## Copying and creating a backup

## D2000 CfgSynchro - copying objects and creating a backup

This type is appropriate, when for certain reasons the configuration of an object in destination configuration database is not to be lost by being overwritten. Therefore, the object from source database replaces the object in the destination configuration database, however, at the same time a copy of the original - a new object name\_of\_the\_object\_BACKUP - is saved for backup purposes. This new object is not used after being created, i.e. no references are bound to it.

Destination configuration database		Copy request	Source configuration database	
Name	UID		Name	UID
U.New	98			
			U.New	99
U.Old	D4	<b>F</b>	U.Old	D4
U.Old1	F8		U.O1d2	F8

Destination configuration database		Copy request	Source configuration database	
Name	UID		Name	UID
U.New	98			
			U.New	99
U.Old	D4		U.O1d	D4
U.O1d_BACKUP	D3			
U.01d1	F8		U.01d2	F8

The tables show the state of configuration before and after copying the object U.Old along with creating a backup. The original object U.Old from the destination database was copied as a backup and named U.Old\_BACKUP. There are no references to it (the object is not in use). The valid object is U.Old. Object U.Old\_BACKUP becomes a version of the object U.Old.

Copying is performed in two phases:

- 1. creating a copy of an existing object in the destination database (object -> object\_BACKUP)
- 2. copying the object from source to destination database.

The object's backup will be assigned a new HOBJ as well as UID number.

If the object's name in source database is the same as in destination database, the process of copying asks for a new name to create a backup in the destination database. If the names are different and the condition of name unambiguousness is not met, it means, that the destination database contains an object with the same name as the particular object in the source database. Therefore a new name is defined, which will be used for the copied object in the destination database.

The copied object keeps its UID. HOBJ will be assigned to it according to the DST.OBJ.HOBJ.



## Related pages:

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