



Cynclly

FeneVision® Best Practice

Copying Display Objects and Object Components (BP0094)

Revision	Date	Description of Change	Revised By
A	08/03/2016	Initial Document	LMW
B	09/28/2018	Fixed formatting and grammar	KED

Introduction

The purpose of this document is to convey the best methods for copying display objects and their components.

Using

There are a few methods that can be used to copy display objects, and the method chosen at any given time may depend on the circumstances:

- Display Object Setup (in Core) – used when copying an object within the same FeneVision database.
- FeneVision Sync Utility – used when copying an object within the same FeneVision database, or another: for example, copying an object from a test FeneVision server to a live FeneVision server.
- SQL Script – used when copying an object to another FeneVision database. For example, copying an object from a test FeneVision server to a live FeneVision server.

Copying a portion of a display object is always done via Display Object Setup. An object component or object comp detail record can be copied from one object to another object!

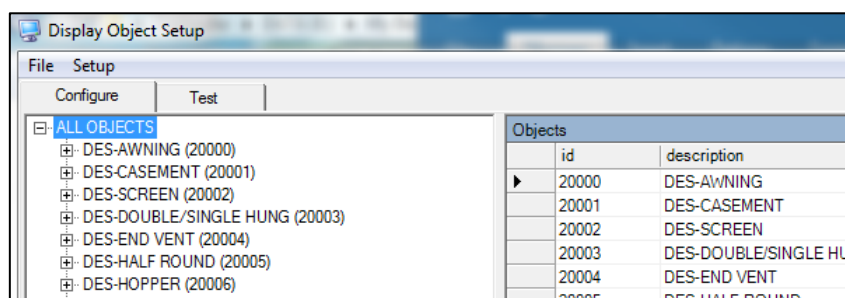
Display Object Setup

This method is used when copying an object within the same FeneVision database. To open Display Object Setup in Core, select Setup->Products->Display Objects.

The rule of thumb for copying a record in display object setup, whether it is the entire object, object component, or object comp detail record, is that you always begin with selecting the parent of what you want to copy in the treeview on the left side of the screen. This brings the record you want to copy into the window on the right side of Display Object Setup. Then you can right click and select "Copy Records". Various examples follow.

To copy an entire object:

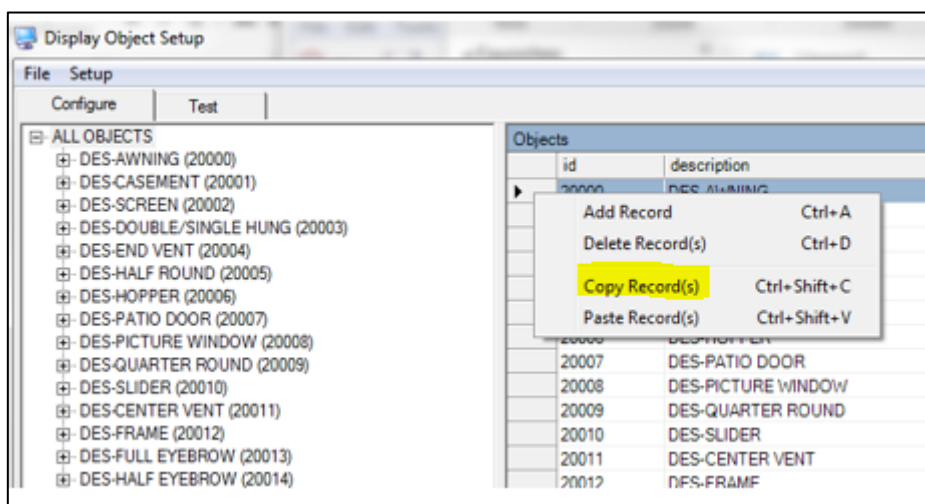
1. Select ALL OBJECTS in the treeview in Display Object Setup. This brings the list of object into the Objects grid on the right side of the screen.



- Select the object you want to copy. This is done by clicking on the gray box to the left of the object in the top window (Objects grid) on the right. This selects the entire object row (the row will highlight).

Objects			
	id	description	initialize
▶	20000	DES-AWNING	Function v() As Variant
	20001	DES-CASEMENT	Function v() As Variant
	20002	DES-SCREEN	Function v() As Variant
	20003	DES-DOUBLE/SINGLE HUNG	Function v() As Variant

- Right click and select “Copy Records”.



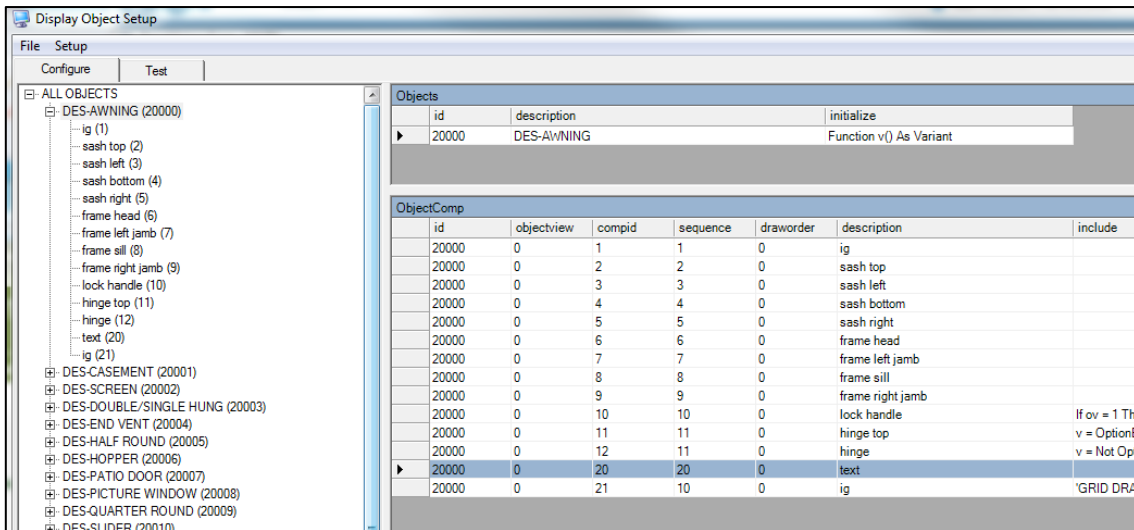
- Right click again and select “Paste Records”. It will take some time to copy the entire object.
- The object will be assigned the next available ID, in this case it was 1. The new object will have the same name but with the new ID appended in brackets, as in [1].

	20045	DES-TRIPLE SINGLE HUNG PATTERN TOP	Function v() As Variant
	20046	DES-TWIN EYEBROW	Function v() As Variant
	20047	DES-TRIPLE EYEBROW	Function v() As Variant
	30001	DES-SWING DOOR	Function v() As Variant
	30002	TMP-FLAT GLASS	Function v() As Variant
▶	1	DES-AWNING [1]	Function v() As Variant

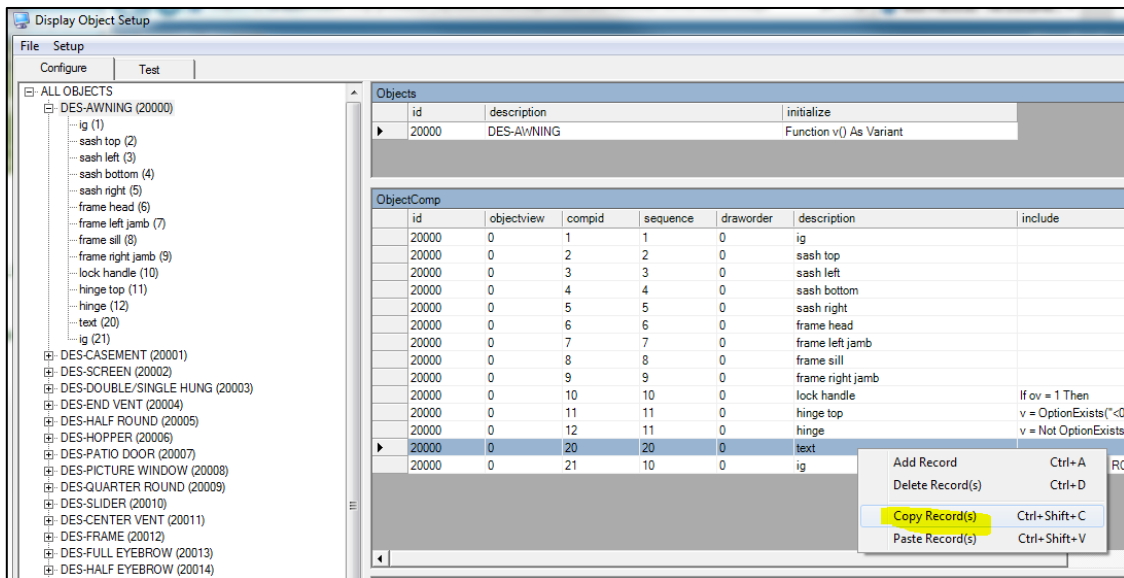
- You may edit the Description field with a new object name and/or the ID field. The Description and ID must be unique; if not, you will get an error stating “Cannot insert duplicate key in object”. When this error occurs, select OK on the error and try again with a unique ID and Description.
- The DES- prefix and ID range 20000-29999 is reserved for base FeneVision objects deployed with the software. Objects in ID range 20000-29999 can only be modified by the FeneTech login. So, when creating a custom object do not use the DES- prefix, nor ID range 20000-29999. This guarantees a custom object will not be overwritten during a FeneVision software upgrade.
- Once you’ve copied the object, you can continue to make edits in the new object.

To copy an object component:

- Select the display object name from the treeview in Display Object Setup to bring up the list of this object’s components in the ObjectComp window on the right.
- Select the object component you would like to copy in the ObjectComp grid. In this example, we are copying the component named “text” (see the Description field).



3. Right click and select “Copy Records”.



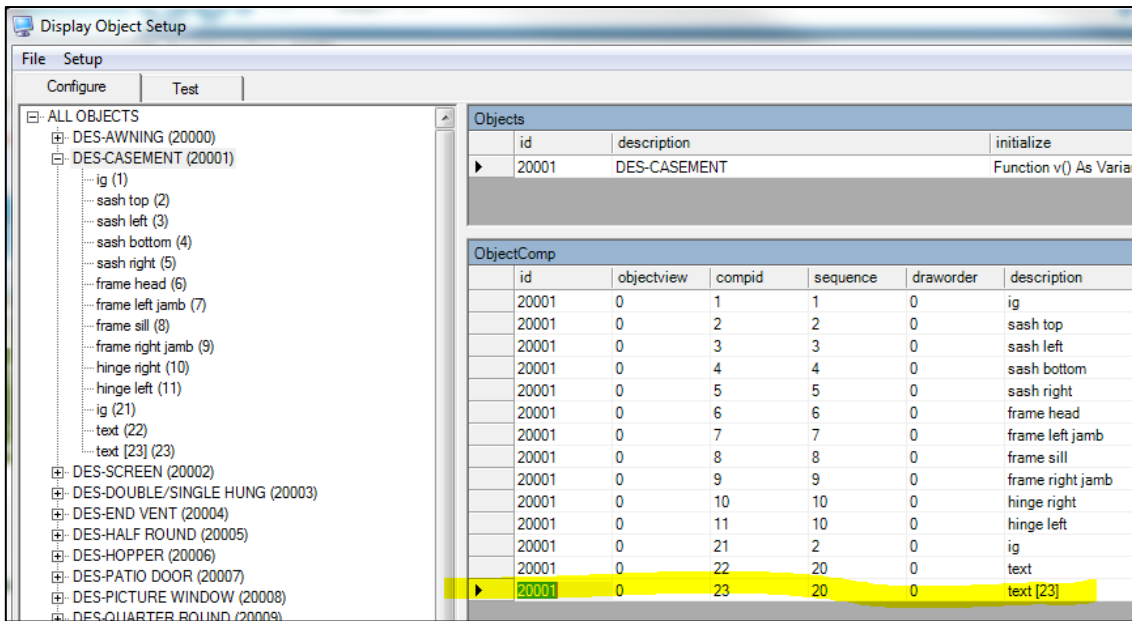
4. Right click and select “Paste Records” to paste the record within the same object.

5. The object component will be assigned the next available compid, in this case it was 22. The new object component will have the same name but with the new compid appended in brackets, as in [22].

20000	0	12	11	0	hinge	v = Not OptionExists("<008INV
20000	0	20	20	0	text	
20000	0	21	10	0	ig	'GRID DRAWING ROUTINES
20000	0	22	20	0	text [22]	

6. You may edit the Description field with a new object component name and/or the compid field if needed. The Description and compid must be unique; if not, you will get an error stating “Value Column ‘id, compid’ is constrained to be unique. Do you want to correct this value?”. When this error occurs, select NO to keep the old compid value, select YES to enter a new unique compid value.

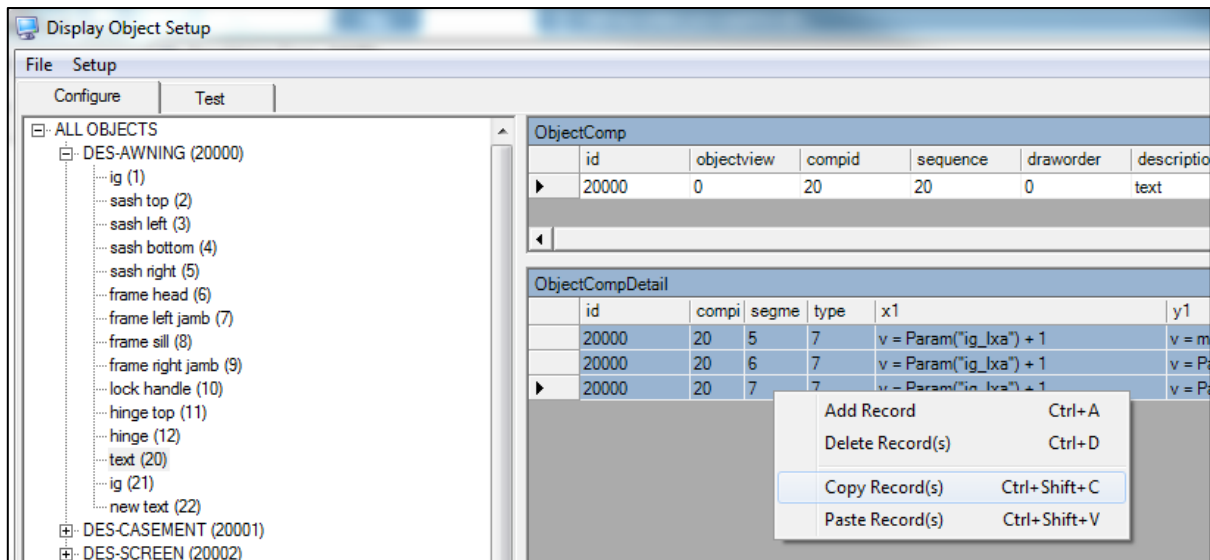
Alternatively, you may paste this record into another object. To do this, select a different object in the treeview on the left, and in the ObjectComp grid right click and select “Paste Records”. In the screenshot below, we have pasted the text object component from DES-AWNING into DES-CASEMENT.



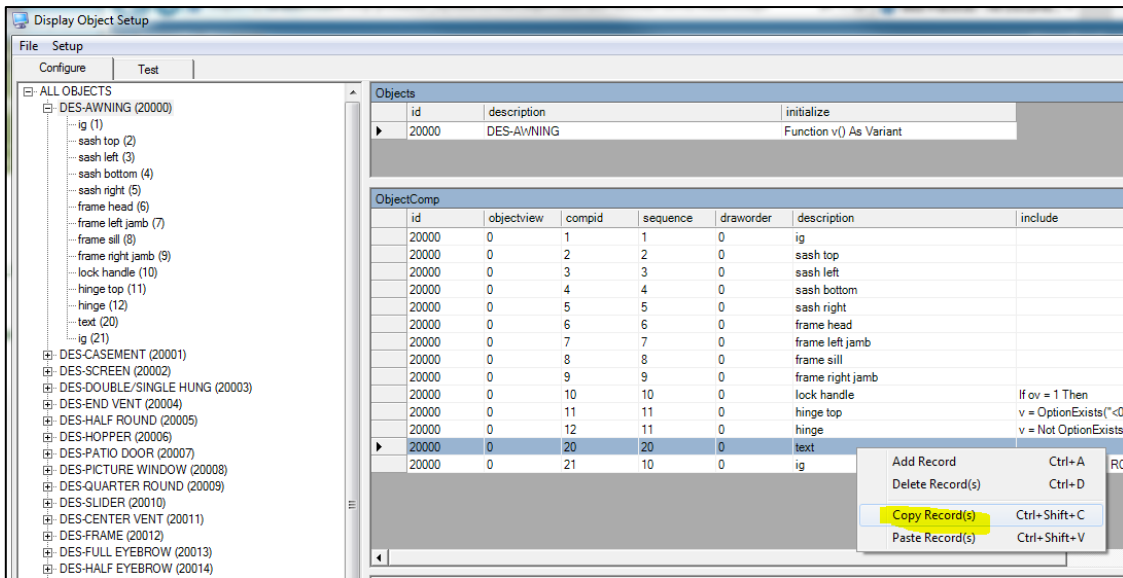
You can also copy and paste multiple object component records. Once the records are copied, you can continue to make edits to the new object component records if needed.

To copy an object component detail record:

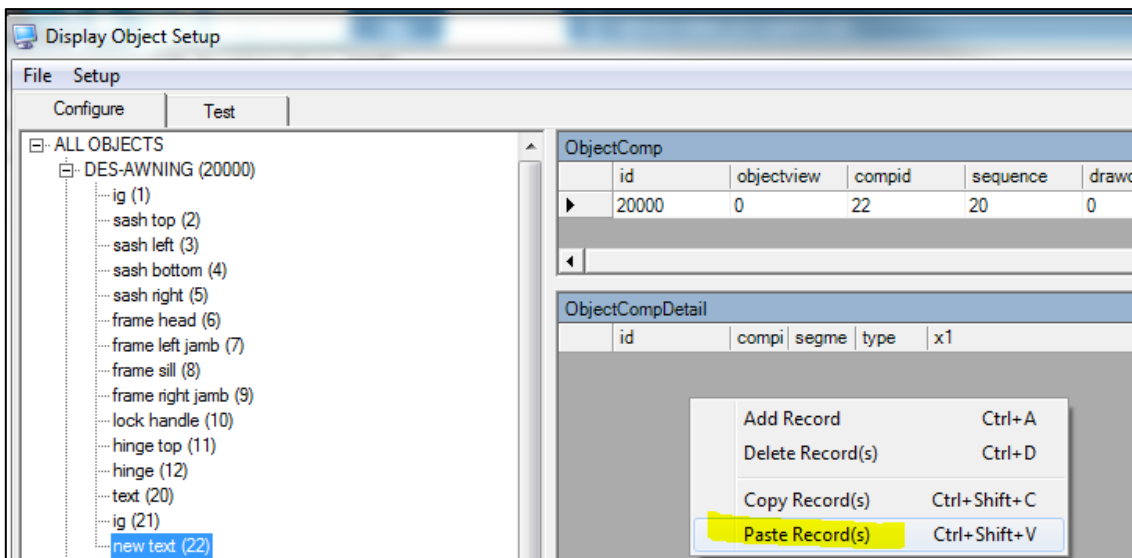
1. Select the display object name from the treeview in Display Object Setup; then select the object component you would like to copy from in the treeview. This brings up the list of this object component detail records in the ObjectCompDetail window on the right.
2. In this example, we are copying multiple rows from the “text” component. Select the row or rows you would like to copy in the ObjectCompDetail grid.



3. Right click and select “Copy Records”.



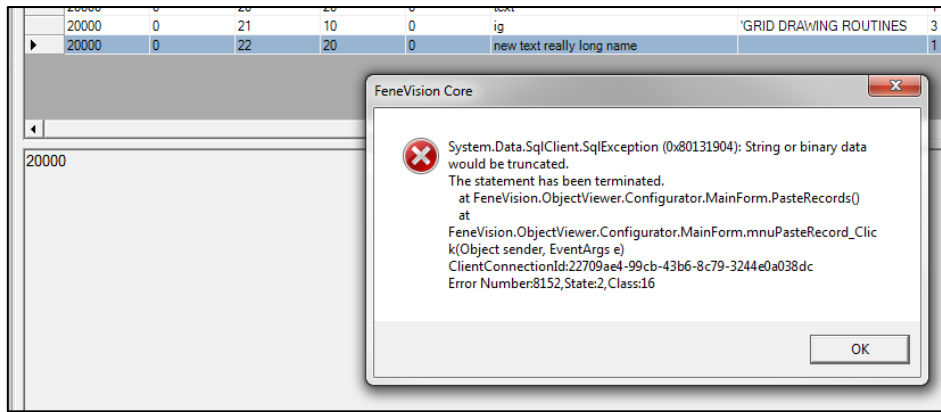
- Right click and select "Paste Records" to paste the record within the same object component. In this example, we are going to paste into another object component named "new text". Select "new text" and then right click and select "Paste Records".



- Each object component detail record has a unique identifier found in the Segment field. You may edit the segment field if needed. The segment must be unique, if not, you will get an error stating "Value Column 'id, compid, segment' is constrained to be unique. Do you want to correct this value?". When this error occurs, select NO to keep the old Segment value, select YES to enter a new unique Segment value.
- You may continue to make edits to the ObjectCompDetail records, as needed.

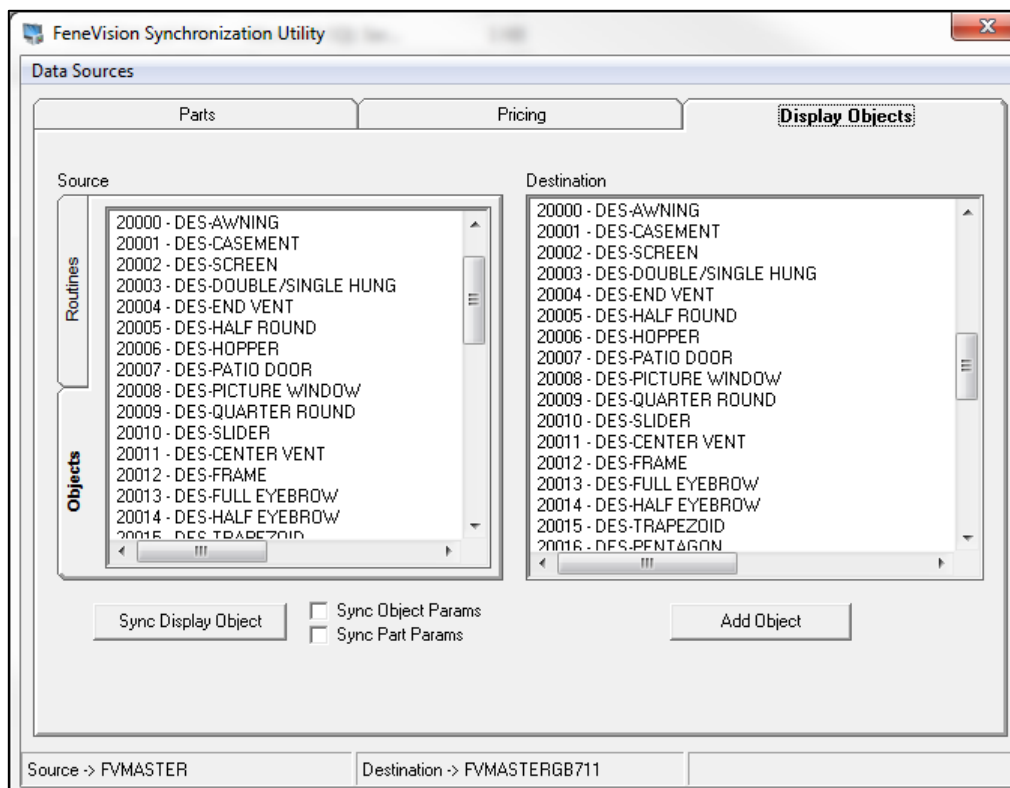
Troubleshooting

If you get an error stating "String or binary data would be truncated" when pasting a record, this means the Description field of the record you were copying from was so long, there was no room to append the object id or compid at the end of it. For example, in the screenshot below we were copying from object component "new text really long name". We got the error when pasting this record, because "new text really long name [22]" was too long for the Description field. At this point, you are forced to shorten the name (Description field) of the record you are copying from if you want to copy and paste it. For example, change "new text really long name" to something shorter like "new text". Then copy the "new text" record.



FeneVision Synchronization Utility

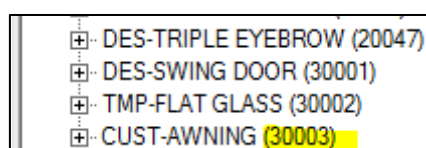
This utility can be used to copy an entire object within the same FVMaster database, or to another FVMaster database. Use the Display Objects tab to copy an object. This utility is documented in the Server Utilities User Manual.



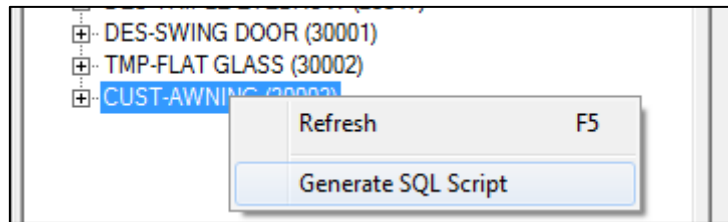
SQL Script

This method can be used to copy an entire object from one FVMaster database to another. **For FeneVision users, the FeneVision Synchronization Utility is the preferred method.** Do not proceed if you are uncomfortable with SQL Management Studio.

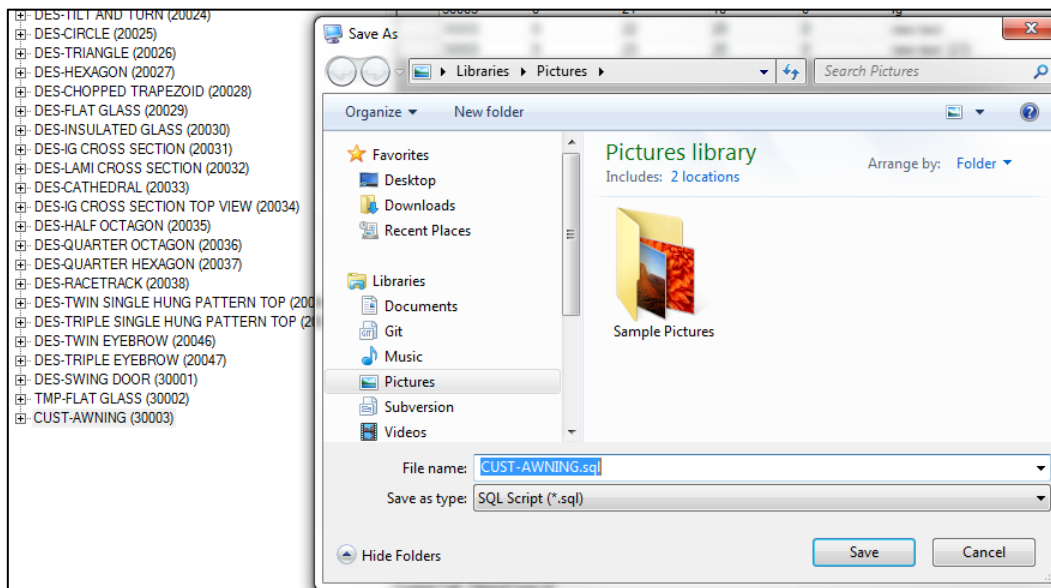
1. First, note the object id of the object you are copying from. In the Display Object Setup screenshot below, the object id for CUST-AWNING is 30003.



2. Make sure the target FVMaster does not already have an object with id 30003, otherwise, you will **overwrite** that object in the target database! Do not continue if that is not your intent. Instead, change the object id of CUST-AWNING to an id that does NOT exist in the target FVMaster.
3. Right click on CUST-AWNING in the Display Object Setup treeview and select Generate SQL Script



4. Select a directory you would like to save the SQL script into. Note: it is named CUST-AWNING.sql by default.



5. **Never edit the SQL script, there is too much risk involved.**
6. Run the SQL script on the target FVMaster database using SQL Management Studio. **Remember, any object with the same ID will be overwritten.**
7. Open Display Object Setup on the target database, and you will see your CUST-AWNING object. If needed, you can continue making further edits to the object using Display Object Setup.