

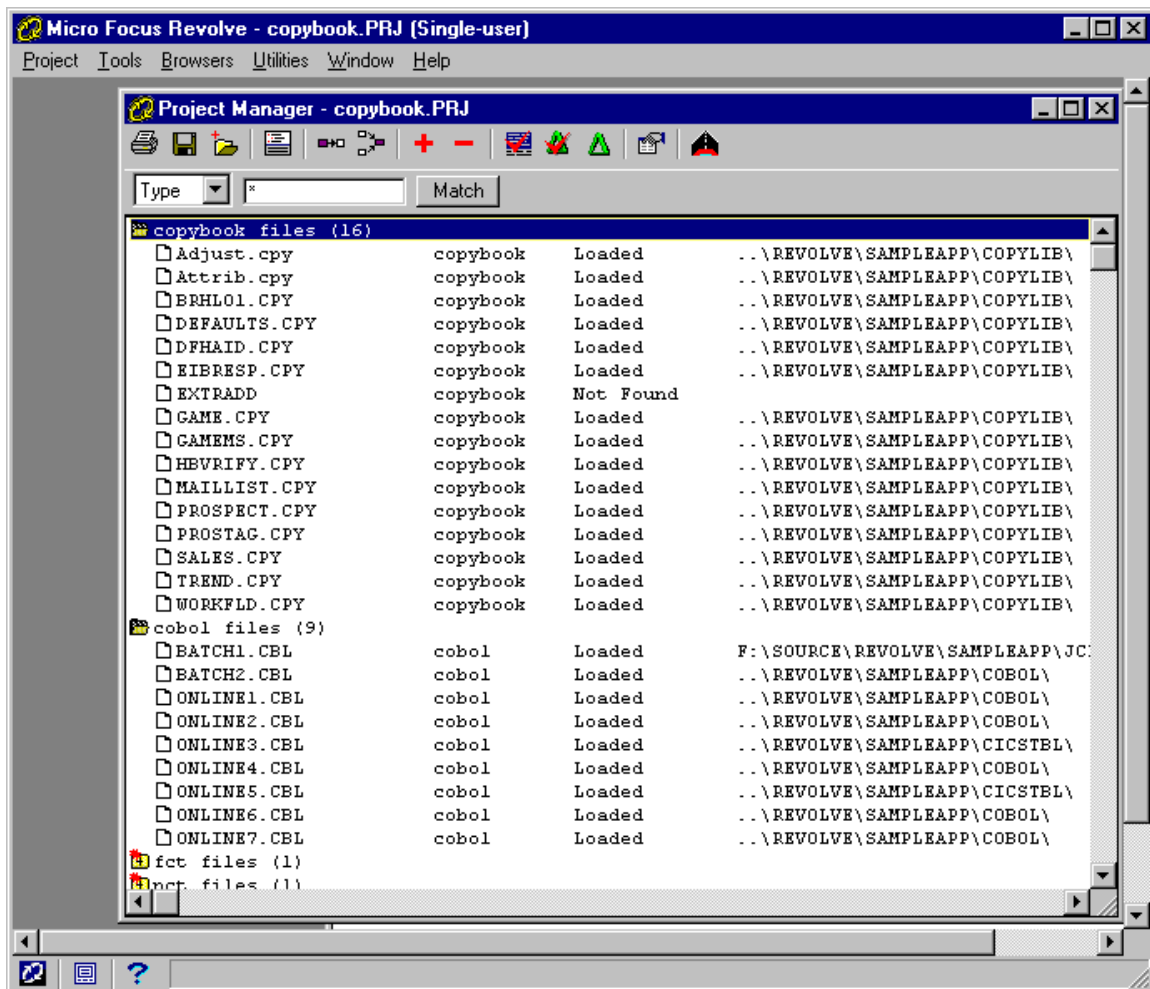
## Duplication of Copybooks in Revolve

New functionality was introduced in the latest Revolve WebSync FixPack (release 6.2.42) that causes duplication of the copybooks in a project. This document will describe the enhancement, the effect of the enhancement, and also includes a link to a utility which will correct the copybook duplication that can result from the initial use of this enhancement.

If a project was created prior to release 6.2.42, but now the WebSync has been applied, then performing a Load Selected on a component that shares the use of a copybook, that copybook will appear to be duplicated in the parsed database.

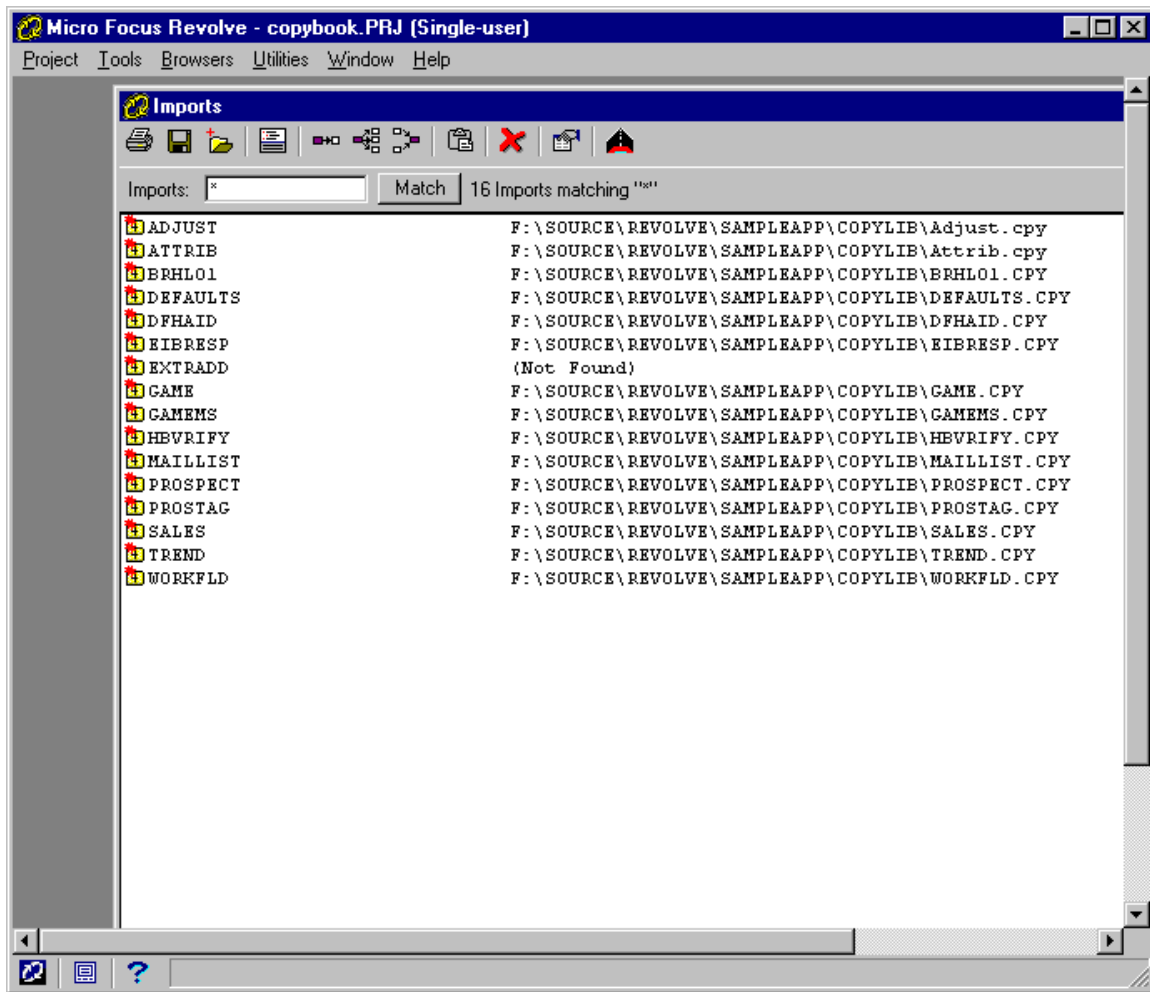
The copybook will appear twice in Project Manager and then duplicated in the Import Browser, once with the extension and once without the extension. If a MAKE of the entire project is performed then no duplication will be seen. However, the copybooks will now be listed in the Imports Browser with the extensions.

For example, using our sample code to build a project in 6.2.41:



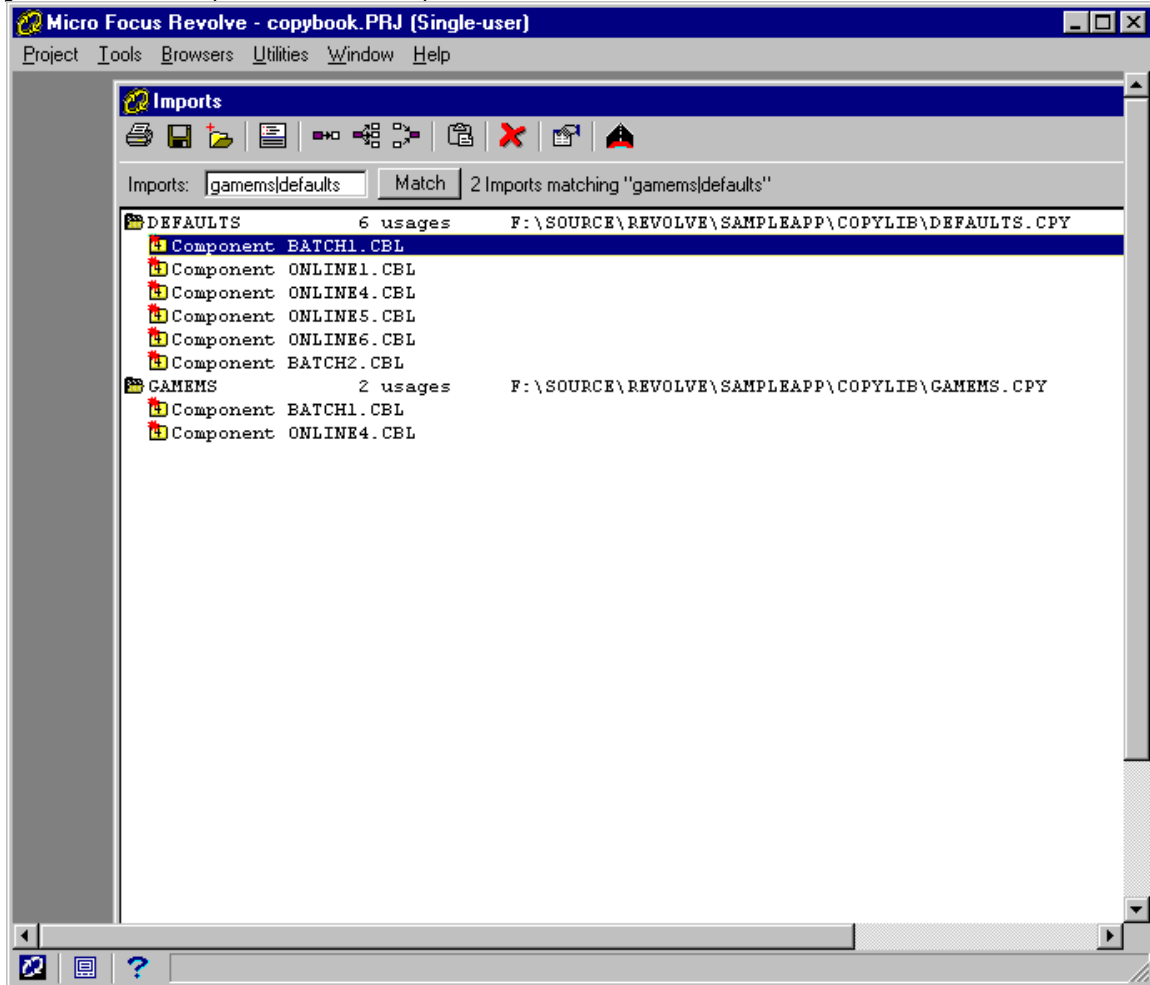
# Duplication of Copybooks in Revolve

Using \* to find all copybooks in the Imports Browser:



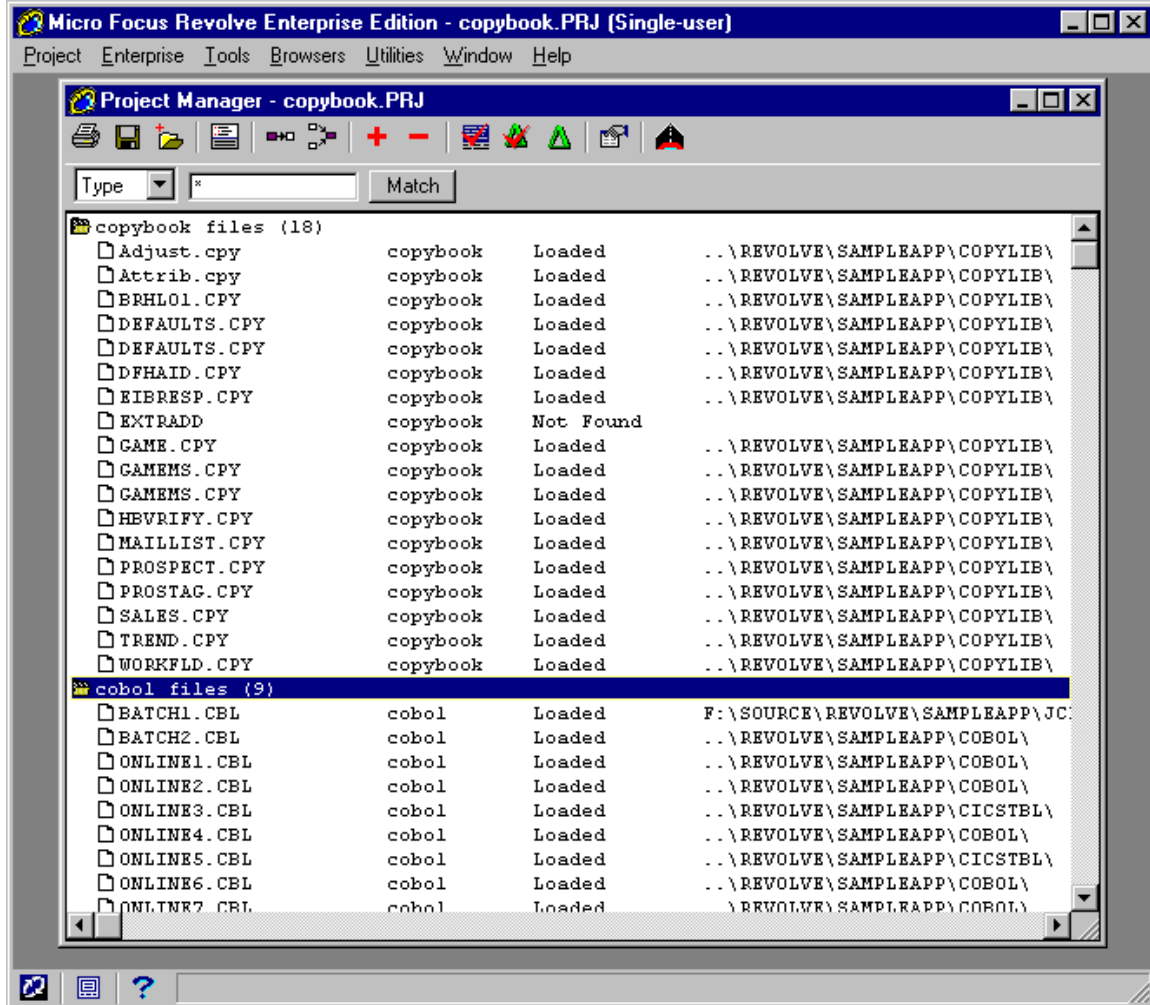
## Duplication of Copybooks in Revolve

Use GAMES|DEFAULTS as the search criteria in the Imports Browser with just the name, no extension, in 6.2.41:



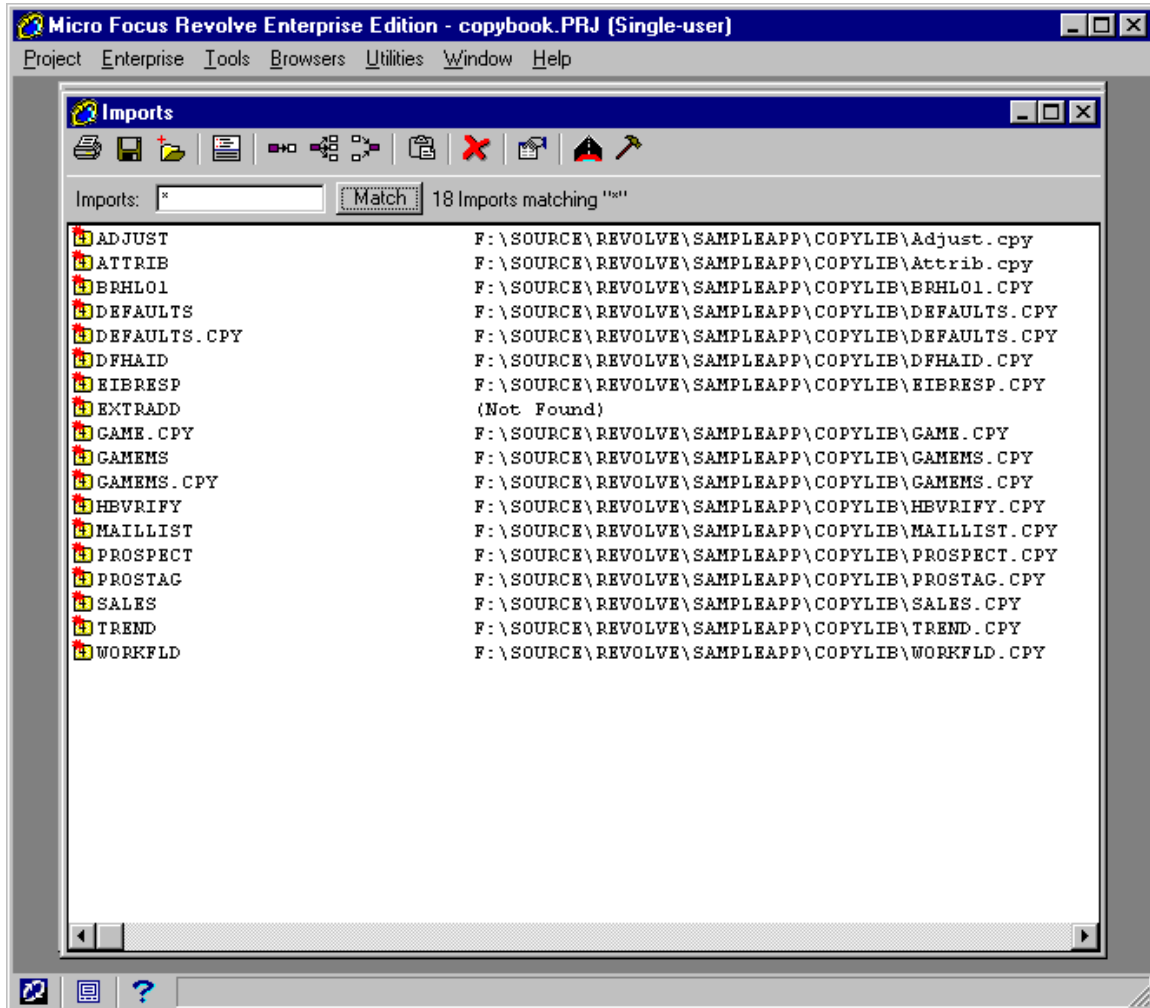
## Duplication of Copybooks in Revolve

Open the same project in release 6.2.42. Now "Load Selected" BATCH1.CBL:



## Duplication of Copybooks in Revolve

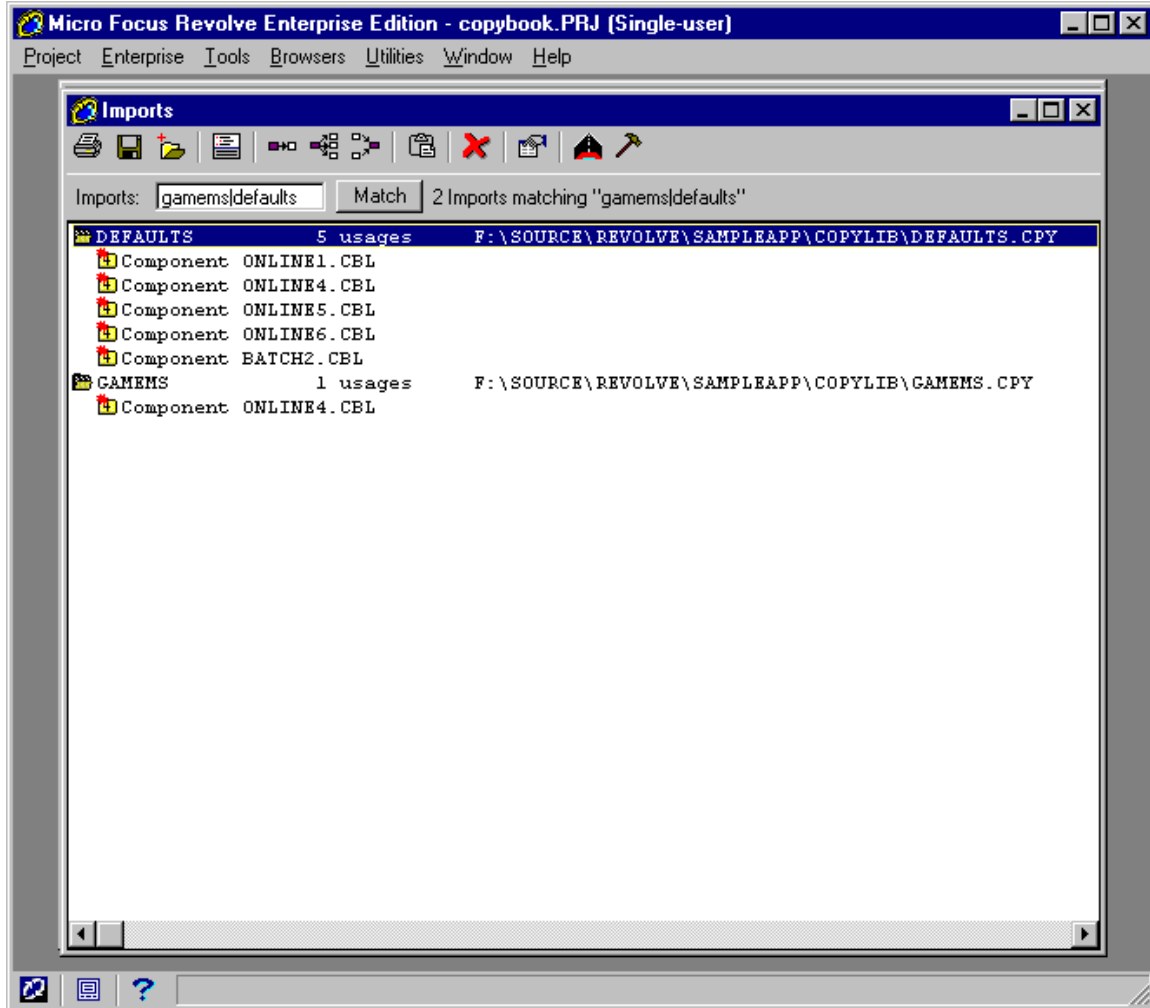
Below is what is shown in the Program Browser (with and without extensions) using \* for search criteria:



Both GAMEMS & GAMEMS.CPY and DEFAULTS & DEFAULTS.CPY are listed with the paths to the same source.

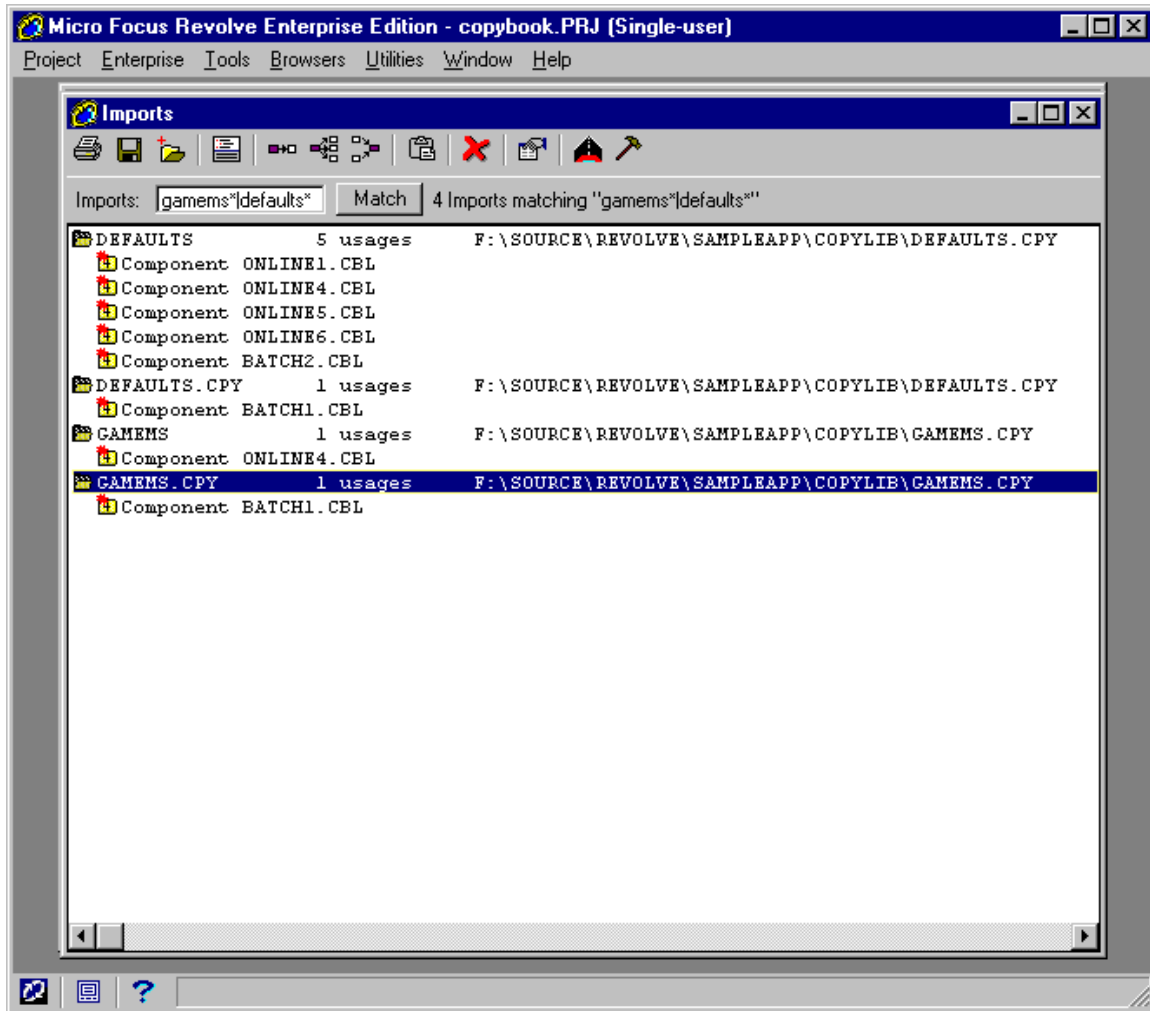
## Duplication of Copybooks in Revolve

Using GAMEMS|DEFAULTS as the search criteria, you will notice that BATCH1.CBL is no longer in the list of components under the copybooks.



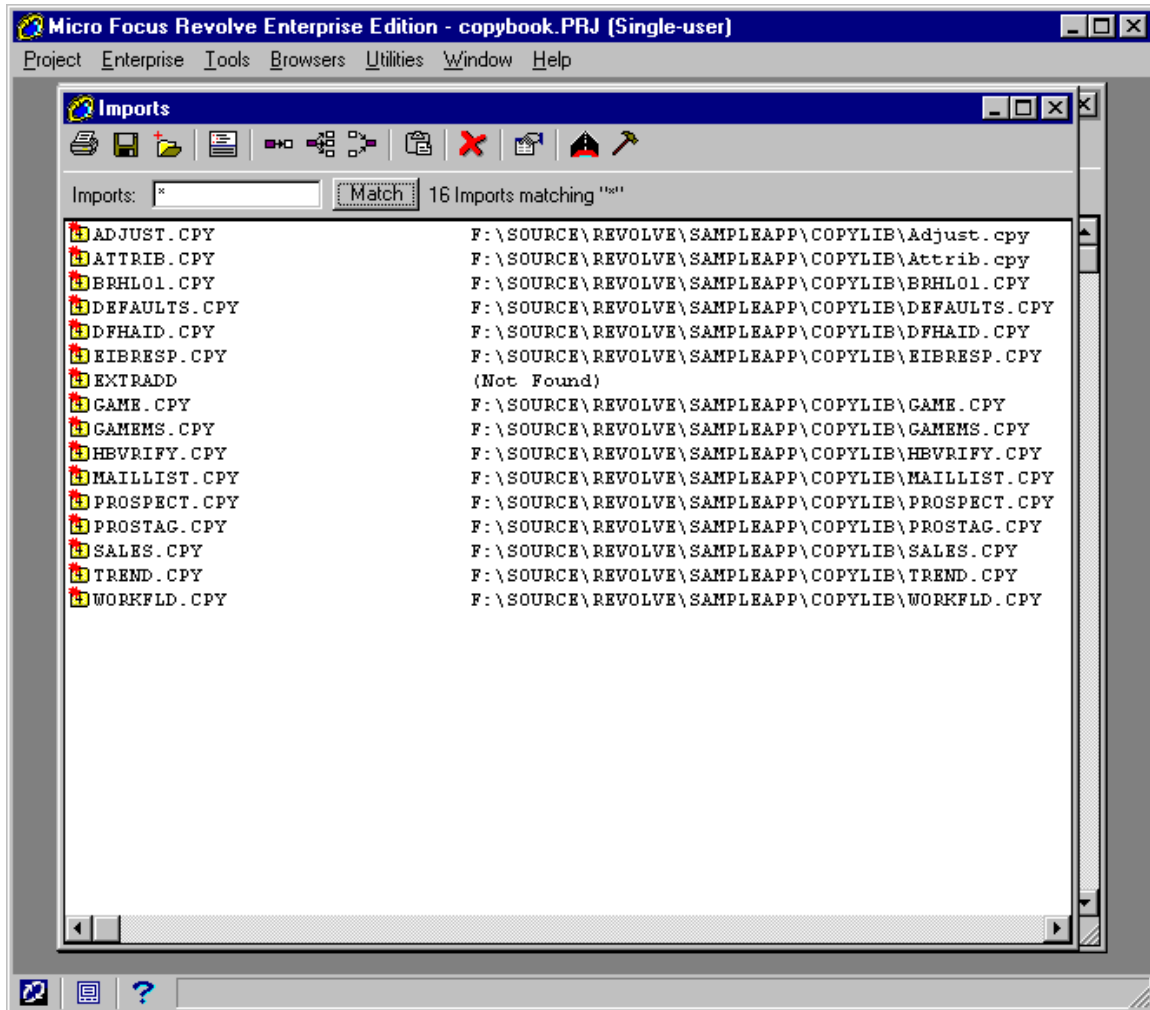
## Duplication of Copybooks in Revolve

Changing the criteria to GAMEMS\*|DEFAULTS\* in the search, notice now that BATCH1.CBL is under the duplicate of GAMEMS and DEFAULTS with the extension:





## Duplication of Copybooks in Revolve



One thing that the user must remember, the search criteria must end with an asterisk within the match area of the Imports Browser. This is to include the extension as part of the search.

Now if you want to see GAME but not GAMEMS, the search can be refined to look like:

GAME.\* → will yield GAME.CPY

All copybooks with ms in the name should have the search match be like:

\*ms.\* → will yield GAMEMS.CPY

[A utility has been provided to help you through this change.](#) This utility is going to parse all of the COBOL files so that no duplication should be found. This can be run in one of the following ways:

1. Go into the project
  - a. Go to Tools/Shell.
    - i. (if shell is not the first item, go to Utilities/Options/User tab - check REQL Shell on).

## Duplication of Copybooks in Revolve

- b. Type at >> INVOKE("c:\cpybkutility.rqc").
2. Go to command prompt and type:  
c:\tps\bin\revolve -pc:\tps\projects\prj1\prj1.prj -  
sc:\cpybkutility.rqc
3. Create a bat file to do multiple updates (as in the zip file - utility.bat)  
and run from a Windows command prompt.