The following table describes the Convert Overlay to File display.

Table 74. Convert Overlay to File display fields

Field Name	Description
Overlay	Shows the name of the overlay to be converted to a physical file member.
Library	Shows the name of the library in which the overlay resides.
Format of data	Specifies how data is to be placed in the physical file member. The possible values are: **1** One record has one structured field. The padding character is binary 0s. The record length of the file using fixed format is the longest length of the AFPDS structured fields in the overlay. If the length of the existing file is smaller than the length of the longest structured field, an error message is displayed. If the length of the existing file is larger than the longest length of the structured field, padding characters are added to the end of the records. This format is for the VM or the MVS system. **2** The structured fields are filled continuously and folded. Only the last record has padding characters; the padding characters are binary 0s. Any record length of the existing file is allowed. The created record length of the file is 256 bytes. This format is for the OS/2*. This is a required parameter.
To file	Specifies the qualified name of the physical file being used to place the overlay data. ***VM** Specifies that the name OVLY38PP is used. It will be a valid file type for an overlay on the VM system. ***MVS** Specifies that the name O1xxxxxx is used. The 'xxxxxx' is the first six valid characters of the name specified in the *Overlay* prompt. It will be a valid member name for an overlay on the MVS system. *file-name* Specifies the file name in which to place the overlay data.
Library	The possible values are: ***CURLIB** The current library for the job is used to locate the file. If no library is specified as the current library for the job, QGPL is used. *library-name* Specify the library where the file resides.
Member	Specifies the name of the physical file member which is filled with the overlay data. The possible values are: ***OVL** Specifies that the name of the overlay shown in the *Overlay* field is used. *member-name* Specify the member name to place the overlay data.