

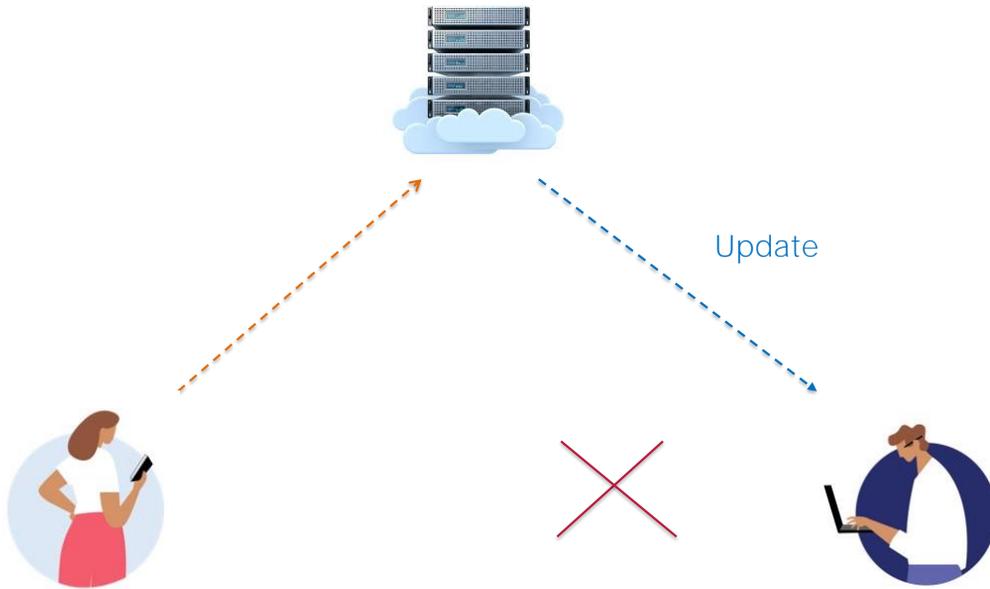
GeneXus Server

Conflicts and conflict resolution



When working with GeneXus and GeneXus Server in Merge mode, conflicts may arise between modifications made by different developers to the same object.

Conflict



A conflict occurs when modifications made by one developer overlap with modifications made by another.

In most cases, there is no automatic way to solve the problem and therefore the developer will have to do it manually.

At what point can a conflict occur? When performing an Update operation, a warning message will be displayed.

Conflicts and conflict resolution

Name	Type
Team	Team
TeamId	Numeric(4,0)
TeamName	Character(25)
CountryId	Numeric(4,0)
CountryName	Character(20)
Player	Player
PlayerId	Numeric(4,0)
PlayerName	Character(20)

Commit | Update | History | Activity | Versions

Comment:
New TeamName definition. Recent Comments...

Pending Commits (3/3) | Ignored Objects

<input checked="" type="checkbox"/>	Name	Type	Description	Modified On	Module	Local State	Last Synchronize	User
<input checked="" type="checkbox"/>	Carmine	Theme for Web	Carmine	5/9/2018 10:42		Modified	4/9/2018 15:48	ARTECHiacaggia...
<input checked="" type="checkbox"/>	Country	Transaction	Country	4/9/2018 16:16	Root Module	Modified	4/9/2018 15:48	ARTECHiacaggia...
<input checked="" type="checkbox"/>	Team...	Attribute	Team Name	5/10/2018 10:49		Modified	9/7/2018 10:08	ARTECHiacaggia...

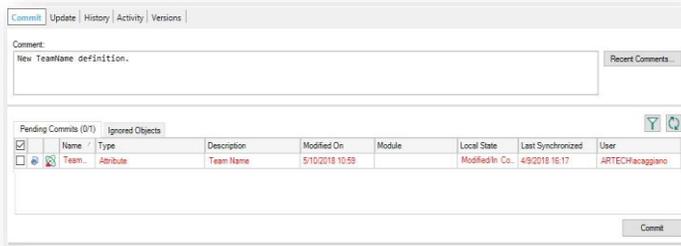
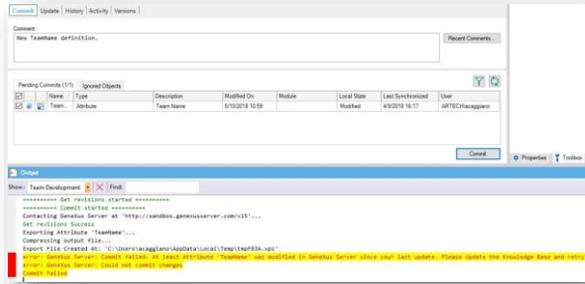
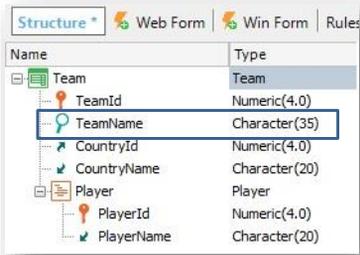
Commit

For example:

From the WorldCup KB the TeamName attribute is set as Character(25):

The changes are saved and a Commit operation is performed.

Conflicts and conflict resolution



Now, in the WorldCupDiego KB, the TeamName attribute is set as Character(35). It is saved and an attempt is made to Commit, but without knowing the modifications already sent by the other developer.

If you look at this message in the Output window, you'll see that when trying to perform a Commit operation, a message indicates that a new definition exists in the server and that it isn't locally integrated. Therefore, performing the corresponding Update operation first is recommended. So, we select the Update option and run the Update operation:

The message indicates that when GeneXus Server finds a conflict, a new revision of the object will be created in the local KB with its status in the server.

The conflicting object will be highlighted in red in the list of objects with pending Commit, until this conflict is solved.

Conflicts and conflict resolution

- Merge
- Maintain local changes only
- Maintain server-side changes only

Let's see the possible scenarios to solve the conflict:

Merge

It's the most common scenario, where the changes made locally and on the server must be integrated. In this case, the developer will have to resolve the conflict manually, checking both definitions that generate the conflict and reapplying the changes made locally so that a new revision of the object is generated in the local KB.

Once this manual merge is made, the Commit operation can be performed to update the object in GeneXus Server.

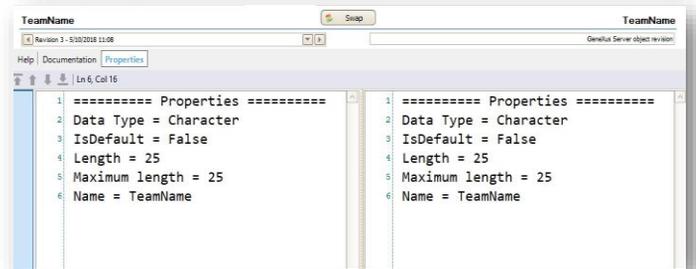
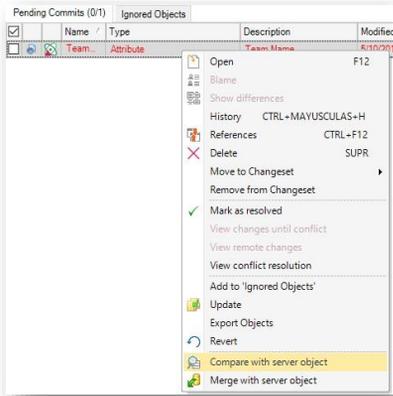
Maintain local changes only

The developer will have to restore the revision with the object version containing these local changes. To this end, he/she will need to use the options History, Set as Active, or Restore this revision, and then the corresponding Commit of the object to GeneXus Server.

Maintain server-side changes only

In this scenario, the conflict should be marked as resolved by simply right-clicking on the object in the Commit dialog box and selecting "Mark as resolved."

Conflicts and conflict resolution



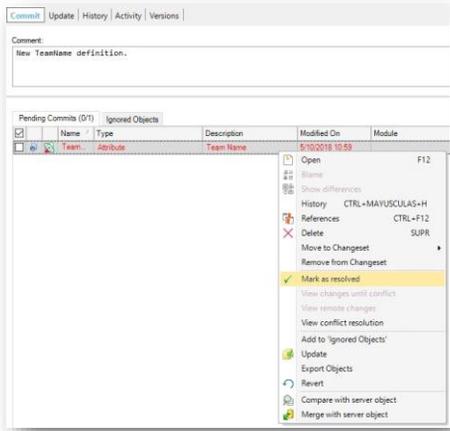
Let's solve this conflict:

Locally, the TeamName attribute is set as Character (35).

We open the Team Development dialog box, and from the Commit window we right-click on the object and select the option Compare with server object.

The Comparer is opened, and we can see that the attribute in the server is set as Character (25).

Conflicts and conflict resolution



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PlayerId	Numeric(4,0)
PlayerName	Character(20)

We leave this definition as valid so we return to the Commit window, right-click and select Mark as resolved.

We can verify the result by opening the Team local transaction and confirming that the TeamName is now set as Character (25).

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