

# The Exchange Manager Window



## Access

To copy objects or models from an Adelia Studio environment to another, select either:

- the **Exchanges** option from the [Utilities](#) submenu in the context-sensitive menu for environments.
- the **Exchanges** option from the [Utilities](#) menu, or the corresponding icon in the Session manager's tool bar.

Note that an exchange consists in **sending** models or objects from the environment to a **buffer**, or in **receiving** models or objects from the buffer to the environment. The buffer itself may be **transferred** "to" or "from" another buffer than itself, either on a PC, or on an AS/400. This transfer is started from the [Transfer manager](#).

The Exchange manager's [menu](#) bar lets you open the windows concerning [sendings](#), [receptions](#) and [buffers](#), and is used to call the application help file.

If the Exchange manager is open for a production environment, the "Receptions" option from the "Exchanges" menu will not be available for a software engineer who is not an Adelia administrator.

The Exchange manager can be used non-interactively for the [batch execution of an exchange](#) from a DOS command file. The syntax will differ depending on whether you execute a sending or a reception.

The window's title bar shows the name of the environment in which the application runs.

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