

WSDL2RPG – FAQ

FAQ What to do in case of a RNF0501 compiler error message

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Question

What can I do if the compiler sends a RNF0501 error message complaining about the length of character items?

Answer

In case of a RNF0501 compiler error message you hit the 64k barrier of RPG. With OS/400 V5R4 or lower the maximum field size of RPG is 64k.

All you can do is to open the generated stub member and reduce the size of the fields which are obviously too large. Search for "128A" which is the default field size of WSDL2RPG and reduce the size of the field which are too large.

Also you may reduce the number of elements of the arrays that are too huge. Open the generated stub member and search for "DIM_A" to easily locate the array sizes.

Last but not least you may prompt WSDL2RPG the next time you run the command. Then press F9 to see the additional parameters and set the DIM and/or STRLEN parameter(s) to values less than 128 in order to use lower default values.

If nothing helps ask your boss for V6R1. With V6R1 IBM increased the maximum field size from 64k to 16MB. That should definitely solve the RNF0501 problem.

Your comments are important to me! Please send me your comments about this FAQ. I will greatly appreciate it.

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