

Subj: **RE: [solutions] - RE: Reassign life cycles - by batch.**
Date: 4/29/2010 7:51:42 P.M. Central Standard Time
From: sdertien@ptc.com
To: CadJett@aol.com
CC: datajett@aol.com
Larry,

The code is attached. It should work ok on R9 and R9.1, but it will not work on older releases that I know of. All of the details are below on how to use it. I do have to stress that this is considered custom code and as such there is no warranty or support for this utility, it's simply a courtesy from me to you. That also means that you should really test this to make sure that it suits your needs before accepting it from me blindly. If you have any questions, please let me know.

Best Regards,
Steve

Attached is the source and a compiled version of the LifeCycleUtil utility.

Simply place the class file in the Windchill codebase directory, restart Windchill and execute this command: `windchill LifeCycleUtil`

A menu will appear and it will walk you through the steps in order. You'll need to log into the utility first. It's a crude login, and I would suggest using an admin user.

Step 1, select whether or not you want to make the changes in a specific container. The utility will ask for the container type followed by the exact name of the container (no wildcards).

Step 2, select the source LifeCycle Template that you want to change objects from.

Step 3, select the target LifeCycle Template (latest iteration only) that you want to change the objects to. The OOTB API only supports moving to the latest iteration, at least the way I have it written. I could not foresee a reason that wouldn't be the desirable case so I simply ran with it.

Step 4, enter in comments that will be placed into the lifecycle history. These don't really show up on the UI that I could see, but we do track them under the covers. I think you can expose it by altering the table column on the lifecycle history display.

Step 5, select your target class. The default is `wt.part.WTPart`. If you want documents just do `wt.doc.WTDocument`.

Step 6, execute. At this point you will no longer see anything in the command window. But you will see progress in the MethodServer. All of the error handling and messages for this step prints to just the MethodServer log file.

The logic is written such that the latest iteration of the target class that is associated with the source lifecycle template will be located. Then each of those are submitted 1000 at a time to the OOTB supported API to change the lifecycle template. It is defaulted to preserve the existing state and there is no special handling here if the target LC Template no longer has the current state. If you do not see the objects listing in the MethodServer then it's likely that the source LC template is not the correct one. The tool also does allow you to reassign to a LifeCycle Template that is not the same as one dictated by a OIR in a container. You can rerun the tool as many times as you would like but once everything moves to the new template the tool doesn't have the ability to distinguish much which means correcting a mistake would likely be done only on a per container basis.

I tested this with 10k parts in a Library with no issues and 20k parts across my entire system again with no major issues. It only took 45 seconds for my laptop to make it through all of the objects to change the states. Documents should be very similar.

There's no warranty on the code ;) But, it is at least 98% supported API's throughout and the one API that matters the most, the one that changes the template is 100% supported. I did some minimal commenting in the code, but if you want anyone to understand it any better just let me know. I don't mind jumping on the phone for an hour to run through it. The code is not that complicated, it should be pretty easy to work through.

It shouldn't take you more than a few minutes to answer the questions in the utility and to work on a few hundred thousand objects it would probably take 10 to 15 minutes or so for the processing. I also wrote this to be as friendly on the memory as possible, so it only works on 1000 items at a time and the reassignment of the LC template uses a multi object API which is far faster to work with. It should hopefully prevent any system instability, but I would suggest that you test it with larger sample sizes than 20k just to make certain.

From: CadJett@aol.com [mailto:CadJett@aol.com]
Sent: Thursday, April 29, 2010 8:49 PM
To: Dertien, Steven
Cc: datajett@aol.com
Subject: Re: [solutions] - RE: Reassign life cycles - by batch.

Hello

If you dont mind, I would like to have a copy of that reassign utility also.

I had one in the past, but it mainly used a different search method. It allowed you to select a container, then enter search criteria for object name/number.

But if you have one that will query & find all objects that are of a particular life cycle iteration & can search for particular LC iterations, that would be a really nice tool.

The one I had was at 1st a java method, then some one rewrote it to jsp.

Whatever you have will be fine.

I would really appreciate.

Please also "reply to all", so it will go to my pers email addy, where I will see it quicker.

Thanks
Lawrence Jett (Larry)

In a message dated 4/29/2010 3:34:34 A.M. Eastern Daylight Time, vincent.quesnoit@bull.net writes:

Steve,

In the process of migrating from 8.0 to 9.1, I know all my process are going to fail unless I can switch objects to the latest iteration of their lifecycles. Is it possible for you to send me the utility you were talking about in this post ?

TIA,

Vincent Quesnoit

In Reply to Steve Dertien:

Jamie,

I just finished writing this utility for another customer. I'll provide it to you in a private email. It should do everything you're looking for in a nice bulk fashion. You can modify the code as you see fit for your own needs. It will let you select the current lifecycle template, a target container and a object type, from there it will search and find all the objects that match those characteristics and it will then reassign the lifecycle template to the latest iteration of a template that you choose. I tested it last night on 20k parts and it only took 45 seconds to do all the reassignments. Probably a lot faster than some of your other alternatives.

Best Regards,
Steve

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