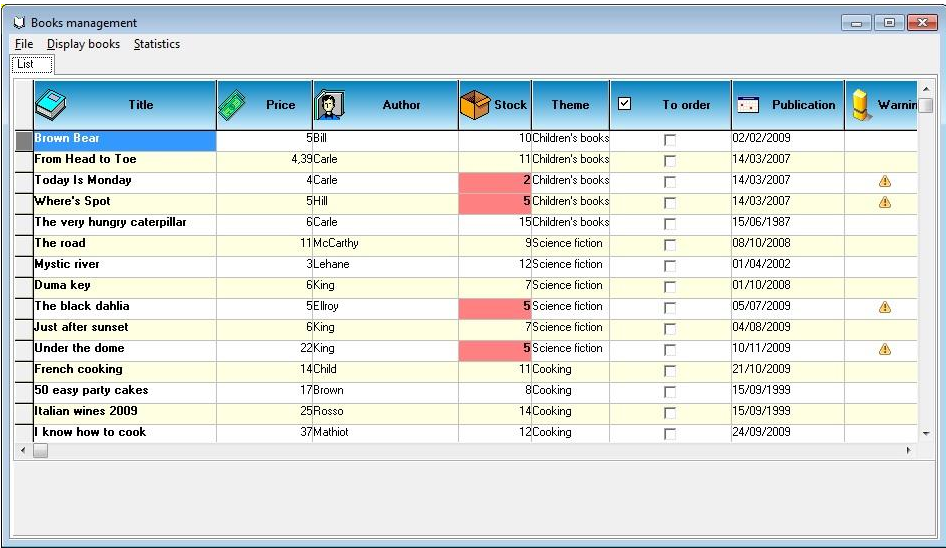


Figure 3

In the “Books” program, the Display/All Books menu displays the following window:



The screenshot shows a window titled "Books management" with a menu bar containing "File", "Display books", and "Statistics". Below the menu bar is a toolbar with a "List" button. The main area contains a table with the following columns: Title, Price, Author, Stock, Theme, To order, Publication, and Warning. The table lists 17 books with their respective details.

Title	Price	Author	Stock	Theme	To order	Publication	Warning
Brown Bear	5	Bill	10	Children's books	<input type="checkbox"/>	02/02/2009	
From Head to Toe	4,39	Carle	11	Children's books	<input type="checkbox"/>	14/03/2007	
Today Is Monday	4	Carle	2	Children's books	<input type="checkbox"/>	14/03/2007	⚠
Where's Spot	5	Hill	5	Children's books	<input type="checkbox"/>	14/03/2007	⚠
The very hungry caterpillar	6	Carle	15	Children's books	<input type="checkbox"/>	15/06/1987	
The road	11	McCarthy	9	Science fiction	<input type="checkbox"/>	08/10/2008	
Mystic river	3	Lehane	12	Science fiction	<input type="checkbox"/>	01/04/2002	
Duma key	6	King	7	Science fiction	<input type="checkbox"/>	01/10/2008	
The black dahlia	5	Elroy	5	Science fiction	<input type="checkbox"/>	05/07/2009	⚠
Just after sunset	6	King	7	Science fiction	<input type="checkbox"/>	04/08/2009	
Under the dome	22	King	5	Science fiction	<input type="checkbox"/>	10/11/2009	⚠
French cooking	14	Child	11	Cooking	<input type="checkbox"/>	21/10/2009	
50 easy party cakes	17	Brown	8	Cooking	<input type="checkbox"/>	15/09/1999	
Italian wines 2009	25	Posso	14	Cooking	<input type="checkbox"/>	15/09/1999	
I know how to cook	37	Mathiot	12	Cooking	<input type="checkbox"/>	24/09/2009	

Figure 4

Modifications can be made directly in the sub-file, or via a form using the right-click menu “form”.

Form book

File

Title

Brown Bear

Price

005,00

Stock

00010

Theme

Children's books

+

Author

Bill

02

...

Publisher

Henry Holt and Co.

01

...

Date publishing

02/02/2009

15

To order

Comments

The gentle rhyming and gorgeous, tissue-paper collage illustrations in this classic picture book make it a dog-eared favorite on many children's bookshelves. On each page, we meet a new animal who nudges us onward to discover which creature will show up next: "Blue Horse, Blue Horse, What do you see? I see a green frog looking at me." This pattern is repeated over and over, until the pre-reader can chime in with the

Image

Modify

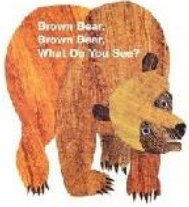
Delete

Bill Martin Jr / Eric Carle

Brown Bear

Brown Bear

What Do You See?



Validate

Cancel

Figure 5

The images are stored in the ifs in the following directory: /silverdev/Demo/Books/images

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>Chapter 3 - Demo programs >Uninstall Silverdev

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---

## Chapter 4. Installing the client programs

Client programs are all installed at once.  
Subsequently, the user will be informed if updates exist.  
The user can then complete the update procedure.

---

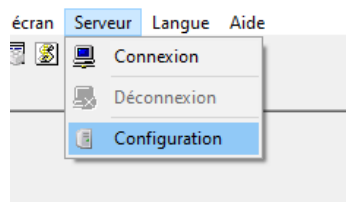
### SetupclientFull

Install using SetupClientFull.exe or SetupClientLite.  
SetupClientFull installs the development tools (designer, debug, help) and  
SetupClientLite only installs the user part.  
If you distribute this installation program, you must also copy the utils.dll file.  
  
The installation program asks for the server's details for the first installation.

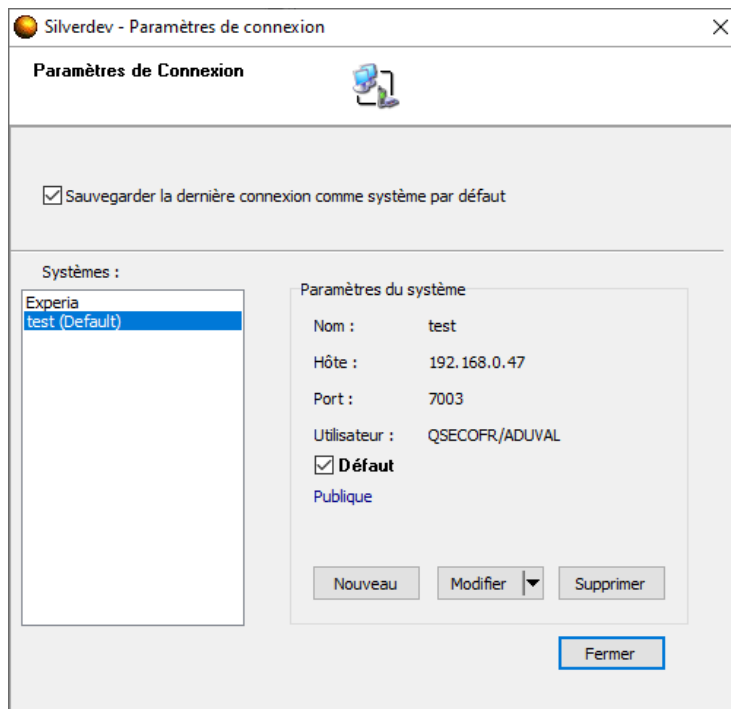
---

### Connexion settings

Use the server/configuration menu to set the connexions.



The left part is a list of existing connexions.



Click on new to set a new connexion.

Name field is a name of your choice that allows you to recognize your connexion.

Host field is adress ip of silverdev server.

Port field est tcp adress of silverdev server.By default, 7003

Saving user and password are not mandatory.

If you check Default , this connection will be the default connection.

If you check public, this connection will be public, all windows profiles will have access to it.

Note : To create a public connection, you need an administrator windows profile.

Configuration

Paramètres du système

Nom :

Hôte :

Port :

7003

Page de code :

Utilisateur :

(Facultatif)

Password :

(Facultatif)

☐ Défaut

☐ Publique

OK

Annuler

If the connection is public, you can set a user/password couple at the public level or at the user level :

Nouveau

Modifier

Supprimer

Tout

Utilisateur/mot de passe

Utilisateur/mot de passe

Utilisateur :

ADUVAL

Password :

OK

Annuler

If a User/password is sest at level user, it will be used, otherwise, the user/password set at public level will be used .

---

## Automating the installation parameters

To avoid having to enter these data for each installation, you can specify this information in a file called Custom.ini.

If this file is present for the installation, the installation program will retrieve the information it contains.

The data must be in the following form:

```
[System]
name=Server1
Ip=
Port=7003
User=
Password=
isDefault =
isPublic =
```

---

## Updates

Client programs are updated in new versions.

When you install a version of SilverDev, dtaaras are created in the silverdev library. These dtaaras enable the server to know which client program versions to expect. If a user logs on with a client program, he is informed if his version is not the expected version. MyDesk proposes an update. The update concerns MyDesk and Launcher. There is no automatic update for Designer.

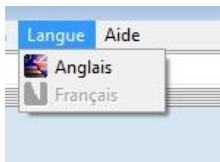
An update.exe program is stored on the ifs in the /silverdev directory when the server part is installed.

This program is sent for the update.

---

## English version

To use the English version of SilverDev (client part), go to the MyDesk program, Language menu and select English.



**Figure 6**

This option saves the information in the registry database. All SilverDev applications (designer, launcher, debug, mydesk) will then start in English.

## Chapter 5. Using MyDesk

MyDesk is a program that enables users to run the SilverDev applications.

The information about an application is saved in a file in the ifs.

The user can see the application if he has rights over this file of the ifs.

Caution: Users must have rights over the information files as well as over the programs to be run.

MyDesk enables users to move around the file tree structure in the same way as a PC explorer.

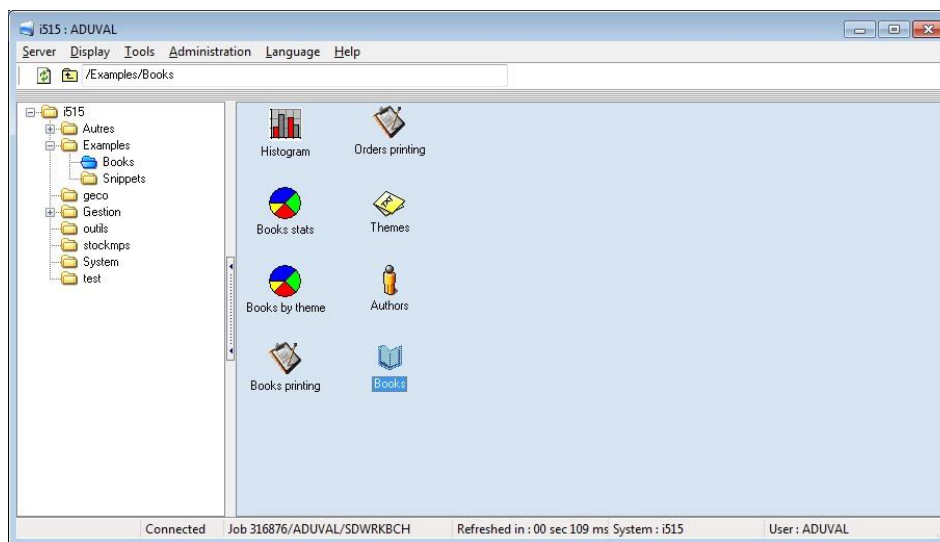


Figure 7

### Desktop shortcuts

You can place shortcuts on your desktop. To do so, right click, then "send to desktop". This creates a shortcut to the "Launcher.exe" program with the parameters to start the right program on the System i.

*Note: The shortcut uses the same icon as in MyDesk.  
The icon must therefore be present on the disk.  
MyDesk creates an icon file in the icon directory.  
MyDesk first checks that the icon is not already stored on the disk in the icon directory.*

---

## Send to...

You can create a shortcut elsewhere than on the desktop. To do so, use the “Send to...” menu.

A window opens to allow you to choose where you want to create the shortcut.

---

## Synchronisation

If you want to create a shortcut for all SilverDev applications, use the tools/synchronisation menu.

Choose a place on the disk.

For each application visible in MyDesk, a shortcut is created in this location.

The sub-directory tick box enables recursive processing of the sub-directories.

Synchronisation is carried out from the MyDesk folder selected in MyDesk.

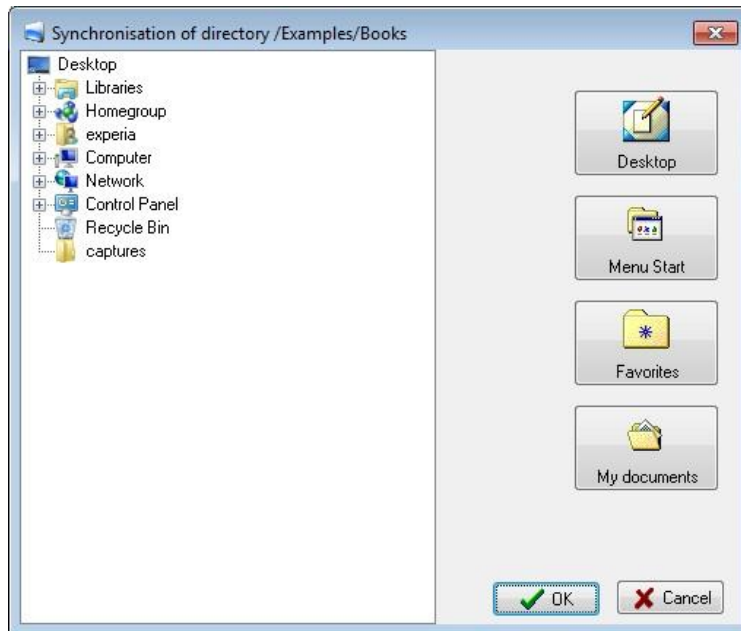


Figure 8

---

## Server menu

The server menu is the same as that of Designer.

---

## Display menu

### Large icons / Detail

Defines the type of display.

### Properties

Enables, among other things, modification of the background colour of MyDesk screens.

*Note: the user's modifications are saved on the server, therefore a user logging on from a different workstation will access his/her own configuration.*



---

## Tools menu

### Change the password

This possibility is available to users who are unable to log on because of an expired password.

Caution, this function only works if the profile starting SILVERDEV has the specific \*SECADM and \*OBJMGT + \*USE rights over the profile whose password needs to be changed.

### Update MyDesk

Enables downloading of the latest version of MyDesk.exe and Launcher.exe.

The MyDesk.exe file transferred is the file in the directory indicated in the CFEXEPTH field of the SILVERDEV/PSVDCFG file.

Access can be denied to this menu by altering the value of the CFUPDDSK field.

### Synchronisation

Synchronisation creates all the shortcuts and directories corresponding to those in MyDesk on the user's desktop.

---

## Chapter 6. Program distribution

Once a program has been created, to make it accessible to other users, you have to create an application description file. These files have a ".app" extension.

They are stored on the ifs.

The storage directory is indicated in the PSVDCFG configuration file in the CFAPPPTH field. By default, it is the /SilverDev/applications directory.

Each ".app" file corresponds to an application that will appear in MyDesk.

The directory tree structure will be the same in MyDesk.

Do not edit these files directly.

When you log onto MyDesk with a profile in the psvdadm file, an additional menu is displayed.

---

### Creating an ".app" file

To create a new ".app" file, use the "Administration/New application" menu (or right click).

The following screen is displayed:

Modification

Title :  
XFER


app file name :  
XFER


Command :  
call SILVERDEMO/SDDMCALL parm['SILVERDEMO' 'SDDMXFER']


Description :

☐ Only one instance

Icon :  










5EE26216298255D7EEDCAB0215AE666

Intern icon  







Rank :  
1000

OK

Cancel

Figure 9

All the fields must be filled in. To validate your entries, click OK.  
The entry fields correspond to:

Title	Text displayed in MyDesk
Name of the app file	Name of the ".app" file that will be created
Program	Program to be run
Description	Infobubble in MyDesk
Unique execution	Indicates whether the program should not be run more than once at the same time on a PC.
Icon	Icon to be used in MyDesk to represent the application. The icon selected will be stored in the same directory as the .app file with the same name and the .ico extension.

-- Reproduction rights reserved -- >Chapter 6 - Program distribution >Creating an ".app" file

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	<p>This icon is optional, if it is not specified, the internal icon will be used.</p> <p><u>Note:</u> <i>When the MyDesk program receives an icon, it stores it on the client disk to avoid downloading it several times.</i></p>
Rank	Enables classification of the icons displayed (in administrator mode, the rank is shown in brackets in MyDesk)
Internal image	Internal image to be used if no icon is specified.

---

## Modifying a ".app" file

To modify a ".app" file, select the corresponding icon in the MyDesk Listview and use the "Administration/Properties" menu or right click "Properties".

The dialogue box is the same as for creating a ".app" file.

As well as being able to modify the internal image associated with an application, you can also associate an external icon with a ".app" file.

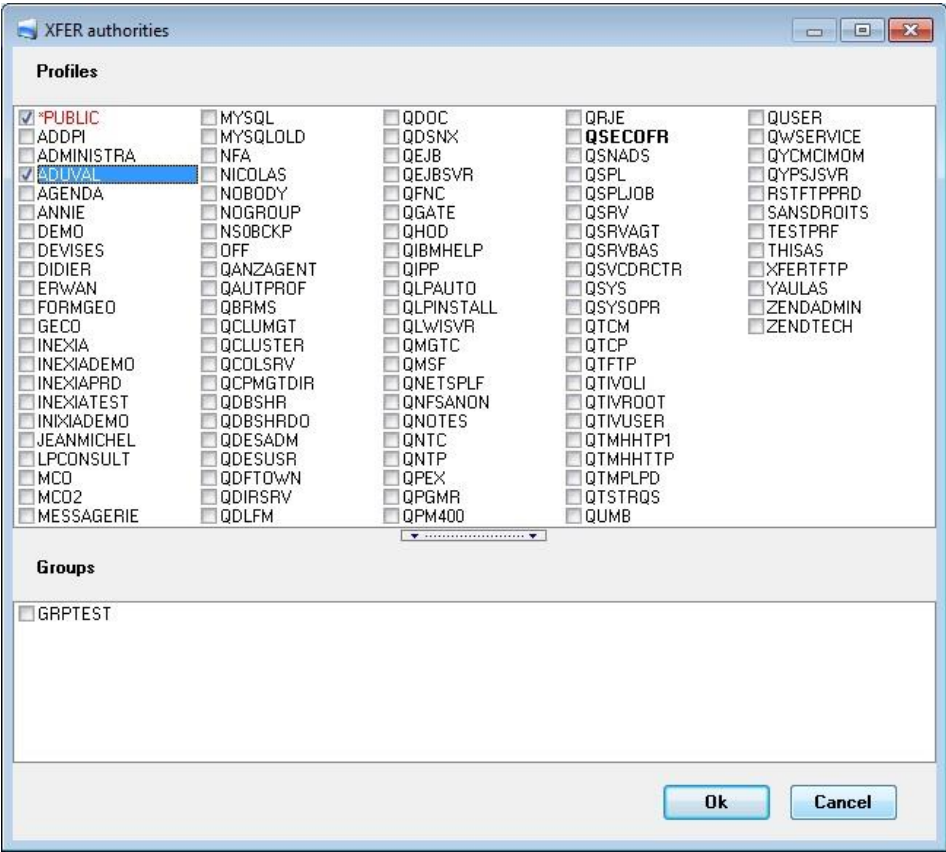
To do so, choose an icon on your workstation and the icon will be sent to the server.

---

## Managing rights

To modify the rights of an application select the corresponding icon in MyDesk Listview and use the "Administration/Rights" menu or right click "Rights".

The following dialogue box is displayed:



**Figure 10**  
Tick the profiles authorised to execute this application, then validate.

The list of authorised profiles is stored in the psvdaut file.  
The list of groups is stored in the psvdgrp file.  
The list of group members is stored in the psvdmbr file.  
The last two files can be updated via the sdwrkgrp application in the /system folder.

## Managing directories

Finally, in MyDesk, you can create/delete directories or manage rights over the directories.

Rights over a directory are managed via the right click menu.

An attempt to delete a directory that is not empty will fail.

## Chapter 7. Configuration

The SilverDev application can be configured by the user. The various parameters are saved in a single-save file called PSVDCFG.

### PSVDCFG configuration file

CFKEY	Not used
CFPORT	Determines the default port of the SilverDev server
CFNBSVR	Number of jobs pre-started on the server
CFAPPPTH	Directory containing the ".app" files
CFEXEPTH	Directory containing the launcher.exe and MyDesk.exe files for updates
CFUPDDSK	Indicates whether or not users can update the MyDesk program
CFEXPGMN CFEXPGML	Name of a program to be started at the beginning of each job. It is thus possible to modify the list of libraries in this exit program.
CFUPDLCH	Indicates whether or not users can update the Launcher program
CFMAILADMIN	If an error occurs, a dialogue box is opened for the user. This dialogue box contains a button to send the error by email. This field contains the address to which the email should be sent.
CFRTLIBL	If this value is 'Y', the list of libraries is modified according to the job of the user logging on.
CFBLCEIL	Maximum number of authorized connections within a minute from the same ip adress.
CFKEEPALIV	Keep alive trames frequency in seconds.
CFSTRWCH	Watcher is started when silverdev is started
CFARCDINTF	Allows to deactivate interface with arcad.
CFPGML/ CFPGMN	Program called at connection.

Modifications made to the configuration file are only taken into account the next time SilverDev (strsvd) is started.

---

## PSVDDA

The PSVDDA file enables definition of the applications that will be started automatically when MyDesk connects. The applications are associated with one or all profiles with \*PUBLIC.



---

## Chapter 8. Compatibility between releases

---

### Introduction

If you develop with a Silverdev version and you install the programs generated on another machine with a different version of Silverdev, there are a certain number of precautions to be taken.

---

### Upward compatibility

If the Silverdev version used in runtime is more recent than the version used in development, compatibility is automatic.

---

### Downward compatibility

If the Silverdev version used in runtime is older than the version used in development, watch out for the following:

#### Screen structure:

The structure of screen objects was modified after version V3R00.664.  
Structure changed from structure 1.2 to structure 2.0.

A Silverdev version prior to V3R00.664 does not recognize screen structure 2.0.  
If you compile with a more recent version of Silverdev, chose screen structure 1.2 when compiling.

#### Exported functions

The SDSRVPGM program service exports the functions used in the Silverdev programs. Be careful not to use a function that does not exist in the runtime version. To see the list of exported functions, use the command  
DSPSRVPGM SRVPGM(SILVERDEV/SDSRVPGM)

### Function parameters

Some functions have been enhanced, and offer extra optional parameters. Be careful not to use a parameter that does not exist in the runtime version.

**Commenté [M1]:** En FR : « Certaines fonctions évoluent admettent un paramètre optionel supplémentaire »

### Components

Over time, new components are added to Silverdev. If you run an application using a component that did not exist in the runtime version, you will see the following error message:  
"Error while creating the form : Class XXXXX not found"

**Commenté [M2]:** Error during form creation ? (i.e. pendant la creation de la fiche ?)

### Properties

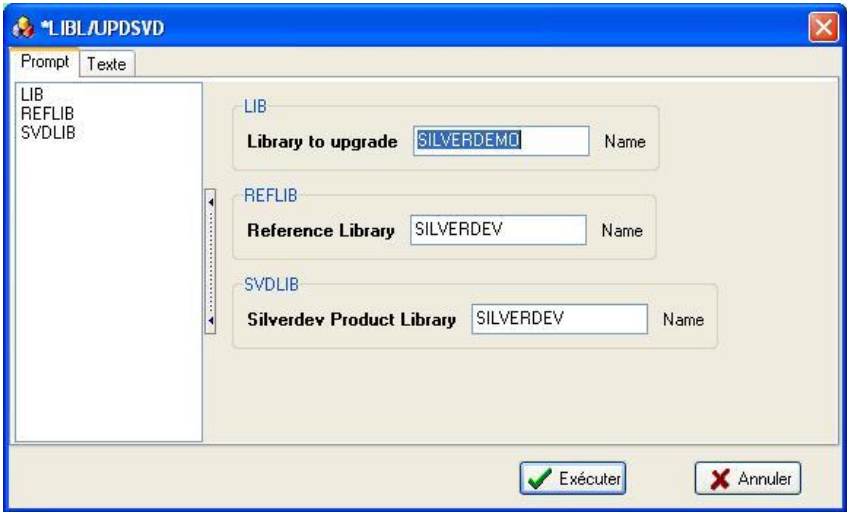
Over time, properties are added to the components. If you use a property that did not exist in the runtime version, you will see the following error message:

" Object doesn't support this property or method"

### Contexts

A context has informations about a program list. These informations are stored in files. These files are psvdspg, psvdspa... Structure of these files can change. Update of Silverdev does not upgrade automatically contexts. You have to upgrade your contexts.

To do that, use the Silverdev/updsvd command or the menu item tools/administration context/upgrade a context.



---

## Chapter 9. Manage different releases.

If you deploy silverdev applications on your clients machine, you may have an issue. Each time you connect to a different machine, you have a message asking for updating your client part.

You can install several instances on the computer.

For example, you can copy the directory «c:/program files/experia/silverdev» to «c:/program files/experia/silverdevClientOne»

---

## Chapter 10. Replication

To copy Silverdev on a backup machine :

---

### Silverdev library

Copy all objects from silverdev library except psvdaut and psvdautref files.  
psvdaut holds informations that would have no sense on another machine (file ids)

To transfert psvdaut, call the program sddid2pth on mchaine to replicate.  
This program fills in psvdautref.  
Copy psvdautref on the replication machine.  
On the replication machine, call the program sdpth2id. It will fill in psvdaut.

Other solution : Call sddid2pth on machine 1, copy all objects from silverdev on machine 2 and call sdpth2id on machine 2.

---

### Silverdev directory

Copy directory /silverdev.  
Although it is not recommended, directory silverdev could contain directories or files that do not belong to product silverdev.

Items tha Silverdev needs are :

\_Sub directory applications (contains the tree of applications displayed in myDesk)

\_Programs updateAll.exe et update.exe

\_Sub directory /styles (used by function sdSeStyle)

---

## License

If the release copied on the replication machine is different from the release of the licence on the replication machine, you will need in some cases to enter a new license key on the replication machine.

The Silverdev version number format is as follows:

VXXRYY.ZZZ

If the XX or YY numbers have changed, you will need a new code.

The new key can be sent by experia or can be obtained at the url :

<http://www.experia.com/netdata/access.txt/login>

(you need a account)

---

## Development environments

A development environment is a set of files named psvd\* (psvdspa, psvdspg..) in the same library.

You have to copy these files on the replication machine. (in a library of the same name)

Psvdspa holds informations about settings of the environment.

For example, name of the libraries where qrpglesrc and qtxtlesrc are, or directory where screen sources are.

---

## Note

For a replication, you have to consider three different things :

### The product.

The product is :

- \_all the objects from silverdev library except psvdaut and psvdautref.
- \_The directory /Silverdev except the subdirectory /silverdev/applications
- \_The licence key

---

## Deployed applications

Deployed application included sub directory /silverdev/applications, psvdaut file (see manipulation above) and also programs developped with silverdev.

### Development environment


The development environment are libraries that contains sources of silverdev applications.

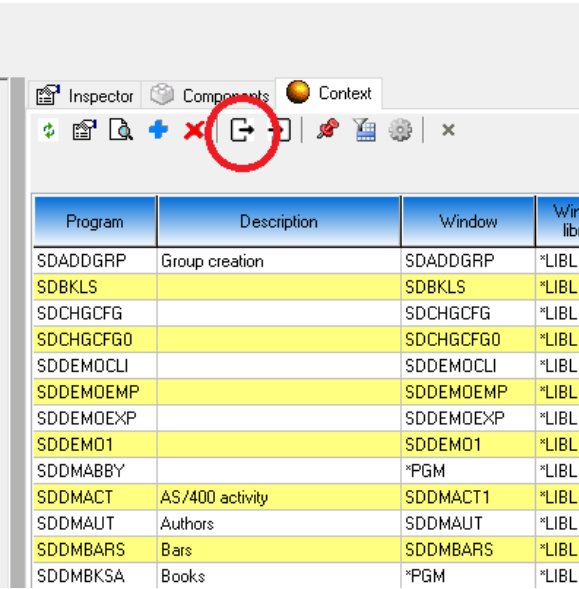
# Chapter 11. Export/Import

## Introduction

Designer tool allows to export and import silverdev programs. On another server or on the same in a diferent context.  
Export is done in a save file.

## Export

From context window, click on icon 





On the window that is displayed select a save file and a list of programs you want to export.  
With checkboxes, select things you want to export, records, sources, programs, etc..

Application export

Context

Destination

Object :

Library :

Savf release

\*CURRENT

☒ Records

☒ QXTLESRC members

☒ Qrpglesrc members

☒ Screens sources

☒ \*PGM programs

☒ \*USRSPC screens

Programs :

	Program	Description	Window	Window library
<input type="checkbox"/>	SDADDGRP	Group creation	SDADDGRP	*LIBL
<input type="checkbox"/>	SDBKLS		SDBKLS	*LIBL
<input type="checkbox"/>	SDCHGCFG		SDCHGCFG	*LIBL
<input type="checkbox"/>	SDCHGCFG0		SDCHGCFG0	*LIBL
<input type="checkbox"/>	SDEMOCLI		SDEMOCLI	*LIBL
<input type="checkbox"/>	SDEMOEMP		SDEMOEMP	*LIBL
<input type="checkbox"/>	SDEMOEXP		SDEMOEXP	*LIBL
<input type="checkbox"/>	SDEMO1		SDEMO1	*LIBL
<input type="checkbox"/>	SDDMABBY		*PGM	*LIBL
<input type="checkbox"/>	SDDMACT	AS/400 activity	SDDMACT1	*LIBL
<input type="checkbox"/>	SDDMAUT	Authors	SDDMAUT	*LIBL
<input type="checkbox"/>	SDDMBARS	Bars	SDDMBARS	*LIBL
<input type="checkbox"/>	SDDMBKSA	Books	*PGM	*LIBL
<input type="checkbox"/>	SDDMBKS1	Book management main screen	*PGM	*LIBL
<input type="checkbox"/>	SDDMBKS10	Enlarged image	SDDMBKS10	*LIBL
<input type="checkbox"/>	SDDMBKS11	Form printing	*PGM	*LIBL
<input type="checkbox"/>	SDDMBKS12	Author category selection	SDDMBKS12	*LIBL
<input type="checkbox"/>	SDDMBKS2	Book form	*PGM	*LIBL
<input type="checkbox"/>	SDDMBKS3	Author/Publisher list	*PGM	*LIBL
<input type="checkbox"/>	SDDMBKS4	Author creation	*PGM	*LIBL
<input type="checkbox"/>	SDDMBKS5	Publisher creation	*PGM	*LIBL

Load...

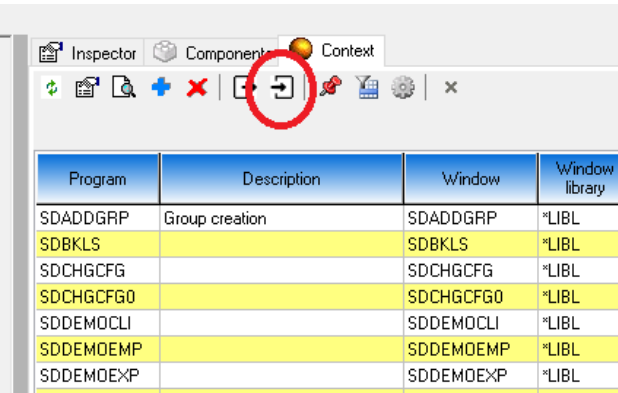
Load a file

On the export form, the load button allows to select items as they was saved.  
This option is usefull if you want to save again with some modifications, adding a program for example.

Cet option est utile si vous voulez relancer la sauvegarde en changeant quelques éléments, ajout d'un programme par exemple.

Import

From the context window, click on icon 



On the window that is displayed, select a save file, then click on ok.  
You can click on the load button to display what will be restored, but that is not mandatory.

Applications import

General

Save

Objet :

MYSAVF

Library :

ARNAUD

Load...

Destination

Context :

SILVERDEMO

Programs :

Program	Description	Window	Window library
SDCHGCFG0		SDCHGCFG0	*LIBL
SDDEMOCLI		SDDEMOCLI	*LIBL

☒ Records

☒ QXTLESRC members

☒ QRPGLSRC members

☒ Screens sources

☒ \*PGM programs

☒ \*USRSPC screen:

OK

Cancel

Save file structure

When exporting, all objects that must be exported are copied in qtemp.

For members, files qrpglesrc and qxtlesrc are created in qtemp.

For screen source files that are ifs files, a save file name SRCSRC is created in qtemp.

A userspace named METADATA is created in QTEMP, it contains xml with informations about export.  
A dataara name JOBCCSID is created in order to save the ccsid the data have been written with in the METADATA userspace.

---

## Errors

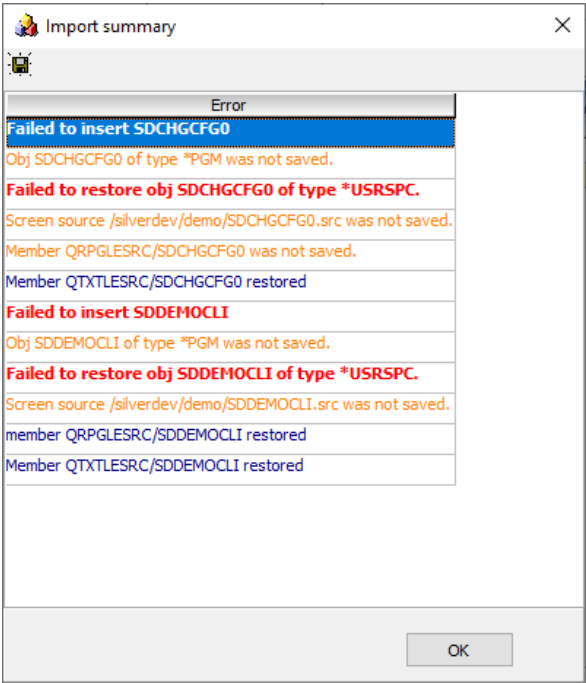
When exporting or importing, a window is opened to display summary.

Gray, needed operations as creation of a qrpglesrc file in qtemp that have succeeded.

Blue : selected operations that have succeeded.

Red : Operations that have failed

Orange , import operation that have failed due to a fail when exporting.



---

## Chapter 12. Versionning

Designer program allows to save different releases of your sources, so that you can go back, compare differences, restore previous releases.

---

### Licence

Versionning option must be included in you Silverdev licence.

---

### Définitions

#### Component :

A component in history paradigm can be a member source, a source file, a library, a ifs file, a directory, a silverdev program or a silverdev context.

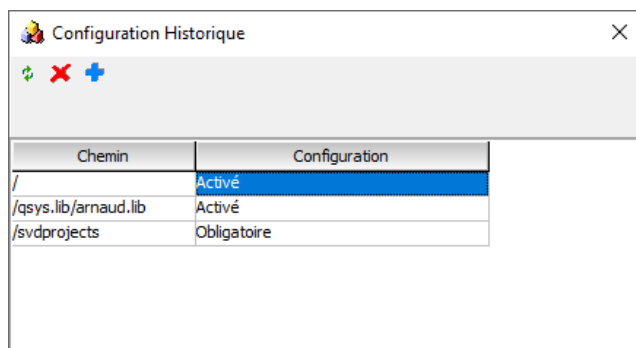
---

### Settings

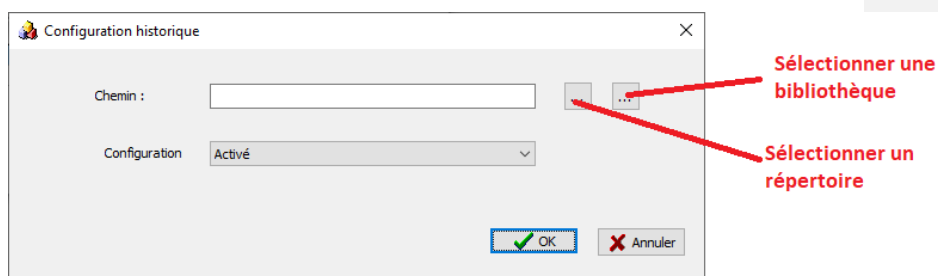
Once versionning option is included in your licence, you can set its functioning.

Settings can be by directory or library

Use menu item Versionning/setting directories :



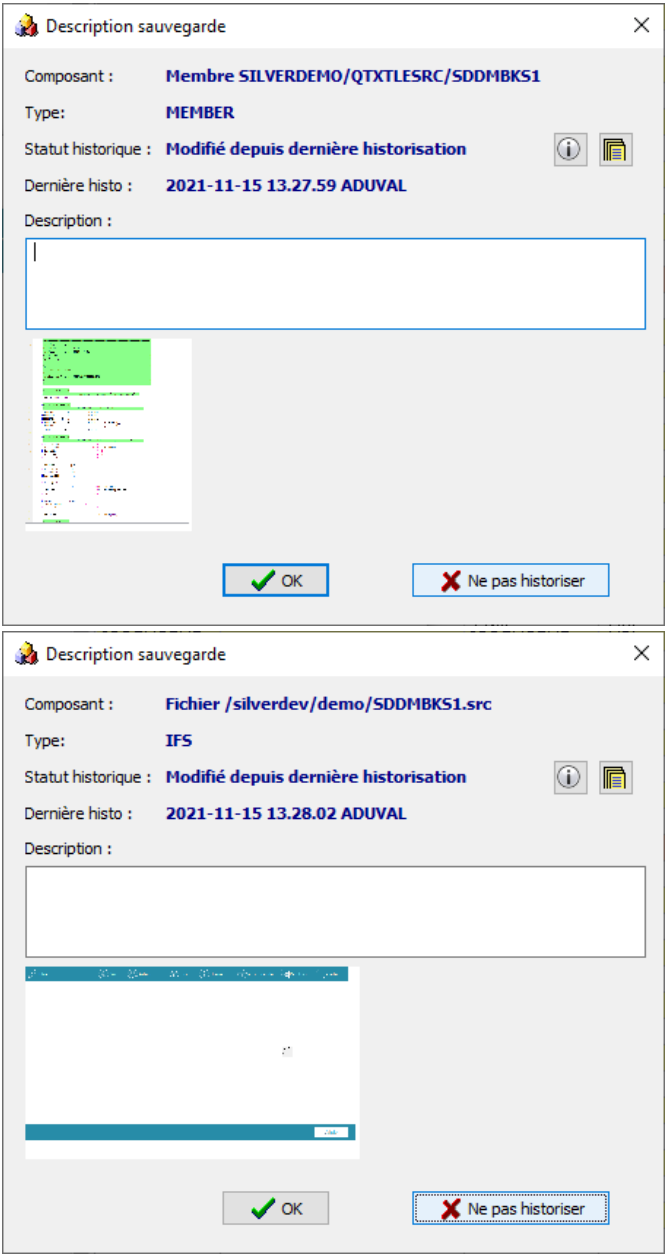
Note : When a path is setted as disactivated, history is not asked when exiting a source, but you still can history manually.



## Add history of a component

### Closing a source or a screen

Si le versionning est activé (E ou M) La sauvegarde est proposée lors de la fermeture d'un source ou d'un écran :





Le bouton « ne pas historiser » est inactif si le versionning est paramétré « mandatory »

L'historisation n'est pas demandée si le source n'a pas été modifié depuis la dernière historisation

L'historisation est faite à partir du source présent sur le serveur.

Lorsque vous fermez un source ayant un écran associé, les deux composants sont fermés.

L'historisation est proposée pour les deux composants.

Une vignette permet de savoir à quel composant correspond la fenêtre.

Après l'historisation, le numéro d'historique est affiché :



### Historiser un membre

A tout moment, un membre peut être historisé via le menu outils/versionning/Historiser un membre...

Le membre sera historisé avec un type de composant 'MEMBER'

### Historiser un fichier source

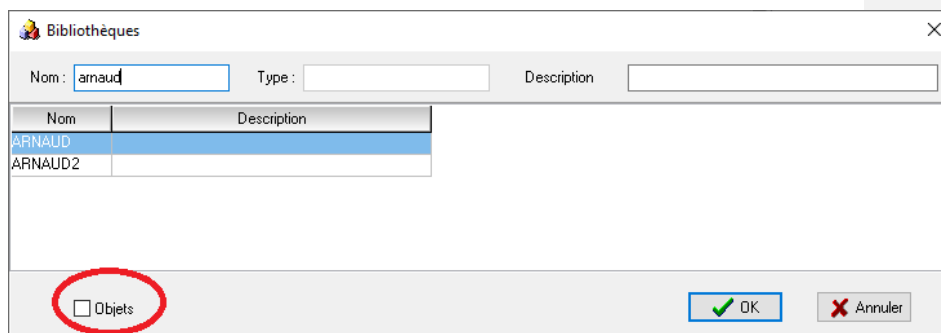
A tout moment, un membre peut être historisé via le menu outils/versionning/Historiser un fichier source...

Le fichier source sera historisé avec un type de composant 'SRCFILE'

### Historiser une bibliothèque

À tout moment, un membre peut être historisé via le menu outils/versionning/Historiser une bibliothèque...

La bibliothèque sera historisée avec un type de composant 'LIBRARY'  
Une case à cocher permet de préciser si vous souhaitez historiser les objets.  
Si la case n'est pas cochée, seuls les sources seront historisés.



Nom	Description
ARNAUD	
ARNAUD2	

☐ Objets

OK Annuler

### Historiser un fichier ifs

À tout moment, un membre peut être historisé via le menu outils/versionning/Historiser un fichier ifs...

Le fichier sera historisé avec un type de composant 'IFS'

### Historiser un répertoire

À tout moment, un membre peut être historisé via le menu outils/versionning/Historiser un répertoire...

Le répertoire sera historisé avec un type de composant 'DIRECTORY'

**Historiser le source actif**

L'hisorisation peut être faite à tout moment depuis le menu outils/versionning/Historiser source actif

Le source sera historisé avec un type de composant 'MEMBER'

**Historiser l'écran actif**

L'hisorisation peut être faite à tout moment depuis le menu outils/versionning/Historiser écran actif

L'écran sera historisé avec un type de composant 'IFS'

**Historiser un programme silverdev**

Depuis un contexte, il est possible d'historiser l'ensemble des composant constituant un programme silverdev :

Cela sauvegarde le source rpg, le source écran et les propriétés du programme.

\$DDMBK1						
\$DDMACT	AS/400 activity	\$DDMACT1	*LIBL	*NORMAL	SVDRPG	
\$DDMAUT	Authors	\$DDMAUT	*LIBL	*NOMODAL	SVDRPG	
\$DDMBARS	Bars	\$DDMBARS	*LIBL	*NORMAL	SVDRPG	
\$DDMBKSA	Books	*PGM	*LIBL	*NORMAL	SVDSQLRPG	*C
\$DDMBK			*LIBL	*NOMODAL	SVDSQLRPG	
\$DDMBK	Nouveau		\$10	*LIBL	*MODAL	SVDRPG
\$DDMBK	Propriétés			*LIBL	*NOSHOW	SVDRPG
\$DDMBK	Source		\$12	*LIBL	*MODAL	SVDRPG
\$DDMBK	Supprimer			*LIBL	*MODAL	SVDSQLRPG *C
\$DDMBK	Rafraîchir	F5		*LIBL	*MODAL	SVDRPG
\$DDMBK				*LIBL	*MODAL	SVDRPG
\$DDMBK	Nouveau à partir de....			*LIBL	*MODAL	SVDRPG
\$DDMBK	Copier vers...			*LIBL	*MODAL	SVDRPG
\$DDMBK			\$7	*LIBL	*MODAL	SVDRPG
\$DDMBK	Générer programme		\$8	*LIBL	*MODAL	SVDRPG
\$DDMBK	Générer module		\$9	*LIBL	*MODAL	SVDRPG
\$DDMBK	Générer via arcad		ARD	*LIBL	*NORMAL	SVDSQLRPG
\$DDMBK				*LIBL	*NORMAL	SVDSQLRPG
\$DDMBK	Mettre à disposition(Arcad)		LC	*LIBL	*NOMODAL	SVDRPG
\$DDMC			ART	*LIBL	*NORMAL	SVDRPG
\$DDMC	Regénérer handler		LOR	*LIBL	*NORMAL	SVDRPG
\$DDMC	Mettre à jour données de conversion			*LIBL	*NORMAL	SVDRPG *C
\$DDMC						
\$DDMC	Versioning					
\$DDMD						
\$DDMD	drop File	*PGM				
\$DDMDN	DateNavigator	\$DDMD				
\$DDMDOCK1		\$DDMD				
\$DDMDOCK2		\$DDMD				
\$DDMDROP		\$DDMD				
\$DDMDYNCOL	Columns creation at run time	\$DDMD				
\$DDMDYNSFL		\$DDMD				
\$DDMEDTLNK		\$DDME				
\$DDMEXP1	Travel expense list	\$DDMEXP1	*LIBL	*NOMODAL	SVDRPG	
\$DDMEXP2	Travel expense form	\$DDMEXP2	*LIBL	*MODAL	SVDRPG	

Historiser un contexte

Depuis un contexte, il est possible d'historiser tous les programmes du contexte.

A noter que si un source a déjà été historisé sans être modifié depuis, les données de ce sources ne sont pas à nouveau copiées. L'historisation pointe alors sur l'historisation précédente.

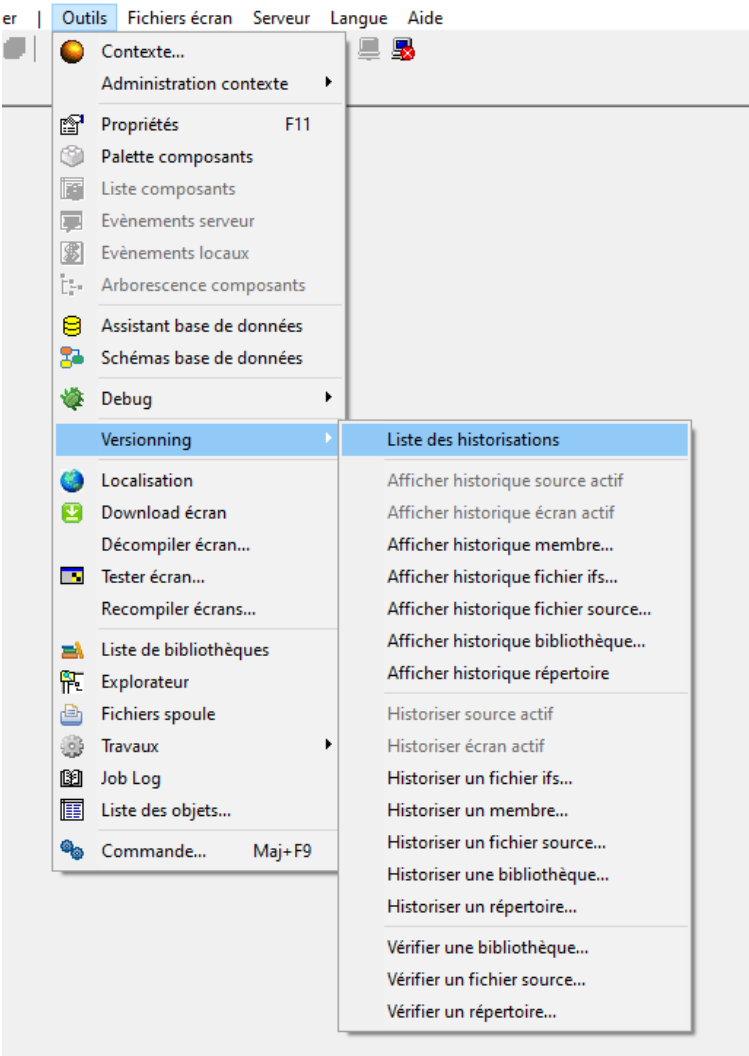
---

## Affichers les Historiques

Les historiques peuvent être affichées depuis plusieurs endroits.

### Ordre chronologique

Le menu outils/versionning/Liste des composants permet d'afficher les derniers composants historisés (par ordre chronologique décroissant)



Historique, liste des composants

☒ Grouper par composant

☒ Fichiers sources

☒ Membres

☒ Répertoires

☒ Fichiers ifs

☒ Objets

Type	Bibliothèque	Fichier	Nom	Type objet	Attribut étendu	Chemin		Longueur données	Longueur données stockées	Données compressées
MEMBER	ARNAUD	QRPGLESRC	TEST0					102	28	<input checked="" type="checkbox"/>
IFS					ADUVAL	/silverdev/demo/sddmbks1.src		178 162	114 381	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	QRPGLESRC	SDEDI					1 885 689	302 137	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	H	SDEDI					81 315	5 055	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	QRPGLESRC	SVDCORE					250 614	27 526	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	QSRVSR	SDEDI					19 598	3 415	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	QRPGLESRC	RTPROCS					152 685	22 254	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	H	RTPROCS					14 157	1 585	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	H	OBJ					32 175	3 177	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	QSRVSR	RTPROCS					3 690	1 074	<input checked="" type="checkbox"/>
OBJECT	ARNAUD		ABC	*PGM	RPGLE			908 160	395 724	<input checked="" type="checkbox"/>
MEMBER	SILVDSRC	QDDSSRC	PSVDHST					2 050	745	<input checked="" type="checkbox"/>
OBJECT	ARNAUD		ABC10	*PGM				823 680	345 108	<input checked="" type="checkbox"/>
MEMBER	ARNAUD	QRPGLESRC	WIDESTR					9 996	2 007	<input checked="" type="checkbox"/>

Le bouton + permet d'afficher les historisations plus anciennes.

La case à cocher « grouper par composant » permet de voir toutes les historisations chronologiquement (case décochée) soit une seule ligne par composant. (case cochée)

Dans la colonne de droite, une icone apparait si le composant n'existe plus.

Un click droit permet d'afficher le détail de l'historique d'un composant :

LVERDEV	ARNAUD		ABC	
EMBER	SILVDSRC	QSRVSR	SDEDI	
S				Détails composant
EMBER	ITSRC	QTXTL	SGECOCP	
EMBER	ITSRC	QTXTL	SGECOTM&T	

Historique d'un composant

L'historique d'un composant est affiché das la fenêtre suivante :

Composant : Membre ARNAUD/QRPGLESRC/ABC

Statut : OK

Dernière modification : 2021-05-14 11.55.03

Identifiant	Date	Heure	Utilisateur	Date LC	Heure LC	Utilisateur LC	Description	Longueur données	Longueur données stockées	Données compressées
870	2021-06-04	14.15.04	ADUVAL	2021-05-14	11.55.03		child of 869	46 206	5 422	✓

Comparer :

Elément 1 :

Elément 2 :

Comparer

Composants enfants

Identifiant	Type	Nom	Fichier	Bibliothèque	Chemin	Date	Heure	Utilisateur	Description
-------------	------	-----	---------	--------------	--------	------	-------	-------------	-------------

Composants parents

Identifiant	Type	Nom	Fichier	Bibliothèque	Chemin	Date	Heure	Utilisateur	Description
869	SRCFILE		QRPGLESRC	ARNAUD		14.15.04AD	UVAL	2021-06-04	
4243	SRCFILE		QRPGLESRC	ARNAUD		17.40.04AD	UVAL	2021-06-16	child of 1633
5718	SRCFILE		QRPGLESRC	ARNAUD		13.50.53AD	UVAL	2021-06-17	child of 5702
5757	SRCFILE		QRPGLESRC	ARNAUD		11.07.36AD	UVAL	2021-06-18	child of 5741

La grille du haut affiche tous les historiques pour ce composant.

La grille du bas affiche la liste des historiques enfants de la ligne sélectionnée dans la grille du haut.

En double cliquant sur une ligne de la grille du bas, vous affichez l'historique de l'enfant.

En faisant un click droit sur une ligne de la grille du haut vous pouvez accéder au menu suivant :

C	Heure LC	Utilisateur LC	Description	Longueur données	Longueur données stockées	Donn compre
17	10.44.16		child of 869	15 504	2 638	✓
17	10.44.16			15 504	2 638	✓

Restaurer

Restaurer le fichier de sauvegarde

Visualisation



Faites glisser deux lignes de la grille du haut vers une des zones de droite pour pouvoir comparer les deux historiques.

### Composants parents/enfants

Un historique est le parent d'un autre dans les cas suivants :

Historisation d'un répertoire, les fichiers contenus dans le répertoire sont historisés et ces historisations deviennent des enfants de l'historisation du répertoire.

Historisation d'un fichier source, les membres du fichier sont historisés et ces historisations deviennent des enfants de l'historisation du fichier source.

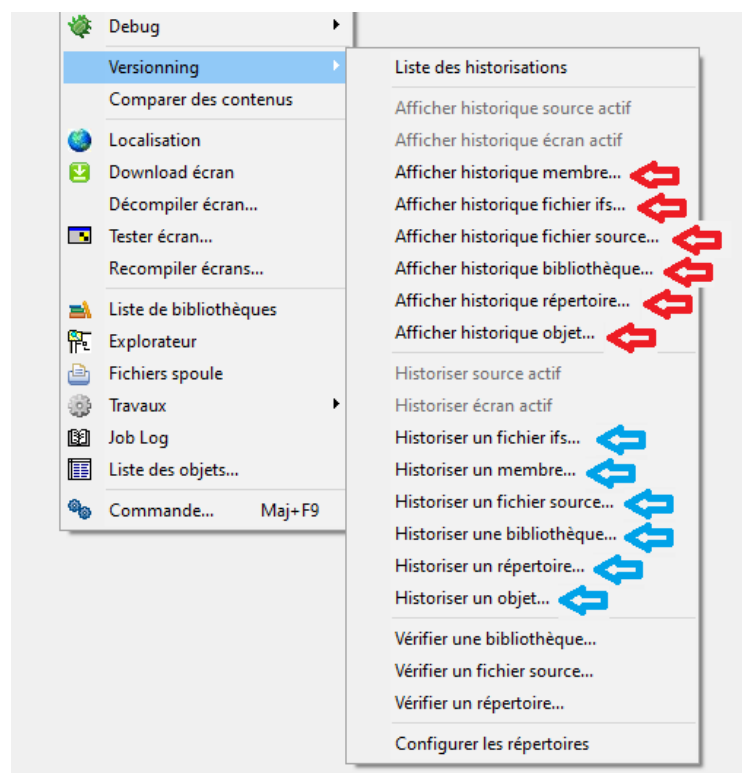
Historisation d'une bibliothèque, les fichiers sources sont historisés et ces historisations deviennent des enfants de l'historisation de la bibliothèque

Historisation d'un programme silverdev. Le source rpg, le source écran et les propriétés sont historisées, ces historisations deviennent des enfants de l'historisation du programme silverdev.

Historisation d'un contexte silverdev. La configuration du contexte et les programmes silverdev sont historisées, ces historisations deviennent les enfants de l'historisation du contexte.

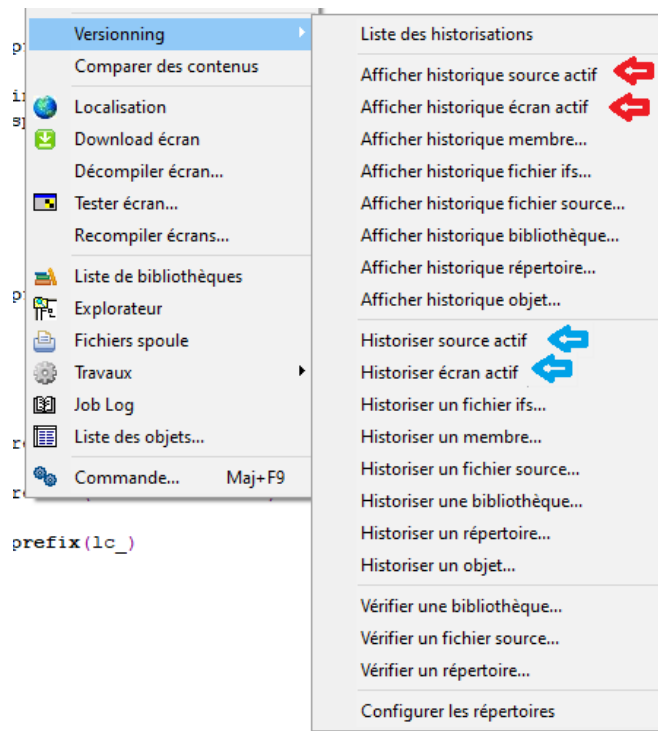
### Choix de composant

Les éléments de menu suivants permettent d'historiser ou de voir l'historique d'un composant en choisissant son emplacement



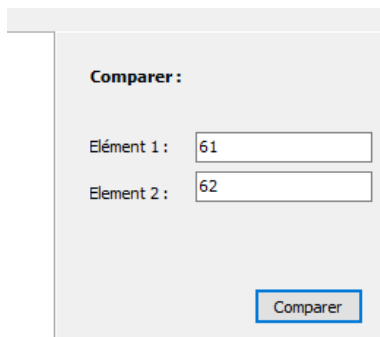
### Source ou écran actif

Les éléments suivants permettent d'historiser ou de voir l'historique d'un source ou d'un écran ouvert



## Comparer les historiques

Depuis la fenêtre d'historique d'un composant, faites glisser deux éléments vers la zone comparer, puis cliquez sur le bouton « comparer »



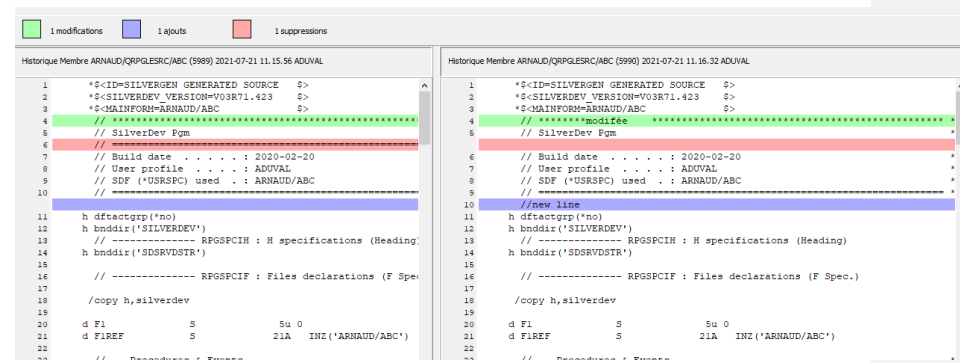
En fonction du type de composant, une fenêtre est affichée :

Composants de type Source

Une fenêtre affiche les deux sources en surlignant les différences.  
Utilisez les boutons avec les flèches haut et bas pour vous déplacer d'une différence à l'autre.

Lignes modifiées

Une ligne surlignée en vert signifie que les lignes sont différentes



Lignes ajoutées

Une ligne surlignée en bleu signifie que la ligne est nouvelle.  
Dans le source ne comprenant pas la ligne, une ligne est ajoutée, et n'a pas de numéro de ligne dans la gouttière.

Lignes supprimées

Une ligne qui a été supprimée est affichée en rouge.

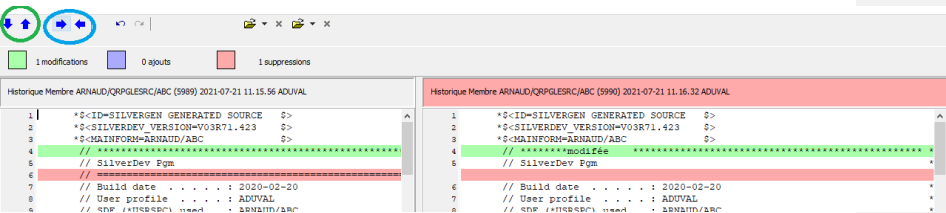
Dans le source ne comprenant pas la ligne, une ligne est ajoutée, et n'a pas de numéro de ligne dans la gouttière.

Réconciliation

Utilisez les boutons entourés en vert pour vous déplacer de différence en différence.

Utilisez les boutons entourés en bleu pour faire passer une différence d'un côté ou de l'autre.

Si l'entete est grise, l'historique n'a pas été modifié, s'il est rose, il a été modifié.



Composants de type configuration de programme silverdev

Les actions possibles sont similiaires aux actions pour composants sources.

HistoriqueComparer

Fichier : Paramètres programme silverdev ABC12 context ARNAUD 2021-05-14 12.09.22 ADUVAL (4770)  
Fichier : Paramètres programme silverdev ABC12 context ARNAUD 2021-05-14 12.09.29 ADUVAL (4771)

Champ	Valeur	Valeur
SVSHOW	*NORMAL	*NORMAL
SVPGIGND	N	N
SVPGDATC	2021-05-14	2021-05-14
SVPGWIN	ABC12	ABC12
SDFPATH	*DEFAULT	*DEFAULT
SVWIZ		
SVPGTXT	descr 1	descr 2
SVPGTYP		
SVPGKWD2		
SVPGWINL	*LIBL	*LIBL
SVPGUSR	ADUVAL	ADUVAL
SVSCRTYPE	S	S
SVDSPFLIB		
SVPGM	ABC12	ABC12
SVPGTGT	*CFG	*CFG
SVPGKWD		
SVTYPE	SVDCPP	SVDCPP
SVPGLR	RT	RT
SVDSPF		

Composants de type Parent

Les composants de type bibliothèque, répertoire, fichier source, programme silverdev, context n'enregistrent pas de données directement. En revanche ils ont des composants enfants qui peuvent enregistrer des données.

Par exemple, lors de l'historisation d'un fichier source. Pour tous les membres de ce fichier source, des données sont enregistrées si le source du membre a changé depuis sa dernière historisation, ou si le source est nouveau.

Dans l'exemple suivant, le fichier source ARNAUD/QRPGLESRC est historisé. Puis un de ses membres est modifié, un membre est ajouté et un membre est supprimé

Le contenu de la grille permet de voir :

- qu'un composant a été modifié (première ligne)

- qu'un composant a été supprimé (deuxième ligne)
- qu'un composant a été ajouté (troisième ligne)

Remarque : lorsqu'un composant a été modifié, l'identifiant de son historisation est différent, cela est mis en évidence dans la grille par un des identifiants en rouge.

Historique

Comparaison historique enfants

Comparaison historique enfants

Comparaison historique enfants

☐ Tout afficher

**ARNAUD/QRPGLESRC (4060)**

**ARNAUD/QRPGLESRC (4774)**

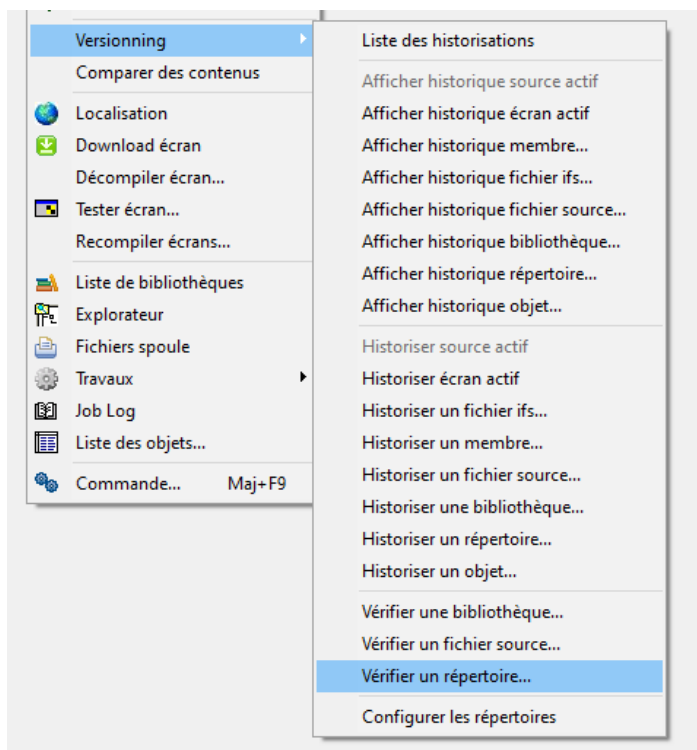
Composant 1	Identifiant	Composant 2	Identifiant
Membre ARNAUD/QRPGLESRC/ABC	4061	Membre ARNAUD/QRPGLESRC/ABC	<b>4767</b>
Membre ARNAUD/QRPGLESRC/ABC8	4082		
		Membre ARNAUD/QRPGLESRC/NEWSRC	4772

Remarque : Il est possible d'afficher tous les composants enfants en cochant la case « Tout afficher »

## Afficher les statuts

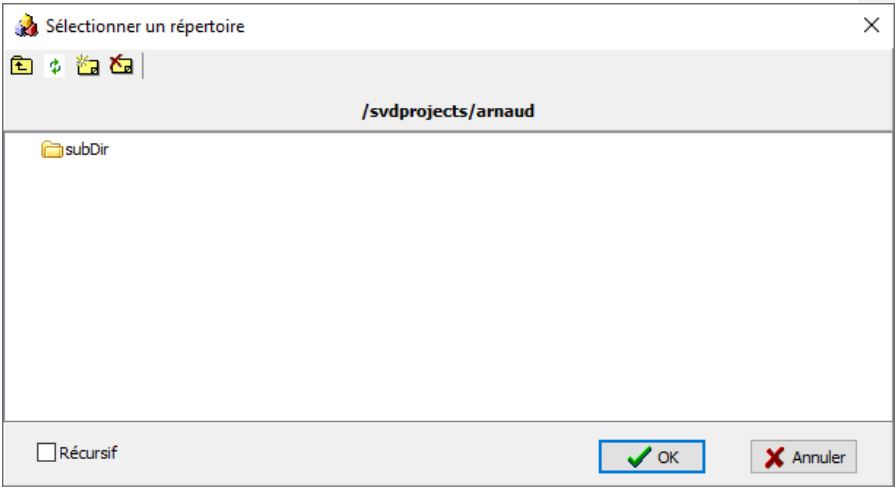
### Vérifier un répertoire

Pour afficher la liste des fichiers d'un répertoire, utilisez le menu Outils/versionning/Vérifier un répertoire



Sélectionnez un répertoire





La liste des fichier est affichée, une icône indique l'état du fichier :

	Le fichier n'a pas été modifié depuis la dernière historisation
	Le fichier a été modifié depuis la dernière historisation
	Le fichier a été supprimé depuis la dernière historisation
	Le fichier n'a jamais été historisé
	Statut inconnu
	Le composant est un enfant de la dernière historisation du composant maitre affiché. Cet icone peut apparaitre pour les enfants dont le statut est  ou Lorsque le composant maitre n'a jamais été historisé, cet icône ne peut pas apparaitre

Les cases à cocher permettent de sélectionner le type d'éléments qui sont affichés.  
A noter que le l'élément maitre, celui qui a été demandé est toujours affiché, et reste  
toujour visible.

Historique    Vérification historique    SILVSRG/QRPGLSPC/SDEDI    Vérification historique

répertoire : /svd/projects/arnaud

📁 ✓ 🗑️ ✖️ 🔍 ⚙️ ⚠️

Etat	Type	Nom	Fichier	Bibliothèque	Chemin	Date dernière modification	Heure dernière modification	Date dernière historisation	Heure dernière historisation	Utilisateur dernière historisation	Id dernière historisation	Description dernière historisation	Erreur	selected
🟡	DIRECTORY				/svd/projects/arnaud	2001-01-01	00.00.00	2001-01-01	00.00.00		d			<input type="checkbox"/>
🟢	IIFS				/svd/projects/arnaud/abc3.src	2018-06-13	10.36.00	2021-05-14	15.03.59	AUDVAL	4818			<input type="checkbox"/>
🟢	IIFS				/svd/projects/arnaud/ABC4.src	2018-11-27	13.00.20	2021-05-14	15.03.59	AUDVAL	4828			<input type="checkbox"/>
🟢	IIFS				/svd/projects/arnaud/abc5c	2001-01-01	00.00.00	2001-01-01	00.00.00		d			<input type="checkbox"/>
🟢	IIFS				/svd/projects/arnaud/bdTest2.src	2014-06-10	15.03.49	2021-05-14	15.04.10	AUDVAL	5431			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/abc5b.src	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/TESTCPP.src	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/ABC11.src	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🟢	IIFS				/svd/projects/arnaud/CHARGE1.s.rc	2015-02-16	17.20.23	2021-05-14	15.04.00	AUDVAL	4893			<input type="checkbox"/>
🟢	IIFS				/svd/projects/arnaud/CHARGE2.s.rc	2015-02-16	16.03.42	2021-05-14	15.04.00	AUDVAL	4897			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/isvasegno.s.rc	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/TESTBMD1.s.rc	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/TESTBMD2.s.rc	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/TESTWAF.s.rc	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>
🔴	IIFS				/svd/projects/arnaud/pgm250.s.rc	0001-01-01	00.00.00	0001-01-01	00.00.00		d			<input type="checkbox"/>

## Vérifier un fichier source

Le menu outils/versionning/vérifier un fichier source permet d'afficher l'état de tous les membres de ce fichier source

Vérification historique

ARNALD / QRPGLSERC

Etat	Type	Nom	Fichier	Bibliothèque	Chemin	Date dernière modification	Heure dernière modification	Date dernière historisation	Heure dernière historisation	Utilisateur dernière historisation	Id dernière historisation	Description dernière historisation	Erreur	selected
	SRCFILE		QRPGLSERC	ARNALD		2001-01-01	20.00.00	2021-05-14	12.18.08	ADUVAL	4774			<input type="checkbox"/>
	MEMBER	VIOLA3	QRPGLSERC	ARNALD		2007-04-03	15.29.46	2021-05-14	11.52.51	ADUVAL	4752			<input type="checkbox"/>
	MEMBER	VIOLA4	QRPGLSERC	ARNALD		2007-04-03	15.29.57	2021-05-14	11.52.51	ADUVAL	4753			<input type="checkbox"/>
	MEMBER	VIOLA5	QRPGLSERC	ARNALD		2007-04-03	15.30.08	2021-05-14	11.52.51	ADUVAL	4754			<input type="checkbox"/>
	MEMBER	VSGEACT	QRPGLSERC	ARNALD		2006-06-07	11.44.27	2021-05-14	11.52.51	ADUVAL	4755			<input type="checkbox"/>
	MEMBER	VSGPLANA	QRPGLSERC	ARNALD		2012-12-27	11.32.58	2021-05-14	11.52.51	ADUVAL	4756			<input type="checkbox"/>
	MEMBER	WEB1	QRPGLSERC	ARNALD		2011-03-25	15.57.29	2021-05-14	11.52.51	ADUVAL	4757			<input type="checkbox"/>
	MEMBER	WIDESTR	QRPGLSERC	ARNALD		2006-08-30	11.19.02	2021-05-14	11.52.51	ADUVAL	4758			<input type="checkbox"/>
	MEMBER	WMG1	QRPGLSERC	ARNALD		2021-05-17	15.03.04	2021-05-14	11.52.51	ADUVAL	4759			<input type="checkbox"/>
	MEMBER	WMG2	QRPGLSERC	ARNALD		2011-12-23	12.21.51	2021-05-14	11.52.51	ADUVAL	4760			<input type="checkbox"/>
	MEMBER	WMG3	QRPGLSERC	ARNALD		2011-12-23	12.30.06	2021-05-14	11.52.51	ADUVAL	4761			<input type="checkbox"/>
	MEMBER	WMG4	QRPGLSERC	ARNALD		2011-12-23	12.46.11	2021-05-14	11.52.51	ADUVAL	4762			<input type="checkbox"/>
	MEMBER	WS1	QRPGLSERC	ARNALD		2012-12-21	17.59.02	2021-05-14	11.52.51	ADUVAL	4763			<input type="checkbox"/>
	MEMBER	WS4	QRPGLSERC	ARNALD		2012-12-21	17.15.35	2021-05-14	11.52.51	ADUVAL	4764			<input type="checkbox"/>
	MEMBER	XMLCSTS	QRPGLSERC	ARNALD		2015-03-10	09.42.34	2021-05-14	11.52.51	ADUVAL	4765			<input type="checkbox"/>
	MEMBER	ABC5	QRPGLSERC	ARNALD		0001-01-01	00.00.00	2021-05-14	11.52.28	ADUVAL	4078			<input type="checkbox"/>

## Vérifier une bibliothèque

Le menu outils/versionning/vérifier une bibliothèque permet d'afficher l'état de tous les membres de tous les fichiers sources de cette bibliothèque

## Restaurations

### Depuis outil de comparaison

Après avoir terminé les modifications, vous pouvez utiliser les boutons




Le bouton de gauche permet de restaurer le composant à partir du source de gauche, puis d'historiser le composant restauré.

### Depuis historique

Depuis l'historique d'un composant, effectuez un click droit pour restaurer le composant.

Historique, liste des composants Historique



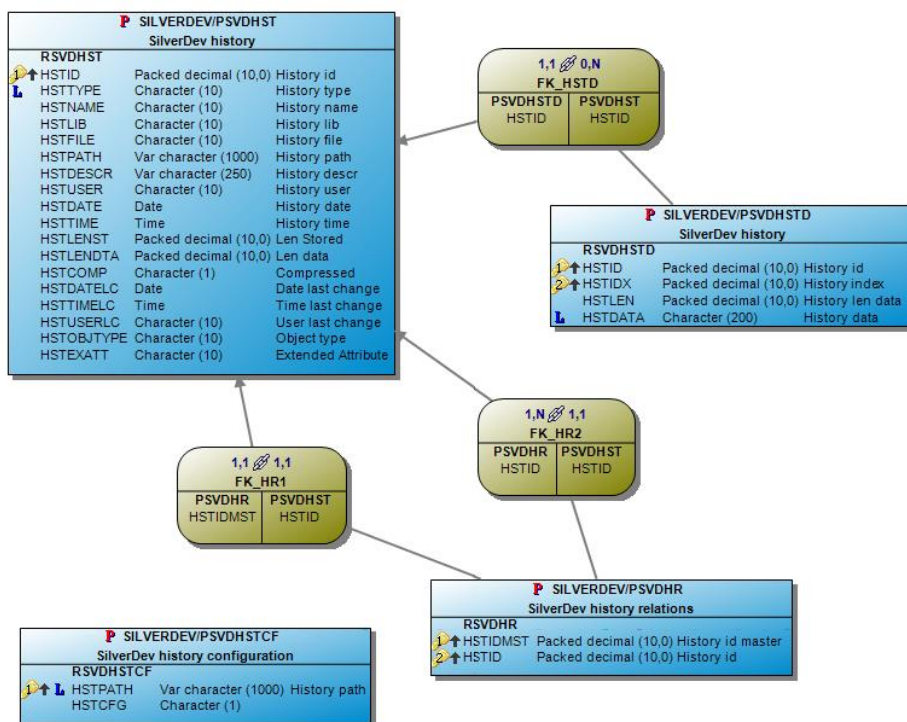
Composant : [Fichier /svdprojects/arnaud/tstoptions.src](#)

Identifiant	Date	Heure	Utilisateur	Description	Id parent
1117	2021-04-28	11.26.36	ADUVAL	child of 1040	1040

Voir composant parent

Restaurer

## Structure des fichiers



**PSVDHST** : Pour chaque historisation, un enregistrement dans psvdhst :

**PSVDHSTD** : Données de l'historisation (plusieurs enregistrements pour une historisation)

**PSVDHR** : Relations parents/enfants, par exemple SRCFILE/MEMBER , ou DIRECTORY/FILE

**Remarque :** Lors de l'historisation d'un composant avec enfants, un enregistrement est systématiquement ajouté pour le parent, mais si l'enfant n'a pas été modifié, seul un enregistrement dans PSVDHR est ajouté.

Par conséquent, le fichier PSVDHSTD n'est pas ré alimenté tant qu'un composant n'a pas été modifié

Champs de PSVDHST :

HSTID	Identifiant de l'historisation
HSTTYPE	Type de composant. Valeurs possible : MEMBER,IFS,DIRECTORY,SRCFIL,LIBRARY,SVDPGM,CONTEXT,SVDCFG
HSTNAME	Nom du composant
HSTLIB	Bibliothèque du composant
HSTFILE	Fichier du composant
HSTPATH	Chemin du composant (pour type IFS ou DIRECTORY)
HSTDESCR	Description de l'historisation
HSTUSER	Utilisateur ayant fait l'historisation
HSTDATE	Date de l'historisation
HSTTIME	Heure de l'historisation
HSTLENST	Longueur des données stockées dans PSVDHSTD
HSTLENTA	Longueur des données hors compression dans PSVDHSTD
HSTCOMP	Données compressées ou non
HSTDATELC	Date dernière modification avant historisation
HSTTIMELC	Heure dernière modification avant historisation
HSTUSRCLC	Utilisateur dernière modification avant historisation Remarque : ce champ n'est renseigné que si la modification a eu lieu dans le designer
HSTOBJTYPE	Type de l'objet (historisation de type 'OBJECT')
HSTEXATT	Attribut étendu de l'objet (historisation de type 'OBJECT')

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## Chapter 13. SDDAEMON

When a silverdev job status becomes msgw, the client part receives a notification.

In most cases, the job in error sends the notification to the client before changing status.

In certain cases, the job cannot send the error, this is the case for example when the called program has a file level error or if a program is of type opm.

In this case , a job called sddaemon takes over. It detects that a job is in msgw and that this job did not send a notification. It sends it.

## Chapter 14. Black list

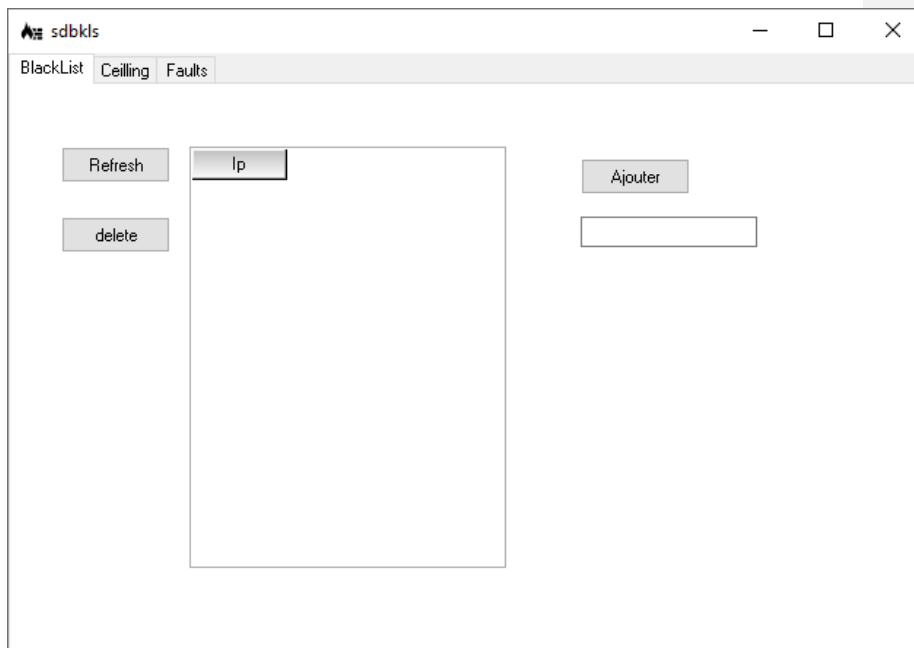
To protect the server Silverdev manages a black list.

An ip adress can be black listed if it connects ton many times in a minute or if it fails three time to sign in.

When an ip adress is balck listed, the machine can not connect anymore.

Psvdcfg file defines a field, cfbliceil, that gives the maximum number of authorized connections in a minute.

Black listed addresses can be managed with the sdbkls program in the system directory of myDesk.



The list is blanked when silverdev restarts.

