

Reality 15.5

Transferring a Database

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Document control

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Section 1: Introduction

When upgrading an older system running Reality, or migrating Reality data to a new system or host platform type, it is often necessary, or preferable, to create new Reality databases and transfer the data from the old system via a FILE-SAVE tape. This technique has the advantage that the data is defragmented and, if file reallocation parameters have been defined, files are resized at the same time. Also refer to the use of Automatic File Sizing which is now the default mode of operation.

Important

This Installation Guide applies to all releases of Reality, from original Reality hardware to the latest software versions running on all current host platforms.

The use of Fast Save, using a Physical Backup, can only be used when moving to the same host platform byte ordering (for example, from Intel to Intel, or from SPARC to SPARC), and where source and destination versions of Reality support this feature.

The main steps in transferring a database are:

- Secure any local customisation; for example, database configuration files and any host platform files like ROUTE-FILE and those from REALROOT.
- Load the latest updates for your current release and check recent FAQs, as available on the NEC Reality website.
- Carry out a FILE-SAVE and VERIFY-SAVE on the updated source database.
- Customise the Reality configuration on the destination host.
- Create a new database on the destination host.
- Restore the last FILE-SAVE from the source system to the new database.
- Run SYS-UPDATE on the new database to apply necessary updates to it.
- If you have old applications that require it, configure the database to use the old upper-case date format.
- Apply any MultiValue Environment settings as required.
- Carry out a FILE-SAVE and VERIFY-SAVE on the new database to secure it.
- Start transaction processing on the new database if required, and enable logons.

The detailed steps depend on the source and destination systems, as described in the remainder of this document.

Important

Please review these Installation Guide notes carefully before you attempt any installation or upgrades. If you are in any doubt, contact your support representative or NEC directly. Always make notes covering exactly what you do, step by step, during an installation or upgrade. If you find any issues with guidance, or ways to improve it, please feed this to NEC Helpdesk. This will help all Reality users with future upgrades.

Section 2: Procedure on the Source system

2.1 Source Database on Reality Host Platforms (UNIX or Windows)

1. Save any customised database configuration files.
 - On UNIX releases, they are located in the directory DatabasePath/configs/config.
 - On Windows systems, they are located in the Windows folder DatabasePath\configs\config.
2. Save any PLId to port maps from: \$REALROOT/files/devices (UNIX)

or
Remove

`drive:\Realman\RealityVersion\files\devices` (Windows)

3. Save to elsewhere in the database any system file items that you have customised. Customised files often include SYSPROG-PL, PROCLIB, BP, SYSBP, SYSBP.MSGS, SYSPL, SYS.BASLIB, BASIC-COMPILERS and NEWAC. It is advisable to save the whole contents of these files if in doubt about what has been customised within them.
4. FILE-SAVE and VERIFY-SAVE.
Label the save as "[Reality Pre-Update Save]" with all relevant versions and dates.

Caution

These saves should be retained indefinitely; at least until the next version or release upgrade.

Note

This file save will be restored to a new database on the destination host, so you must use a compatible format. Where possible use a compressed virtual tape drive, or both source and destination systems must have compatible drives and media.

5. Use the POVf verb to display the total size of the database. Note this size to ensure that the database created on the destination system is sufficiently large.
6. Note the numbers of any RPQs that are installed - this is typically only for NEC Applications.
7. If Transaction Handling is enabled, use the command `plog -h` to display details of the raw log configuration. Take a note of the raw log size and the buffer size.
8. On a UNIX host, save any printer interface scripts from \$REALROOT/files to a safe location.

Section 3: Procedure on the Destination system

1. Integrate any saved PLID to port maps into the devices file:

```
/usr/Realman/RealityVersion/files/devices (UNIX)
```

or

```
Drive:\Realman\RealityVersion\files\devices (Windows)
```

2. On UNIX, copy any saved printer interface scripts into: \$REALROOT/files/interfaces.
3. On UNIX, check that any RPQs that were installed on the old system are available on the new system. If not, contact NEC Software Solutions.
4. Create a new database using the mkdbasecommand. (This command has a menu interface when only the command is entered - see *Set-Up After Installation* in the appropriate Installation Guide.) The new database must be large enough to hold the data transferred, as noted after saving the source database.
5. Restore any customised database configuration by integrating the contents of your saved configuration files with those in the directory/folder:

```
DatabasePath/configs/config (UNIX)
```

or

```
DatabasePath\configs\config (Windows)
```

6. Log on to the SYSMAN account. Then load the FILE-SAVE tape or virtual tape image.
7. Enter the following sequence of commands to restore your system/database:


```
ASSIGN =TAPE n n = tape unit No. T-REW
T-FWD
T-RDLBL 1
T-FWD
ACCOUNT-RESTORE * (O
```


8. Run SYS-UPDATE, responding to the prompts as described in the *SYS-UPDATE* sections of the *Reality on UNIX Installation & Upgrade Guide* or *Reality on Windows Installation & Upgrade Guide*, as appropriate.

Important Note

This must be run before you log off or you may not be able to log back on.

9. Integrate any customised system file items that were saved from the source system/database.
10. Carry out FILE-SAVE and VERIFY-SAVE.
11. Start Transaction Processing, if required.
12. Enable logons (use ENABLE-LOGONS from TCL, or the unlockdbase host command).



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NECSWS.com

1st Floor, Bizspace, IMex Centre,
575-599 Maxted Rd,
Hemel Hempstead HP2 7DX
+44 (0)1442 768445