

# Re: Multi person work on one PCB – Altium DXP 2004

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- *From:* "Brad Velander" <[bveland@xxxxxxxxxxxxx](mailto:bveland@xxxxxxxxxxxxx)>
  - *Date:* Fri, 01 Jun 2007 05:53:49 GMT
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Joel,

Don't know if I said something that you interpreted as multiple file openings being "read only" but that was not the intent. The files are all 'live' unless you have taken some other measure to make them read only. Any user could save their copy and destroy anybody else's copy.

A user can modify their copy that they are viewing and save the file, thus overwriting the original copy they had first opened. A user that opened an earlier copy and didn't modify it could then save and overwrite any newer saved versions.

So as Marra stressed it is not without jeopardy. However it does monitor the file status, alert multiple users and then advise them when the file is modified allowing them to update their copy to the last saved version.

I see this all the time as both me and our other designer unknowingly access our company libraries to add new parts or modify parts simultaneously. With our libraires divided up between different sub-libraries within the P99SE DDB file format, we can modify and save different sub-libraries simultaneously but if we monitor the file status messages and take heed, it keeps us from undesired modifications of the same libraries undoing each others changes. With DXP\AD I think that capability is still viable with most files because they should still be doing the monitoring, I haven't heard from any of the users of the newer versions that this was undone on their development path.

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Sincerely,  
Brad Velander.

"Joel Kolstad" <[JKolstad71HatesSpam@xxxxxxxxxx](mailto:JKolstad71HatesSpam@xxxxxxxxxx)> wrote in message [news:135ummm48898e77@xxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:135ummm48898e77@xxxxxxxxxxxxxxxxxxxxxxxx)

If Cadence is interested in doing this, perhaps they could hire some of the programmers from, e.g., Everquest or one of the other massively multiplayer games? Now \*there's\* a difficult "simultaneous access" problem: Even though the games are split across many servers, there's typically still thousands of users accessing the same "zone" whereby any

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changes they make have to be propagated to everyone else if they're relevant.

Altium sounds like it's one step ahead of ORCAD in that Brad tells us it keeps listening for file changes even after you've opened a read only copy because Joe down the hallway is modifyng the schematic. As far as I can tell, ORCAD tells you just when you try to open the file that it's read-only or nothing, and after that it quits listening for file update messages. I'm not complaining though -- while ORCAD's behavior in this regard is about the minimum I'd expect, it's also adequate for my uses.

---Joel