
Question

[Kurro Lopez](#) · May 20, 2019

How to sync Server and local cache code using Visual Studio Code

Hi all,

I wonder how to sync my server code to my local code using Visual Studio Code.

Previously, using Atelier, you could open a view of server and can copy the code to the current project, also if I change a BP, I could sync the code because I had a signal that It's warning me that there was a change and it needs to be updated.

I thing i shouls opening the ObjectScript: Explorer and select the code directaly, and right click -> Import and compile current file (Ctrl + F7)

If I use this command, the output window shows:

```
Compilación iniciada en 05/20/2019 11:32:16 con calificadores 'cuk'  
Class MyClass.Rest está actualizado.  
Compilación correcta terminada.  
EPERM: operation not permitted, open 'MyClass.Rest.cls'
```

So the local code still as it was.

What is wrong? is there another way to sync the code from server to local?

[@Dmitry Maslennikov](#) help me 🥺 (or anyone 😊)

Best regards

Francisco Lopez

[#VSCode](#) [#Caché](#)

Source

URL: <https://community.intersystems.com/post/how-sync-server-and-local-cache-code-using-visual-studio-code>