



October Tip - /COPY and CVTRPGSRC

This tip provided by the staff of A. Schulman, Inc.

Most of you that are coding in RPGLE are familiar with the command CVTRPGSRC. This command allows you to take RPG III source and covert it into RPGLE source by simply using this command.

However.... The /COPY poses some problems. The source that you are most likely copying from is still in RPGIII.

So what happens when you go to compile a converted RPGLE program that has a /COPY of RPGIII source code?

It fails!!

I confess. I have individually converted each of the /COPY sources into a new source member with a new name, and then use this new member in my RPGLE source to solve this problem. What a hassle!!

If only someone had mentioned that by simply changing the Expand Copy Member (EXPCPY) option on the CVTRPGSRC command, the /COPY source would have been brought in to the original RPGIII source *first* and *then* converted to RPGLE.

You now would have a nice program that will (hopefully) compile without any further manipulation.

Check out the command:

Convert RPG Source (CVTRPGSRC)

Type choices, press Enter.

From file		Name
Library	*LIBL	Name, *LIBL, *CURLIB
From member		Name, generic*, *ALL
To file	QRPGLESRC	Name, *NONE, QRPGLESRC
Library	*LIBL	Name, *LIBL, *CURLIB
To member	*FROMMBR	Name, *FROMMBR

Additional Parameters

Expand copy member	*YES	*NO, *YES
Print conversion report	*YES	*YES, *NO
Include second level text . . .	*NO	*NO, *YES
Insert specification template .	*NO	*NO, *YES
Log file	QRNCVTLG	Name, *NONE, QRNCVTLG
Library	*LIBL	Name, *LIBL, *CURLIB
Log file member	*FIRST	Name, *FIRST, *LAST

If you submit a tip to tips@drewcorp.com, and it is selected for a TIP of the month, I may buy you a cup of coffee!!!! Please send comments of the types of tips you would like to see to Andy_Johnson@drewcorp.com.