



# **Maverick - Commit Workflow with the EKL Extractor**

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# Agenda

1. Context
2. Current Workflow
3. New Approach with the Extraction Tool
4. Commit Workflow with the Tool
5. Conclusion

# Context

In our 3DEXPERIENCE development workflow, we used to commit the `.3dxml` files with the source code copied manually from Data SetUp.

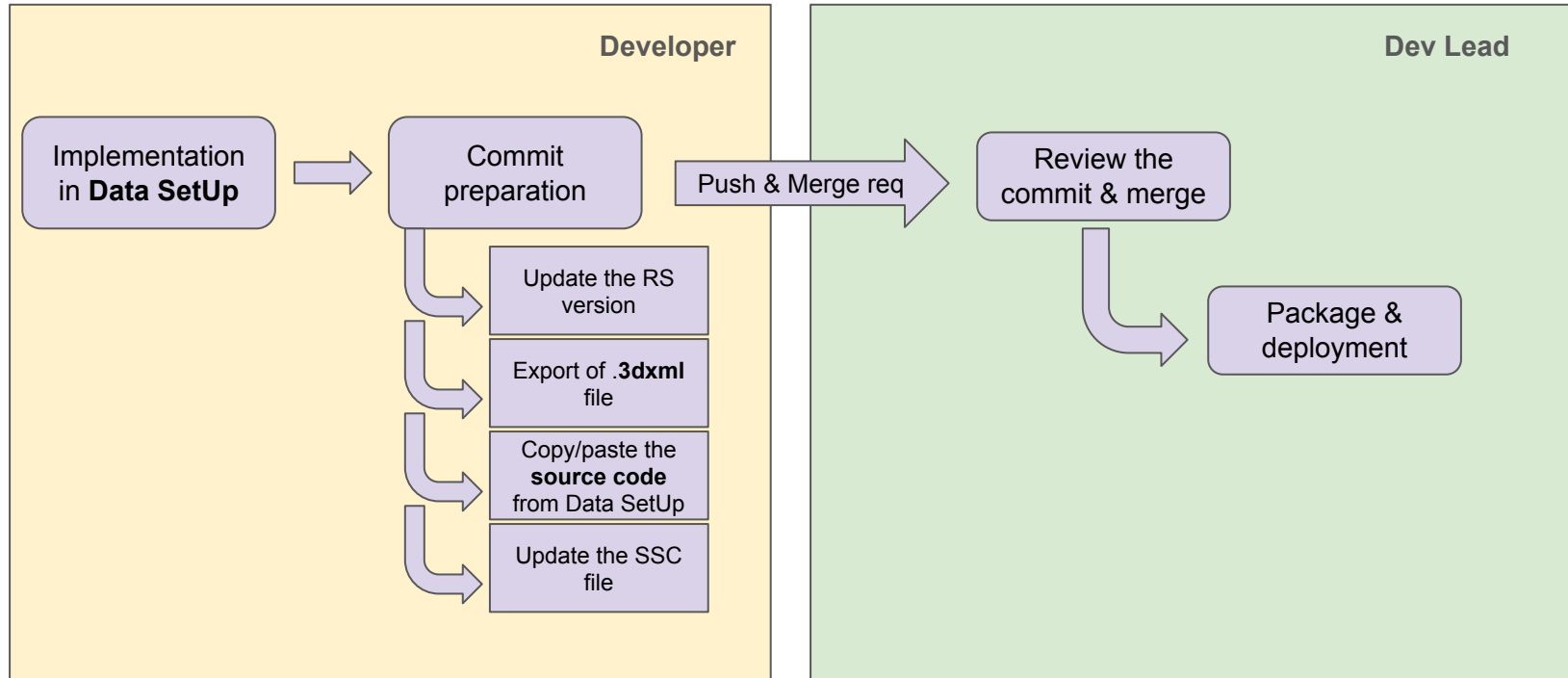
However, this process leads to some quality issues in our deliverables :

- **Lack of visibility:** Impossible to see what exactly changes in the `.3dxml`.
- **Risk of including unwanted modifications:** Another developer may modify the RS without the `.3dxml` exporter being aware.
- **Potential conflicts:** Risk of losing modifications if multiple developers work on the same RS without coordination.
- **Ineffective code review:** Impossible to precisely compare changes before committing.

## Consequences

- ⚠ Unintentional commits of modifications made by other developers.
- ⚠ Difficulty in reverting changes or understanding the history of modifications.
- ⚠ Risk of corruption or malfunction of RS due to uncontrolled changes.

# Current WorkFlow



# New Approach with the Extraction Tool

## Objective:

- Enable developers to better secure the content of the exported `3dxml` files.
- Ensure that only the changes related to their own development are included.

## Principle:

1. **Export the RS** from 3DEXPERIENCE.
2. **Use the tool** to extract all EKL code from the RS bound in the Collaborative Space.
3. **Compare differences** between versions to identify modifications.
4. **Commit only the relevant files**, excluding unintended changes.

# Commit Workflow with the Tool

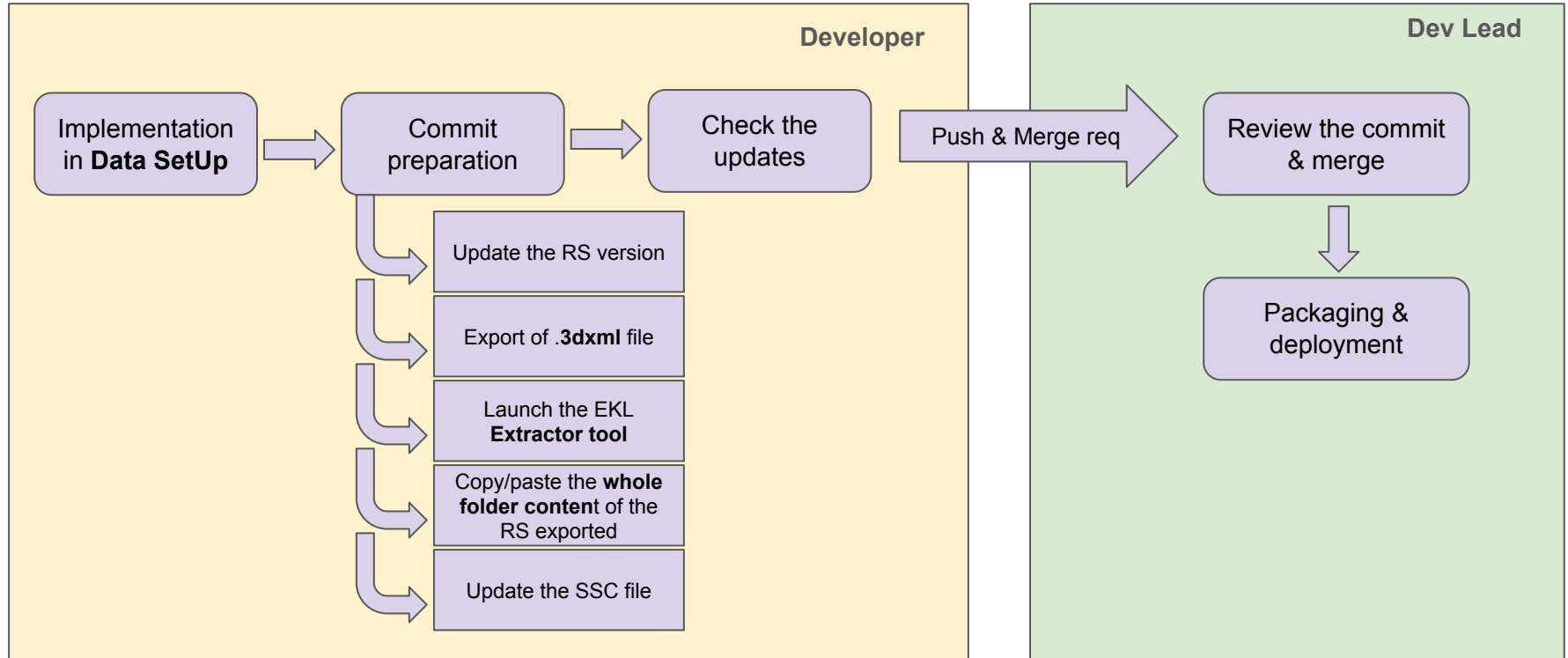
## Detailed Steps:

1. **Export** the RS from 3DEXPERIENCE.
2. **Run the extraction tool** to retrieve all EKL code.
3. **Compare modifications** using a diff tool.
4. **Commit only the folder corresponding to the exported RS.**
5. **Ensure that the `.3dxml` file reflects only the intended changes.**

## Benefits of This Approach :

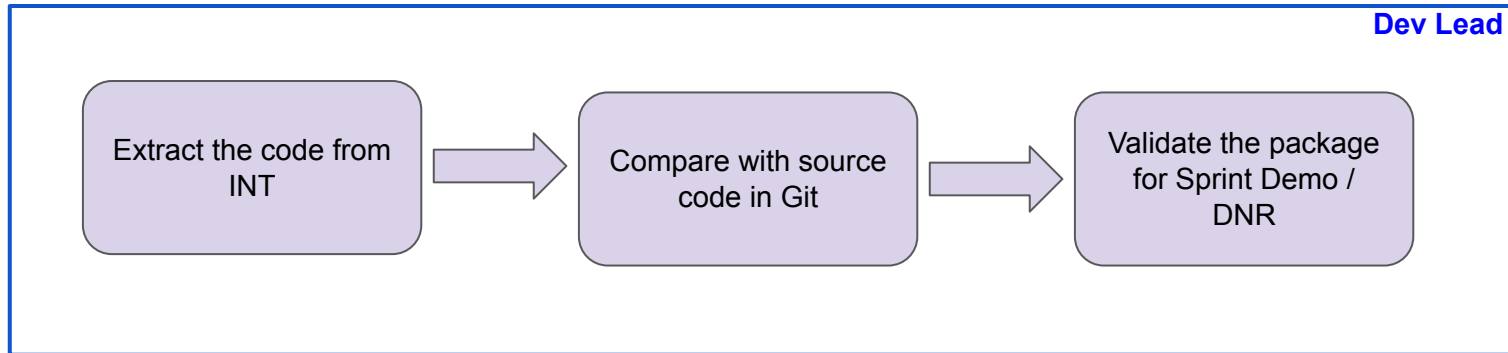
- ✓ **Visibility:** Each developer knows exactly what they are committing.
- ✓ **Fewer conflicts:** Prevents the unintentional integration of changes from other branches.
- ✓ **Better traceability:** Enables precise tracking of code evolution.

# Commit Workflow with the Tool



## Commit Workflow with the Tool

✓ **At the end of each sprint / Before DNR** : The Dev lead have to ensure the alignment of the code committed in Gitlab with the RsourceSets content in Integration platform





# Conclusion

Adopting this tool and method will ensure a more rigorous commit process while reducing the risk of errors and conflicts. It is essential for every developer to make it a habit to use the tool before committing a `.3dxml` file.

**Thank you !**