

modify_child

The **modify_child** message is sent to edit the content of a node in the metadata tree.

Modify a Node in the Tree

To modify a node in the tree, the sequence of events is as follows:

1. The client specifies a leaf, folder or container to be modified.
 2. The Ontology server performs the following steps:
 - a. Parses the node information to obtain the key / table_cd
 - b. Queries the TABLE_ACCESS table for the table name associated with the TABLE_CD.
 - c. Update the metadata table with the new information for the corresponding node.
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1. The client refreshes the leaf, folder or container.

modify_child Request Message

This message requires the user to specify the modified node's content. An attribute indicates whether synonyms changes should be applied to the synonyms. The attribute *incl/Synonyms = true* indicates that no synonyms were added or removed during this edit session and we would like to apply the modifications to them. *incl/Synonyms = false* indicates that synonyms were added or removed during this edit session; in this case the synonyms are deleted and reinserted anew.

Example:

```
<message_body>
<ns6:modify_child incl_synonyms="false">
<level>1</level>
<key>\\i2b2\Custom Ontology\Test folder{color:#0000ff}</key>
<name>Test folder</name>
<synonym_cd>N</synonym_cd>
<visualattributes>FAE</visualattributes>
<totalnum>0</totalnum>
<basecode />
<facttablecolumn>concept_cd</facttablecolumn>
<tablename>concept_dimension</tablename>
<columnname>concept_path</columnname>
<columndatatype>T</columndatatype>
<operator>LIKE</operator>
<dimcode>\\Custom Ontology\Test folder{color:#0000ff}</dimcode>
<comment />
<tooltip>\\ Custom Ontology \ Test folder</tooltip>
<sourcesystem_cd />
<valuetype_cd />
</ns6:modify_child>
</message_body>
```

modify_child Response Message

A **status type** of *DONE* or *ERROR* is specified in the response header. No specialized *<message_body>* is returned to the client.