

Copying objects of Logical and Object group type

D2000 CfgSynchro - copying objects of Logical and Object group type

A distinctive feature of objects of [Logical group](#) and [Object group](#) type is that objects included in them do not directly affect their activity and it is possible to delete some of them in spite of their membership in the group. It is an entirely different relationship, than in e.g. an expression in an object of [Eval tag](#) type consisting of several objects of [I/O tag](#) type, which cannot be deleted, without disrupting the whole expression. Therefore, the object of **Logical group** or **Object group** type can be copied in two ways:

1. **Deep copying** - this object is only active in case that the copying was required by a user (the group was not added by means of the methods [Copying and creating a backup](#) or [Copying as a backup](#)) and at the same time the option [Deep group copying](#) is selected. Being copied in this way, the group in the destination configuration will only contain the valid objects, that existed in the source database as well.
2. **"Normal" copying** - this way of copying is only active when the group was added by either of methods: [Copying and creating a backup](#) or [Copying as a backup](#), or it was required by a user and the option **Deep group copying** is not checked. The destination configuration of a group copied in this way contains:
 - a. objects that were added to the group in destination configuration database
 - b. objects that were added to the group in source configuration database
 - c. all newly created objects that originated by Copying and creating a backup or Copying as a backup

In the destination database, even groups, that were not copied, will be changed, if the copying causes a group member to be deleted. Here belong the groups that:

1. are not copied
2. are backup groups (if [Copying and creating a backup](#) was used)
3. are still valid in the configuration database (when [Copying as a backup](#) was used)

Such groups will only contain the objects, that already belonged to them before synchronization.



Related pages:

[D2000 CfgSynchro - copying objects](#)