### 1. Introduction

This document describes a number of special database conversions that are available in the \$BADGN, \$32BADGN, \$BADN, \$BADS, \$BN32, \$BS32 and \$DXU family of utilities.

A number of special conversion options are possible:

- Computational to Character Conversion with SPACE Fill;
- Computational to Character Conversion with Zero Fill;
- Named-field to Named-field Conversions.

### 1.1 Computational to Character Conversion

This option allows the format of a field to be automatically changed from computational (e.g. PIC 9(4) COMP to character (e.g. PIC X(4)). For example, if the field STSIZE is a PIC 9(4) COMP field in the current database but is define as a PIC X(4) in the Conversion Dictionary. The length of the character field in the conversion dictionary must be large enough to hold the computational field in display format. The character field will be right justified after conversion. If this option is not set then any attempt to convert a field from computational to character will result in an error.

#### 1.1.1 Zero Fill

When the "Computational to Character Conversion" option is set, by default "empty" characters on the left of the string are space filled. For example the number 1 converted to a four character field will be converted as " 1" (i.e. with 3 leading SPACE characters). If the Zero Fill option is set then these 'empty characters' are set to "0" so 1 will now becomes "0001".

## 1.2 Special Conversions

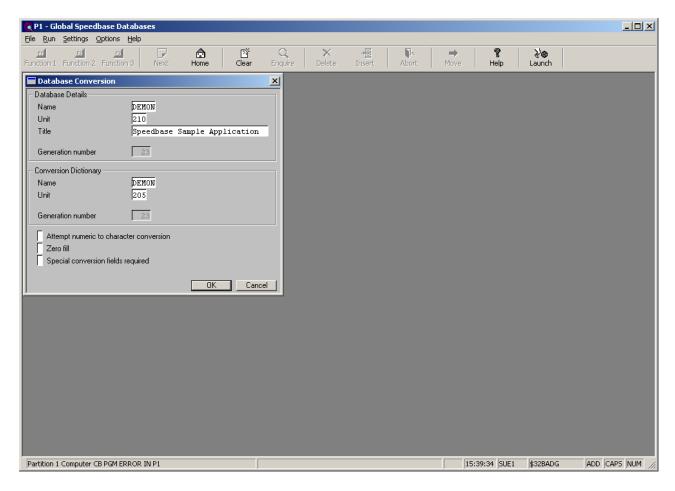
This option allows a field in the input database to be converted to a **different** field in the output database. You will be prompted for the name of the original fields and the name of the fields to which they are to be mapped. Note that the "Computational to Character" and Zero Fill options will be honored for these conversions, if applicable.

## 2. \$BADGN (\$BADGX) and \$32BADG

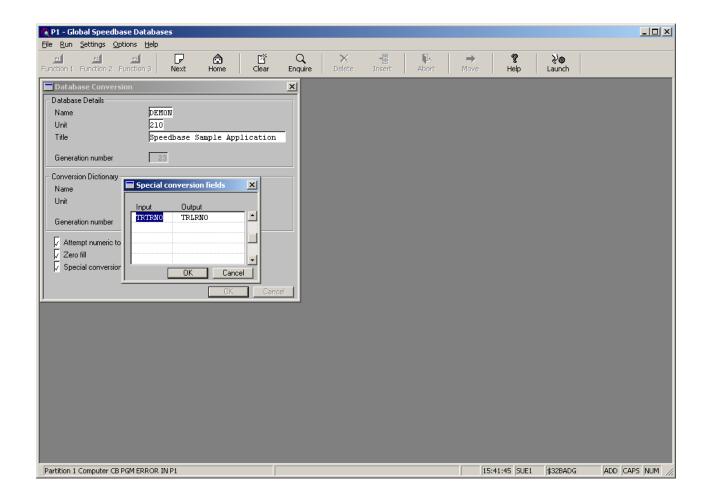
This section describes both the \$BADGN and \$32BADG utilities. Note that, unless actions are taken to prevent it, \$BADGN (\$BADGX) will automatically chain to \$32BADG when running on a GX screen.

#### 2.1 \$32BADG

The initial conversion window displayed by \$32BADG is as follows:



You may select the conversion options as required. If special conversion fields are required you will be allowed to enter up to 5 mappings as shown below:



## 2.2 \$BADGN (\$BADGX)

The special conversion options are **NOT** supported in the 16-bit, non-GX \$BADGN utility. However, 2 of the 3 options are available in the 16-bit, non-GX \$BADGX utility. \$BADGX is actually a renamed \$BADGN. This strange convention (i.e. effectively running \$BADGN renamed as \$BADGX) is to avoid any new dialogue appearing from \$BADGN that will adversely affect existing Job Management. It is assumed that no Job Dialogue for \$BADGX currently exists. Note that \$BADGX (i.e. a renamed copy of \$BADGN) has been released with all GSM Service packs from GSM SP-14).

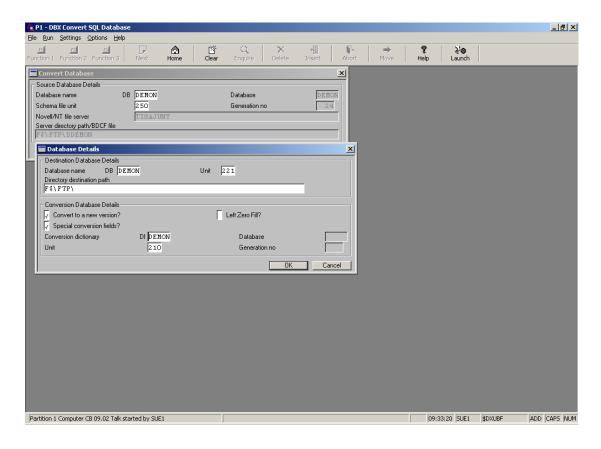
Running \$BADGX instead of \$BADGN automatically enables the Computational to Character conversion option so no extra dialogue is required.

After entering the conversion file details IN \$BADGX you will be prompted for the input and output names for special conversion.

**Important Note:** \$BADGX, unlike \$32BADG, does **NOT** include an option to Zero Fill fields converted from Computational to Character.

## 3. \$DXU

To enable special conversion you must tick the "Special conversion fields?" tick box.



There is no separate "Computational to Character" option and this will be always assumed.

To enable the Zero Fill option, tick the "Left Zero Fill?" tick box.

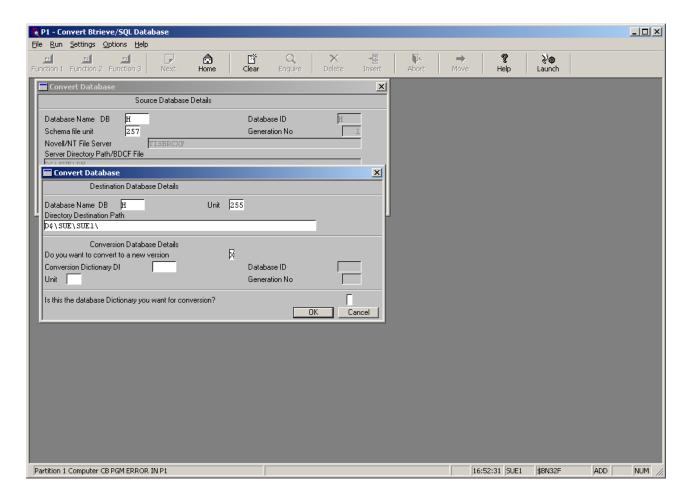
## 4. \$BADN, \$BADS, \$BN32 and \$BS32

This section describes both the \$BADN (\$BADS) and \$BN32 (\$BS32) utilities. For the purposes of this document the Pervasive SQL database conversion utilities \$BADN (16-bit) and \$BN32 (32-bit) are equivalent to the Microsoft SQL database conversion utilities (\$BADS (16-bit) and \$BS32 (32-bit).

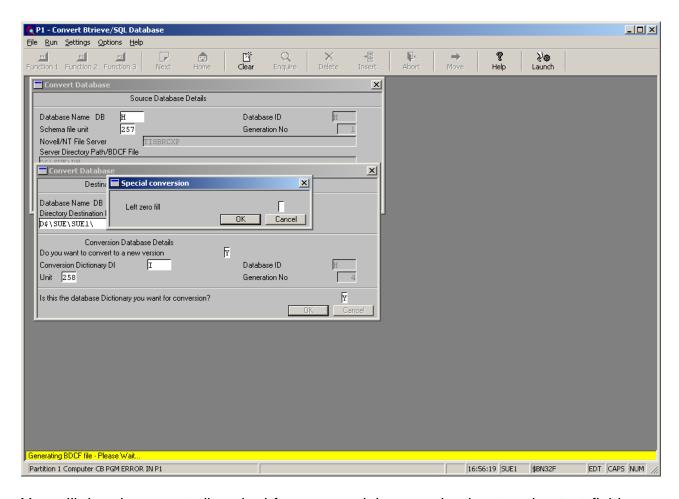
Note that, unless actions are taken to prevent it, 16-bit \$BADN will automatically chain to 32-bit \$BN32 when running on a 32-bit GSM run-time system. Note that, unless actions are taken to prevent it, 16-bit \$BADS will automatically chain to 32-bit \$BS32 when running on a 32-bit GSM run-time system.

### 4.1 \$BN32 & \$BS32

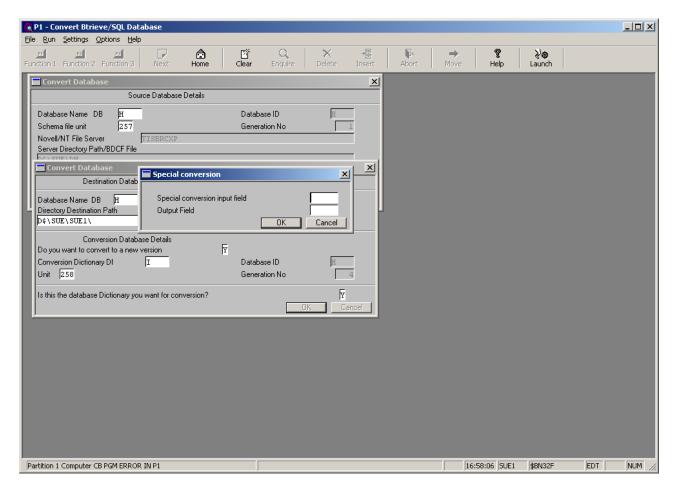
To enable special conversion you must key "X" to the "Do you want to convert to a new version?" prompt.



The 'X' will immediately be redisplayed as a "Y" for internal reasons. There is no separate "Computational to Character" option and this will be assumed if "X" is entered. For the special conversion you will be prompted if you want to Zero Fill the Computation to Character conversion fields.



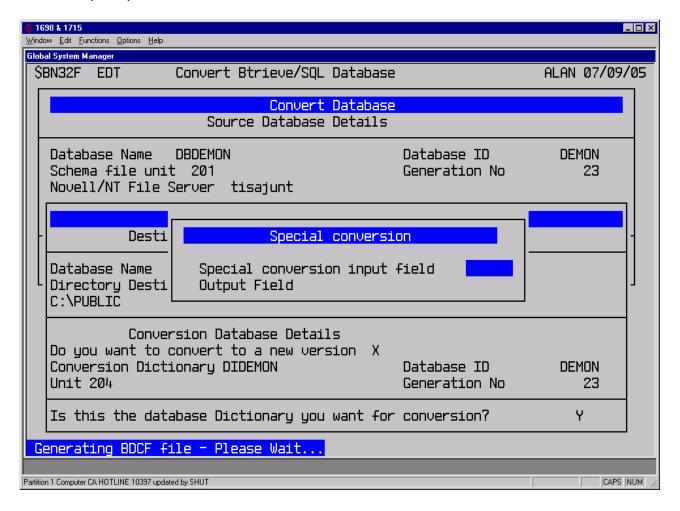
You will then be repeatedly asked for any special conversion input and output fields you require. There is no limit to the number you can specify.



Clicking the "Cancel" button (sic) will end this list.

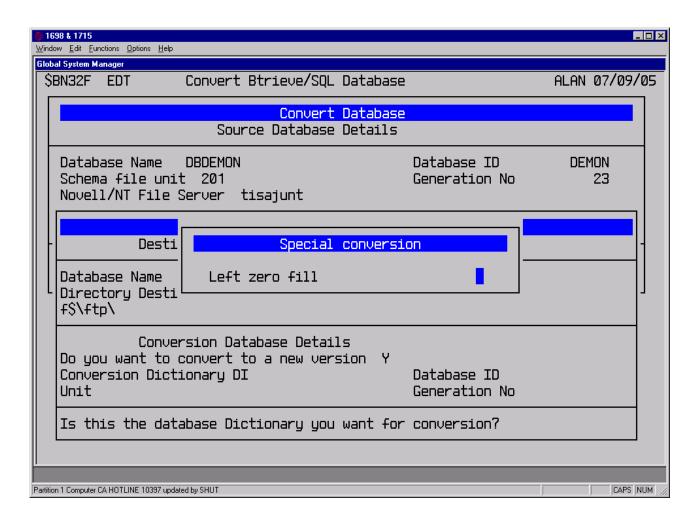
### 4.2 \$BADN & \$BADS

To enable special conversion you must key "X" to the "Do you want to convert to a new version?" prompt.



You will then be repeatedly asked for any special conversion input and output fields you require. There is no limit to the number you can specify.

There is no separate "Computational to Character" option and this will be assumed if "X" is entered. For the special conversion you will be prompted if you want to Zero Fill the Computation to Character conversion fields.



## 5. Summary of Options and Dialogue

The following table summarises the Special Database Conversion options in the various database utilities.

Program	Comp. to char.	Zero Fill	Special Conversions
\$BADGN	Not supported	Not supported	Not supported
\$BADGX	Always enabled if program name is \$BADGX	Not supported	Always prompted for if program name is \$BADGX
\$32BADG	Separate tick box	Separate tick box	Separate tick box
\$BADN	Reply of "X" to the Convert to a New Version field. The "X" remains in the window.	Prompted for in a separate window	Reply of "X" to the Convert to a New Version field. The "X" remains in the window.
\$BADS	Reply of "X" to the Convert to a New Version field. The "X"	Prompted for in a separate window	Reply of "X" to the Convert to a New Version field. The "X" remains in the window.

	remains in the window.		
\$BN32	Reply of "X" to the Convert to a New Version field. The "X" is automatically converted to a "Y".	•	Reply of "X" to the Convert to a New Version field. The "X" is automatically converted to a "Y".
\$BS32	Reply of "X" to the Convert to a New Version field. The "X" is automatically converted to a "Y".		Reply of "X" to the Convert to a New Version field. The "X" is automatically converted to a "Y".
\$DXU	Always assumed	Separate tick box	Separate tick box