Reusable Transformation

Reusable Transformation

- A Transformation is said to be in reusable mode when multiple instances of the same transformation can be created
- Reusable transformations can be used in multiple mappings
- Creating Reusable transformations:
  - Design it in the Transformation Developer
  - Promote a standard transformation from the Mapping Designer

Reusable Transformation

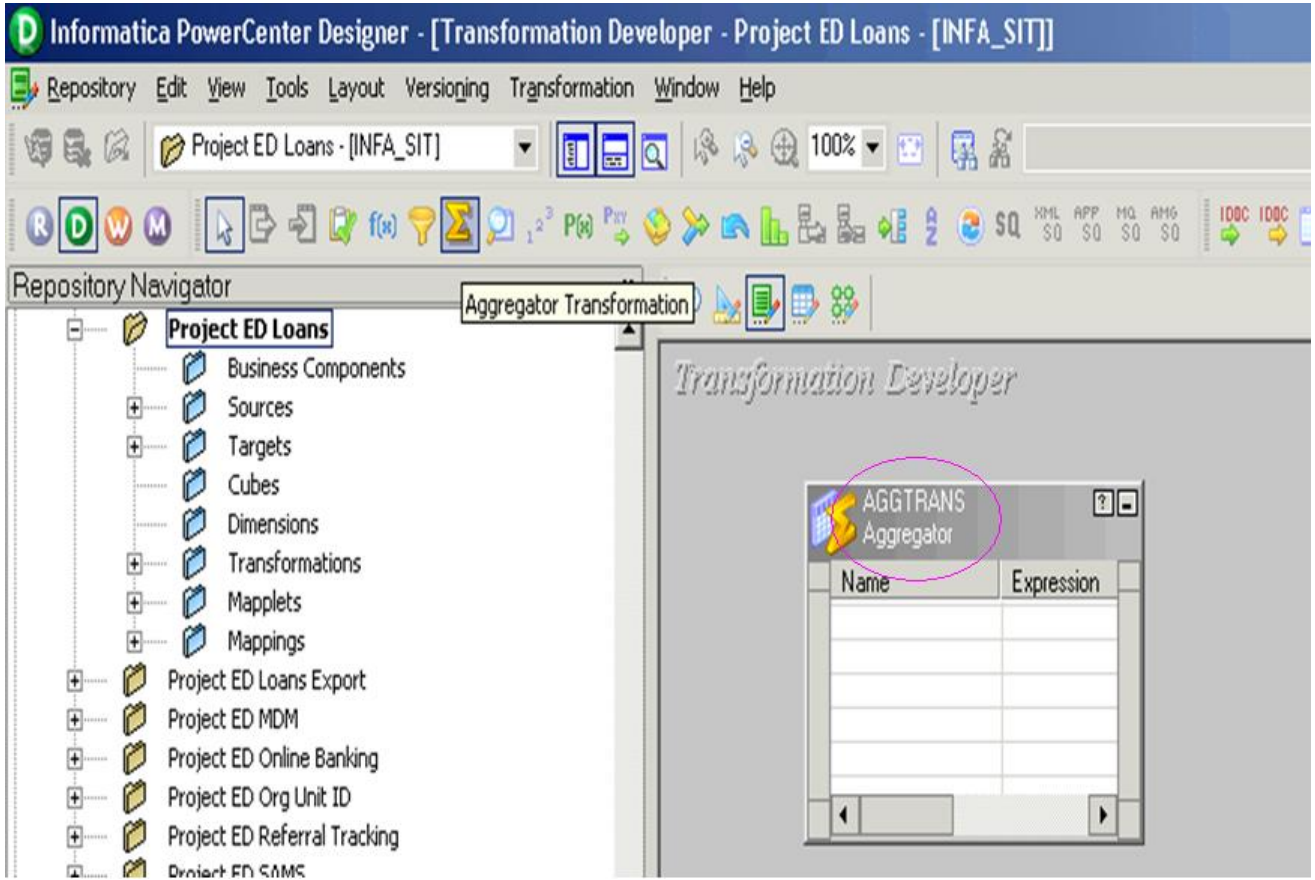
Mapping contains two types of transformations

- Reusable: can be used with multiple mappings
- Non- Reusable: Exists within a single mapping

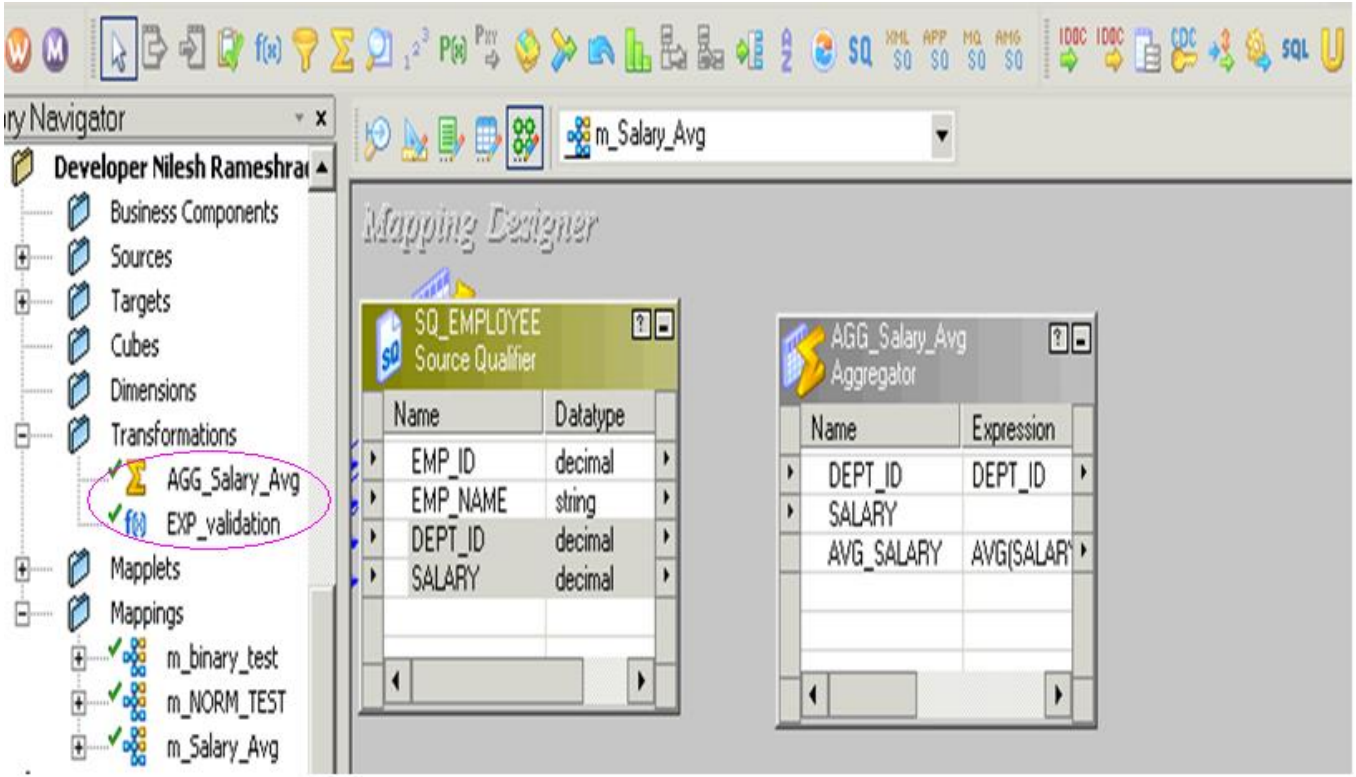
When reusable transformation is added to a mapping, the definition of the transformation exists outside the mapping, while a copy (or instance) appears within the mapping

Upon updating the reusable transformation, all instances of the transformation inherit the change

Designing reusable transformation



Adding reusable transformation to Mapping



Thank You