



OpenDCL Migration Guide

Here are a few tips to help migrate your older OpenDCL or ObjectDCL 3.0 projects to the latest version of OpenDCL.

Problem:	None of the “ODCL” functions work. <code>(odcl_loadproject "myProject") ; error: no function definition: ODCL_LOADPROJECT</code>
Solution:	Do a global search for " odcl_ " and replace it with " dcl_ "
Reason:	To avoid naming conflicts with OpenDCL predecessor ObjectDCL3.0
Change occurred in:	V4.0

Problem:	ODCL functions can no longer accept null arguments. <code>(dcl_Form_IsActive MyProj_MyForm) ; error: ADS request error</code>
Solution:	Just call <code>(dcl_project_load "myProject")</code> without doing the “IsActive” check. If it’s already loaded nothing will happen.
Reason:	This was a necessary change to add better error messaging.
Change occurred in:	V4.0

Problem:	Error: Invalid arguments type Function: dcl_ListBox_GetCurSel Argument: 0 Can’t call <code>(dcl_ListBox_GetCurSel)</code> on an OptionList control.
Solution:	Use <code>(dcl_OptionList_GetCurSel)</code> instead.
Reason:	N/A
Change occurred in:	V5.0

Problem:	Error: Too many arguments Function: dcl_messagebox Argument: 4
Solution:	The 4 th argument {ShowHelpButton } now expects a Boolean, not an Integer.
Reason:	N/A
Change occurred in:	V5.0

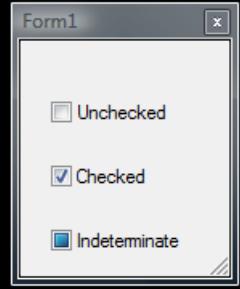
Problem:	(dcl.ListView.Clear) no longer clears the column information.
Solution:	Use (dcl.ListView.DeleteColumns) instead.
Reason:	N/A
Change occurred in:	V5.0

Problem:	Arguments for (dcl.ListView.FillList) have changed.
Solution:	(dcl.ListView.FillList <CONTROL> as List of Lists as ((ItemLabel [as String] {ItemImageIndex [as Integer]} {Column1Label [as String]} {Column1ImageIndex [as Integer]} ...) ...))
Reason:	N/A
Change occurred in:	V5.0

Problem:	Arguments for (dcl.ListView.AddColumn) have changed.
Solution:	(dcl.ListView.AddColumn <CONTROL> NewColumns [as List of Lists as ((Caption [as String] {Justification [as Integer]} {ColumnWidth [as Long]} {ColumnImageIndex [as Integer]}) ...)])
Reason:	N/A
Change occurred in:	V5.0

Problem:	Arguments for (dcl.ListView.AddItem) have changed.
Solution:	(dcl.ListView.AddItem <CONTROL> {ImageIndex [as Integer]} ItemLabel [as String] {Column1Label [as String] Column2Label [as String]} ...)
Reason:	N/A
Change occurred in:	V5.0

Problem:	The Label argument in (dcl.ListView.SetItemText) has moved.
Solution:	(dcl.ListView.SetItemText <CONTROL> Item [as Long] {Column [as Long]} Label [as String])
Reason:	N/A
Change occurred in:	V5.0

Problem:	<p>Check Boxes & Option Buttons no longer return a Boolean.</p> <pre>(if (dcl_Control_GetValue MyProj_Form1_CheckBox1) (DoStuff))</pre>
Solution:	<p>Change your code to something like:</p> <pre>(if (= 1 (dcl_Control_GetValue MyProj_Form1_CheckBox1)) (DoStuff)) OR (if (> 0 (dcl_Control_GetValue MyProj_Form1_CheckBox1)) (DoStuff))</pre>
Reason:	<p>Check boxes now support three states as an integer (0 = Unchecked, 1 = Checked, 2 = Indeterminate).</p> 
Change occurred in:	V5.0

Problem:	<code>(dcl_Control_SetValue)</code> expects an Integer
Solution:	Change <code>(dcl_Control_SetValue MyProj_Form1_CheckBox1 T)</code> To <code>(dcl_Control_SetValue MyProj_Form1_CheckBox1 1)</code>
Reason:	N/A
Change occurred in:	V5.0

Suggested changes

Problem:	(dcl_loadproject) is an obsolete function
Solution:	Do a global search for " dcl_loadproject " and replace it with " dcl_project_load "
Reason:	To add new functionality
Change occurred in:	V4.0

Problem:	(VarName) or “Lisp Symbol name” properties are only maintained so legacy code continues to function.
Solution:	OpenDCL now automatically determines a controls name at runtime from the (Name) property. e.g. MyProj_Form1_Control1. You’re encouraged to remove the (VarName) by going to Tools-> Clear Lisp Symbol Names in the OpenDCL Studio Menu Bar. Note, this may break your existing AutoLISP code & you’ll need to update it to the default control names.
Reason:	To avoid the confusion of having to maintain two Name properties.
Change occurred in:	V4.0

If you find any other issues or changes, please e-mail them to: barry.ralphs@gmail.com