

# EVOLVE YOUR RPG CODING

## Move from OPM to ILE ... and Beyond

If you still write RPG code as you did 20 years ago, or if you have ILE RPG on your resume but don't actually use or understand it, this book is for you. It will help you transition from the Original Programming Model (OPM) to a more modern, modular, and efficient ILE RPG.

With this book, each concept of ILE is made accessible. You will start by taking baby steps with small, easily understandable examples, building up to more complete and complex pieces of code. All the while, you will explore each component of modern RPG, learning how it fits with the other pieces to gain the full ILE RPG picture.

By its nature, this book is not an ILE quick-reference guide. Rather, it is a "slow reference guide." This book introduces new concepts with analogies to OPM whenever possible, explaining and expanding with realistic scenarios of increasing complexity (for instance, inventory management programs).

The book also goes beyond ILE, with comprehensive chapters about SQL, code organization, and structure. Then it goes even further—the final part of the book is dedicated to modernization and tells you:

- What can be modernized in your legacy applications and how to do it
- Different approaches to the issue, and the pros and cons of each
- How to proceed, based on the author's and other experts' experience

By the end of the book, you'll be a better programmer. You'll have new tools, new approaches, and most importantly, new ideas to solve those big and small problems that are the life of an RPG programmer.

### Upon completion of this book, you will be able to:

- Migrate your OPM code to ILE RPG in a structured and easier-to-maintain way
- Write code in free-format RPG
- Use built-in functions to solve hard-to-tackle or time-consuming issues
- Gain comprehensive knowledge about SQL and its usefulness to an RPG programmer
- Use SQL's stored procedures and user-defined functions to modernize your application
- Understand the possibilities that embedded SQL in RPG offers
- Use SQL cursors to replace OPNDRYFs
- Understand how you can modernize your legacy applications
- Use SQL's Data Definition Language to replace DDS-defined physical and logical files, for performance and productivity gains
- Understand MVC and how it can help revolutionize your application's UI
- Become a "modern RPG" programmer, with a new set of skills and tools

## About the Author



Rafael Victória-Pereira has more than 16 years of IBM i experience, as a programmer, analyst, and manager. Over that period, he has been an

active voice in the IBM i community, encouraging and helping programmers transition to ILE and free-format RPG. Rafael has written more than 50 technical articles about topics ranging from interfaces—the topic for his first book *Flexible Input, Dazzling Output with IBM i*—to modern RPG and SQL, in his popular RPG Academy and SQL 101 series on [mcpresonline.com](http://mcpresonline.com). He writes in an easy-to-read, practical style that's highly popular with his audience of IBM technology professionals.

Rafael currently works as an Enterprise Architect at the Luis Simões Group in Portugal. His areas of expertise include programming in the IBM i native languages (RPG, CL, and DB2 SQL) and "modern" programming languages, such as C# and Python, as well as project management and consultancy.

LEVEL: Novice to Advanced

CATEGORY: Computer: Programming—RPG

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# Evolve Your Rpg Coding Beyond

**Adam Jeremy Capps**



## Evolve Your Rpg Coding Beyond:

Evolve Your RPG Coding: Move from OPM to ILE ... and Beyond Rafael Victória-Pereira, 2015-12 Level novice to advanced  
Back cover      **Beyond Payments** Neira Jones, 2025-03-18 This is a book about payments and how they are evolving from centralised to decentralised and everything in between and the new opportunities they present In the world of payments we are experiencing an inexorable move towards decentralisation standardisation and automation New business models have emerged existing ones have evolved and some have disappeared whilst regulation struggles to keep pace As the puzzle becomes more complex each player not only needs to understand where they fit in but how they can remain relevant in a fast evolving and extremely competitive industry This book takes the reader through the fundamentals of the various decentralised payment ecosystems From blockchain to smart contracts and DeFi jargon is debunked and myths are busted For each concept a simple framework is used enabling comparison mechanics economics risks and the future outlook It gives the reader a unique classification framework of virtual assets and explains the regulatory landscape Drawing on real life examples the book weaves together the underpinning principles legislation and key stakeholders As a follow up to Understanding Payments it is a must have reference book for the evolution of payments It provides practical applications offers insights into the key disciplines and equips anyone in the payments industry with an understanding of the key issues and opportunities      *Information, Knowledge, Evolution and Self* Wayne Talbot, 2016-02-04 To understand this subject in relation to the overarching narrative of evolution one must first understand a simple scientific fact one that is generally hidden by imprecise language Material storage devices irrespective of whether they be synthetic or organic do NOT and CANNOT store information The same is to be said for communications of any form through any media I realise that this may be difficult to accept so let me explain Firstly the word information is the noun equivalent of the verb to inform and thus if a communication does not inform you it is not information to you It may be information to somebody else but that is irrelevant in the context of an individual s cognitive processing and knowledge In the context of evolution we must always consider the individual organism for that is where the mechanisms of evolution are said to occur before impacting a wider group This is not a science book in the accepted sense for I am not a scientist The target readership is people like myself well educated in a number of fields enthusiastic amateurs if you like but willing and able to see through the fog of technical language and unsupported assertions to discern the truth for themselves Of course I would welcome readership amongst the scientific community but such people should understand that some of the rigorous norms of scientific publications are absent from this work      **Mastering the Art of Tabletop Adventures** Barrett Williams, ChatGPT, 2025-10-05 Unleash your creativity and embark on a journey to become a master of tabletop role playing games with Mastering the Art of Tabletop Adventures This captivating eBook is your guide to crafting unforgettable RPG experiences whether you re a seasoned game master or just starting out in the world of tabletop storytelling Dive into the fundamentals of RPG creation and understand the essence and

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level design worldbuilding and storytelling Improve the quality of a game by playtesting and polishing it Who this book is for Whether you are a student eager to design a game or a junior game designer looking for your first role as a professional this book will help you with the fundamentals of game design By focusing on best practices and a pragmatic approach Practical Game Design provides insights into the arts and crafts from two senior game designers that will interest more seasoned professionals in the game industry

The New Game Makers Bible Adam Jeremy Capps,2021-08-25 The New Game Makers Bible is the premier book for helping game makers make the best games possible It teaches good game making in many forms whatever the genre whatever the topic it is covered here It goes over good ideas bad ideas different kinds of games story development particular elements such as game mechanics and much more Table of Contents The Most Important Elements In Games Page 6 The Best Ideas I ve Seen Used Page 12 Obscure but Good Ideas For Games Page 14 Ideas For Video Games New Contains Character Ideas The Possible Setting Story Possible Power Ups and Items Tools Effects Weapons and Similar Things Powers and Magic Abilities Other Things Nice Touches and Possible Enemies Page 17 Good Ideas for Games Page 37 Bad Ideas for Games Page 39 The Success or Failure of a Game Page 40 Contrasting Old Ideas Page 43 Game Making Tactics Page 44 Having the Most Fun in a Game Page 50 Developing a Theme and World Page 57 Developing a Story Page 58 Ideas for Story Development Page 59 Types of Characters and Their Motives Page 62 The Enemies Motives Page 68 The Actual Player s Motives Page 69 The Most Important Questions For A Game Maker To Find Answers For Page 73 The Best Ways to Place Secrets Page 85 The Best Things Page 86 The History of Some Major Games Page 88 Two Player Elements in Different Games Page 97 Choosing a System to Create For Page 100 History and Facts About Old Consoles Page 101 Neat Game Things Page 109 Choosing a Peripheral to Create For Page 112 On Doing Things That Have Never Been Done Before Page 113 A Brief History of Early Video Games Page 114 The Gaming Community Page 118 The Joy of Game Making Page 120 The 75 Rules of Good Games Page 121 The 75 Sins of Game Making Page 124 In Book Two Part One An Effective Philosophy of Game Making This contains many numbered lists helpful for game making Page 128 Part Two Frequently Used Ideas The Best of Them Page 171 Part Three Some Free Ideas Technology Wise And Game Wise Page 241 Part Four Creating From Different Genres Page 248 A formula for a good side scrolling game Page 251 The best platformers Page 253 Adventure Games Page 254 About Simulation Games Page 260 3D Games Page 261 Odds and ends of other genres Page 264 Educational Games Page 267 Casino Games Page 269 Games of Lesser Tech Page 270 Games that are stylized after their own world Page 270 A Mental Hospital Simulator Page 272 Part Five Miscellaneous Things and Additions to the Previous Things Page 273 Different ways a game can start Page 276 Frequently Traditionally used Ideas Page 278 Retro Video Game History Page 284 More About Making Good Games Page 286 Part Six New And Free Video Game Ideas Page 293

The New Video Game Idea Book Adam Jeremy Capps,2021-07-25 The New Video Game Idea Book is a book that gives game makers ideas for a great new video game It does so by giving the game maker new and old ideas to work with It also

goes over the philosophy of what makes a good video game helps the game maker s imagination shows them their options and goes over the best methods for making a new video game This is a helpful public domain book for making good video games     *Computerworld* ,1989-07-17 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network     **Computerworld** ,1979-05-07 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network     **Encyclopedia of Computer Science and Technology** Harry Henderson,2009 Presents an illustrated A Z encyclopedia containing approximately 600 entries on computer and technology related topics     **PC Gamer** ,2009     *Nintendo Power* ,2009     **21st Century Rpg - /Free, Ile, and Mvc** David Shirey,2017-07-10 This guide teaches programmers who have been left behind in the IBM i s evolution to code more productively and modernize their business applications Shirey uses a casual humorous teaching style to explain the concepts along with plenty of code examples Readers will gain confidence in areas that may be new to them and use the provided examples to practice what they ve learned The manual is structured so that whether they are using the latest IBM i technology or an older version readers will learn methods to improve coding and applications as well as become comfortable with writing programs using ILE RPG free format RPG and Model View Controller MVC     Forthcoming Books Rose Arny,2003     Dr. Dobb's Journal ,2001     *The Software Encyclopedia* ,1988     **Books in Print** ,1991     Documentation Abstracts ,1984     *Data Processing Digest* ,1979     *Computer Gaming World* ,2000

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