

Local Workspace Mapping

Local Workspace Mapping is a feature that allows developers to link Object Requests in MDOpen to a local workspace on their machine that contains a clone of the Git repository. This enables developers to edit code locally using their preferred IDE and take advantage of features such as AI code assistance, while still maintaining the build, workflow and traceability benefits of using Object Requests in MDCMS.

The location of the local copy can vary by developer and machine, so Mapping entries are to be defined.

Ways to Create a Local Workspace Mapping Entry

1. In MDOpen: **Settings** → **DevOps Settings** → **Local Workspace Mapping**

This shows a list of all existing Mapping entries and allows users to create new entries or edit existing ones. When creating or editing an entry, the user must specify the Repository ID and the full path to the root folder of the local clone in the Local Workspace.

1. Within the Explorer extension Panel of the IDE: Right-click on the root folder of the local clone and select option **MDOpen** → **Set as Repository Root**. This will open the Add Local Workspace Mapping form with the Repo Root Path correctly pre-populated. Specify the Repository ID to map the path to and click Save.

Usage of Mapping

When an MDOpen connection to MDCMS is established, the mapping entries for the user are checked for existence in the workspace. Each found path is then registered in the MDOpen session.

note: If a new mapping entry is created, the user must then disconnect and reconnect to MDOpen to register the new path for the session.

Using Local Workspace Mapping enables the following advantages for the developer: - click the **Checkout in Local Workspace** icon for a branch on a Task - dynamic comparison of code in the workspace vs. the code on the IBM i - easy upload/download of changes between the workspace and the IBM i - request folders and files directly from the explorer extension panel - request files directly from the staged files list in the Source Control panel

