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By default DevForce **validates every entity on the server before saving it to the data source.**

The default validation behavior can be modified by overriding the *ValidateSave* method in a custom [EntityServerSaveInterceptor](#).

Unknown macro: IBNote

The "IBNote" macro is not in the list of registered macros. Verify the spelling or contact your administrator.

Also see the topic on [server-side validation](#) for more information.

Handling validation errors

If any validation errors are encountered on the server, there are two mechanisms by which these errors are reported back to the EntityManager that performed the save:

- Any errors will be propagated back to the "errant" entities within the calling [EntityManager](#)'s cache and each of these entities will have its [EntityAspect.ValidationErrors](#) property automatically updated. If these entities have been bound to a client side UI and because of the eventing behavior provided by the *ValidationErrors* property and DevForce's implementation of the *INotifyDataErrorInfo* and *IDataErrorInfo* interfaces these errors should appear immediately in the client side UI.
- The [EntityManagerSaveException.EntitiesWithErrors](#) property of the [EntityManagerSaveException](#) reported by the [EntityManager.Saved](#) event and the *SaveResult*, will contain these errant entities.

Any errors encountered can then be corrected and the save resubmitted.