

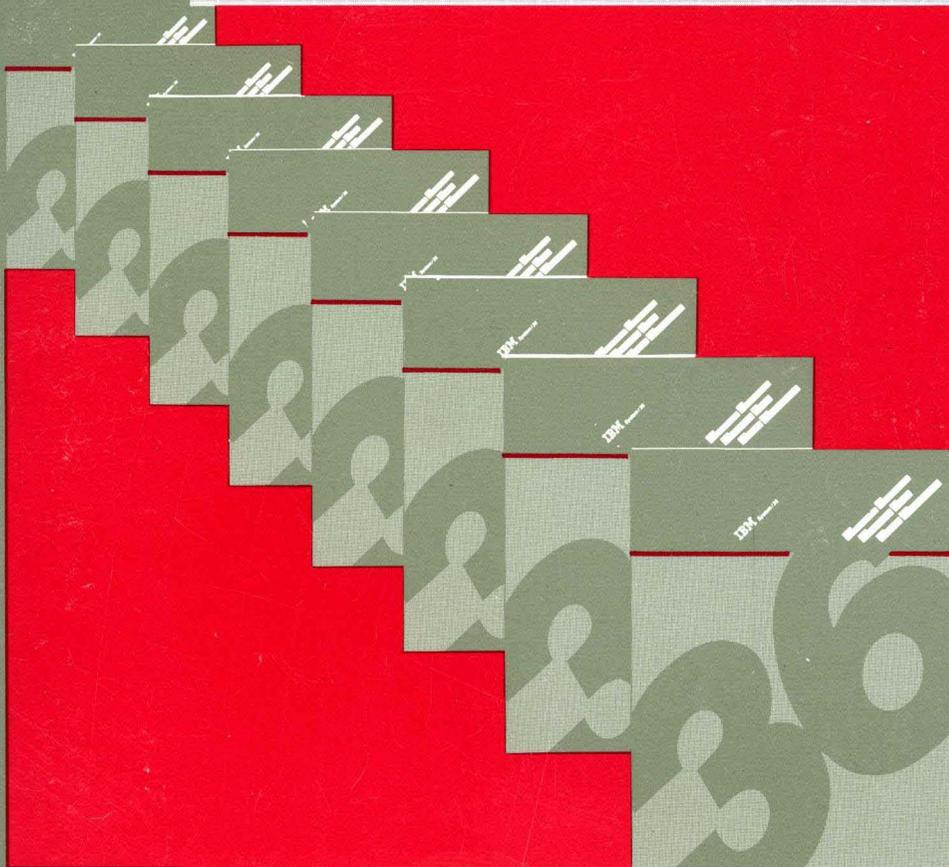
The System/36 Library

Guide to Publications

Library Overview

Task Index

Master Glossary



IBM
System/36

IBM System/36

Guide to Publications

Program Numbers: 5727-SS1
5727-SS6

File Number
S36-00

Order Number
GC21-9015-5

Fifth Edition (June 1987)

| This major revision makes obsolete GC21-9015-4. Changes or additions to the text are indicated by a vertical bar to the left of the change or addition. See "About This Manual" for a summary of major changes to this edition.

| This edition applies to Release 5, Modification Level 1, of IBM System/36 System Support Program Products (Program 5727-SS1 for the 5360 and 5362 System Units, and 5727-SS6 for the 5364 System Unit), and to all subsequent releases and modifications until otherwise indicated.

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About This Manual

This manual is of interest to all persons who will be using the System/36 publications library.

What manual tells me how to run my programs? How do I get a book if I need it and don't have it? Where can I find the procedure that makes a copy of a file on disk? What is a *procedure*, anyway?

This manual addresses these and many more questions you might have about System/36. It is not intended to tell you everything you want to know about a subject. It is intended to tell you where to look for answers in the System/36 publications library.

How this manual is arranged . . .

Much of the information in this manual is task-oriented; that is, you find the information by looking for what you want to do rather than trying to remember the word the computer uses to do it.

This manual is divided into four parts:

- Part 1 is a generic overview of the manuals that make up the System/36 library and show how they relate to each other and the tasks you perform in the daily operation of your system. For example, as the system operator, which manuals would you need to add new program products to your existing system? Part 1 also tells how to get manuals you need but don't have. Once you've noted the manuals available in the publications library, you can proceed to Part 2 for more information.
- Part 2 is an alphabetical listing which contains more detailed descriptions of the manuals in the publications library. For example, if you wanted more information about the manual *Getting Started with DisplayWrite/36* shown on the chart of office tasks, you can find the information in Part 2.

- Part 3 is an index of tasks and related items. When you find the task you want to do, note that the task is followed by a key name in parentheses; for example, (system). A chart at the beginning of Part 3 relates the key name to the manual in the library where this task is discussed, in this case, the *System Reference* manual. The selected manual will direct you to the specific information needed to perform the task. Most commonly used manuals are included in this index. If, in reading about the task, you find a technical term you don't understand, you can look in the "Glossary" of that manual, or you can look in Part 4 of this manual.
- Part 4 is a glossary that contains the glossary definitions from all the other system programming manuals in the publications library. Licensed application programming manuals have their own glossaries because many of the terms they use are industry related.

How this manual has changed . . .

The following changes were made since the previous edition:

- Part 1. "Library Overview": Includes information that summarizes how the System/36 library has changed since the last release.
- Part 2. "Publication Descriptions": Includes a detailed description of any System/36 manuals added to the library since the previous edition of *Guide to Publications*.
- Part 4. "Master Glossary": Includes new and revised terms used in these manuals.

Part 1. Library Overview

This part of the manual contains the following sections:

- An explanation of how the System/36 library has changed since the last release
- Task-oriented library organization charts
- A list of system library manuals
- A list of programming aids and forms
- A list of device-related manuals
- A list of Licensed Application Program manuals
- Information on how to get manuals you don't have

Changes to the System/36 Library for this Release

New manuals have been added to the System/36 library since the last release. The following new manuals are now available:

- *IBM Guide to Operations—System/36 PC 6157 Tape Attachment*, SA21-9878 (Kit)
- *IBM Hardware Maintenance and Service—System/36 Local Area Network Attachment*, SY31-9050 (Kit)
- *IBM Guide to Operations—System/36 Local Area Network Attachment*, SA21-9911 (Kit)
- *IBM Hardware Maintenance and Service—System/36 PC 6157 Tape Attachment*, SY31-9046 (Kit)
- *IBM Technical Reference—System/36 Local Area Network Attachment*, SA21-9458-0
- *IBM 3812 IPDS Handbook*, S544-3102
- *IBM 3812 Pageprinter System 36/38 Attachment Feature Installation Instructions*, S544-3339
- *IBM 4210 Guide to Operations*, SC31-3783
- *IBM 4210 Printer Product and Programming Description*, SC31-3784
- *Installing and Customizing Your System (5364), Release 5, Modification Level 1*, SA21-9910
- *PC Support/36 Work Station Feature Keyboard Template*, SX21-9883
- *PC Support/36 Work Station Feature Technical Reference*, SC21-9569

- *PC Support/36 Work Station Feature Version 1.0 User's Guide, SC21-9564*
- *Planning for New Devices and Programming Available at Release 5, Modification Level 1 (5360 and 5362), SA21-9907*
- *Using the IBM Pageprinter 3812 with an IBM System/36 or System/38, S544-3343*

Library Organization Charts

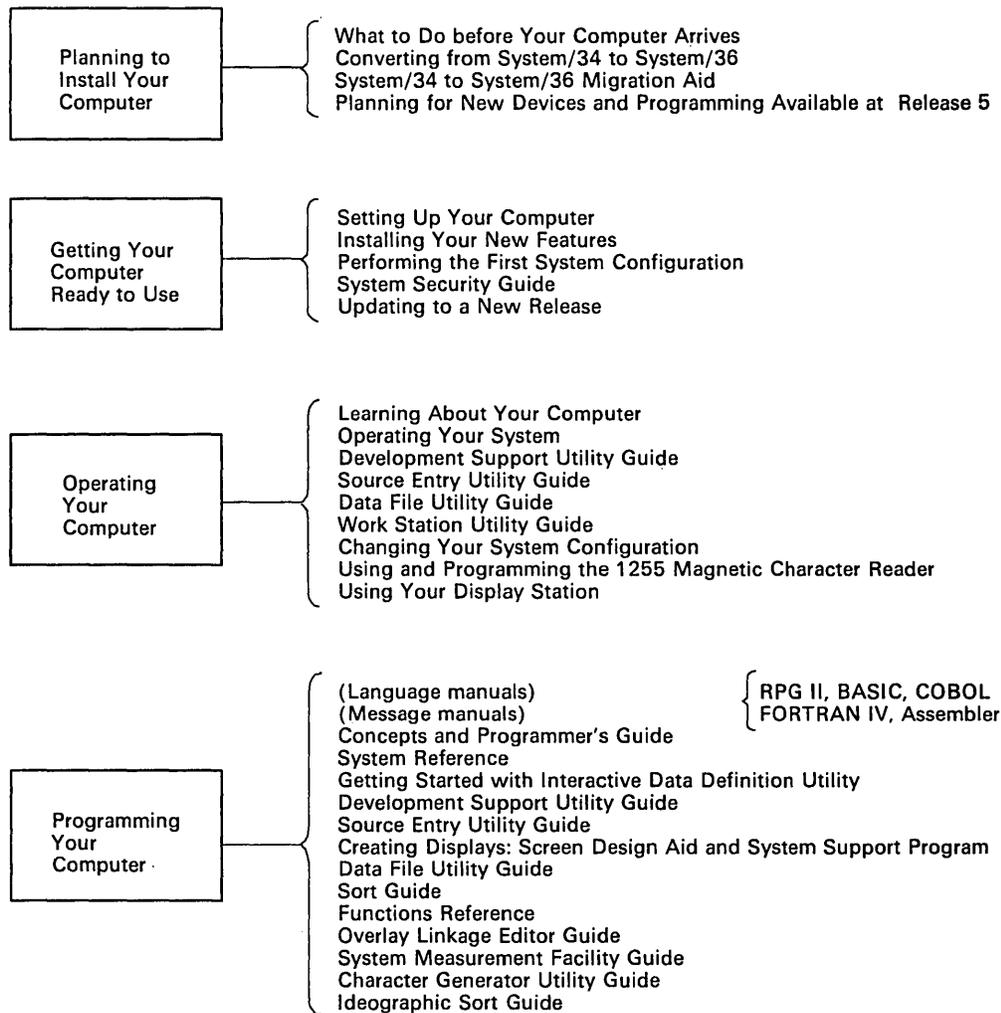
The charts on the following pages show how manuals in the publications library relate to tasks you do when using the system. The charts are a generic overview of the manuals you would use to perform a specific task or function. There can be two or three manuals with the same title, each having a different order number, depending on the number of your system unit. The full title and order number of these manuals can be found under "Publications Listing" at the end of this section. More detailed information about each manual can be found in Section 2, "Publication Descriptions."

Overview by Task

This chart shows how the manuals in the System/36 publications library relate to major tasks you want to do. Generic names are used for titles, which means more than one manual with the same title may exist. For example, there are three *Problem Determination* manuals, and each has a different order number depending on the number of your system unit. (See "Problem Determination" in Part 2 for more detailed information.) If a manual is product-specific, the system unit number is given in parentheses after the title of the manual.

When You Are:

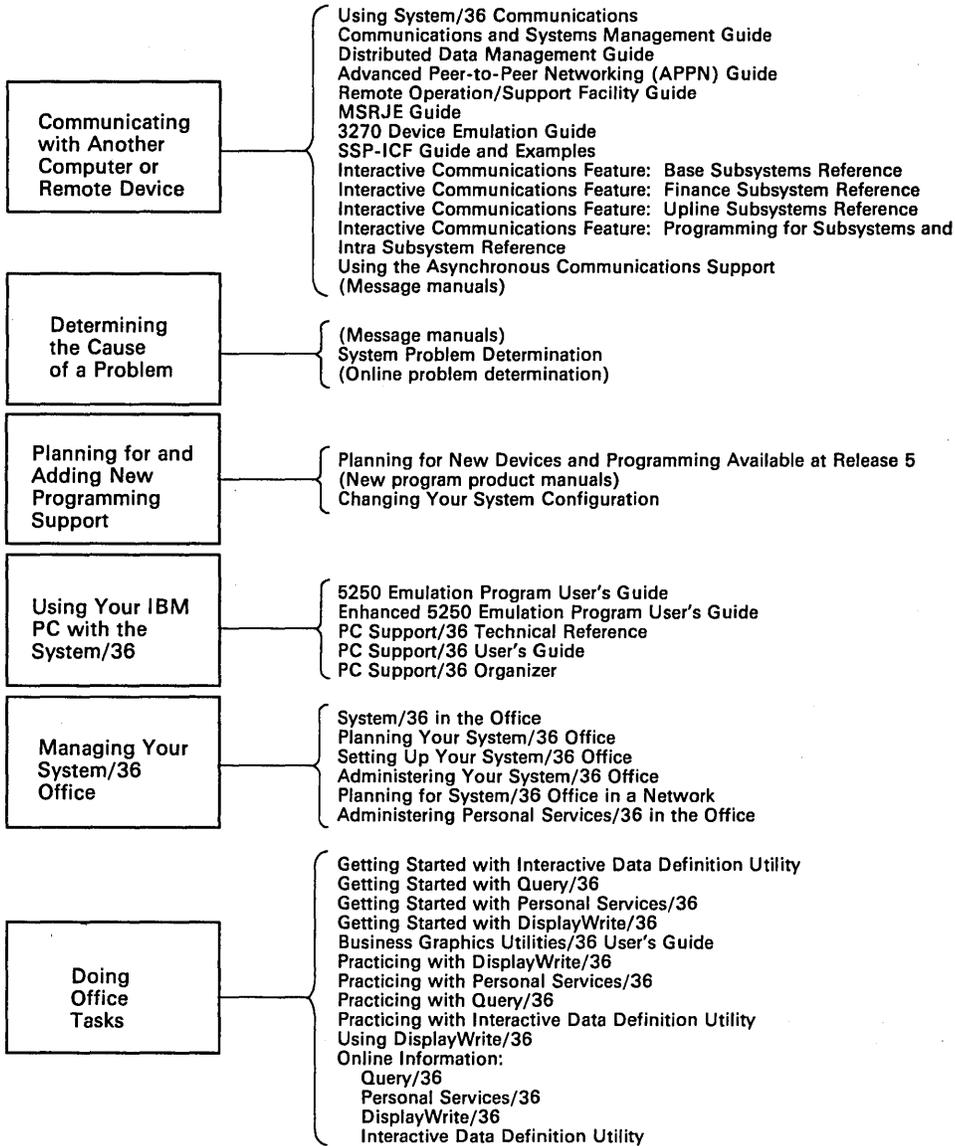
You Can Find Information In:



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When You Are:

You Can Find Information In:



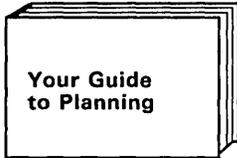
S9015015-10

Planning to Install Your Computer

Planning information for System/36 is in a set of workbooks, which can be ordered as a package or separately. If you are converting from a System/34 to System/36, do not use this chart; see the conversion chart under "Planning to Convert Your System/34 to System/36" later in this chapter.

If you already have a System/36 and are planning for a new release, see "Planning for a New Release" later in this chapter.

What to Do Before Your Computer Arrives (5360 and 5362)



Your Guide to Planning

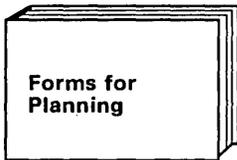
Use to perform the tasks during the planning process and to go through logical paths to complete them.



Planning to Set Up Your Computer

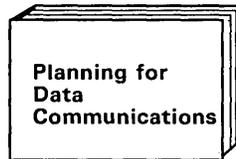
Workbook 3

Use to make a floor plan of the computer installation and complete the forms needed for setup.



Forms for Planning

Use to record information required to install your system. The forms are used with the other books in the planning packet.



Planning for Data Communications

Workbook 4

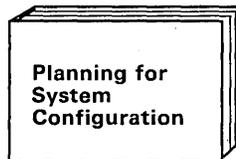
Use to define the user's communications environment and to order communications equipment and communications lines.



General Planning Activities

Use to plan the installation process, to schedule personnel for training, and to order computer supplies.

Workbook 1



Planning for System Configuration

Workbook 5

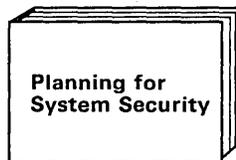
Use to complete the forms for system configuration. Entries include such items as the system programs you want to include in your system.



Planning a Place for Your Computer

Use to find a place for the computer and plan for the electrical power.

Workbook 2

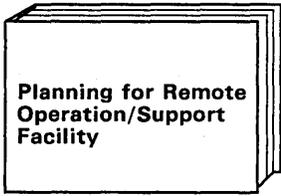


Planning for System Security

Workbook 6

Use to decide what type and level of security you want on the system, if any.

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Workbook 7

Use to plan the installation of the Remote Operation/Support Facility on your system.



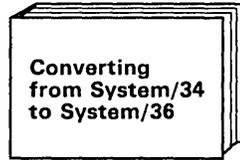
Workbook 8

Use to prepare your cables and plan for the delivery of the computer.

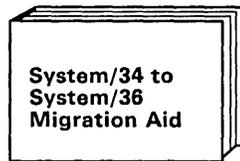
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Planning to Convert Your System/34 to System/36

The conversion manual tells you how to move your applications to your new system. The *Migration Aid* manual is available to assist you with your conversion.



Use to convert your System/34 applications to System/36. If you add any new support, for example, security, you must use the appropriate workbook in *What to Do Before Your Computer Arrives* (see chart on preceding page). The workbooks can be ordered separately.



Use this step-by-step programming method to move source programs, procedures, and data files from System/34 to System/36. This aid cannot be used to migrate data communications applications to System/36. Use *Converting from System/34 to System/36* to perform data communications conversions.

S9015005-1

Planning for and Installing a New Release

This manual tells you how to plan for the next release.



Use to identify the devices and enhancements available with the new release. Also use to plan for receiving, installing, and updating the configuration of new release devices or enhancements.

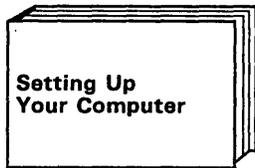


Use to install a new release on your System/36.

S9015016-2

Getting Your Computer Ready to Use

The manuals in this chart are used to prepare your system for use.

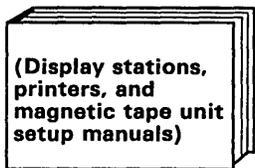


Use the step-by-step instructions for installing your computer.

Setting Up Your Computer is packaged with the system unit.



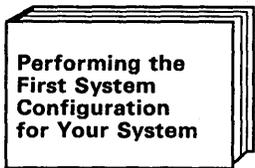
Use to install a new release on your System/36.



Use the step-by-step instructions to set up the devices. A setup manual for each display station, printer, or magnetic tape unit is packaged with that device.

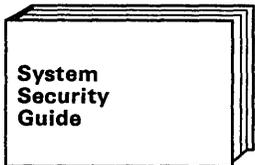


Use the step-by-step instructions to install and check out new features on a System/36 with a 5362 System Unit. No tools or special skills are required.



Use the forms completed during the planning process with this book to define your system programs, display stations, and printers to the computer.

This manual is packaged with the system diskettes from the Program Information Department.

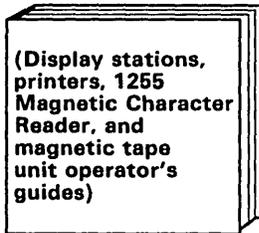


Use to define the types and levels of security you want on the computer.

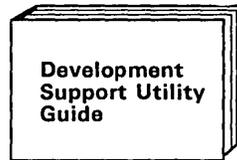
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Operating Your Computer

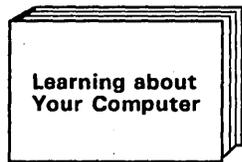
These manuals contain information that will help you in the daily operation of the system.



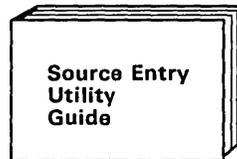
Use to become familiar with operation.



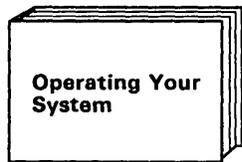
Use to enter or edit a full screen of statements in programs and procedures.



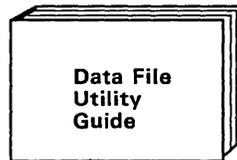
Learn data processing concepts and how they relate to your computer.



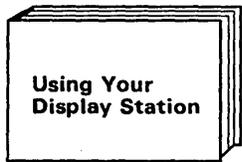
Use to enter or change programs and procedures.



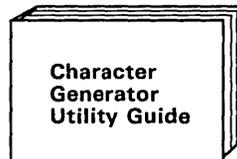
Use menus, commands, and procedures to start, operate, and stop your system.



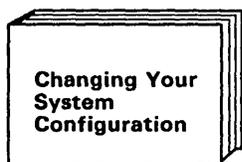
Use to build or change data files.



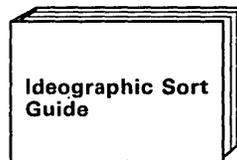
Use menus, commands, and procedures to operate your display station.



Use to define ideographic characters, update or delete existing characters, and run character generator programs.



Use to make changes related to display stations, printers, and programming support.

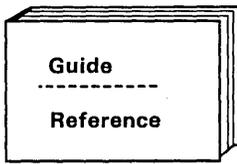


Use to fill out and compile sort specification statements and to run ideographic sort jobs.

S9015006-4

Programming Your Computer

Use these manuals to write and support your programs.



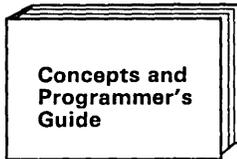
Language manuals: Assembler, BASIC, COBOL, FORTRAN IV, RPG II, WSU.

The *guide* portion gives you language-dependent programming information.

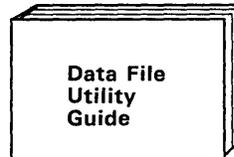
The *reference* portion describes the specifications of the language and how to code them.



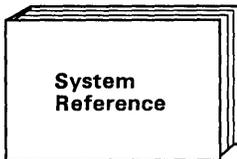
Use to create displays or menus for your program.



Use to design and develop applications for use on the system. Describes how the system works.



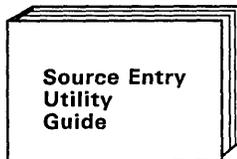
Use to build or change the data files to be used by your programs.



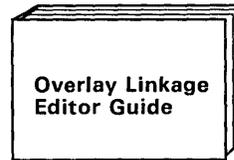
Use to write your own procedures. Describes the commands, procedures, and operating control language for the system.



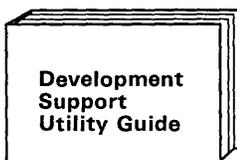
Use to sort data in your data files. This manual contains both guide and reference information.



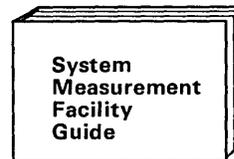
Use to enter or change your programs or procedures.



Use to modify program overlays in main storage to improve program efficiency. Can be used with Assembler, COBOL, FORTRAN, and RPG.



Use to enter or edit a full screen of statements in your programs or procedures.

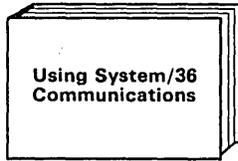


Use to find ways to improve the performance of your system.

S9015007-4

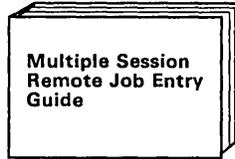
Communicating with Another Computer or Remote Device

This chart identifies the manuals that support data communications applications.



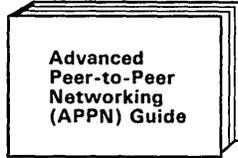
Using System/36 Communications

Provides a single source for much of the communications information that is common among different communications products.



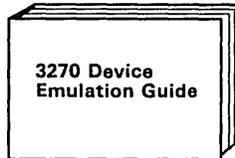
Multiple Session Remote Job Entry Guide

Describes configuration requirements, provides operating instructions, problem determination procedures, and discusses host system considerations.



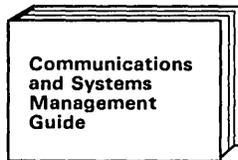
Advanced Peer-to-Peer Networking (APPN) Guide

Describes how to use APPN to configure, use, and maintain the extended networking capabilities for the System/36 family.



3270 Device Emulation Guide

Describes configuration requirements, provides operating instructions, and discusses host system considerations. For 3270 BSC program interface, also describes coding requirements. (See also SSP-ICF: Guide and Examples.)



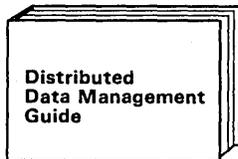
Communications and Systems Management Guide

Describes DHCf support for allowing host system users to remotely perform work on System/36. Describes DSNX support for sending and receiving files and members between System/36 and Distributed Systems Executive host system. Also describes how to use the alert support to send alert messages to the host system.



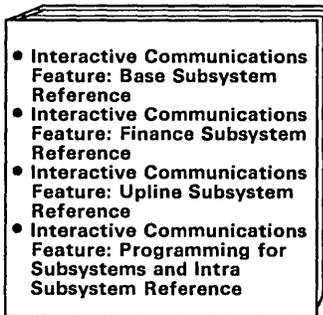
Interactive Communications Feature: Guide and Examples

Introduces SSP-ICF concepts, describes the communications operations, describes the programming needed to use SSP-ICF, and provides example programs written in all languages supported by SSP-ICF.



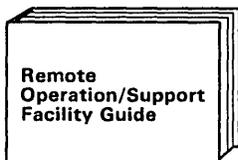
Distributed Data Management Guide

Describes how to use DDM to access remote files. Shows how to create and edit the network resource directory. Explains preparations for DDM and differences between local and remote file processing. All the network resource directory error messages are included.



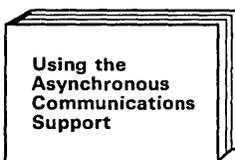
- **Interactive Communications Feature: Base Subsystem Reference**
- **Interactive Communications Feature: Finance Subsystem Reference**
- **Interactive Communications Feature: Upline Subsystem Reference**
- **Interactive Communications Feature: Programming for Subsystems and Intra Subsystem Reference**

Describes SSP-ICF and the functions available in each programming language. Also describes the configuration for SSP-ICF and describes the remote system considerations.



Remote Operation/Support Facility Guide

Introduces ROSF concepts and explains how to configure, set up, and operate ROSF at both the local and remote sites.



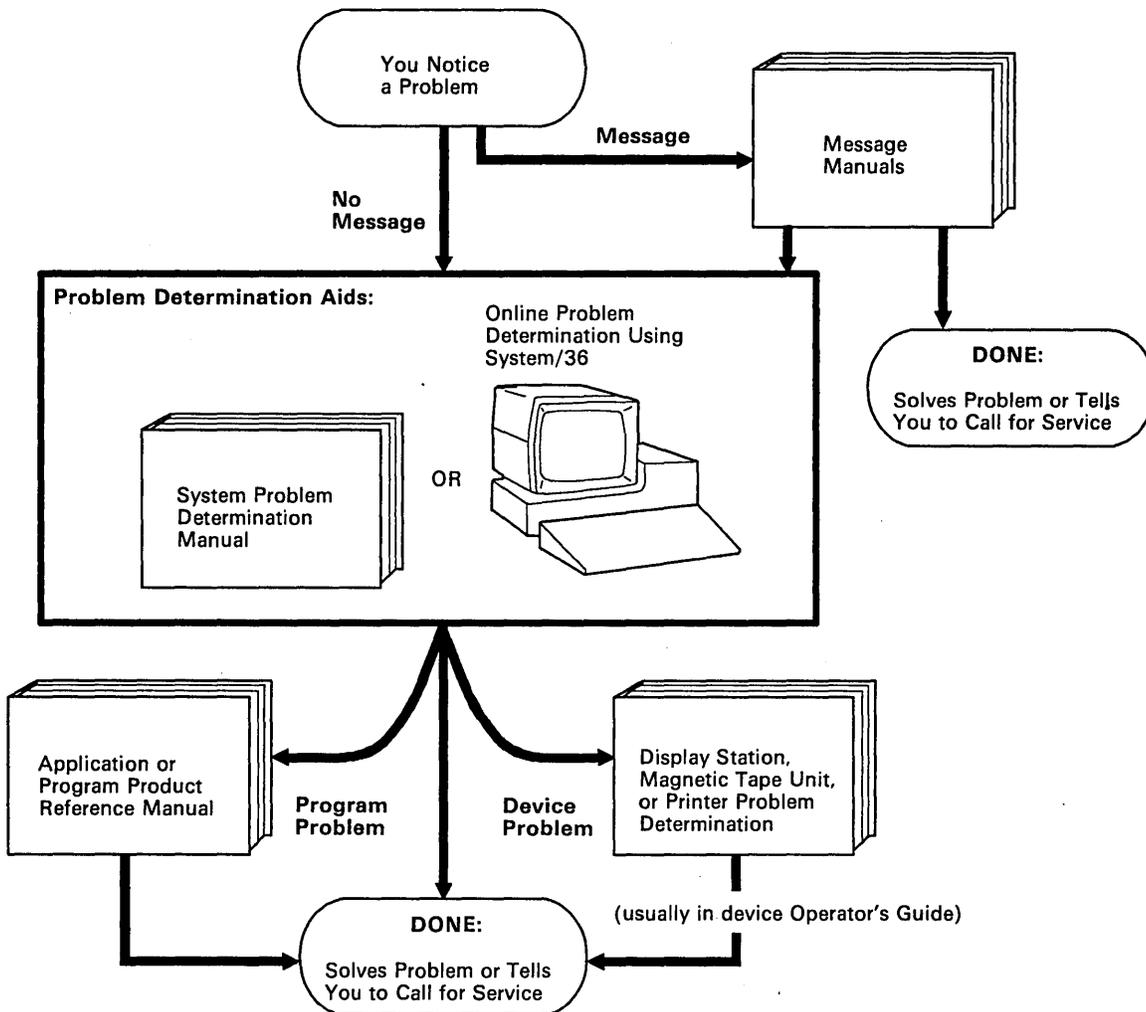
Using the Asynchronous Communications Support

Describes the asynchronous subsystem and the functions available in each programming language. Also describes the file transfer subroutines and the Interactive Terminal Facility for use with an asynchronous subsystem.

S9015008-5

Determining the Cause of a Problem

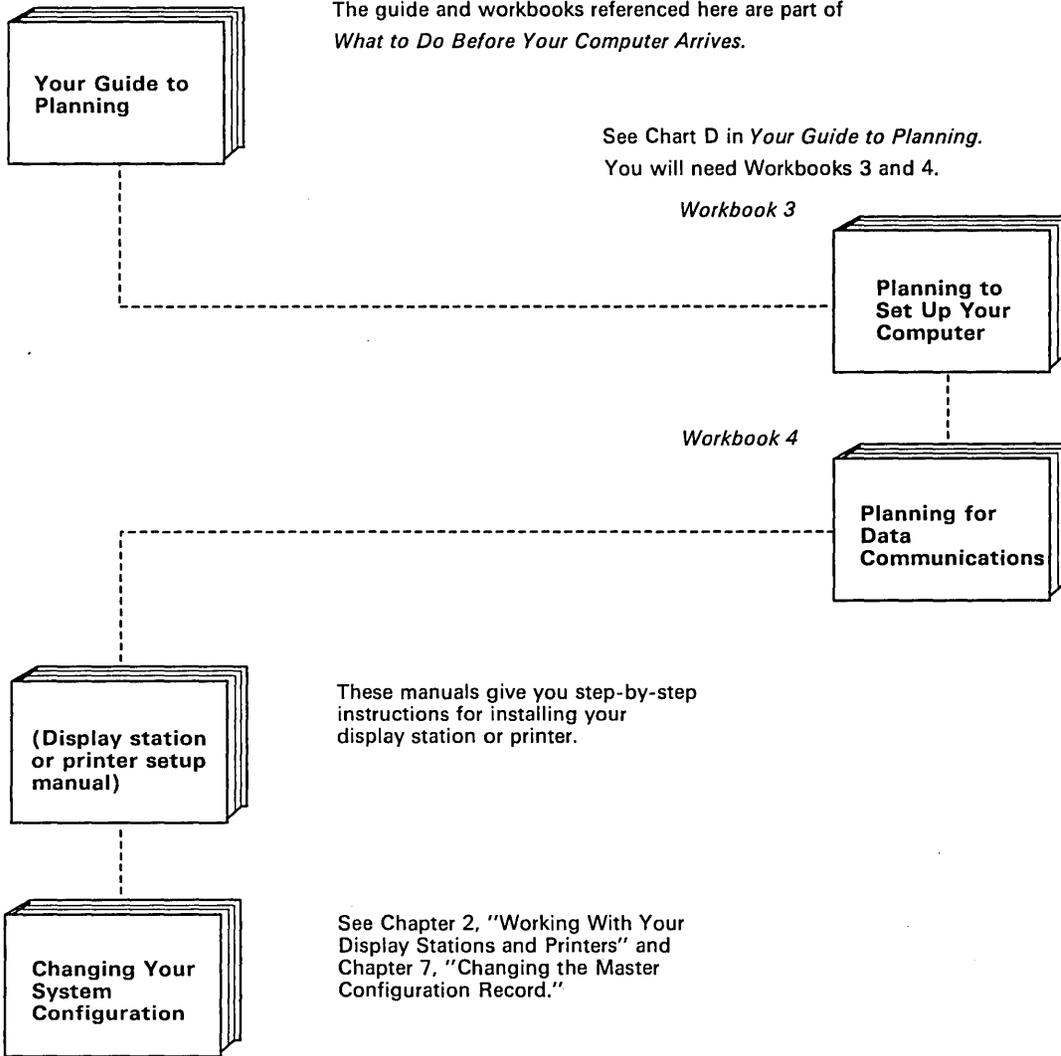
This chart identifies the manuals and problem determination aids available with System/36 to assist you in determining the cause of a problem.



S9015009-4

Planning for and Adding Remote Work Stations to an Existing System

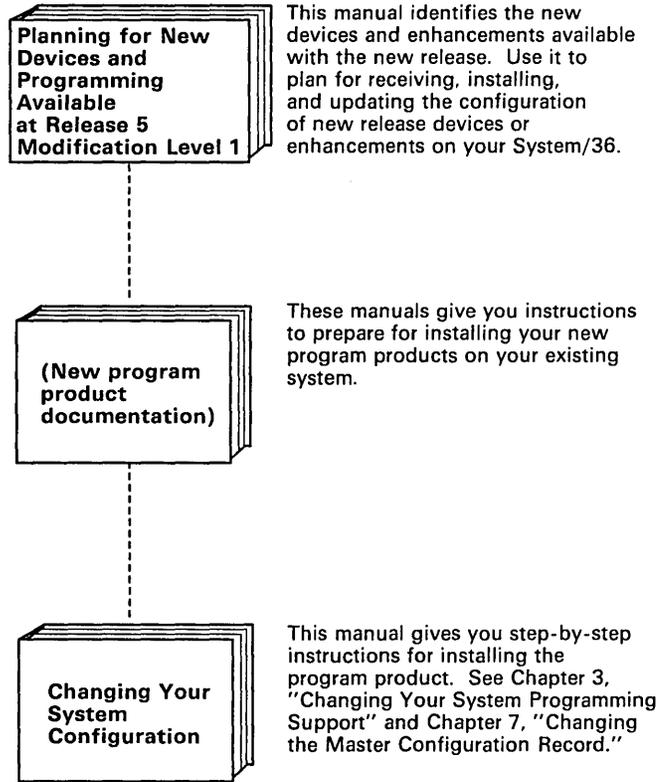
Use this chart when your business grows and requires remote capability on your system.



S9015010-2

Planning for and Adding New Programming Support to an Existing System

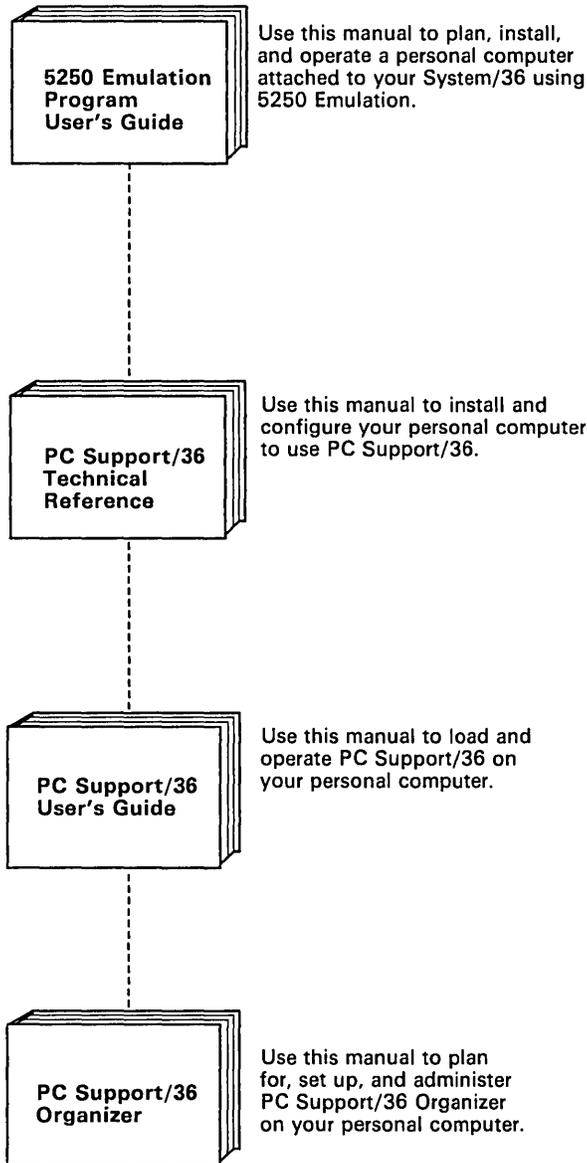
Use this chart when you want to add new program products to your system.



S9015017-4

Using an IBM Personal Computer with the System/36

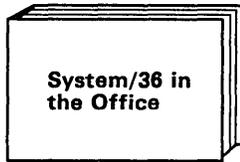
Use this chart when you want to connect an IBM personal computer to your system.



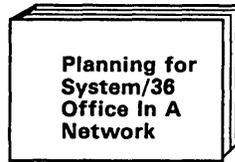
S9015018-3

Managing Your System/36 Office

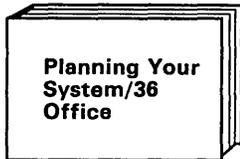
These manuals contain information to help you plan for and set up your System/36 office.



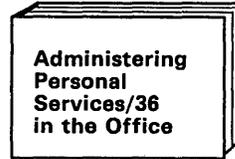
Use this manual for general information about the System/36 office.



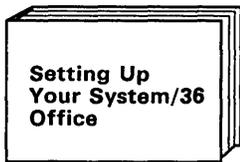
Use this manual to plan your System/36 office to be part of a network.



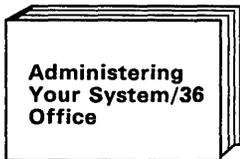
Use this manual to plan your System/36 office.



Use this manual to plan for, set up, and maintain Personal Services/36 in your office.



Use this manual to set up your System/36 office.

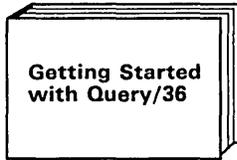


Use this manual to maintain your System/36 office.

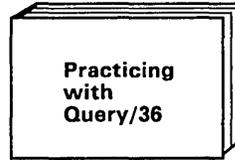
S9015019-1

Doing Office Tasks

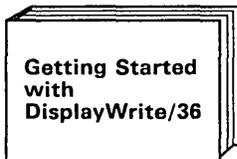
These manuals contain information to help you do daily office tasks with your System/36 office.



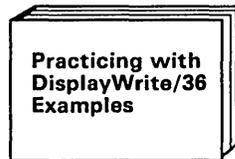
Provides a brief introduction to using Query/36. Query/36 can be used to produce reports from data files and update data in files.



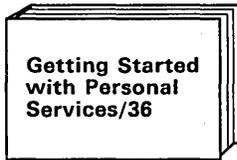
Provides advanced examples for using Query/36 to produce reports from data files and update data in files.



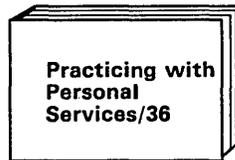
Provides a brief introduction to using DisplayWrite/36 to create, revise, and print documents that are produced in an office environment.



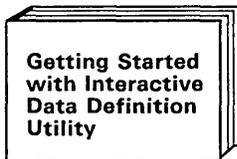
Provides advanced examples for using DisplayWrite/36 to create, revise, merge text, and print documents that are produced in an office environment.



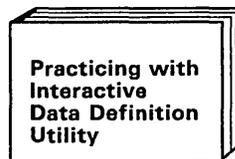
Provides a brief introduction to using Personal Services/36 to do office tasks such as sending and receiving mail and scheduling appointments.



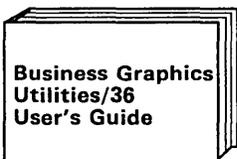
Provides advanced examples for using Personal Services/36 to do office tasks such as sending and receiving mail and scheduling appointments.



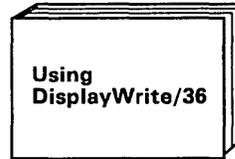
Provides a brief introduction to using the interactive data definition utility (IDDU) to help you define the characteristics of files in an office environment.



Provides advanced examples for using the interactive data definition utility (IDDU) to help you define the characteristics of files in an office environment.



Provides a brief introduction to using Business Graphics Utilities/36 User's Guide to create and change business graphs and charts.



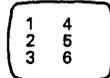
Provides information for using DisplayWrite/36 that is beyond the "Getting Started" manual.

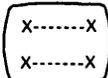
S9015014-4

Overview by Function

The manuals that are used most are shown on this chart. For basic information about the functions on your system, you can read *Learning About Your Computer*. For more detailed information, you can read the *Concepts and Programmer's Guide*.

When Working With: You Can Find Information In: When Working With: You Can Find Information In:

 <p>Libraries</p> <ul style="list-style-type: none"> ● Source Entry Utility Guide ● System Reference ● Development Support Utility Guide
 <p>Folders</p> <ul style="list-style-type: none"> ● Concepts and Programmer's Guide ● Getting Started with DisplayWrite/36 ● DisplayWrite/36 Online Information ● System/36 in the Office
 <p>Menus</p> <ul style="list-style-type: none"> ● Creating Displays ^a
<p>Procedures</p> <ul style="list-style-type: none"> ● Source Entry Utility Guide ● System Reference ● Development Support Utility Guide
<p>Programs</p> <ul style="list-style-type: none"> ● (Language manuals)^b ● Source Entry Utility Guide ● System Reference ● Creating Displays ^a ● Data File Utility Guide ● Sort Guide ● Interactive Communications Feature: Base Subsystems Reference ● Interactive Communications Feature: Finance Subsystem Reference ● Interactive Communications Feature: Upline Subsystems Reference ● Interactive Communications Feature: Programming for Subsystems and Intra Subsystem Reference ● Interactive Communications Feature: Guide and Examples ● Development Support Utility Guide

 <p>Displays</p> <ul style="list-style-type: none"> ● Creating Displays ^a ● Work Station Utility Guide ● Source Entry Utility Guide ● Development Support Utility Guide
 <p>Files</p> <ul style="list-style-type: none"> ● Data File Utility Guide ● System Reference ● Sort Guide ● (Language manuals)^b ● Getting Started with Interactive Data Definition Utility ● Interactive Data Definition Utility Online Information ● Getting Started with Query/36 ● Query/36 Online Information ● Business Graphics Utilities/36 User's Guide
 <p>Communications</p> <ul style="list-style-type: none"> ● Using System/36 ● Communications ● MSRJE Guide ● 3270 Guide ● Programming with RPG II ● Programming with Assembler ● Interactive Communications Feature: Base Subsystems Reference ● Interactive Communications Feature: Finance Subsystem Reference ● Interactive Communications Feature: Upline Subsystems Reference ● Interactive Communications Feature: Programming for Subsystems and Intra Subsystems Reference ● Interactive Communications Feature: Guide and Examples ● Remote Operation/Support Facility Guide ● Communications and Systems Management Guide ● Distributed Data Management Guide ● Advanced Peer-to-Peer Networking (APPN) Guide ● Using the Asynchronous Communications Support

^aIncludes Screen Design Aid and System Support Program

^bAssembler, BASIC, COBOL, FORTRAN IV, RPG II, WSU

Publications Listing

The following lists identify the manuals that support your computer and its programs. The lists also identify the order number of the manuals. References to 5360 mean a System/36 with a 5360 System Unit, references to 5362 mean a System/36 with a 5362 System Unit, and references to 5364 mean a System/36 with a 5364 System Unit (System/36 PC).

Note: A few manuals can be purchased in a kit style. A kit includes a manual, binder, and storage sleeves. A kit order number is listed in parentheses following the manual order number.

For a brief description of each manual, see Part 2, "Publication Descriptions."

System Library Publications

Introductory and Planning

- *Presenting the System/36 Family*, GC21-9016
- *What to Do before Your Computer Arrives* (5360), SBOF-4773 includes:
 - *One 2" Binder*, SR30-0331
 - *Binder Insert*, SX21-9447
 - *Contents Insert*, SX21-9448
 - *Your Guide to Planning*, SA21-9438
 - *General Planning Activities*, SA21-9443
 - *Planning a Place for Your Computer*, SA21-9444
 - *Planning to Set Up Your Computer*, SA21-9439
 - *Planning for Data Communications*, SA21-9441
 - *Planning for System Configuration*, SA21-9440
 - *Planning for System Security*, SA21-9445
 - *Planning to Receive Your Computer*, SA21-9442
 - *Planning for Remote Operation/Support Facility*, SA21-9478
 - *Forms for Planning*, SA21-9446
- *What to Do before Your Computer Arrives* (5362), SBOF-4778 includes:
 - *One 2" Binder*, SR30-0331
 - *Binder Insert*, SX21-9496
 - *Contents Insert*, SX21-9497
 - *Your Guide to Planning*, SA21-9479
 - *General Planning Activities*, SA21-9481
 - *Planning a Place for Your Computer*, SA21-9475
 - *Planning to Set Up Your Computer*, SA21-9476
 - *Planning for Data Communications*, SA21-9482
 - *Planning for System Configuration*, SA21-9483
 - *Planning for System Security*, SA21-9484
 - *Planning to Receive Your Computer*, SA21-9477
 - *Planning for Remote Operation/Support Facility*, SA21-9485
 - *Forms for Planning*, SA21-9480
- *Planning for New Devices and Programming Available at Release 5* (5360 and 5362), SA21-9849
- *Planning for New Devices and Programming Available at Release 5, Modification Level 1* (5360 and 5362), SA21-9907

- *Preparing for Data Communications* (5364), SA21-9844
- *Preparing to Install Your Work Stations* (5364), SA21-9845

Introductory and Planning (continued)

- *Guide to Publications*, GC21-9015
- *Master Glossary and Task Index* (5364), SC21-9466
- *Learning about Your Computer*, SC21-9018

Conversion

- *Converting from System/34*, SBOF-4777 includes:
 - *Binder Insert*, SX21-9459
 - *Converting from System/34 to System/36*, SC21-9053
 - *System/34 to System/36 Migration Aid*, SC21-9040

System Programmer

- *Concepts and Programmer's Guide*, SC21-9019
- *Creating Displays: Screen Design Aid and System Support Program*, SC21-7902
- *Functions Reference Manual*, SA21-9436
- *Overlay Linkage Editor Guide*, SC21-9041
- *Procedures and Commands Summary*, SC21-9024
- *Sort Guide*, SC21-7903
- *System Measurement Facility Guide*, SC21-9025
- *System Reference*, SC21-9020
- *Guide to Installing Multiple Systems*, SA21-9867

System Administrator/Operator

- *Changing Your System Configuration*, SC21-9052
- *Getting Started with Interactive Data Definition Utility*, SC21-8003
- *Operating Your System* (5360 and 5362), SC21-9452
- *Operating Your System* (5364), SC21-9453
- *Performing the First System Configuration for Your System* (5360), SC21-9022
- *Performing the First System Configuration for Your System* (5362), SC21-9067
- *Performing the First System Configuration for Your System* (5364), SC21-9115
- *Procedures and Commands Summary*, SC21-9024
- *System Messages*, SC21-7938
- *System Reference*, SC21-9020
- *System Security Guide*, SC21-9042
- *Updating to a New Release* (5360 and 5362), SC21-9051
- *Updating to a New Release* (5364), SC21-9242
- *Using Your Display Station*, SC21-9455

Data Communications

- *Interactive Communications Feature: Base Subsystems Reference*, SC21-9530.
- *Interactive Communications Feature: Finance Subsystem Reference*, SC21-9531.
- *Interactive Communications Feature: Upline Subsystems Reference*, SC21-9532.
- *Interactive Communications Feature: Programming for Subsystems and Intra Subsystem Reference*, SC21-9533.
- *Interactive Communications Feature: Guide and Examples*, SC21-7911
- *Multiple Session Remote Job Entry Guide*, SC21-7909
- *Multiple Session Remote Job Entry Messages*, SC21-7944
- *3270 Device Emulation Guide*, SC21-7912
- *3270 Device Emulation Messages*, SC21-7945
- *3278 Emulation via IBM Personal Computer – User’s Guide*, SC09-1086 (Kit)
- *Distributed Data Management Guide*, SC21-8011
- *Advanced Peer-to-Peer Networking (APPN) Guide*, SC21-9471
- *Using System/36 Communications*, SC21-9082
- *Distributed Disk File Facility Reference Manual*, SC21-7869
- *Remote Operation/Support Facility Guide*, SC21-9060
- *Communications and Systems Management Guide*, SC21-8010
- *Using the Asynchronous Communications Support*, SC21-9143

Note: For batch BSC, see “Programming with RPG II” under “RPG II” and “Programming with Assembler” under “Assembler.”

Utilities

- *Work Station Utility Introduction*, SC21-7904
- *Work Station Utility Guide*, SC21-7905
- *Data File Utility Guide*, SC21-7900
- *Development Support Utility Guide*, SC09-1085
- *Source Entry Utility Guide*, SC21-7901
- *Utilities Messages*, SC21-7939
- *Utilities Licensed Program Specifications*, GC21-7895
- *Character Generator Utility Guide*, SC09-1055
- *Ideographic Sort Guide*, SC09-1054

Note: For Screen Design Aid, see “Creating Displays” under “System and SSP.”

RPG II

- *Programming with RPG II*, SC21-9006
- *RPG II Messages*, SC21-7940

COBOL

- *Programming with COBOL*, SC21-9007
- *COBOL Summary*, SC21-9013
- *COBOL Messages*, SC21-7941

BASIC

- *Programming with BASIC*, SC21-9003
- *BASIC Summary*, SC21-9012
- *BASIC Messages*, SC21-7943

FORTRAN IV

- *Programming with FORTRAN IV*, SC21-9005
- *FORTRAN IV Messages*, SC21-9055

Assembler

- *Programming with Assembler*, SC21-7908
- *Assembler Messages*, SC21-7942

Problem Determination

- *System Problem Determination (5360)*, SC21-7919
- *System Problem Determination (5362)*, SC21-9063
- *System Problem Determination (5364)*, SC21-9375

Setup

- *Performing the First System Configuration for Your System (5360)*, SC21-9022
- *Performing the First System Configuration for Your System (5362)*, SC21-9067
- *Performing the First System Configuration for Your System (5364)*, SC21-9115
- *Setting Up Your Computer (5360)*, SA21-9430
- *Setting Up Your Computer (5362)*, SA21-9487
- *Setting Up Your Computer (5364)*, SA21-9505
- *Installing Your New Features (5362)*, SA21-9486
- *Installing and Customizing Your System (5364), Release 5*, SA21-9889
- *Installing and Customizing Your System (5364), Release 5, Modification Level 1*, SA21-9910

Office

- *Administering Personal Services/36 in the Office*, SC09-1062
- *Business Graphics Utilities/36 User's Guide*, SC21-7985
- *Getting Started with DisplayWrite/36*, SC21-8005
- *Getting Started with Interactive Data Definition Utility*, SC21-8003
- *Getting Started with Personal Services/36*, SC09-1061
- *Getting Started with Query/36*, SC21-8004
- *Migrating Office Management System to Personal Services/36*, GC09-1063
- *System/36 in the Office*, GC21-8002
- *Administering Your System/36 Office*, SC21-9483
- *Planning Your System/36 Office*, SC21-9481
- *Setting Up Your System/36 Office*, SC21-9482
- *Planning for System/36 Office in a Network*, SC09-1105
- *Practicing with DisplayWrite/36*, SC21-9449
- *Practicing with Interactive Data Definition Utility*, SC21-9451
- *Practicing with Personal Services/36*, SC09-1125
- *Practicing with Query/36*, SC21-9450
- *Using DisplayWrite/36*, SC21-9503

Quick Reference

- *IPL Reference Card – 5360*, SX21-9835
- *IPL Reference Card – 5362*, SX21-9834
- *IPL Reference Card – 5364*, SX21-9833
- *PC Support/36 Quick Reference*, SX21-9846

Programming Aids and Forms

- *RPG Control and File Description Specifications*, GX09-1035
- *RPG Extension and Line Counter Specifications*, GX09-1033
- *RPG Telecommunications Specifications*, GX09-1034
- *RPG Input Specifications*, GX09-1033
- *RPG Calculation Specifications*, GX09-1035
- *RPG Output Specifications*, GX09-1034
- *RPG Auto Report Specifications*, GX09-1032
- *RPG Debugging Template*, GX21-9129
- *RPG Indicator Summary*, GX09-1033
- *COBOL Coding Form*, GX28-1464
- *FORTTRAN Coding Form*, GX28-7327
- *Assembler Coding Form*, GX21-9279
- *Sort Specifications*, GX21-7957
- *Translation Table and Alternate Collating Sequence Coding Sheet*, GX21-9096
- *Display Format Specifications*, GX21-9800
- *WSU Job, Array, and File Specifications*, GX21-9444
- *WSU Processing Specifications*, GX21-7936
- *WSU/\$SFGR Debugging Template*, GX21-7926
- *Print Chart*, GX20-1816
- *Keyboard Template (5291 and 5292)*, GX21-7929
- *Keyboard Template (5251)*, GX21-7987
- *Keyboard Template (3180)*, GX21-9808
- *Command Key Template*, GX21-9799 (use with 5251 only)
- *IBM 5250 Keyboard Template Assignment Sheet and Display Screen Layout Sheet*, GX21-9271
- *IBM 3180 Model 2 Display Station Keyboard Template*, GX21-9298
- *IBM 3180 Model 2 Display Station Keyboard Template Assignment and Display Screen Layout Sheet*, GX21-9467
- *Enhanced 5250 Emulation Program Keyboard Template*, G570-2204
- *Enhanced 5250 Emulation Program Status Indicators*, G570-2205
- *IBM Enhanced Keyboard Template*, GX21-9840
- *IBM 3179 Model 2, 3180, and 3196 Model A1 or B1 Display Stations Keyboard Template*, GX21-9808

Labels

- *IBM Labels for Signal Cables*, GX21-9345

Binders and Tabs

- Universal 3-ring binder, SR30-0329 (1")
- Universal 3-ring binder, SR30-0330 (1-1/2")
- Universal 3-ring binder, SR30-0331 (2")
- Universal easel binder, SR30-0324 (1")
- Universal easel binder, SR30-0327 (2")
- *Tabs for System Reference*, SX21-9801
- *Tabs for Messages*, SX21-7946
- *Tabs for Operating Your Computer (5260, 5262)*, SX21-9802
- *Tabs for Operating Your Computer (5364)*, SX21-9138

Device-Related Publications

General-5250 Information Display System

- *IBM 5250 Information Display System Introduction*, GA21-9246
- *IBM 5250 Information Display System Planning and Site Preparation Guide*, GA21-9337
- *IBM 5250 Information Display System Functions Reference Manual*, SA21-9247
- *IBM 5250 Information Display System Physical Planning Template*, GX21-9278

Display Station Publications

Setup Procedures

- *IBM 5251 Display Station Model 11 Setup Procedure*, GA21-9286
- *IBM 5251 Display Station Model 12 Setup Procedure*, GA21-9289
- *IBM 5291 Display Station Setup Procedure*, GA21-9408
- *IBM 5292 Color Display Station Models 1 and 2 Setup Procedure*, GA21-9415
- *IBM 3196 Display Station Setup Instructions*, GA18-2488

Operator's Guides

- *IBM 5251 Display Station Models 1 and 11 and IBM 5252 Dual Display Station Operator's Guide*, GA21-9248
- *IBM 5251 Display Station Models 2 and 12 Operator's Guide*, GA21-9323
- *IBM 5291 Display Station Operator's Guide*, GA21-9409
- *IBM 5292 Color Display Station Models 1 and 2 Operator's Guide*, GA21-9416
- *Using Your Display Station*, SC21-9455
- *IBM 3179 Model 2 Color Display Station User's Guide*, GA18-2387
- *IBM 3180 Display Station User's Guide*, GA21-9469
- *IBM 3196 Display Station User's Guide*, GA18-2482
- *Attaching the IBM 3196 to System/36 and System/38*, GA18-2548

Keyboard Templates

- *IBM 4980 Model 2 Display Station Keyboard Template*, GX21-9298
- *Keyboard Template (3180)*, GX21-9808
- *IBM 3180 Model 2 Display Station Keyboard Template Assignment and Display Screen Layout Sheet*, GX21-9467
- *IBM 5250 Keyboard Template Assignment Sheet and Display Screen Layout Sheet*, GX21-9271
- *IBM 5251 Display Station Models 1 and 11 and IBM 5252 Dual Display Station Keyboard Template*, GX21-9266
- *IBM 5251 Display Station Models 2 and 12 Keyboard Template*, GX21-9327
- *Keyboard Template (5251)*, GX21-7987
- *IBM 5291 Display Station Keyboard Template*, GX21-9410
- *IBM 5292 Color Display Station Keyboard Template*, GX21-9414

- *IBM 5292 Color Display Station Select Options*, GX21-9451
- *Keyboard Template (5291 and 5292)*, GX21-7929
- *Command Key Template*, (use with 5251 only), GX21-9799
- *IBM Enhanced Keyboard Template*, GX21-9840
- *IBM 3179 Model 2, 3180, and 3196 Model A1 or B1 Display Stations Keyboard Template*, GX21-9808

Color

- *IBM 5292 Color Display Station Color Alignment and Problem Determination Procedures*, GA21-9420
- *IBM 5292 Color Display Station Programmer's Guide to Using Color*, GA21-9413
- *IBM 3179 Model 2 Color Display Station User's Guide*, GA18-2387

Work Station Control Unit

Work Station Control Unit Setup Procedures

- *IBM 5294 Control Unit Setup Procedure*, GA21-9369

Operator's Guide/Problem Determination Procedures

- *IBM 5294 Control Unit Operator's Guide*, GA21-9370

Printer Publications

Setup Procedures

- *IBM 3812 Pageprinter System 36/38 Attachment Feature Installation Instructions*, S544-3339
- *IBM 4214 Printer Planning and Site Preparation Guide*, GC31-2564
- *IBM 4214 Printer Setup Instructions*, GC31-2565
- *IBM 5224 Printer Models 1 and 2 Setup Procedures*, GA34-0093
- *IBM 5224 Printer Model 12 Setup Procedure*, GA34-0096
- *IBM 5225 Printer Models 1, 2, 3, and 4 Setup Procedures*, GA34-0085
- *IBM 5256 Printer Setup Procedure*, GA21-9290
- *IBM 5262 Printer Model 1 Planning and Site Preparation Guide*, GA24-4028
- *IBM 5262 Printer Model 1 Setup Instructions*, GA24-3978
- *IBM 3812 Pageprinter Setup Instructions*, S544-3266
- *IBM 4224 Printer Setup Instructions*, GC31-3607
- *IBM 4234 Printer Customer Setup Instructions*, GC31-2552
- *IBM 4245 Printer Information Models T12 and T20*, GA33-1591

Operator's Guides

- *IBM 3262 Printer Models A1 and B1 Component Description and Operator's Guide*, GA33-1530
- *IBM 3812 IPDS Handbook*, S544-3102
- *IBM 4210 Printer Product and Programming Description*, SC31-3784
- *IBM 4214 Printer Model 1 Operating Guide*, GC31-2566
- *IBM 4214 Printer Model 2 Operating Guide*, GC31-2581
- *IBM 5224 Printer Models 1 and 2 Operator's Guide*, GA34-0092
- *IBM 5224 Printer Model 12 Operator's Guide*, GA34-0095
- *IBM 5225 Printer Models 1, 2, 3, and 4 Operator's Guide*, GA34-0054
- *IBM 5225 Printer Models 11 and 12 Operator's Guide*, GA34-0089
- *IBM 5256 Printer Operator's Guide*, GA21-9260
- *IBM 5262 Model 1 Operator's Guide*, GA24-3976
- *IBM 5262 Printer Model 1 Operating Instructions*, GA24-3977
- *IBM 3812 Pageprinter Guide to Operations*, S544-3267
- *IBM 4210 Guide to Operations*, SC31-3783
- *IBM 4224 Printer Guide to Operations*, GC31-3621
- *IBM 4234 Principles of Operation*, GC31-2553
- *IBM 4245 Printer Models T12 and T20 Reference Summary for Operators*, GX33-1506
- *Using the IBM Pageprinter 3812 with an IBM System/36 or System/38*, S544-3343

Setup Procedures/Operator's Guide

- *IBM 5219 Model D01/D02 Setup Procedures/Operators Guide*, GA23-1019

Magnetic Character Reader Publications

- *Using and Programming the 1255 Magnetic Character Reader*, SC09-1046

Personal Computer Publications

- *IBM Guide to Operations—System/36 Local Area Network Attachment*, SA21-9911 (Kit)
- *IBM Guide to Operations—System/36 PC 6157 Tape Attachment*, SA21-9878 (Kit)
- *IBM Hardware Maintenance and Service—System/36 Local Area Network Attachment*, SY31-9050 (Kit)
- *IBM Hardware Maintenance and Service—System/36 PC 6157 Tape Attachment*, SY31-9046 (Kit)
- *IBM System/36 File Support Utility User's/Programmer's Guide*, SC21-7992
- *IBM Technical Reference—System/36 Local Area Network Attachment*, SA21-9458
- *IBM Technical Reference—System/36 PC 6157 Tape Attachment*, SA21-9509
- *PC Support/36 Technical Reference*, SC21-9097 (Kit SC21-9128)
- *PC Support/36 User's Guide*, SC21-9088 (Kit SC21-9131)
- *PC Support/36 Messages Guide*, SC21-9525
- *PC Support/36 Organizer*, SC21-9563 (Kit SC21-9571)
- *PC Support/36 Quick Reference Card*, SX21-9846

- *PC Support/36 Work Station Feature Keyboard Template*, SX21-9883
- *PC Support/36 Work Station Feature Version 1.0 User's Guide*, SC21-9564
- *PC Support/36 Work Station Feature Technical Reference*, SC21-9569

Magnetic Tape Unit Publications

General Information

- *IBM 8809 Magnetic Tape Unit Models 1C and 2C Description*, GA32-0078
- *Tape Requirements for IBM One-Half Inch Tape Units at: 556, 800, 1600, and 6250 BPI*, GA32-0006

Setup Procedures

- *IBM 8809 Magnetic Tape Unit Model 1C Setup Instructions*, GA32-0070
- *IBM 8809 Magnetic Tape Unit Model 2C Setup Instructions*, GA32-0071
- *IBM 8809 Magnetic Tape Unit Relocation/Discontinue Instructions for Single-Unit Installations*, GA32-0072
- *IBM 8809 Magnetic Tape Unit Relocation/Discontinue Instructions for Two-Unit Installations*, GA32-0073

Operating Procedures

- *IBM 8809 Magnetic Tape Unit Models 1C and 2C Operator's Guide*, GA32-0077

Licensed Application Programs

System/36 CMAS

- *Introducing the Construction Management and Accounting System for the IBM System/36: Application General Information Manual, GH30-9003*
- *Installation Made Easy: CMAS Applications, SB30-3050*

- *Messages Manual, SB30-3051*
- *System Reference Manual, SB30-3052*
- *System Runbook, SB30-3053*
- *System Logic Manual, LB30-3054*

- *Accounts Payable Reference Manual, SB30-3055*
- *Accounts Payable Runbook, SB30-3056*
- *Accounts Payable Logic Manual, LB30-3057*

- *General Ledger Reference Manual, SB30-3058*
- *General Ledger Runbook, SB30-3059*
- *General Ledger Logic Manual, SB30-3060*

- *Job Costing Reference Manual, SB30-3061*
- *Job Costing Runbook, SB30-3062*
- *Job Costing Logic Manual, LB30-3063*

- *Payroll and Labor Costing Reference Manual, SB30-3064*
- *Payroll and Labor Costing Runbook, SB30-3065*
- *Payroll and Labor Costing Logic Manual, LB30-3066*

- *Revenue Accounting Reference Manual, SB30-3067*
- *Revenue Accounting Runbook, SB30-3068*
- *Revenue Accounting Logic Manual, LB30-3069*

- *Committed Cost/Cost History Logic Manual, LB30-3070*

- *Advisor's Guide, SR30-0907*
- *System Operator's Study Guide, SR30-0908*
- *Work Station Operator's Guide, Volume 1, SR30-0909*
- *Work Station Operator's Guide, Volume 2, SR30-0910*
- *Sample Runbook, SR30-0911*
- *Education Cassettes, SV30-0709*
 - Exercises 1 & 2 (1)
 - General Ledger (1)
 - Accounts Payable (1)
 - Payroll & Labor Costing (1)
 - Job Costing – Committed Cost/Cost History (1)
 - Revenue Accounting (1)
- *Education Diskettes*
 - Used with *Work Station Operator's Guide, Volume 2 (17)*, SV30-0710

System/36 DMAS

The following publications describe Release 2 of the IBM System/36 Distributors Management Accounting System (DMAS):

- *General Information Manual*, GH30-0741
- *Buyer's Introduction to Inventory Management*, GB30-2579
- *Installation Made Easy*, SH30-0755

- *Messages*, SH30-0753

- *System User's Guide*, SH30-0751
- *System Logic Manual*, LH30-0752 (in two volumes)

- *Accounts Payable User's Guide*, SH30-0748
- *Accounts Payable Logic Manual*, LH30-0723

- *Accounts Receivable User's Guide*, SH30-0744
- *Accounts Receivable Logic Manual*, LH30-0675

- *Billing User's Guide*, SH30-0742
- *Billing Logic Manual*, LH30-0678

- *General Ledger User's Guide*, SH30-0747
- *General Ledger Logic Manual*, LH30-0699

- *Inventory Control User's Guide*, SH30-0743
- *Inventory Control Logic Manual*, LH30-0682

- *Inventory Management User's Guide*, SH30-0750
- *Inventory Management Logic Manual*, LH30-0694

- *Payroll User's Guide*, SH30-0749
- *Payroll Logic Manual*, LH30-0726

- *Purchasing User's Guide*, SH30-0746
- *Purchasing Logic Manual*, LH30-0685
- *Sales Analysis User's Guide*, SH30-0745
- *Sales Analysis Logic Manual*, LH30-0672

- *Education Diskettes*
 - Included with DMAS Program Cross Application System Support (5725-D4A)
 - Used with *Learning About DMAS*, SR30-0275

System/36 MAPICS I

- *Introducing the Order Processing and Accounting Applications for the IBM System/36 MAPICS: Application General Information Manual, GH30-9001*
- *Installation Made Easy Workbook: Order Processing and Accounting Applications, SB30-3008*
- *Introducing the Manufacturing Applications for the IBM System/36 MAPICS: Application General Information Manual, GH30-9002*
- *Installation Made Easy Workbook: Advanced Manufacturing Application, SB30-3009*
- *Introducing General Ledger, Accounts Payable, Payroll, and Data Collection System Support for the IBM System/36: Application General Information Manual, GH30-9000*
- *Installation Made Easy Workbook: Financial Applications, SB30-3007*

- *Messages Manual, SB30-3010*

- *System Reference Manual, SB30-3011*
- *System Runbook, SB30-3012*
- *System Logic Manual, LB30-3013*

- *Accounts Payable Reference Manual, SB30-3014*
- *Accounts Payable Runbook, SB30-3015*
- *Accounts Payable Logic Manual, LB30-3016*

- *Accounts Receivable Reference Manual, SB30-3017*
- *Accounts Receivable Runbook, SB30-3018*
- *Accounts Receivable Logic Manual, LB30-3019*

- *Capacity Requirements Planning Reference Manual, SB30-3020*
- *Capacity Requirements Planning Runbook, SB30-3021*
- *Capacity Requirements Planning Logic Manual, LB30-3022*

- *Data Collection System Support Reference Manual, SB30-3023*
- *Data Collection System Support Runbook, SB30-3024*
- *Data Collection System Support Logic Manual, LB30-3025*

- *General Ledger Reference Manual, SB30-3026*
- *General Ledger Runbook, SB30-3027*
- *General Ledger Logic Manual, LB30-3028*

- *Inventory Management Reference Manual*, SB30-3029
- *Inventory Management Runbook*, SB30-3030
- *Inventory Management Logic Manual*, LB30-3031

- *Material Requirements Planning Reference Manual*, SB30-3032
- *Material Requirements Planning Runbook*, SB30-3033
- *Material Requirements Planning Logic Manual*, LB30-3034

- *Order Entry and Invoicing Reference Manual*, SB30-3035
- *Order Entry and Invoicing Runbook*, SB30-3036
- *Order Entry and Invoicing Logic Manual*, LB30-3037

- *Production Control and Costing Reference Manual*, SB30-3038
- *Production Control and Costing Runbook*, SB30-3039
- *Production Control and Costing Logic Manual*, LB30-3040

- *Product Data Management Reference Manual*, SB30-3041
- *Product Data Management Runbook*, SB30-3042
- *Product Data Management Logic Manual*, LB30-3043

- *Payroll Reference Manual*, SB30-3044
- *Payroll Runbook*, SB30-3045
- *Payroll Logic Manual*, LB30-3046

- *Sales Analysis Reference Manual*, SB30-3047
- *Sales Analysis Runbook*, SB30-3048
- *Sales Analysis Logic Manual*, LB30-3049

- *Advisor's Guide*, SR30-0900
- *System Operator's Study Guide*, SR30-0901
- *Work Station Operator's Guide, Volume 1*, SR30-0902
- *Work Station Operator's Guide, Volume 2*, SR30-0903
- *Work Station Operator's Guide, Volume 3*, SR30-0904
- *Work Station Operator's Guide, Volume 4*, SR30-0905
- *Sample Runbook*, SR30-0906
- *Education Cassettes*
 - *Introducing (1)*, SV30-0700
 - *General Ledger/Accounts Payable/Payroll (3)*, SV30-0701
 - *Inventory Management, Parts 1 & 2 (1)*, SV30-0702
 - *Order Entry & Invoicing/Accounts Receivable (2)*, SV30-0703
 - *Product Data Management/Material Requirements Planning/Production Control & Costing (3)*, SV30-0704
 - *Inventory Management, Part 3 (1)*, SV30-0705
- *Education Diskettes*
 - *Used with Work Station Operator's Guide, Volume 2 (8)*, SV30-0706
 - *Used with Work Station Operator's Guide, Volume 3 (10)*, SV30-0707
 - *Used with Work Station Operator's Guide, Volume 4 (10)*, SV30-0708

System/36 MAPICS II

- *Introducing Financial Applications for the IBM System/36 MAPICS II: Application General Information Manual*, GH30-9004
- *Installation Planning Guide: Financial Applications*, SB30-3127

- *Introducing Order Processing and Accounting Applications for the IBM System/36 MAPICS II: Application General Information Manual*, GH30-9005
- *Installation Planning Guide: Order Processing and Accounting Applications*, SB30-3128

- *Introducing Advanced Manufacturing Applications for the IBM System/36 MAPICS II: Application General Information Manual*, GH30-9006
- *Installation Planning Guide: Advanced Manufacturing Application (Volume 1)*, SB30-3129
- *Installation Planning Guide: Advanced Manufacturing Application (Volume 2)*, SB30-3134

- *Conversion Guide*, SB30-3136
- *Cross Application Runbook*, SB30-3131
- *Messages Manual*, SB30-3132
- *System Reference Manual*, SB30-3130

- *Accounts Payable Reference Manual*, SB30-3137
- *Accounts Payable Runbook*, SB30-3138

- *Accounts Receivable Reference Manual*, SB30-3139
- *Accounts Receivable Runbook*, SB30-3140

- *Capacity Requirements Planning Reference Manual*, SB30-3141
- *Capacity Requirements Planning Runbook*, SB30-3142

- *Data Collection System Support Reference Manual*, SB30-3143
- *Data Collection System Support Runbook*, SB30-3144

- *Financial Analysis Reference Manual*, SB30-3145
- *Financial Analysis Runbook*, SB30-3146

- *Forecasting Reference Manual*, SB30-3174
- *Forecasting Runbook*, SB30-3173

- *General Ledger Reference Manual*, SB30-3147
- *General Ledger Runbook*, SB30-3148

- *Inventory Management Reference Manual*, SB30-3149
- *Inventory Management Runbook*, SB30-3150

- *Material Requirements Planning Reference Manual*, SB30-3153
- *Material Requirements Planning Runbook*, SB30-3154

- *Order Entry and Invoicing Reference Manual*, SB30-3155
- *Order Entry and Invoicing Runbook*, SB30-3156

- *Payroll Reference Manual*, SB30-3161
- *Payroll Runbook*, SB30-3162

- *Production Control and Costing Reference Manual*, SB30-3157
- *Production Control and Costing Runbook*, SB30-3158

- *Product Data Management Reference Manual*, SB30-3159
- *Product Data Management Runbook*, SB30-3160

- *Purchasing Run/Reference Manual*, SB30-3170

- *Sales Analysis Reference Manual*, SB30-3163
- *Sales Analysis Runbook*, SB30-3164

- *Advisor's Guide*, SR30-0914
- *Work Station Operator's Guide, Volume 1*, SR30-0915
- *Work Station Operator's Guide, Volume 2*, SR30-0916
- *Work Station Operator's Guide, Volume 3*, SR30-0917
- *Work Station Operator's Guide, Volume 4*, SR30-0918

Education Guide

- *IBM System/36 Education Curriculum Planning Guide*, GR30-0834

How to Get Manuals You Don't Have

At the time your IBM representative gave you copies of your system order and the manuals that you used to plan for your computer's arrival, you should also have received a copy of your System Library Subscription Service (SLSS) profile. This profile lists the manuals that you ordered and should have now received.

Once your SLSS profile has been entered into the IBM system, you automatically receive updates to the manuals you have listed. Changes to your subscription can be made at any time by request to your IBM representative.

If you want additional copies of a manual or copies of new manuals not in your SLSS profile, contact your nearest IBM branch office.

Part 2. Publication Descriptions

A brief description of the IBM System/36 manuals follows. The manuals are listed in alphabetic order by title.

Administering Personal Services/36 in the Office, SC09-1062

This manual describes what must be done to plan for, install, and maintain Personal Services/36. Planning information is provided for remote mail distribution, security, and user training. Forms are provided to make the planning activity easier.

Installation and maintenance information discusses Personal Services/36 files and folders, enrolling Personal Services/36 users, saving and reorganizing office data, and working with communications queues.

This manual is intended for anyone who uses the administrator functions of Personal Services/36.

Administering Your System/36 Office, SC21-9483

This manual provides information to help you manage your System/36 office efficiently and productively. It discusses starting and stopping the system, monitoring and controlling system activity, administering Personal Services/36, using IBM personal computers in the office, and other tasks common to all System/36 office environments.

Advanced Peer-to-Peer Networking (APPN) Guide, SC21-9471

This manual contains information for configuring and using Systems Network Architecture/Advanced Peer-to-Peer communications networking (SNA/APPN).

Assembler Messages, SC21-7942

This manual lists and explains Assembler program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the ASM message identification code. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

BASIC Messages, SC21-7943

This manual lists and explains BASIC program messages that appear on your display station or are printed on your program listings. The messages in this manual have the BAS message identification code. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

BASIC Summary, SC21-9012

This manual summarizes formats and functions of the System/36 BASIC commands and statements. It is intended as a quick reference for programmers, system console operators, and display station operators.

Business Graphics Utilities/36 User's Guide, SC21-7985

This manual provides information about Business Graphics Utilities/36. It explains what Business Graphics Utilities/36 is and how to use it to create simple business graphs and charts. Business Graphics Utilities/36 is intended for day-to-day use in presenting status, trends, projections, history, and summaries of data, both financial and scientific, in graphic form.

In addition to this manual, online help text is provided with Business Graphics Utilities/36 for all displays. The online help information is readily available and easy to use. Press the Help key while on any Business Graphics Utilities/36 display, and the online help text is presented.

Changing Your System Configuration, SC21-9052

This manual, to be used by a system console operator, describes how to change the configuration of the System/36. By using step-by-step instructions, it shows how to change the device configuration as well as the programming support configured for a System/36 with a 5360, 5362, or 5364 System Unit.

Character Generator Utility Guide, SC09-1055

This manual describes ideographic support available to the system operator or programmer in the design, definition, and maintenance of a set of ideographic characters on the System/36 with the Kanji feature installed. This manual includes information about running the character generator program, defining new characters, updating or deleting existing characters, and printing out the different ideographic character sets.

COBOL Messages, SC21-7941

This manual lists and explains COBOL program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the CBL message identification code. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

COBOL Summary, SC21-9013

This manual summarizes formats and functions of the System/36 COBOL commands and statements. It is intended as a quick reference for programmers, system console operators, and display station operators.

Communications and Systems Management Guide, SC21-8010

This manual provides information needed to configure and run the three major parts of the C & SM feature. It describes *remote management support*, which is provided by the System/36 Distributed Host Command Facility (DHCF); *change management support* which is provided by the System/36 Distributed Systems Node Executive (DSNX); and *alert support* which sends alert messages to the host system. It also provides an overview of host HCF support and DSX support and explains how to configure the host system to communicate with System/36.

This manual is written for the System/36 programmer and the host system programmer.

Concepts and Programmer's Guide, SC21-9019

This manual tells the application programmer how System/36 works, how to design and develop carefully planned applications that make best use of system resources and features, and how to design and develop application components.

Using this manual, a programmer can begin to understand what the system components are and how the system works and begin to understand how to design and develop application components. Actual coding will require use of other manuals in the System/36 library.

Converting from System/34 to System/36, SC21-9053

This manual describes:

- Methods of converting applications from System/34 to System/36.
- Hardware, software, and configuration planning information necessary to convert from System/34 to System/36.
- How to convert your data files and source programs from System/34 to System/36.
- The differences between System/34 and System/36.

This manual is written for the system manager and application programmer.

Creating Displays: Screen Design Aid and System Support Program, SC21-7902

This manual describes how to use SDA or the SSP to create and maintain menus and display formats. This manual also describes how to use SDA to create RPG II WORKSTN file specifications and WSU programs, to create and maintain source and procedure members using SEU through SDA, and to view, print, and compile display formats.

This manual is written for the system console operator and application programmer.

Data File Utility Guide, SC21-7900

This manual contains step-by-step examples and the reference material needed to write DFU programs to create, update, inquire into, and print data files. This manual should be read by the display station operator or inexperienced DFU user for a description of how to set up and run a DFU program. It should also be used by the programmer or experienced user for reference or as a review of DFU.

Development Support Utility Guide, SC09-1085

This manual is intended for the new or experienced DSU user. It allows the user to edit, enter, change, or delete a full screen of statements in a source or procedure member. This manual contains a general description of what the development support utility is and how it works. It includes examples of using DSU, as well as reference material on DSU.

Distributed Data Management Guide, SC21-8011

This manual explains how to use DDM to create, delete, copy, and rename remote files on other systems, and read, add, update, and delete records in these remote files. It describes the necessary preparations, the differences between local and remote file processing, the language and utilities you can use to edit, delete, save, list, and restore the network resource directory. Descriptions of the network resource directory messages (NRD-xxxx) are also provided.

Distributed Disk File Facility Reference Manual, SC21-7869

This manual is intended for programmers who use the Distributed Disk File Facility (DDFF). The manual explains how to install, set up, and operate DDFF. It also provides a step-by-step approach to problem determination, which is designed to aid programming service personnel in supporting DDFF.

Distributed Disk File Facility extends the existing system disk data management and the Interactive Communications Feature (SSP-ICF) to allow an application program running on a source System/34 to access files

stored on a target System/34, System/36, or System/3 Model 15D. DDFP makes it easier to distribute data processing between two or more systems.

Forms for Planning

SA21-9446 for the 5360 System Unit.

SA21-9480 for the 5362 System Unit.

Forms For Planning is a packet of forms that must be completed to ensure the successful installation of System/36. It must be used together with the guide and workbooks, all of which are part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

FORTTRAN IV Messages, SC21-9055

This manual lists and explains FORTTRAN IV program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the FORT message identification code. Generally, these are informational messages, and the manual describes any action you must take to continue your job.

Functions Reference Manual, SA21-9436

This manual provides general functional and interface information that is not available in other customer manuals. The manual describes the machine instructions and the physical and operating characteristics of the system and the attachments available. The manual is for reference only and is not an instructional manual.

General Planning Activities

SA21-9443 for the 5360 System Unit.

SA21-9481 for the 5362 System Unit.

This manual contains the planning tasks to be used by the system manager to start planning the installation of System/36. This workbook must be used together with "Your Guide to Planning" and "Forms for Planning," all of which are part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778.

Getting Started with DisplayWrite/36, SC21-8005

This manual provides information to help you become familiar with DisplayWrite/36. It explains what DisplayWrite/36 is and how to use it. A reference card included with this manual provides a keyboard foldout and summary of the available text instructions and line commands. This manual also contains exercises that you can perform on your system once DisplayWrite/36 is installed.

In addition to this manual, DisplayWrite/36 provides online information that includes help text for displays and messages and a task-oriented guide section. The online information is easy to use and is readily available while using DisplayWrite/36. You can press the Help key, select a menu option, or type in a procedure name to read the online information.

Getting Started with Interactive Data Definition Utility, SC21-8003

Interactive Data Definition Utility is a System Support Program utility that allows you to define the characteristics of data and the contents of files on your system. *Getting Started with IDDU* provides information to help you become familiar with Interactive Data Definition Utility. This manual explains what IDDU is and how to use it. It also contains practice exercises you can perform.

In addition to this manual, online information provided with Interactive Data Definition Utility includes help text for displays and messages, and a task-oriented guide section. The online information is readily available and easy to use. You can press the Help key, select a menu option, or type in a procedure name to read the online information.

Getting Started with Query/36, SC21-8004

This manual provides information to help you become familiar with Query/36. It explains what Query/36 is and how to use it. Some general data processing concepts are also included. This manual also contains exercises that you can perform once Query/36 is installed.

In addition to this manual, Query/36 provides online information that includes help text for displays and messages, and a task-oriented guide section. You can press the Help key, select a menu option, or type in a procedure name to read the online information.

Getting Started with Personal Services/36, SC09-1061

This manual provides information and exercises to help you become familiar with Personal Services/36. It explains what Personal Services/36 is and how to use it.

In addition to this manual, Personal Services/36 provides online information that includes help text for displays and messages, and a task-oriented guide section. You can press the Help key, select a menu option, or type in a procedure name to read the online information.

Guide to Installing Multiple Systems, SA21-9867

This manual provides guidelines for installing system software on several System/36s at remote sites by distributing the software from a central site. At the remote site, the configuration is restored and applied to the remote system. The manual is intended for the system programmer or project manager responsible to plan, install, manage, and maintain a network of System/36s.

Guide to Publications, GC21-9015

This manual provides information about the organization and content of the System/36 publications library. The manual is divided into four parts:

- Library overview, which identifies the manuals available with System/36 and shows their relationships to each other
- Publication descriptions, which contains abstracts of the system library publications
- Task index, which provides a high-level entry point to the manuals
- Master glossary, which is the source of all other glossaries in the system library

This manual is of interest to all persons who will be using the System/36 publications library.

IBM Guide to Operations—System/36 Local Area Network Attachment, SA21-9911

This manual briefly describes an IBM personal computer supported by the System/36 LAN Attachment feature, provides instructions for installing the LAN Attachment Adapter, and outlines testing procedures for checking out or solving problems related to the installation of the LAN Attachment Adapter.

IBM Guide to Operations—System/36 PC 6157 Tape Attachment, SA21-9878

This manual provides requirements and instructions for installing the 6157 Tape Attachment and gives directions for diagnosing and correcting problems that may occur during installation.

IBM Hardware Maintenance and Service—System/36 Local Area Network Attachment, SY31-9050

This manual provides the instructions needed to isolate and repair failures of the LAN Attachment and to remove and replace the LAN Attachment Adapter.

IBM Hardware Maintenance and Service—System/36 PC 6157 Tape Attachment, SY31-9046

This manual provides the information needed to isolate and repair failures of the 6157 Tape Attachment.

IBM Technical Reference—System/36 Local Area Network Attachment, SA21-9458-0

This manual contains logic diagrams, register functions, and a description of the interface between the LAN Attachment and the System/36.

IBM Technical Reference—System/36 PC 6157 Tape Attachment, SA21-9509

This manual contains logic diagrams, register functions, and a description of the interface between the 6157 Tape Attachment located in the personal computer and the 6157 Tape Drive.

Ideographic Sort Guide, SC09-1054

This manual is intended for system operators who will run sort jobs and programmers who will code sort jobs for the System/36 with the Kanji feature installed.

Using this manual, the programmer can choose an appropriate sort for the application, fill out the sort specification statements, and compile the sort specifications. This manual includes information about entering and storing sort specifications in the System/36. Also included are sort performance considerations.

Installing Your New Features (5362), SA21-9486

This manual contains the step-by-step procedures needed by the person responsible for installing and checking out the new features on System/36. No tools or special skills are required.

Installing and Customizing Your System (5364), Release 5, SA21-9889; Release 5, Modification Level 1, SA21-9910

This manual gives step-by-step instructions for tailoring your System/36 personal computer to your specific situation.

Interactive Communications Feature: Base Subsystems Reference, SC21-9530

This manual contains detailed information about the APPC, BSCEL, CCP, and Peer communications subsystems. It describes the operations, the OCL statements used, and the return codes that can be received for these subsystems. It also shows some operation coding examples.

This manual is intended for System/36 programmers who are writing communications programs that will communicate with a remote system. It also contains programming considerations that the remote system programmer needs when the remote system is to communicate with System/36.

Interactive Communications Feature: Finance Subsystem Reference, SC21-9531

This manual contains detailed information about the Finance Communications subsystem. It describes the operations, the OCL statements used, some operation coding examples, and the return codes that can be received for the finance subsystem.

This manual is intended for System/36 programmers who are writing communications programs that will communicate with a remote system. It also contains programming considerations that the remote system programmer needs when the remote system is to communicate with System/36.

Interactive Communications Feature: Guide and Examples, SC21-7911

This manual is for application programmers who write programs that use the System/36 Interactive Communications Feature. Application programmers who are using the Interactive Communications Feature for the first time should read this manual for a general understanding of the feature. Others may use this manual to review SSP-ICF programming procedures or to help find the cause of a problem associated with SSP-ICF.

Interactive Communications Feature: Programming for Subsystems and Intra Subsystem Reference, SC21-9533

This manual contains general information about the SSP-ICF Communications Feature and its subsystems and detailed information about the Intra Communications subsystem. It describes the operations, the OCL statements used, and the return codes that can be received for the Intra subsystem. It also contains examples of programming in Assembler, COBOL, BASIC, and RPG II as well as some operation coding examples.

This manual is intended for System/36 programmers who are writing communications programs that will communicate with a remote system. It also contains programming considerations that the remote system programmer needs when the remote system is to communicate with System/36.

Interactive Communications Feature: Upline Subsystems Reference, SC21-9532

This manual contains detailed information about the CICS, IMS, and SNUF communications subsystems. It describes the operations, the OCL statements used, and the return codes that can be received for these subsystems. It also contains operation coding examples.

This manual is intended for System/36 programmers who are writing communications programs that will communicate with a remote system. It also contains programming considerations that the remote system programmer needs when the remote system is to communicate with System/36.

IPL Reference Card

SX21-9835 for the 5360 System Unit.

SX21-9834 for the 5362 System Unit.

SX21-9833 for the 5364 System Unit.

This card is intended for the system console operator who does an initial program load (IPL) or reload (re-IPL).

Learning about Your Computer, SC21-9018

This manual introduces data processing topics on System/36 to operators who know little or nothing about data processing. Anyone else who is new to data processing can also read this manual to gain a general understanding of data processing on System/36.

Master Glossary and Task Index – 5364, GC21-9466

This manual provides information about the System/36 library for the person using a System/36 with a 5364 System Unit (System/36 PC). The manual is divided into two parts, a Master Glossary and a Task Index for selected System/36 publications.

Migrating Office Management System to Personal Services/36, GC09-1063

This manual is written for the system administrator or anyone who is responsible for running the migration aid and ensuring that migration from OMS to Personal Services/36 runs smoothly. It contains a description of the tasks involved in migration, instructions on how to use the migration aid, and information on how to handle problems.

Multiple Session Remote Job Entry Guide, SC21-7909

This manual provides the information necessary to configure and run the System/36 Multiple Session Remote Job Entry feature. It also provides an overview of remote job entry and gives the information needed to properly configure a host system to communicate with System/36 MSRJE. The manual is intended for the following persons:

- System/36 work station operator
- System/36 programmer
- Host system programmer
- IBM systems engineer
- IBM marketing representative

Multiple Session Remote Job Entry Messages, SC21-7944

This manual lists and explains MSRJE program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the RJE message identification code. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

Operating Your System

SC21-9452 for the 5360 and 5362 System Units.

SC21-9453 for the 5364 System Unit.

This manual is intended for the system console or subconsole operator. The manual uses the help menus and displays that are available on the system to show the system operator how to perform specific tasks.

Overlay Linkage Editor Guide, SC21-9041

This manual is intended for programmers who plan to run the Overlay Linkage Editor themselves rather than have a compiler call it automatically. The manual first introduces the concept of link editing and then explains the overlay areas of main storage and how the Overlay Linkage Editor assigns overlays to them. Also included are a reference to the procedure and control statements that run the Overlay Linkage Editor and examples of overlay programs designed with control statements.

PC Support/36 Organizer, SC21-9563

This manual provides information to help you plan for, set up, administer, and customize the PC Support/36 Organizer.

PC Support/36 Messages Guide, SC21-9525

This manual lists and explains PC Support/36 error messages that appear on your display station. The messages in this manual have the PC Support/36 message identification code. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

PC Support/36 Quick Reference Card, SX21-9846

This card provides reference information for the person using the PC Support/36 Organizer.

PC Support/36 Technical Reference, SC21-9097

This manual contains the instructions necessary to install the program and configure the personal computer to use PC Support/36. The manual can also be used as a source of detailed reference information.

PC Support/36 Work Station Feature Keyboard Template, SX21-9883

These templates provide keyboard function information for the personal computer operator who is using the PC Support/36 Work Station Feature.

PC Support/36 Work Station Feature Version 1.0 Technical Reference, SC21-9569

This manual provides technical information for using Work Station Feature with IBM Personal Computers connected to the System/36. The IBM Token-Ring Network connects the personal computer to System/36.

PC Support/36 Work Station Feature Version 1.0 User's Guide, SC21-9564

This manual explains how to use PC Support/36 Work Station Feature with IBM Personal Computers attached to a System/36 via an IBM Token-Ring Network. It describes PC Support/36 Work Station Feature from a personal computer user's point of view.

PC Support/36 User's Guide, SC21-9088

This manual contains the instructions necessary to load the program, operate PC Support/36, and perform problem determination procedures. Examples and sample applications are provided to learn to use PC Support/36.

Performing the First System Configuration for Your System

SC21-9022 for the 5360 System Unit

SC21-9067 for the 5362 System Unit.

SC21-9115 for the 5364 System Unit.

This manual, to be used by the system manager, system console operator, or application programmer, contains the instructions necessary to get the System/36 up and running. It also gives instructions on how to tailor the System/36 to meet your specific system needs.

Planning a Place for Your Computer

SA21-9444 for the 5360 System Unit.

SA21-9475 for the 5362 System Unit.

This manual contains some important considerations to think about when preparing a place for your System/36. This manual should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning for Data Communications

SA21-9441 for the 5360 System Unit.

SA21-9482 for the 5362 System Unit.

This manual is used only if you have ordered data communications for System/36. It contains the tasks required to plan for the installation of a System/36 that will have communications either to a host system or to a remote work station. This manual should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning for New Devices and Programs Available at Release 5, SA21-9849; Release 5, Modification Level 1, SA21-9907

This manual identifies the functions and capacities of the new Release 5 devices. It also identifies the programming enhancements for the new release on a 5360 or 5362 System Unit. It provides information to plan for receiving, installing, and updating System/36 for the new Release 5 devices and enhancements.

Planning for Remote Operation/Support Facility

SA21-9478 for the 5360 System Unit.

SA21-9485 for the 5362 System Unit.

This manual contains the steps required to plan for the installation of Remote Operation/Support Facility (ROSF) on System/36. This workbook should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning for System Configuration

SA21-9440 for the 5360 System Unit.

SA21-9483 for the 5362 System Unit.

This manual contains the steps required to plan for the configuration of System/36. This manual should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning for System Security

SA21-9445 for the 5360 System Unit.

SA21-9484 for the 5362 System Unit.

This manual contains the steps required to plan for the installation of data security on System/36. This manual should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning to Receive Your Computer

SA21-9442 for the 5360 System Unit.

SA21-9477 for the 5362 System Unit.

This manual contains the steps required to make last-minute preparations for receiving and setting up System/36. This manual should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning to Set Up Your Computer

SA21-9439 for the 5360 System Unit.

SA21-9476 for the 5362 System Unit.

This manual explains the steps that should be followed to plan for the setup of System/36. This manual should be used with "Forms for Planning," which is part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

Planning for System/36 Office in a Network, SC09-1105

This manual provides information to plan for, set up, and maintain Personal Services/36 for the System/36 office as part of a communications network. It is intended for the person responsible for setting up a System/36 office in a communications environment.

Planning Your System/36 Office, SC21-9481

This manual provides planning information for your System/36 office. It discusses how to plan for office procedures, DisplayWrite/36, Personal Services/36, Query/36, Interactive Data Definition Utility, security, printers, and using personal computers as System/36 display stations. Use this manual before setting up and using your System/36 office.

Practicing with DisplayWrite/36, SC21-9449

This manual provides a step-by-step approach for advanced text processing tasks using DisplayWrite/36.

Practicing with Interactive Data Definition Utility, SC21-9451

This manual provides a step-by-step approach for advanced tasks using the Interactive Data Definition Utility.

Practicing with Personal Services/36, SC09-1125

This manual provides step-by-step instructions for performing advanced tasks using Personal Services/36.

Practicing with Query/36, SC21-9450

This manual provides step-by-step instructions for performing advanced tasks using Query/36.

Preparing for Data Communications – 5364, SA21-9844

This manual provides information needed to install a data communications line from the System/36 PC to a remote system or a remote work station controller. It should be used by the person responsible for planning the data communications connection and ordering the modem(s) and line.

Preparing to Install Your Work Stations – 5364, SA21-9845

This manual provides information needed to install (set up and configure) work stations on the System/36 PC. It should be used by the person responsible for installing the local and remote display stations and printers.

Presenting the System/36 Family, GC21-9016

This booklet, written for the executive, describes the advantages of System/36 as well as the hardware, software, service, and support that is available with it.

Procedures and Commands Summary, SC21-9024

This manual shows the syntax diagrams and summarizes the purposes of the System/36 procedures, control commands, operation control language (OCL) statements, and procedure control expressions. It also includes a section on the use of a System/36 display station. This information is intended for programmers, system operators, and display station operators.

Program Problem Diagnosis and Diagnostic Aids, SY21-0593

This manual is intended for persons who perform program service on the System/36.

- Part 1 describes what kinds of information to collect for submission with an APAR when a problem is thought to be related to IBM-supplied programming.
- Part 2 describes the diagnostic aids available on the System/36 to support problem diagnosis.

Programmer and Operator Productivity Aid Description/Operations Guide, SC21-9072

This manual provides information needed to install and operate the IBM System/36 Programmer and Operator Productivity Aid. POPs is an integrated set of four utilities that provide a high-level, easy-to-use, menu-driven, interactive interface to functions commonly performed by application programmers and system operators on disk and diskette files, libraries, and library members. The support eliminates the need to use system commands or operation control language statements. In addition, a S/370-like full screen editor is provided for editing System/36 source and procedure statements.

The manual is intended for programmers and operators who have responsibility for maintaining files and libraries and assisting programmers in writing application programs.

Programming with Assembler, SC21-7908

This manual explains:

- The relationship of assembler language to machine language
- How to code, assemble, follow, and debug assembler programs
- How to create, store, and call macroinstructions

It is intended for the experienced programmer who will be using the System/36 Assembler and Macroprocessor Licensed Program.

Programming with BASIC, SC21-9003

This manual describes the System/36 BASIC programming language. It contains programmer's guide information and reference information for persons with some knowledge of the BASIC language and some experience programming with BASIC.

Programming with COBOL, SC21-9007

This manual contains programmer guide information and reference material that can assist a COBOL programmer with programs on System/36. The reference material in this manual is based on and supports the 1974 ANS COBOL standard.

Programming with FORTRAN IV, SC21-9005

This manual is intended for programmers who want to write FORTRAN programs for the System/36. It describes how to code FORTRAN statements, and the statements needed to compile, link-edit, and run FORTRAN programs. This manual also describes how to use the supplied procedures to enter, update, compile, and run FORTRAN programs and how to use the supplied service subprograms and commercial subroutines. The reference material in this manual is based on and supports the 1966 ANS FORTRAN standard.

Programming with RPG II, SC21-9006

This manual is a programmer's guide and reference for the RPG II language on the IBM System/36. It is intended for people who have a basic understanding of data processing concepts and of the RPG II language. The guide portion of the manual explains how to design, code, enter, compile, test, and run RPG II programs. The reference portion of the manual includes the RPG program cycle, the valid entries for each column of each RPG specification sheet, a storage dump of an RPG program, and the differences between the way RPG II programs run on System/36 and the way they run on System/34.

Remote Operation/Support Facility Guide, SC21-9060

This manual is intended for the person or persons who want to know what Remote Operation/Support Facility (ROSF) is, how to plan for, set up, and operate ROSF at both the local and remote site, and how to configure ROSF at the local site.

While much of this manual contains information about data communications, it is not necessary to be familiar with data communications in order to use this manual.

RPG II Messages, SC21-7940

This manual lists and explains RPG II program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the RPG message identification code. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

Setting Up Your Computer

SA21-9430 for the 5360 System Unit.

SA21-9487 for the 5362 System Unit.

SA21-9505 for the 5364 System Unit.

This manual contains the step-by-step procedures needed by the person responsible for both setting up and checking out System/36. These steps enable the user to connect all the cables, to set the necessary switches, and then to test operations. No tools or special skills are required.

Setting Up Your System/36 Office, SC21-9482

This manual helps you set up and start using your System/36 office based on those items you planned for in *Planning Your System/36 Office*, SC21-9481. This office can be simply a System/36 or a System/36 with one or more IBM personal computers attached. If you do not have personal computers in your office, use only those parts of this manual that apply to your System/36.

This manual explains the System/36 and the personal computer hardware that make up the System/36 office environment. It shows you how the System/36 and the personal computer software work together and gets you started with office programs.

System/36 in the Office, GC21-8002

This manual provides general information about the System/36 office. This office can be simply a System/36 or a System/36 with one or more IBM personal computers attached. If you do not have personal computers in your office, you can use only those parts of this manual that deal with the System/36 and the System/36 office products.

The products described in this manual include: DisplayWrite/36, Personal Services/36, IDDU, Query/36, DisplayWrite/3, PC Support/36, and 5250 Emulation. Use this manual to help you decide the products you want for your office.

Sort Guide, SC21-7903

This manual is intended for display station operators who will run sort jobs and programmers who will code sort jobs.

This manual contains both operator and programmer information about how to design and define sort jobs and how to run them once the sort specification statements are entered into the system. Many examples of functions provided with sort are also included.

Source Entry Utility Guide, SC21-7901

This manual is intended for the new or experienced Source Entry Utility user. It helps the user enter or make changes to statements in a source or procedure member. This manual contains a general description of what the source entry utility is and how it works. It includes examples of using Source Entry Utility, as well as reference material on Source Entry Utility.

System Measurement Facility Guide, SC21-9025

This manual is intended as a reference for programmers and system analysts using the System/36 system measurement facility (SMF), a part of the System Support Program (SSP). System measurement facility takes a statistical sample or *snapshot* of the way system resources are being used while your application programs are running; it collects information about device usage, tasks active, storage totals, system events, and system and user file input/output (I/O) counters. This manual explains how to run SMF, how to read the report it produces, and how to interpret that report to improve system performance.

System Messages, SC21-7938

This manual lists and explains system messages that appear on your display stations or are printed on your program listings. The messages in this manual have the SYS, SORT, CNFG, and KBD message identification codes. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

System Problem Determination

SC21-7919 for the 5360 System Unit.

SC21-9063 for the 5362 System Unit.

SC21-9375 for the 5364 System Unit.

You can use this manual to identify why the system is not working. Often, the manual will identify programs, equipment, data communications facilities, or user errors as the source of the problem. Otherwise, the manual will tell you who to call for additional help.

System Reference, SC21-9020

This manual provides programmers with information needed to create procedures for the System/36. It also provides operators and programmers with the reference information needed to identify and use procedures, control commands, operation control language (OCL) statements, and system support program (SSP) utility programs.

System Security Guide, SC21-9042

This manual, written for programmers and DP managers, describes the system-supplied procedures used to restrict sign-on access to System/36 and to prevent unauthorized use of resources on System/36. This publication describes how to do the following:

- Prepare for system security
- Create the security files
- Activate password, badge, and resource security
- Add or change information in the security files
- Print or display information in the security files
- Save or restore copies of the security files
- Deactivate password, badge, and resource security
- Remove the security files
- Convert System/34 security information to System/36

System/34 to System/36 Migration Aid, SC21-9040

This manual is intended for a system console operator or programmer who has responsibility for moving System/34 applications to System/36. The manual contains descriptions of the Migration Aid capabilities and limitations, as well as instructions on how to install and run the Migration Aid. The Migration Aid programs and procedures are documented in this manual.

System/36 File Support Utility User's/Programmer's Guide, SC21-7992

This manual explains how to use the System/36 File Support Utility in conjunction with the IBM Personal Computer when the personal computer is attached to System/36.

This manual is intended for System/36 display station operators who are using the personal computer as a display station.

Before using the File Support Utility, you should have some knowledge of the personal computer disk operating system and the System/36. This manual will not teach you how to use the personal computer or System/36 but will refer you to the appropriate manuals as needed.

Updating to a New Release

SC21-9051 for the 5360 and 5362 System Unit.

SC21-9242 for the 5364 System Unit.

This manual, to be used by the system programmer, system console operator, or application programmer, contains instructions needed to update System/36 to the new release. This manual is to be used when your System/36 is already installed and operating.

Using and Programming the 1255 Magnetic Character Reader, SC09-1046

This manual provides the user with the information needed to write financial application programs that use input data from magnetic ink character recognition (MICR) documents. It also provides information needed to install the System Support Program (SSP) feature, operate the 1255 Magnetic Character Reader, diagnose problems, and tune for improved performance.

This manual contains information for programming the IBM 1255 using the IBM subroutine SUBR08 and subroutine SUBR25 along with RPG II, COBOL, or Assembler programs.

Using DisplayWrite/36, SC21-9503

This manual provides information for persons using DisplayWrite/36 to help them use it more efficiently and productively. The manual is task oriented and each task can be completed using the steps given. The manual is intended to give the user more experience using the functions of DisplayWrite/36 and can be used for reference

Using the Asynchronous Communications Support, SC21-9143

This manual is intended for System/36 programmers writing communications programs for use with the asynchronous communications support. It contains detailed information about the asynchronous subsystem and the Interactive Terminal Facility.

Using System/36 Communications, SC21-9082

This manual provides the System/36 user with a single source for communications information. It consolidates information that is common among different System/36 communications products. The manual helps the user:

- Change the system communications value (SETCOMM)
- Change display station communications values (ALTERCOM)
- Define an SNA (X.25 or SDLC) line member configuration
- Define a BSC line member configuration
- Define an X.25 configuration
 - Define an X.25 network and logical channel configuration
 - Define an X.25 virtual circuit configuration
- Get the status of an X.25 virtual circuit
- Change active X.25 virtual circuit values
- Define an APPC subsystem for DDM, Personal Services/36, C & SM, alert support, or Display Station Pass-Through
- Define an asynchronous configuration
- Use file transfer subroutines

This manual is provided when the Communications Feature (feature 6001, 5360 and 5362; feature 6047, 5364) is ordered.

Utilities Messages, SC21-7939

This manual lists and explains utilities program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the SEU, DFU, WSU, and SDA message identification codes. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

Using Your Display Station, SC21-9455

This manual provides information for a person operating System/36 from any display station. The manual uses the help menus and displays that are available on the system to show the operator how to perform specific tasks. The manual is intended for a display station operator but may also be useful to the system operator or subconsole operator.

Work Station Utility Guide, SC21-7905

This reference manual and guide is for WSU programmers and operators to use to code, debug, and run WSU programs.

This manual can be used to do the following:

- Understand WSU features and concepts
- Define files used by WSU programs
- Code WSU specifications for a WSU program
- Understand WSU command keys, function keys, and the WSU menu
- Understand WSU sample programs
- Use WSU execution-time arrays in programs

Work Station Utility Introduction, SC21-7904

This manual introduces the work station utility (WSU) to persons who are familiar with writing application programs but who may not yet have used WSU. The book describes WSU briefly – what it does, how it works, what it requires from the user – and then, using example programs, describes how to code, enter, and run WSU applications.

Your Guide to Planning

SA21-9438 for the 5360 System Unit.

SA21-9479 for the 5362 System Unit.

This manual is a do-it-yourself guide to planning the installation of a System/36. It must be used together with eight workbooks and the planning forms, all of which are part of *What to Do before Your Computer Arrives*, SBOF-4773 or SBOF-4778. All planning information is intended for the system manager.

3270 Device Emulation Guide, SC21-7912

This manual provides information for both the operator and programmer on configuring a system using BSC and SNA 3270 device emulation and on using BSC and SNA 3270 device emulation once the system is configured. Device functions, differences, and similarities are also described.

This manual is intended for the display station operator who uses 3270 device emulation. It is also intended for programmers who configure the System/36 to use 3270 device emulation and who write application programs that communicate with host systems using the binary synchronous communications (BSC) 3270 program interface.

3270 Device Emulation Messages, SC21-7945

This manual lists and explains 3270 Device Emulation program messages that appear on your display stations or are printed on your program listings. The messages in this manual have the EMU (BSC) and ESU (SNA) message identification codes. Generally, these are either informational or error messages, and the manual describes any action you must take to continue your job.

3278 Emulation via IBM Personal Computer User's Guide, SC09-1086

This manual provides information needed to install and use 3278 Emulation with an IBM Personal Computer. This program enables a personal computer to emulate an IBM 3278 Model 2 or 3279 Model 2A display station attached to a System/36 communicating with a host System/370. The manual is intended for display station operators using an IBM Personal Computer to perform 3278/9 functions and for programmers configuring the System/36 for device emulation.

5250 Emulation Program User's Guide

This manual explains how to use an IBM Personal Computer with the 5250 Emulation Program when attached to the System/36. The program allows you to emulate 5250 display stations and to use the functions of the System/36.

Enhanced 5250 Emulation Program User's Guide

This manual explains how to use an IBM Personal Computer with the Enhanced 5250 Emulation Program when attached to the System/36. The program allows you to emulate 5250 display stations and printers and to use the functions of the System/36.

Remote 5250 Emulation Program User's Guide

This manual explains how to use an IBM Personal Computer with the Remote 5250 Emulation Program when attached to the System/36. The program allows you to emulate 5250 display stations and printers and to use the functions of the System/36.

Part 3. Task Index

The task index lists key words and key items involved in performing tasks on the System/36. Each task index entry is followed by a name in parentheses. This key name identifies the manual that contains the information you need to perform the task.

For example, you may want to know how to create a disk file. Use the task index as follows:

1. Look for the entry *disk file* in the index.
2. Under *disk file*, find the entry *creating, procedures for*.
3. The key name in parentheses (*system*) identifies the manual that contains the information.

The following chart identifies common key names and then lists a common corresponding manual.

Key Name	Manual Title
(APPN)	<i>Advanced Peer-to-Peer Networking (APPN) Guide, SC21-9471</i>
(Assembler)	<i>Programming with Assembler, SC21-7908</i>
(Async)	<i>Using the Asynchronous Communications Support, SC21-9143</i>
(BASIC)	<i>Programming with BASIC, SC21-9003</i>
(BGU/36)	<i>Business Graphics Utilities/36 User's Guide, SC21-7985</i>
(C&SM)	<i>Communications and Systems Management Guide, SC21-8010</i>
(CGU)	<i>Character Generator Utility Guide, SC09-1055</i>
(changing)	<i>Changing Your System Configuration, SC21-9052</i>
(COBOL)	<i>Programming with COBOL, SC21-9007</i>
(comm)	<i>Using System/36 Communications, SC21-9082</i>
(concepts)	<i>Concepts and Programmer's Guide, SC21-9019</i>
(DDM)	<i>Distributed Data Management Guide, SC21-8011</i>
(DFU)	<i>Data File Utility Guide, SC21-7900</i>
(display)	<i>Creating Displays: Screen Design Aid and System Support Program, SC21-7902</i>
(DSU)	<i>Development Support Utility Guide, SC09-1085</i>
(DW/36)	<i>Getting Started with DisplayWrite/36, SC21-8005</i> <i>DisplayWrite/36 Online Information</i>
(FORTRAN)	<i>Programming with FORTRAN IV, SC21-9005</i>
(IDDU)	<i>Getting Started with Interactive Data Definition Utility, SC21-8003</i> <i>Interactive Data Definition Utility Online Information</i>
(ISG)	<i>Ideographic Sort Guide, SC09-1054</i>
(MCR)	<i>Using and Programming the 1255 Magnetic Character Reader, SC09-1046</i>
(migrating)	<i>Migrating Office Management System to Personal Services/36, GC09-1063</i>
(MSRJE)	<i>Multiple Session Remote Job Entry Guide, SC21-7909</i>
(OLE)	<i>Overlay Linkage Editor Guide, SC21-9041</i>
(operating)	<i>Operating Your System (5360, 5362), SC21-9452</i>
(oper64)	<i>Operating Your System (5364), SC21-9453</i>
(using)	<i>Using Your Display Station, SC21-9455</i>
(ADMOFC)	<i>Administering Your System/36 Office, SC21-9483</i>
(PLGOFC)	<i>Planning Your System/36 Office, SC21-9481</i>
(SUOFC)	<i>Setting Up Your System/36 Office, SC21-9482</i>

Key Name	Manual Title
(NETOFC)	<i>Planning for System/36 Office in a Network</i> , SC09-1105
(PC)	<i>PC Support/36 User's Guide</i> , SC21-9088
(PerServ/36)	<i>Getting Started with Personal Services/36</i> , SC09-1061 <i>Personal Services/36 Online Information</i>
(Query/36)	<i>Getting Started with Query/36</i> , SC21-8004 <i>Query/36 Online Information</i>
(ROSF)	<i>Remote Operation/Support Facility Guide</i> , SC21-9060
(RPG)	<i>Programming with RPG II</i> , SC21-9006
(security)	<i>System Security Guide</i> , SC21-9042
(SEU)	<i>Source Entry Utility Guide</i> , SC21-7901
(Sort)	<i>Sort Guide</i> , SC21-7903
(SSP-ICF G/E)	<i>Interactive Communications Feature: Guide and Examples</i> , SC21-7911
(system)	<i>System Reference</i> , SC21-9020
(WSU)	<i>Work Station Utility Guide</i> , SC21-7905
(3270)	<i>3270 Device Emulation Guide</i> , SC21-7912
(3278)	<i>3278 Emulation Via IBM Personal Computer User's Guide</i> , SC09-1086
(SSP-ICF 6001)	<i>Interactive Communications Feature: Base Subsystems Reference</i> , SC21-9530
(SSP-ICF 6264)	<i>Interactive Communications Feature: Finance Subsystem Reference</i> , SC21-9531
(SSP-ICF 6265)	<i>Interactive Communications Feature: Upline Subsystems and Intra Subsystem Reference</i> , SC21-9532
(SSP-ICF 6266)	<i>Interactive Communications Feature: Programming for Subsystems and Intra Subsystem Reference</i> , SC21-9533
(USEDW)	<i>Using Display/Write/36</i> , SC21-9503

Following is the alphabetized task index with the manual key name in parentheses.

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- abort (see abnormal termination)
- activate
 - APPC session groups (comm)
 - subconsole support (operating) (oper64)
- activity
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 - starting system (operating) (oper64)
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- adjusting lines and paragraphs (DW/36)
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- advanced program-to-program communications (SSP-ICF G/E) (SSP-ICF 6266) (comm)
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- for C & SM alert support (C&SM)
- for SNA/APPN (SSP-ICF 6001)
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 - defining for DDM, Personal Services/36, C & SM, display station pass-through (comm)
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- HCF host systems (C&SM)
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- ideographic characters
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 - designing (CGU)
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- indexed files
 - adding records to (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
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 - creating (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
 - displaying (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
 - determining the number of blocks in (system)

- indexed files (continued)
 - listing (BASIC) (COBOL) (DFU) (FORTRAN) (RPG)
 - organization of (concepts)
 - reading (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
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- indexing (DW/36)
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 - (see also switches)
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 - program (BASIC) (RPG) (WSU)
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 - overrides, using (operating) (oper64)
 - procedure for (operating) (oper64)
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 - status, changing during (operating) (oper64)
- initializing diskettes (operating) (oper64) (system) (ADMOFC)
- input (BASIC) (COBOL) (FORTRAN) (RPG) (WSU)
- input job queue (see job queue)
- inquiry into data files, using a language or utility (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
- insert
 - and replace text (DW/36)
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- interactive processing, overview (concepts)
- Interactive Terminal Facility (Async)
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 - your jobs (using)
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- INTRA subsystem
 - enabling (comm)
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- job queue
 - canceling a job on (operating) (oper64) (ADMOFC)
 - canceling your job (using)
 - changing position of jobs on (operating) (oper64) (ADMOFC)
 - changing position of jobs on, control commands for (system)
 - description of (concepts)
 - holding jobs on (operating) (oper64) (ADMOFC)
 - holding jobs on, control command for (system)

job queue (continued)

- holding your jobs on (using)
- operations (operating) (oper64) (system)
- placing jobs on (operating) (oper64) (ADMOFC)
- placing jobs on, OCL or control command for (system)
- releasing jobs from (operating) (oper64) (ADMOFC)
- releasing jobs from, control commands for (system)
- releasing your jobs on (using)
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- starting jobs on (operating) (oper64) (ADMOFC)
- starting jobs on, control command for (system)
- starting your jobs on (using)
- status
 - changing during IPL (operating) (oper64)
 - display, control command for (system)
 - stopping jobs on, control command for (system)
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job step (concepts) (system)

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jobs

- assigning priority to (concepts) (operating) (oper64) (ADMOFC)
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- canceling when running (operating) (oper64) (system) (ADMOFC)
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- controlling, procedures for (system)
- display status of, control command for (system)
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- interrupting your (using)
- processing (concepts)
- releasing from job queue, control command for (system)
- running (operating) (oper64)
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- starting, OCL or control command for (system)
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Kanji

- characters (see ideographic characters)
- use of (operating) (oper64) (system)

KEYBOARD file (RPG)

keyboard maps

- 3270 (C&SM)
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keyboard profiles, modifying (ADMOFC)

KEYS procedure, for 3270 keyboard mapping

- command description (C&SM) (system)
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keys

- (see also the appropriate device operator's guide)
- use of (operating) (oper64) (using)

keywords (see parameters)

- languages
 - procedures for (system)
 - programming (Assembler) (BASIC) (COBOL) (FORTRAN) (RPG) (WSU)
- libraries
 - calculating system library size during system configuration (changing)
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 - condensing
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 - creating, procedures for (system)
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 - description of (concepts)
 - displaying, control command or procedures for (system)
 - document, services of a (PerServ/36)
 - maintaining, procedures for (system) (ADMOFC)
 - making space available in (operating) (oper64) (ADMOFC)
 - members, creating and changing (DSU) (SEU)
 - number of diskettes needed to save (changing)
 - printing, procedures for (system)
 - removing, procedures for (system)
 - renaming, procedures for (system)
 - restoring
 - how to (operating) (oper64) (ADMOFC)
 - procedures for (system)
 - saving
 - how to (operating) (oper64) (ADMOFC)
 - procedures for (system)
 - securing (security) (SUOFC)
 - selecting for Query/36 (Query/36)
 - size, calculating system library (changing)
 - use of (concepts)
- library directory (see directory)
- lights on control panel
 - (see also the appropriate device operator's guide)
 - meaning of (operating) (oper64)
- line commands (DW/36)
- line member configuration (comm)
- lines per inch, changing for printed page (MRJE) (system)
- link-edit
 - programs (COBOL) (FORTRAN) (OLE) (RPG)
 - subroutine members into program, procedure for (system)
- linkage editor (see overlay linkage editor)
- list (see also printed output)
 - cross-reference, Assembler listing (Assembler)
 - fields (Query/36)
 - files and libraries on disk or diskette, procedures for (system)
 - files (Query/36)
 - libraries (Query/36)
 - names or contents of library members, procedures for (system)
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- record formats (Query/36)
- load module size, changing (COBOL) (FORTRAN) (OLE) (RPG)
- local data area
 - change information in, OCL for (system)
 - substitute information from into procedures and programs (BASIC) (COBOL) (FORTRAN) (RPG) (system) (WSU)
- local display stations or printers
 - adding or deleting from system (changing)
 - exchanging device IDs (operating) (oper64)
 - taking online and offline (operating) (oper64)
- lockword (see password)
- log off (see sign off)
- log on (see sign on)
- LPI (see lines per inch)

- machine instructions (Assembler)
- macroinstructions (Assembler)
- magazine, diskette, using (operating) (oper64)
- magnetic character reader
 - use of (MCR)
- magnetic tape unit
 - use of (concepts) (operating) (oper64)
 - controlling, procedures for (system)
 - restoring, procedures for (system)
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- mail handling (PerServ/36)
- main storage (concepts)
- maintenance, system, procedures for (system)
- margins and tabs
 - setting (DW/36)
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- marking records for deletion (Query/36)
- master configuration record (changing) (concepts)
- master security officer, assigning classification (security)
- matrix (see arrays)
- MCR (see magnetic character reader)
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- member
 - creating or changing (DSU) (SEU)
 - message, procedures for creating (system)
- memory (see main storage)
- menu security, use of (security)
- menus
 - advantages of (concepts)
 - ALERT (C&SM)
 - BGU/36 (BGU/36)
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- menus (continued)
 - creating
 - BLDMENU procedure, using (display)
 - procedures for (system)
 - screen design aid, using (display)
 - design of (display)
 - display and use, control command and OCL for (system)
 - DW/36 (DW/36)
 - fixed-format (display)
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 - creating text for (display)
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 - library members for, creating (display)
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 - Query/36 (Query/36)
 - security (security)
 - use of (concepts)
 - X.25 (comm)
- merging
 - an entire document into another document (DW/36) (SUOFC)
 - part of a document into another document (DW/36) (SUOFC)
 - text and data at print time (DW/36) (Query/36) (SUOFC)
- message member
 - assignment to procedure or program, OCL for (system)
 - automatic response values, procedures for changing (system)
 - generate from source statements, procedure for (system)
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- message waiting indicator, responding to (operating) (oper64)
- messages
 - alert (C&SM)
 - assignment to program or procedure, OCL for (system)
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 - displaying (operating) (oper64) (system) (ADMOFC)
 - DHCF (C&SM)
 - DSNX (C&SM)
 - file transfer subroutine (comm)
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 - MSRJE, to operator (MSRJE)
 - NRD, for network resource directory (DDM)
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 - receiving (operating) (oper64) (PerServ/36)
 - replying to (operating) (oper64) (system) (using) (ADMOFC)
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- MICR (see magnetic character reader)

- microcode patch facility
 - using (system)
- migration
 - BSC to SNA (SSP-ICF 6001)
 - OMS to Personal Services/36 (migrating) (SUOFC)
- MRT (see program types)
- multinational character set (system)
- multinational conversion utility (system)
- multiple indexed files, using (DFU)

- named variable (SUOFC) (DW/36)
- naming conventions
 - data files (system)
 - library members (system)
- NEP (see program types)
- network
 - planning for Personal Services/36 in a (PerServ/36) (NETOFC)
 - planning for System/36 Office in a (PerServ/36) (NETOFC)
 - resource directory (DDM)
- nodes, network (APPN)
- NRT (see program types)
- nucleus, main storage (concepts)
- numbered list display (DW/36)
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- OCL statements
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 - syntax (system)
 - use of (system)
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- offline, placing devices (operating) (oper64) (system)
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- operation control language (see OCL statements)
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- output
 - BGU/36 (BGU/36)
 - changing printer characteristics for (operating) (oper64) (using)
 - detail (Query/36)
 - programs (Assembler) (BASIC) (BGU/36) (COBOL) (FORTRAN) (RPG) (WSU)
 - Query/36 (Query/36)
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- overlay linkage editor
 - OCLE and procedures for (OLE) (system)
 - overlays, storage map for (OLE)
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- overlays
 - description of (OLE)
 - storage map of (OLE)
 - using (OLE)
- overrides during IPL, using (operating) (oper64) (using)

- page numbers (DW/36)
- panel (see display)
- parameters
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 - help for (operating) (oper64) (using)
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- PC Support/36 (SUOFC)
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- performance
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 - DSNX communications scheduling (C&SM)
 - job and file processing (concepts)
 - measuring system activity, procedure for (system)
 - remote file processing (DDM)
- personal computer
 - exchange with DW/36 (DW/36) (SUOFC)
 - file support (PC)
 - configuring (changing)
 - modifying keyboard profiles (ADMOFC)
 - using as a S/36 display station (SUOFC)
 - 3278 emulation via (3278)
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 - autocall, creating (comm)
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- plotting
 - charts (BGU/36)
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 - control command for (system)
 - emergency (operating) (oper64)
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- preparing diskettes for use (see initializing diskettes)
- print belt image, OCL or procedure for (system)
- print belts, 3262 (system)
- print key options (DW/36)
- print key, changing printer characteristics for (operating) (oper64) (using)
- print options display (DW/36)
- print queue (ADMOFC)
 - (see also spool file)
 - manager (DW/36) (USEDW)
- print spooling
 - concepts (concepts)
 - status, changing during IPL (operating) (oper64) (using)
- printed output
 - changing printer characteristics for (concepts) (operating) (oper64) (using)
 - contents of security files (security)
 - designing (concepts)
 - Query/36 reports (Query/36)
- printer
 - assignment of, changing (changing)
 - changing priority of a spool writer (operating) (oper64)
 - changing system list device, OCL or procedure for (system)
 - characteristics of, changing (changing)
 - controlling, procedures for (system)
 - exchanging device IDs (operating) (oper64)
 - locals, adding or deleting from system (changing)
 - operation of (see the printer operator's guide)
 - print belts, 3262 (system)
 - programming languages (Assembler) (BASIC) (COBOL) (FORTRAN) (RPG) (WSU)
 - remotes, adding or deleting from system (changing)
 - selecting as query output device (Query/36)
 - taking online and offline (operating) (oper64) (system)
- print spool file (operating) (oper64)
- print spool writer (operating) (oper64) (using)
- printing
 - charts (BGU/36)
 - charts and text (DW/36) (SUOFC)
 - control tables (MSRJE)
 - delaying (DW/36)
 - documents (DW/36)
 - draft (DW/36)
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 - that have been delayed (DW/36)
 - envelopes (DW/36) (USEDW)
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- printing (continued)
 - labels
 - single (DW/36) (USEDW)
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 - using file information (DW/36) (USEDW)
 - query definitions (Query/36)
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 - with large type (DW/36)
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- priority, job processing, OCL or control command
 - for changing (system)
- problem determination
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 - charts (BGU/36)
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- procedure commands
 - format (system)
 - help for (operating) (oper64) (using)
 - syntax (system)
 - use of (operating) (oper64) (using)
- procedure control expressions
 - description (system)
 - how to use (system)
- procedure statement
 - format (system)
 - syntax (system)
 - use of (system)
- procedures
 - ALERT (C&SM)
 - BASIC (BASIC)
 - BGU/36 (BGU/36)
 - communications (comm)
 - description (concepts)
 - distributing PTFs (C&SM)
 - EDITNRD (DDM)
 - entering into a library (DSU) (SEU)
 - KEYS, for 3270 keyboard mapping (C&SM)
 - making your own (system)
 - network resource directory (DDM)
 - running (system)
 - system supplied (system)
 - what are they (system)
 - WSU (WSU)
- processing
 - a job held on the job queue (operating) (oper64) (using) (ADMOFC)
 - assigning priority (operating) (oper64) (using) (ADMOFC)
- processing priority of a job (operating) (oper64) (using) (ADMOFC)
- program design
 - application (concepts)
 - languages (BASIC) (COBOL) (FORTRAN) (RPG) (WSU)
- program temporary fix, applying a (operating) (oper64)

- program types, interactive
 - multiple requestor terminal (concepts)
 - never-ending program attributes (concepts)
 - non-requestor terminal (concepts)
 - single requestor terminal (concepts)
- programs
 - building RPG or WSU using the screen design aid (display)
 - design of (concepts)
 - documentation for (concepts)
 - entering into a library (DSU) (SEU)
 - languages, procedures for (Assembler) (BASIC) (COBOL) (FORTRAN) (RPG) (system) (WSU)
 - running, procedures for (system)
 - size in storage, OCL for (system)
 - system support
 - changing features or products on system (changing)
 - size requirements for (changing)
 - writing for use with SSP-ICF subsystem (SSP-ICF G/E)
- prompts (see display formats)
- prompts and messages (DW/36)
- Personal Services/36 (PerServ/36)
 - setting up (SUOFC)
 - user (PerServ/36)
- PTF, applying a (operating) (oper64)

- queries (Query/36)
 - setting up (SUOFC)
- Query/36 (Query/36)
- queue (see job queue)

- random processing, disk file (concepts)
- record address file (RPG) (Sort)
- records
 - adding to a file (Query/36)
 - converting to blocks (system)
 - defining (IDDU)
 - designing (concepts)
 - inserting into a file (Query/36)
 - marking for deletion (Query/36)
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- recover documents (DW/36)
- relative record number file (see record address file)
- remote files
 - accessing, using DDM (DDM)
 - changing line configuration (comm)
 - language and utility restrictions (DDM)
 - processing considerations (DDM)
- remote work stations, printers, or display stations
 - adding or deleting from system (changing)
 - exchanging device IDs (operating) (oper64)
 - taking online or offline (operating) (oper64)
- remote job entry (MSRJE)
- Remote Operation/Support Facility
 - use of (ROSF)
 - configuring (ROSF)
- rename
 - documents (DW/36)
 - folder display (DW/36)
 - queries (Query/36)
- report processing (concepts) (Query/36)
- required backspace (DW/36)
- resolved print options display (DW/36)
- resource security
 - MSRJE support for (MSRJE)
 - use of (security)
- resource security file
 - creating (security)
 - how to create (security) (system)
 - procedures for (system)
 - working with (security)
- restart
 - jobs on job queue, control command for (system)
 - stopped programs, control command for (system)
- restoring files and libraries (system)
- return codes (BASIC) (COBOL) (FORTRAN) (RPG) (system) (WSU)
 - used by SSP-ICF (SSP-ICF 6001, 6265, 6264, 6266)
 - used by 3270 device emulation (3270)
 - used by Asynchronous subsystem (Async)
- revise
 - folder description (DW/36)
 - queries (Query/36)
 - supplemental dictionary (DW/36)
- runbook, design of (concepts)
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running

- headings (DW/36)
- procedures (system)
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sample documents provided by IBM (DW/36)

- save options display (DW/36)
- saving files and libraries (operating) (oper64) (system)
- scale line (DW/36)
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- screen design aid (display)
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security

- APPC (comm)
- badge (security)
- data, discussion of (security)
- DDM (DDM)
- document folder (DW/36)
- display contents of security files (security) for System/36 office (SUOFC)
- menu (security)
- MRT programs (DDM)
- null user IDs (DDM)
- password (security)
- physical, discussion of (security)
- remote file processing (DDM)
- resource (security)
- resource security file, procedures for (system)
- securing documents and folders (DW/36)
- user ID file, procedures for (system)
- security officer, assigning classification (security)

select

- calendar (PerServ/36)
- data for queries (Query/36)
- document (DW/36)
- fields (Query/36)
- files (Query/36)
- folder (DW/36)
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- output device (Query/36)
- queries (Query/36)
- records (Query/36)
- record formats (Query/36)
- selecting a collating sequence (Query/36)
- separator pages, control command for (system)
- sequencing data for queries (Query/36)

- sequential files
 - adding records to (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
 - creating (BASIC) (COBOL) (DFU) (FORTRAN) (RPG) (WSU)
 - determining the number of blocks in (system)
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Part 4. Master Glossary

This glossary defines many of the terms that are used in the system manuals. In addition, you will find that most books in the library have their own glossaries.

This glossary includes terms and definitions from the *IBM Vocabulary for Data Processing, Telecommunications, and Office Systems*, GC20-1699.

\$SOURCE file. The file from which program products read their input statements in order to process them.

\$WORK file. The file used by some program products for processing their input statements.

#LIBRARY. The library, provided with the system, that contains the System Support Program Product. See *system library*.

#MAIN. (FORTRAN) The name given to a main program by the compiler if the main program was not named by the programmer.

#QUERY. A library created by Query/36 that is used for Query/36 work sessions until another library is specified.

A/N/K. Pertaining to alphabetic, numeric, or Kanji characters.

abbreviated combined relational condition. (COBOL) A combined condition that omits a common subject, or a common subject and common relational operator, from a consecutive sequence of relation conditions. For example, (A and B) or (A and C) can be abbreviated A and (B or C).

abnormal termination. A system failure or operator action that causes a job to end unsuccessfully.

absolute data. (BGU/36) Values in a computer graphic that specify the actual coordinates of the image, and are entered independently of other data values.

absolute value. The numeric value of a real number regardless of its sign (positive or negative).

AC. Alternating current.

AC indicator. See *accept-command-key indicator*.

accept-command-key indicator. (WSU) Coded as AC. An indicator that signals the status of any current user-defined command key request.

accept-sequence-error indicator. (WSU) Coded as AE. An indicator that allows operators to bypass required displays.

access. To get at or obtain; to go to or reach.

access code. (PerSrv36) A numeric code used to control use of documents filed in a remote library.

access level. The level of authority an operator has in order to use a secured file, library, folder, or folder member.

access method. The way that records in files are referred to by the system. The reference can be consecutive (records are referred to one after another in the order in which they appear in the file), or it can be random (the individual records can be referred to in any order).

access mode. See *access method*. (COBOL) A method used to read a specific logical record from, or to write a specific logical record into a file assigned to an input/output device. Access can be sequential (records are referred to one after another in the order in which they appear in the file), it can be random (the individual records can be referred to in a nonsequential manner), or it can be dynamic (records can be accessed sequentially or randomly, depending on the form of the specific input/output request).

accumulate. To collect. For example, to accumulate the values in a field.

accumulating. The process of totaling the values in a particular field as records are being processed.

acknowledgment character (ACK). In binary synchronous communications, a transmission control character sent as a positive response to a data transmission.

ACK0. In binary synchronous communications, the even-numbered positive acknowledgment character. See *acknowledgment character (ACK)*.

ACK1. In binary synchronous communications, the odd-numbered positive acknowledgment character. See *acknowledgment character (ACK)*.

acquire. To assign a display station or session to a program.

acquired session. A session that has been started by a System/36 program using an acquire operation, or in BASIC, using an OPEN statement.

action item. (PerSrv36) A piece of mail that has a due date but has not yet been answered.

activity queue. (PerSrv36) A list of messages and batch jobs that are waiting to be sent or submitted at a specific date and time.

actual decimal point. (BASIC) The representation, using the decimal point character (. or), of the decimal point position in a data item. The actual decimal point appears in printed reports and requires a position in storage. Contrast with *assumed decimal point*. (COBOL) The representation, using the decimal point character (. or), of the decimal point position in a data item. The actual decimal point appears in printed reports and requires a position in storage. Contrast with *assumed decimal point*.

adapter. See *communications adapter*.

address. (1) A name, label, or number that identifies a location in storage, a device in a network, or any other data source. (2) Within Personnel Services/36, a string of characters that extends a user identification to act as an address for sending mail to your system.

address output file. (RPG) Either a record address file or a limits file.

address pool. In data communications, a collection of multipoint addresses. Each address can be associated with an individual SSP-ICF session.

address recall register (ARR). A register in the main storage processor that is used for temporary storage of an address to be used later by the program being run.

address switches. Switches that you set to represent the address of a work station.

addressee. (PerSrv36) The name of an individual to whom documents or mail are sent.

addressing. (1) In data communications, the way that the sending or control station selects the station to which it is sending data. (2) A means of identifying storage locations.

addrout file. See *address output file*.

adjacent nodes. System/36 nodes, which have a direct connection to each other.

adjust. (DW/36) To move text so that it fits between the defined left and right margins.

Advanced Peer-to-Peer Networking (APPN).

A communications feature that routes data in a network between two or more APPC systems that are not directly attached. See also *node* and *network node*.

advanced program-to-program communications (APPC). Communications support that allows System/36 to communicate with other systems having the same support. APPC is the way that System/36 puts the IBM SNA LU-6.2 protocol into effect.

AE indicator. See *accept-sequence-error indicator*.

affinity. (PerSrv36) An authorized relationship between two or more Personal Services/36 users giving one the right to work on behalf of the other(s).

affinity list. (PerSrv36) A list of the user IDs on whose behalf the user may work.

agent. Represents a requester to a server and acts as an interface with the requester to receive requests and pass back responses.

alarm. An audible signal at a display station or printer that is used to get the operator's attention.

| **alert.** A record sent to another system to
| communicate a problem or an impending
| problem. On System/36, the problem
| management portion of the Communications
| and System Management feature used to
| generate and send alerts.

align. To bring into or be in line with another or with others. For example, to align numbers on the decimal point.

allocate. To assign a resource, such as a disk file or a diskette file, to perform a specific task.

alphabet name. (COBOL) A user-defined word, in the SPECIAL-NAMES paragraph, that names a character set or collating sequence.

alphabetic character. Any one of the letters A through Z (uppercase and lowercase). Some program products extend the alphabet to include the special characters #, \$, and @. (COBOL) A character that is one of the 26 uppercase characters of the alphabet, or a space. (FORTRAN) Any one of the uppercase letters A through Z, or the special character \$.

alphanumeric. Consisting of letters, numbers, and other symbols, such as punctuation marks and mathematical symbols.

alphanumeric. See *alphanumeric*.

alphanumeric character. (COBOL) Any character in the computer's character set.

alphanumeric edited character. (COBOL) An alphanumeric data item whose PICTURE character string contains at least one B, 0, or 1.

alternate interrupted job. When a job has been interrupted by pressing the Attn key, another job can be started from a command display. This job can also be interrupted by pressing the Attn key again. The alternate interrupted job is the job that was interrupted prior to the current interrupted job.

alternative. Offering or expressing a choice.

alternative collating sequence. A user-defined collating sequence that replaces the standard EBCDIC collating sequence.

alternative console. See *alternative system console*.

alternative cylinder. A disk cylinder that is made available by the computer in place of a cylinder that cannot be used.

alternative index. An index that is built after a physical file is created and that provides a different order for reading or writing records in the file. Contrast with *primary index*.

alternative line. A secondary switched line to which a remote controller can be attached if the primary communications line is not available.

alternative sector. A disk sector that is made available by the system in place of a sector that cannot be used. See *sector*.

alternative system console. A command display station that can be designated as the system console.

American National Standard Code for Information Interchange (ASCII). The code developed by ANSI for information interchange among data processing systems, data communications systems, and associated equipment. The ASCII character set consists of 7-bit control characters and symbolic characters.

American National Standards Institute (ANSI). An organization sponsored by the Computer and Business Equipment Manufacturers Association for establishing voluntary industry standards.

annotation. An added descriptive comment or explanatory note. (BGU/36) The option that allows text to be placed on a graph.

ANSI. See *American National Standards Institute (ANSI)*.

APAR. See *authorized program analysis report (APAR)*.

APPC. See *advanced program-to-program communications (APPC)*.

applicable. Appropriate or capable of being applied.

application. (1) A particular business task, such as inventory control or accounts receivable. (2) A group of related programs that apply to a particular business area, such as the Inventory Control or the Accounts Receivable application.

application program. A program used to perform an application or part of an application.

APPN. See *Advanced Peer-to-Peer Networking (APPN)*.

appointment. (PerSrv36) A calendar item that can be scheduled on one calendar at a time. Contrast with *meeting*.

arc tangent. A trigonometric function of mathematics.

archive. To copy a folder member onto tape, diskette, or disk file.

archived member. A folder member that has been saved on a disk, diskette or tape file.

argument. An expression that is passed to a function or subroutine for evaluation. (FORTRAN) A parameter passed between a calling program and a subprogram or statement function.

arithmetic expression. A statement containing any combination of data items joined together by one or more arithmetic operators in such a way that the statement can be evaluated as a single numeric value. (COBOL) An arithmetic expression can be an identifier for a numeric elementary item, a numeric literal, such identifiers and literals separated by an arithmetic operator, or an arithmetic expression enclosed in parentheses.

arithmetic operator. A symbol used to represent a mathematical operation, such as + or -, used to indicate addition or subtraction. (COBOL) One of the symbols +, -, *, /, **, used to indicate, respectively, addition, subtraction, multiplication, division, and exponentiation. (FORTRAN) One of the symbols +, -, *, /, **, used to indicate, respectively, addition, subtraction, multiplication, division, and exponentiation.

ARR. See *address recall register (ARR)*.

arranger. (PerSrv36) The person that schedules the meeting for the caller. The caller and the arranger may be the same person. Contrast with *caller* and *invitee*.

array. A named set of data items, all of which are the same type, arranged in a pattern (for example, columns and rows). Contrast with *scalar item*.

array element. A single data item in an array.

array expression. (BASIC) A numeric expression or a character expression representing an array of values rather than a single value. It can be used only in a MAT assignment statement.

ascending key. (COBOL) The values by which data is ordered from the lowest value to the highest value of the key according to the rules for comparing data items.

ascending key sequence. The arrangement of data in order from the lowest value to the highest value, according to the rules for comparing data. Contrast with *descending sequence*.

ascending sequence. The arrangement of data in order from the lowest value to the highest value, according to the rules for comparing data. Contrast with *descending sequence*.

ASCII. See *American National Standard Code for Information Interchange (ASCII)*.

assembler. A program that converts assembler language statements to machine instructions.

assembler instruction statement. A statement that controls what the assembler does, rather than what the user program does.

assembler language. A symbolic programming language in which the set of instructions includes the instructions of the machine and whose data structures correspond directly to the storage and registers of the machine.

assign/free area. An area of main storage that contains control information for all system activity and for each job that is active.

assigned key. A key that performs a function different than the function indicated on the keyboard, such as when 3270 or 5250 emulation is being used.

assignment. The process of giving values to variables.

assignment name. (COBOL) A word that associates a file name with an external device.

assignment statement. (FORTRAN) An arithmetic or logical variable or array element, followed by an equal sign (=), followed by an arithmetic or logical expression.

associative. The mathematical property of addition and multiplication such that $(a + b) + c = a + (b + c)$ and $(a \times b)c = a(b \times c)$.

assumed decimal point. (BASIC) A logical decimal point position that is used to align a value properly for calculation; the assumed decimal point does not occupy a storage position in a data item. Contrast with *actual decimal point*. (COBOL) A logical decimal point position that is used to align a value properly for calculation; the assumed decimal point does not occupy a storage position in a data item. Contrast with *actual decimal point*.

assumed value. (BASIC) A value stored in the system that is used when no other value is specified.

asynchronous. (1) Not occurring in a regular or predictable pattern. (2) Without regular time relationship.

asynchronous transmission. In data communications, a method of transmission in which the bits included in a character or block of characters occur during a specific time interval. However, the start of each character or block of characters can occur at any time during this interval. Contrast with *synchronous transmission*.

AT END condition. (COBOL) A condition that occurs when the following statements are run: a READ statement for a sequentially accessed file; a RETURN statement if a logical record does not exist for the associated sort or merge file; a SEARCH statement if the search operation ends without satisfying the condition specified in any of the associated WHEN phrases.

attachment programs. The System/36 PC programs that exchange information between the 5364 System Unit and the personal computer. These programs run in the personal computer that is used as the system console.

attribute. A characteristic. For example, an attribute for a displayed field could be blinking. (BGU/36) A characteristic of a graph that you can change.

audit trail. Information that allows the history of things such as a customer account or item record to be traced. The more recent information can be stored in the computer.

audit window. (DW/36) A field in the status line that displays the name of a nondisplayed character or text instruction when the cursor is positioned on the character or instruction.

aural. Relating to the ear or to the sense of hearing.

author. The user who created a particular document.

authority. The right to communicate with or use a resource.

authorization list. A list of user identifications and access levels for secured folders and folder members.

authorize. To give a user the right to use a resource.

authorized program analysis report (APAR). A request for correction of a defect in a current release of an IBM-supplied program.

auto report. An RPG option that simplifies the defining of formats for printed reports and that allows the previously written statements to be included in new programs.

autoanswer. In data communications, a line type that does not require operator action to receive a call over a switched line. Contrast with *manual answer*.

autocall. In data communications, the ability of a station to place a call over a switched line without operator action. Contrast with *manual call*.

autocall unit. A common carrier device that allows System/36 to automatically call a remote location.

autoduplication. An option of DFU that allows information from a previous record to be duplicated in the current record.

autoduplication indicator. (DFU) An indicator that tells whether autoduplication is on or off.

AUTOEXEC.BAT file. A batch file on the personal computer, which contains DOS commands or program names, that is automatically run after DOS is loaded.

autolink. A part of the overlay linkage editor that automatically resolves external references by searching the library for the appropriate object program.

automatic key generation. A DFU option that allows DFU to assign 5-digit record keys to the records of a file.

automatic line adjustment. (DW/36) The ability to make lines fit between the defined left and right margins automatically when text is inserted or deleted and when the left, right, or temporary left margin is changed.

automatic reconnect. An option specified during system configuration that allows a remote work station controller to be reconnected automatically on a switched or nonswitched line.

automatic response severity level. The value that indicates whether messages should be automatically responded to by the System Support Program Product.

automatic vary on. An option specified during system configuration that automatically places a work station online after each IPL.

autoprompting. (DSU) A function of DSU that automatically supplies the prompt for entering specification statements in a member.

autoskip option. An option of SEU that allows the cursor to automatically skip fields.

autowriter. A System Support Program Product option that causes the spool writer program to be loaded without operator action whenever output exists in the spool file. See also *spool writer*.

auxiliary. Functioning in a secondary capacity.

axis. One of the reference lines of a coordinate system.

axis label. (BGU/36) The name of a major tick mark on an axis.

axis range. (BGU/36) The upper and lower limits of the axis.

axis values. (BGU/36) Numbers used in line, surface, and bar graphs to generate tick mark labels.

back up. To copy information, usually onto diskette or tape, for safekeeping.

backspace. To move the cursor one character position backward.

backup copy. A copy, usually of a file, library member, or folder, that is kept in case the original is unintentionally changed or destroyed.

badge security. A System Support Program Product option that helps prevent the unauthorized use of a display station by checking the data from a magnetic stripe on a badge before allowing an operator to sign on.

base displacement addressing. In assembler language, an addressing method that involves setting up a base address from which other addresses can be calculated.

base line. (BGU/36) A reference on surface and bar graphs from which data is plotted. It may be either in the horizontal or vertical plane.

base number. The part of a self-check field from which the check digit is calculated.

base SSP values. Default values assigned during system configuration for items such as system date format, job queue support, print spooling, and history file size.

BASIC (beginner's all-purpose symbolic instruction code). A programming language designed for interactive systems and originally developed at Dartmouth College to encourage people to use computers for simple problem-solving operations.

basic data exchange. A file format for exchanging data on diskettes between systems or devices.

basic ideographic character set. A character set defined by IBM that contains 3226 Kanji and 481 additional characters. The additional characters include Katakana, Hiragana, the alphabet (A through Z and a through z), numbers (0 through 9), Roman numerals (I through X), Greek, Cyrillic, and special symbols. Contrast with *extended ideographic character set*; see also *ideographic character set*.

BASIC procedure. A set of BASIC commands, BASIC statements, input data, and/or comments that cause a specific operation or set of operations to be performed in BASIC.

batch. Pertaining to activity involving little or no operator action. Contrast with *interactive*.

batch BSC. The System Support Program Product support that provides data communications with BSC computers and devices via the RPG T specification or the assembler \$DTFB macroinstruction.

batch compilation. A method of compiling programs without the continual attention of an operator.

batch file. A personal computer file containing one or more commands that DOS runs one at a time. All batch files must have an extension of .BAT following the file name.

batch processing. A processing method in which a program or programs process records with little or no operator action. Contrast with *interactive processing*.

beginning of tape. A reflective marking near the beginning of a tape reel that indicates where the system can begin recording data.

BGU/36. See *Business Graphics Utilities/36 (BGU/36)*.

binary. (1) Pertaining to a system of numbers to the base two; the binary digits are 0 and 1. (2) Involving a choice of two conditions, such as on-off or yes-no.

binary item. (BASIC) A numeric data item that is represented within the computer in binary digits (that is, as a number in the base 2). If the number is signed, the sign is the leftmost bit in each item. (COBOL) A numeric data item that is represented within the computer in binary digits (that is, as a number in the base 2). If the number is signed, the sign is the leftmost bit in each item.

binary operator. A symbol representing an operation to be performed on two data items, arrays, or expressions. The four types of binary operators are numeric, character, logical, and relational.

binary synchronous communications (BSC).

A form of communications line control that uses transmission control characters to control the transfer of data over a communications line. Compare with *synchronous data link control (SDLC)*.

bind command. An SNA command used to define the protocols for a session. Contrast with *unbind command*.

bit. Either of the binary digits 0 or 1. See also *byte*.

block. (1) A group of records that is recorded or processed as a unit. Same as *physical record*. (2) Ten sectors (2560 bytes) of disk storage. (3) In data communications, a group of records that is recorded, processed, or sent as a unit. (DSU) A sequential group of statements (defined using line commands) that is treated as a unit. (DW/36) A sequential string of text (defined using cursor movement keys or line commands) that is treated as a unit.

block check character. The character used in BSC to check that all of the bits transmitted were received.

block copy. (DW/36) To copy a block of text from one part of a document to another part.

block delete. (DW/36) To delete a block of text.

block move. (DW/36) To take a block of text from one part of a document and move it to another part.

bookmark. A command that marks your place in the online information for the office products and returns you to the product display you were using.

Boolean data. (COBOL) A category of data items that are limited to a value of one or zero.

Boolean literal. See *literal*.

bps. Bits per second.

branch instruction. An instruction that changes the sequence in which the instructions in a computer program are performed. The sequence of instructions continues at the address specified in the branch instruction.

branching. Performing a statement other than the next one in sequence.

BSC. See *binary synchronous communications (BSC)*.

BSCCEL (binary synchronous communications equivalence link) subsystem. The SSP-ICF subsystem that provides BSC communications with another System/36 and many other BSC computers and devices.

buffer. (1) A temporary storage unit, especially one that accepts information at one rate and delivers it at another rate. (2) An area of storage, temporarily reserved for performing input or output, into which data is read or from which data is written.

bulk. Packaged together rather than in separate units.

Business Graphics Utilities/36 (BGU/36). A program product that can be used to design, display, print, and plot graphics.

byte. The amount of storage required to represent one character; a byte is 8 bits.

C. Celsius.

C & SM. See *Communications and Systems Management (C & SM)*.

cable thru. A standard function or special feature that allows multiple work stations to be attached to a particular line.

cache. A fixed user area of main storage that contains recently accessed disk data.

cache page. The smallest amount of contiguous disk data that can be held in a cache.

calendar. (PerSrv36) A list or schedule of appointments, reminders, group meetings, and programs.

calendar default. (PerSrv36) A default value assigned to a calendar user. The calendar defaults are the calendar itself, calendar view, and display format.

calendar description. (PerSrv36) A field associated with a calendar that identifies its contents. A calendar description can be up to 44 characters long.

calendar item. (PerSrv36) An appointment, program, meeting, or reminder scheduled on a calendar.

calendar manager. (PerSrv36) The user who controls a calendar, and who receives any notifier messages about the calendar.

calendar owner. (PerSrv36) A user who can update, view, print, and delete calendar items, view personal items, and change the calendar profile.

calendar profile. (PerSrv36) A profile that describes the calendar, the calendar manager, and whether the calendar manager receives notifier messages.

calendar view. (PerSrv36) A way of showing calendar items. Appointments can be viewed for a day, a week, or weeks combined from several calendars. The entire calendar (including reminders and programs in addition to appointments) can also be viewed.

call. (1) To activate a program or procedure at its entry point. Compare with *load*. (2) In data communications, the action necessary in making a connection between two stations on a switched line.

called program. (COBOL) A program that is the object of a CALL statement combined at object time with the calling program to produce a run unit.

caller. (PerSrv36) The person that asks for a meeting to be scheduled. Contrast with *arranger* and *invitee*.

caller's calendar. (PerSrv36) The calendar of the person that called a meeting.

caller's status. (PerSrv36) The status of the caller's attendance for a meeting. The status is either Confirmed, Tentative, or Canceled.

calling program. (COBOL) A program that executes a CALL to another program.

cancel. To end a task before it is completed.

carriage return character (CR). A format effector that causes the print or display position to move to the first position on the same line.

carrier. A continuous frequency that can be modulated with a second (information-carrying) signal.

carrier return. (DW/36) A nondisplayed character at the end of a full line of text that specifies to continue printing at the left margin of the next line. See also *required carrier return*.

CCITT. Consultative Committee on International Telegraphy and Telephone.

CCP. See *communications control program (CCP)*.

CCP subsystem. The SSP-ICF subsystem that provides data communications with a System/3 Model 15D.

center alignment tab. (DW/36) A tab that marks where text is to be centered.

centesimal floating-point format. (BASIC) The representation for numbers within the computer.

central library. The allocated part of each system that provides Document Library Services host services where all file, retrieve, modify, delete, and print requests are processed. It is shared by all Document Library Services users.

CG. See *current-group indicator*.

CG indicator. See *current-group indicator*.

CGU. See *character generator utility (CGU)*.

chain. (1) A group of logically linked records. (2) In SNA, a group of logically linked records that are transferred over a communications line.

chain operation. (BASIC) The operation that occurs when a program passes control to another program and ends.

chained fields. Fields that combine to form a single field that WSU uses (as the record key) to read or write a record in a master file.

chained file. (RPG) An input, output, or update disk file from which records can be read randomly.

change authority. The right to create, add, change, and remove files, libraries, and folders. (PerSrv36) See *update authority*.

change bar. (DW/36) A character used to indicate any document line that is changed.

change management. The part of the Communications and Systems Management feature that allows a host system operator to send (via DSX) programming changes and new programs to System/36, and to start procedures on System/36.

channel. A path along which data passes.

channel control character. A value used by MSRJE to determine which line to skip to on a page before printing the next line of output.

character. A letter, digit, or other symbol. (COBOL) One of a set of indivisible symbols that can be arranged in sequence to express information.

character array. A named list or matrix of character data items.

character constant. A constant with a character value.

character definition display. For the character generator utility, the enter and update mode prompt used to enter data that defines ideographic characters.

character expression. A character constant, a simple character variable, a scalar reference to a character array, a character-valued function reference, or a sequence of the above separated by the concatenation operator (&) and parentheses.

character generator utility (CGU). A program that is used to create, maintain, and display ideographic characters.

character key. A keyboard key that allows the user to enter the character shown on the key. Compare with *command key* and *function key*.

character operator. A symbol representing an operation to be performed upon character data.

character set. A group of characters used for a specific reason; for example, the set of characters a printer can print. (COBOL) All the valid COBOL characters.

character string. A sequence of consecutive characters. (COBOL) A sequence of characters that form a COBOL word, a literal, a PICTURE character string, or a comment entry.

character variable. The name of a character data item whose value is assigned and/or changed while the program is running.

characters per inch (cpi). The number of characters printed within an inch horizontally across a page.

chart. (BGU/36) A display screen, printed page, or plotted page that contains multiple graphs.

chart member. (BGU/36) A member that contains all the graph format member names and data member names defined for multiple charts.

chart utility. (BGU/36) The part of BGU/36 that allows you to design, display, print, and plot charts and maintain chart members.

check. (1) An error condition. (2) To look for a condition.

check digit. The rightmost digit of a self-check field used to check the accuracy of the field.

child. Pertaining to a secured resource, either a file or library, that uses the user list of a parent resource. A child resource can have only one parent resource. Contrast with *parent*.

CICS subsystem. The SSP-ICF subsystem that allows binary synchronous communications with CICS/VS.

CICS/VS. Customer Information Control System, which operates on a host system such as a System/370, or a 30xx or 43xx processor.

class condition. (COBOL) A condition that states that the content of an item is all alphabetic or all numeric.

clause. (COBOL) An ordered set of consecutive COBOL character strings whose purpose is to specify an attribute of an entry.

clocking. In data communications, a method of controlling the number of data bits sent on a communications line in a given time.

close. To end the processing of a file.

closed user group. A group of DTEs that can access only one another. DTEs outside of the group can neither access nor be accessed by members of the group.

Cluster feature. A feature that provides four cable connections and allows the attachment of up to four work stations to a 5251 Model 2 or 12 Display Station.

cluster function. A function that allows the attachment of up to four work stations to a 5294 Control Unit.

coaxial cable. A cable made of a conducting outer metal tube enclosing and insulated from a central conducting core.

COBOL (common business-oriented language). A high-level programming language, similar to English, that is used primarily for commercial data processing.

code. (1) Instructions for the computer. (2) To write instructions for the computer. Same as *program*. (3) A representation of a condition, such as an error code.

code area. (BASIC) The area in main storage that is occupied, while a BASIC program is running, by the compiled portion of the program (except for the constants, variables, array data, and the input/output buffers and related information for input/output statements). See *work area*.

collate. To arrange in order.

collating sequence. The sequence in which characters are ordered within the computer for sorting, combining, or comparing.

colon alignment tab. (DW/36) A tab setting that aligns data on a colon.

color palette. (BGU/36) The range of colors defined by hue, lightness, and saturation to be used when a graph is displayed on a graphics-capable display station.

column. (1) A character position within a print line or on a display. The positions are numbered from 1, by 1, starting at the leftmost character position and extending to the rightmost position. (2) A group of data that is aligned vertically (usually with tabs) within a list or table. See *position*. (Query/36) A list of values in a report. Each field in the report is a single column.

column mode. (DW/36) A mode of entering text that allows you to move, copy, and delete blocks of lines (columns) without moving the entire line.

column separator. A symbol on each side of a position of a field on a display. This symbol does not occupy a position on the display.

combined condition. (COBOL) A condition that is the result of connecting two or more conditions with the AND or the OR logical operator.

combined file. (RPG) A file used as both an input and an output file.

combined view. (PerSrv36) A display showing up to ten calendars at one time.

comma alignment tab. (DW/36) A tab setting that aligns data on a comma.

command. A request to the system to perform an operation or a procedure.

command display. A display that allows an operator to display and send messages, and use control commands and procedure commands to start and control jobs. Contrast with *standby display*. See also *console display* and *subconsole display*.

command display station. A display station from which an operator can start and control jobs. A command display station can become an alternative system console, can be designated as a subconsole, and can also be used as a data display station. See also *alternative system console*, *data display station*, and *subconsole*.

command file. In the MSRJE utility, a disk file, procedure member, or source member that can contain MSRJE utility control statements and records to be transmitted to the host system. Contrast with *data file*.

command key. A keyboard key that is used to request specific programmed actions. Compare with *character key* and *function key*.

command key indicator. Coded as KG through KL and KQ through KY. An indicator that is set on when an operator presses the corresponding command key.

command line. The blank line on a display where commands or option numbers can be entered.

command processor. The part of the System Support Program Product that processes control commands and that passes procedure commands and operation control language statements to the initiator.

comment. Words or statements in a program or on a display that serve as documentation rather than as instructions, choices, or prompts. (COBOL) A note in the Identification Division or Procedure Division of a COBOL source program. A comment is ignored by the compiler. As an IBM extension, comments may be included at any point in a COBOL source program.

comment entry. (COBOL) An entry in the Identification Division that is not translated by the compiler.

comment line. (COBOL) A source program line that is not translated by the compiler. The comment line can be used to document the program. A special form of the comment line can be used to cause page ejection before the comment line is printed.

common area. (FORTRAN) A storage area that is used for communication between a main program and one or more subprograms. See also *global area*.

common carrier. In data communications, any government-regulated company that provides communication services to the general public.

communications. See *data communications*.

communications adapter. A hardware feature that enables a computer or device to become a part of a data communications network.

Communications and Systems Management (C & SM). A feature of the System Support Program Product that contains the remote management support (also referred to as DHCF), the change management support (referred to as DSNX), and the problem management support (referred to as alerts).

communications control program (CCP). An IBM System/3 Model 15 program that allows communications between System/3 and the SSP-ICF CCP subsystem.

communications file. A file that describes an advanced program-to-program communications (APPC) subsystem session between a System/36 program and a remote device, another program, or another system.

communications file definition. The format in the communications file that contains the APPC subsystem session description.

communications line. The line over which data communications takes place; for example, a telephone line.

communications link. See *data link*.

communications queue. (PerSrv36) A list that keeps track of items or requests to be sent to users or libraries on remote systems.

communications queue definition. (PerSrv36) A table that specifies four characteristics of a communications queue: the number of items sent in a transmission; the interval between retrying failed transmissions; the length of time that an item that cannot be transmitted is left on the queue before it is removed; and if the queue is to send items when receiving items from the remote system associated with this queue.

communications routing table. (PerSrv36) A table of remote location and session group pairs used for sending mail.

communications security. A System Support Program Product option that allows the identity of a remote location to be verified before that location can run programs on your system.

communications subsystem. See *subsystem*.

commutative. The mathematical property of addition and multiplication such that $a + b = b + a$ and $a \times b = b \times a$.

compatible. Characteristics designating devices, programs, products, or systems that can work together.

compilation time. The time during which a source program is translated from a high-level language to a machine language program.

compile. To translate a program written in a high-level programming language into a machine language program.

compile-time array. (RPG) An array that is built into the source program and that becomes a permanent part of the compiled program. Contrast with *execution-time array* and *preexecution-time array*.

compile-time table. (RPG) A table that is built into the source program and that becomes a permanent part of the compiled program. Contrast with *preexecution-time table*.

compiler. A program that compiles.

compiler directing statement. A statement that controls what the compiler does rather than what the user program does.

complement of a number. The value which can be added to the number to equal a given value.

complex condition. (COBOL) A condition in which one or more logical operators (AND, OR or NOT) act upon one or more conditions. Complex conditions include negated simple conditions, combined conditions, and negated combined conditions. See *conditional expression* and *simple condition*.

component. One part of a whole.

compound condition. (COBOL) A statement that tests two or more relational expressions. The result can be true or false.

compress. (1) To move files, libraries, or folders together on disk to create one continuous area of unused space. (2) To replace repetitive characters in a file or folder with control characters so that the file or folder takes up less space when saved on diskette.

compression. In data communications, a technique for removing strings of duplicate characters and for removing trailing blanks before transmitting data.

computer graphics. The use of a computer to produce pictorial representations of relationships, such as charts, and two- or three-dimensional images, by means of dots, lines, curves, and so forth.

computer name. (COBOL) A system name that identifies the computer upon which the program is to be compiled or run.

concatenate. (1) To link together. (2) To join two character strings.

concatenation operator. The symbol &, used to concatenate, or join, two character data items.

concept. An idea generalized from particular instances.

condense. To move library members together in a library to create one continuous area of unused space in the library.

condition. An expression in a program or procedure that can be evaluated to a value of either true or false when the program or procedure is running. (COBOL) An expression in a program for which a truth value can be determined at run time. Conditions include the simple conditions (relation condition, class condition, condition-name condition, switch-status condition, sign condition) and the complex conditions (negated simple conditions, combined conditions, negated combined conditions).

condition name. (COBOL) A name assigned to a specific value, set of values, or range of values, within the complete set of values that a conditional variable can possess. Or, it is the name assigned to a status of an IBM-defined switch.

condition-name condition. (COBOL) A condition that states that the value of a conditional variable is one of the set of values assigned to a condition-name associated with the conditional variable.

conditional expression. A logical statement that describes the relationship (such as greater than or equal) of two items. (COBOL) A simple condition or a complex condition specified in an IF, a PERFORM, or a SEARCH statement. See *complex condition* and *simple condition*.

conditional external reference. An external reference that causes autolink to be performed.

conditional force. (SORT) The replacement of control field characters before the records are sorted if the control field in the input record contains a particular entry.

conditional statement. (COBOL) A statement that causes a condition to be evaluated to a value of either true or false and that controls program flow depending on this value.

conditional variable. (COBOL) A data item, one or more values of which has a condition-name assigned to it.

conditioning. The use of indicators to control when calculations or output operations are done.

conditioning indicator. An indicator used to indicate when calculations are done or which attributes apply to a format or format field.

conduit. A pipe, tube, or tile for protecting electric wires or cables.

configuration. The group of machines, devices, and programs that make up a data processing system. See also *system configuration*.

configuration member. (1) A library member that describes the devices, programming, and characteristics of the system. (2) In data communications, a member that defines the attributes of a communications subsystem or line.

Configuration Section. A section of the Environment Division of the COBOL program. It describes the overall specifications of computers.

configure. (1) To describe (to the system) the devices, optional features, and program products installed on a system. (2) To describe to SSP-ICF both the communications facilities connected to System/36 and the attributes of the subsystem and remote system.

conform. To adapt to a prevailing standard.

connective. (COBOL) A word or a punctuation character that associates a data name, paragraph name, condition name, or text name with its qualifier, links two or more operands in a series, or forms a conditional expression.

consecutive processing. The processing of records in the order in which they exist in a file. Same as *sequential processing*. See also *random processing*.

console. A device used for communication between an operator and the system.

console display. A display that can be requested only at the system console. From a console display an operator can display, send, and reply to messages and use all control commands.

constant. A data item with a value that does not change. Contrast with *variable*.

constant field. A field that is defined by a display format to contain a value that does not change.

context. The interrelated conditions in which something exists.

contiguous. Being in actual contact.

continuation line. A line of a source statement into which characters are entered when the source statement cannot be contained on the previous line or lines.

control block. A storage area used by a program to hold control information.

control break. (RPG) A change in the contents of a control field.

control command. A command used by an operator to control the system or a work station. A control command does not run a procedure and cannot be used in a procedure.

control field. A field that identifies a record's relationship to other records (such as a part number in an inventory record). In RPG, control fields are compared from record to record to determine when certain operations are to be performed. In sort, control fields determine the order of records in the sorted file.

control panel. A panel that contains lights and keys used to observe and operate the status of the operations within the system.

control point. A collection of tasks, which provide directory and route selection functions for APPN.

control specification. (BASIC) Any of the specifications POS, CUR, SKIP, or X, used in the FORM statement to format records or to control printing.

control statement. (FORTRAN) Any of the several forms of GO TO, IF and DO statements, or the PAUSE, CONTINUE, and STOP statements, used either to alter the normally sequential running of executable statements, or to stop the running of a program.

control station. The primary or controlling computer on a multipoint line. The control station controls the sending and receiving of data.

control storage. Storage in the computer that contains the programs used to control input and output operations and the use of main storage. Contrast with *main storage*.

control storage initial program load. The loading of control storage programs from disk or diskette to control storage.

control storage processor. The hardware that performs control storage instructions to handle data transfer and main storage, and input/output assignments.

control-level indicator. (RPG) An indicator used to specify certain fields as control fields and to control which operations are performed at total and detail time in the RPG program cycle.

controlled cancel. The system action that ends the job step being run and saves any new data already created. The job that is running can continue with the next job step.

controller. Circuitry or a device used to coordinate and control the operation of one or more devices.

convention. A rule. A general agreement about basic principles.

conversational file. A BSC file that allows data characters to be sent as a response instead of acknowledgment characters.

coordinate. (1) To bring into a common action, movement, or condition. (2) Any of a set of numbers used to specify the location of a point on a line, on a surface, or in space.

copy names. (PerSrv36) A list of names of users to whom a document was copied when it was created.

correspondence. (1) The agreement of things with one another. (2) Communication by letters.

cosine. A trigonometric function of mathematics.

counter. A register or storage location used to accumulate the number of occurrences of an event.

coupler. A device that connects a modem to a telephone network.

cpi. See *characters per inch (cpi)*.

cradle. The part of a telephone that holds the handset.

creation date. The program date at the time a file is created. See also *program date*, *session date*, and *system date*.

currency sign. (COBOL) The character \$.

currency symbol. (BASIC) The character defined by the PIC\$ function. (COBOL) The character defined by the CURRENCY SIGN clause in the SPECIAL-NAMES paragraph. If no CURRENCY SIGN clause is present, the currency sign is used. See *currency sign*.

current interrupted job. When a job has been interrupted by pressing the Attn key, another job can be started from a command display. This job can also be interrupted by pressing the Attn key again. The current interrupted job is the job that was most recently interrupted. The job name for the current interrupted job is displayed at the top of the Inquiry Options menu.

current library. The first library searched for any required members. The current library can be specified during sign-on or while running programs and procedures.

current record. The record that is currently available to the program.

current record pointer. (COBOL) An internal mechanism that is used in sequential retrieval of the next record.

current-group indicator. (WSU) Coded as CG. An indicator that signals whether the displayed record is from the same order set as the previously entered record.

cursor. A movable symbol on a display, used to indicate to the operator where to type the next character.

cylinder. All disk or diskette tracks that can be read or written without moving the disk drive or diskette drive read/write mechanism.

DAA. See *data access arrangement (DAA)*.

DASD. See *direct access storage device*.

data access arrangement (DAA). Circuitry that allows communications equipment to be connected to the public switched telephone network.

data area. A storage area used by a program or device to hold information.

data circuit-terminating equipment (DCE).
The equipment installed at the user's location that provides all the functions required to establish, maintain, and terminate a connection, and the signal conversion and coding between the data terminal equipment (DTE) and the line.

data clause. (COBOL) A clause that appears in a data description entry in the Data Division and that provides information describing a particular attribute of a data item.

data communications. The transmission of data between computers and/or remote devices (usually over a long distance).

data definition. (IDDU) Information that describes the contents and characteristics of a field, format (record), or file. A data definition can include such things as field names, lengths, and data types. See also *field definition*, *file definition*, and *format definition*.

data description entry. (COBOL) An entry in the Data Division that describes the characteristics of a data item.

data dictionary. (IDDU) A folder that contains field, format, and file definitions.

data display station. A display station from which an operator can only enter data. A data display station is acquired and controlled by a program. Contrast with *command display station*.

Data Division. One of the four main component parts of a COBOL program. The Data Division describes the files to be used in the program and the records contained within the files. It also describes any internal Working-Storage records that will be needed.

Data Encryption Subroutine. A feature of the System Support Program Product that codes and decodes data for security purposes. This subroutine is only used by the SSP-ICF Finance subsystem.

data entry facility. (Query/36) A function of Query/36 that allows a user to add, change, and mark records to be deleted in a file. The file must be linked to a file definition created with IDDU.

data file. In the MSRJE utility, a disk file, procedure member, or source member that can contain only records to be transmitted to the host system. Contrast with *command file*.

DATA file. (BASIC) The table containing the values from the DATA statements of a program.

DATA file pointer. (BASIC) An indicator that moves consecutively through the DATA file, pointing to each value as it is assigned to a corresponding variable in a READ statement.

data file utility (DFU). The part of the Utilities Program Product that is used to create, maintain, display, and print disk files.

data group. (BGU/36) A collection of related data found on the Data Values display.

data hierarchy. (COBOL) The relationship between a group item or record and the group data items and elementary data items that make it up.

data item. A unit of information to be processed. (COBOL) A character or a set of consecutive characters (excluding literals in either case) defined as a unit of data by the COBOL program. (FORTRAN) A constant, variable, or array element.

data link. The equipment and rules (protocols) used for sending and receiving data.

data link escape (DLE) character. In BSC, a transmission control character usually used in transparent text mode to indicate that the next character is a transmission control character.

data management. See *disk data management*.

data member. (BGU/36) See *graph data member*.

data merge. (DW/36) See *data/text merge*.

data mode. In data communications, a time during which BSC is sending or receiving characters on the communications line. (BASIC) A way to enter data in a source member without having the data checked. Contrast with *program mode*.

data name. (COBOL) A user-defined word that names a data item. When used in the general formats, *data name* represents a word that cannot be subscripted, indexed, or qualified unless specifically permitted by the rules of that format (see *identifier*). An index name is not a data name.

data storage controller. A part of the system unit that provides for the transfer of data between disk, diskette, and tape with fewer control storage instructions.

data stream. All information (data and control information) transmitted over a data link.

data terminal equipment (DTE). The data processing unit that uses communications lines.

data type. A category that identifies the mathematical qualities and internal representation of data.

data value. (BGU/36) A number used to define a point or a size on a graph.

data-name. (COBOL) A user-defined word that names a data item (see *identifier*).

data/text merge. (DW/36) The process of combining data from a file (such as names and addresses) with the text of a document.

date-differentiated files. Files with the same name that are distinguished by the dates they were created.

dB. Decibels.

DC. Direct current.

DCE. See *data circuit-terminating equipment (DCE)*.

DDFF. See *Distributed Disk File Facility (DDFF)*.

DDM. See *Distributed Data Management (DDM)*.

DDSA. See *digital data service adapter (DDSA)*.

deactivate. To make ineffective. For example, to deactivate security.

debug. To detect, locate, and remove errors from a program.

debugging line. A COBOL statement run only when the WITH DEBUGGING MODE clause is specified. Debugging lines can help determine the cause of an error.

debugging section. (COBOL) A Declaratives section that receives control when an identifier, a file name, or a procedure name is encountered in the Procedure Division.

decimal. (1) Pertaining to a system of numbers to the base ten; decimal digits range from 0 through 9. (2) A proper fraction in which the denominator is a power of 10.

decimal point. The dot (or period) at the left of a decimal fraction.

declarative sentence. (COBOL) A compiler-directing statement that specifies when a debugging procedure or an exception/error procedure is to be run.

declaratives. (COBOL) A set of one or more special-purpose sections, written at the beginning of the Procedure Division, that can be used for input/output error checking or debugging.

decode. To interpret a code; for example, the number 0010 coded in binary can be decoded to the decimal number 2. Contrast with *encode*.

dedicated system. A system intentionally allocated to a single job or task.

default. See *default value*.

default printer. A printer that is assigned to a system or user and accepts all the printed output from that system or user.

default prompt. A field name from a D-specification used to prompt for the field's contents.

default query. (Query/36) The query that is created when only a file name is specified for the QRYRUN procedure or only a file and record format are specified on the WORK WITH QUERIES display.

default value. A value stored in the system that is used when no other value is specified.

defect. An imperfection that reduces worth or utility.

defer. To put off; delay.

defer status. A condition specifying whether spool file entries can begin printing before the job has ended.

define-the-file (DTF). A control block containing information that is passed between data management routines and users of the data management routines.

delay characteristics. The average amount of time taken for operations (call setup, call clearing, data transfer, etc.) to be performed on a packet switching network.

delete. To remove. For example, to delete a file or a document.

delete character. A character that identifies a record to be removed from a file.

delete field. (Query/36) The field that contains the delete character for a record.

delete-capable file. A file from which records can be logically removed without compressing the file.

delete-mode indicator. Coded as DL. An indicator that signals that the transaction file record selected by the operator for review is to be logically deleted when the processing cycle ends.

delimiter. A character or sequence of characters that marks the beginning or end of a unit of data. (COBOL) A character or a sequence of consecutive characters that marks the end of a unit of data and is not a part of that unit of data.

demand file. (RPG) A file that can be specified as an input, update, or combined file and that is used with the READ or KEY operation code.

demodulate. To set a modulated signal to its original state.

denominator. The part of a fraction that is below the line signifying division.

dependent query. (Query/36) A query with a dependent value.

dependent value. (Query/36) A reference in a query to another query or a file in the VALUE column on the SELECT RECORDS display. A query with a dependent value is used only in a data field text instruction with column list specified in a DW/36 document.

descending key. (COBOL) The values by which data is ordered from the highest value to the lowest value of the key, in accordance with the rules for comparing data items.

descending key sequence. The arrangement of data in order from the highest value of the key field to the lowest value of the key field. Contrast with *ascending key sequence*.

descending sequence. The arrangement of data in order from the highest value to the lowest value, according to the rules for comparing data. Contrast with *ascending sequence*.

destination service access point (DSAP). An address that allows a system to route data to the proper support from a remote device.

detail record. A record that contains the daily activities or transactions of a business. For example, the items on a customer order are typically stored in detail records. Contrast with *header record*.

detail report. (Query/36) A report that contains all the information produced by a query. Contrast with *summary report*.

detail time. A portion of the RPG program cycle during which calculation and output operations for specified fields are performed for each record read.

determinant. A value given by a mathematical operation on an array.

Development Support Utility (DSU). A program product that can be used to create, edit, remove, view, or print procedure members and source members.

device code. A two-character code used during system configuration to identify the models of display stations and printers.

device driver. A user-selected program that controls a specific device on a personal computer (for example, a printer).

device error log. A set of records that contain information about problems that have occurred with devices on the system.

device option statements. (FORTRAN) A group of statements used to define input and output devices.

device passthru. See *Display Station Pass-Through (DSPT)*.

DFU. See *data file utility (DFU)*.

DHCF. See *Distributed Host Command Facility (DHCF)*.

diagnosed-source file. A library member containing source statements and associated error messages.

diagnosed-source member. See *diagnosed-source file*.

diagnostic. Pertaining to the detection and isolation of an error.

diagnostic diskette. A diskette that contains test programs to check that the system is operating properly.

diagnostic program. A computer program that recognizes, locates, and explains either a fault in equipment or a mistake in a computer program.

differentiate. To mark or show a difference in.

digit. Any of the numerals from 0 through 9.

digital data service adapter (DDSA). In data communications, a device used when transmitting data using a nonswitched digital data system. Compare with *modulator-demodulator (modem)*.

dimension. One of three or four coordinates determining a position in space or space and time.

direct access storage device. A disk drive used to increase the disk storage capacity of the system.

direct addressing. An addressing method that uses an expression as an operand entry to represent an instruction address.

direct file. A disk file in which records are referenced by the relative record number. Contrast with *indexed file* and *sequential file*.

directory. See *network resource directory (NRD)*. (PerSrv36) A file containing such information as a name, address, and telephone number for each user of Personal Services/36. Indirect users and individuals or organizations that do not use Personal Services/36 may also be listed in the directory.

disable. In interactive communications, to end a subsystem and free the area of main storage used by that subsystem. Contrast with *enable*.

DISC. Disconnect.

disclosure. The act of making known or public.

disconnect (DISC) character. In data communications, the part of the BSC transmission control sequence for ending the connection on a switched line.

disconnect time-out. An indication that the BSC station you were communicating with has been inactive for a specified length of time and, therefore, has been disconnected.

disconnected mode. In SDLC, a response from a secondary station indicating that it is disconnected and wants to be online.

disk. A storage device made of one or more flat, circular plates with magnetic surfaces on which information can be stored.

disk data management. The System Support Program Product support that processes a request to read or write data.

disk drive. The mechanism used to read and write information on disk.

disk file. A set of related records on disk that is treated as a unit. See also *record file* and *stream file*.

disk operating system. Disk operating system; an operating system for IBM personal computers.

diskette. A thin, flexible magnetic plate that is permanently sealed in a protective cover. It can be used to store information copied from the disk or to exchange information with other computers.

diskette drive. The mechanism used to read and write information on diskettes.

diskette magazine drive. A diskette drive that holds up to two magazines plus three individual diskettes.

diskette 1. A diskette that contains information on only one side.

diskette 2D. A diskette that contains information on both sides, and with two times the amount of information stored in the same space as a diskette 1. Therefore, a diskette 2D holds approximately four times the amount of information as a diskette 1.

DISOSS. See *Distributed Office Support System (DISOSS)*.

displacement byte. A 1-byte value in an indexed instruction that is added to an index register value to obtain a real address or to change the contents of an index register.

display. (1) A visual presentation of information on a display screen. (2) To show information on the display screen.

display area. For ideographic support, an 18-by-18 matrix on the character definition display that is used to display the character currently being defined or updated.

display file. (BASIC) Any file that has the keyword DISPLAY specified in the OPEN statement for the file.

display format. Data that defines (or describes) a display.

display layout sheet. A form used to plan the location of data on the display.

display screen. The part of the display station on which information is displayed.

display station. A device that includes a keyboard from which an operator can send information to the system and a display screen on which an operator can see the information sent to or the information received from the system.

display station field. (WSU) A field that each display station uses and modifies independently.

display station indicator. (WSU) An indicator that each display station uses and modifies independently.

Display Station Pass-Through (DSPT). A communications feature that allows a user to sign on to one System/36 or System /38 from another System/36 or System/38 and run applications on the remote system.

DisplayWrite 4. A personal computer program for creating, revising, viewing, and printing documents that provides advanced text processing functions such as merging Query/36 information and data from other files.

DisplayWrite/36 (DW/36). A program product for creating, revising, viewing, and printing documents.

DisplayWrite/36 user profile. A set of user-assigned values (defaults) in a document.

Displaywriter user. See *independent work station user*.

disposition. In file processing, the process of specifying whether a file is new, old, or shared, and how the file is to be shared.

Distributed Data Management (DDM). A feature of the System Support Program Product that allows an application program to work on files that reside on a remote system.

Distributed Disk File Facility (DDFF). A feature of the System Support Program Product that allows a System/3 or System/34 with DDFF to access disk files on System/36.

Distributed Host Command Facility (DHCF). Another name for the remote management support offered by the Communications and Systems Management feature. This support allows HCF host system users to operate System/36s in an HCF network.

Distributed Office Support System (DISOSS). A program product that provides host service functions for Document Distribution Services and Document Library Services (DLS).

Distributed Systems Executive (DSX). A program product available for IBM host systems (System/370, 43xx, and 30xx) that allows the host system to get, send, and remove files, programs, formats, and procedures in a network of computers.

Distributed Systems Node Executive (DSNX). Another name for the change management support offered by the Communications and Systems Management feature. This support processes changes sent by a DSX host system.

distribution list. (PerSrv36) A list of users to receive a particular piece of mail. This list can be within a group.

distribution request. (PerSrv36) A request to send a document or documents to an individual or to a distribution list.

distribution support. See *software distribution support*.

division. One of the four major parts in a COBOL program: Identification, Environment, Data, or Procedure.

division header. (COBOL) The reserved words and punctuation that indicate the beginning of one of the four divisions of a COBOL program.

DL indicator. See *delete-mode indicator*.

DLE. See *data link escape (DLE) character*.

DLS. See *document library services*.

document. One or more lines of text that can be named and stored as a member in a folder.

document class. (PerSrv36) One of the document classification categories defined to Personal Services/36 for a remote library.

document description. The string of parameters stored in the document profile. (DLS) Document name, subject, keywords, authors, copy names, document class, library name. (DW/36) Data that describes the characteristics of a document. The description can include document type, subject, author, and date created.

document folder. (DW/36) A folder that is used to store documents. Contrast with *mail folder*.

document format. (DW/36) The selected arrangement of text for a specific document.

document ID. (PerSrv36) An eight-character name that Personal Services/36 automatically assigns to each document Personal Services/36 sends or receives.

Document Library Services. A feature of Personal Services/36 that allows Personal Services/36 users to file, search for, retrieve, delete, and print documents on a remote system. Personal Services/36 users may also change the profile of a document filed on a remote system. This remote system can be a System/370 with DISOSS or a System/38.

document objects. A graphic or other nontext object which is stored within a document.

document password. (PerSrv36) See *personal document password*.

document type. The document interchange architecture type.

DOS. See *disk operating system*.

dot matrix. (1) In computer graphics, a two-dimensional pattern of dots used for constructing a display image. (2) In word processing, a pattern of dots used to form characters.

double byte character set (DBCS). A character set whereby each character is represented by 2-bytes.

down load. To transmit a font over a communications line to a 6670 printer.

DP5250. A controlling program of the Enhanced 5250 Emulation Program that defines the emulated sessions for a work station and printer.

DSAP. See destination service access point (DSAP).

DSC. See *data storage controller*.

DSNX. See *Distributed Systems Node Executive (DSNX)*.

DSPT. See *Display Station Pass-Through (DSPT)*.

DSU. See *Development Support Utility (DSU)*.

DSX. See *Distributed Systems Executive (DSX)*.

DTE. See *data terminal equipment (DTE)*.

DTF. See *define-the-file (DTF)*.

Dual Cluster feature. A feature that provides eight cable connections and allows the attachment of up to eight work stations to a 5251 Model 2 or 12 Display Station. See *Cluster feature*.

dummy argument. (FORTRAN) A variable in a FUNCTION or SUBROUTINE statement or statement function definition that is associated with the actual arguments from the calling program or function reference.

dummy variable. (BASIC) A simple variable enclosed in parentheses and placed after the name of a user-written function in a DEF statement. The function performs its defined calculation on the expression substituted for each dummy variable while the program is running.

dump. (1) To copy the contents of all or part of storage, usually to an output device. (2) Data that has been dumped.

dump file. A file that contains the data areas used by a program that failed.

duplex. Pertains to communications in which data can be sent and received at the same time. Same as full duplex. Contrast with *half duplex*.

DW/36. See *DisplayWrite/36 (DW/36)*.

dynamic access. (COBOL) An access mode in which records can be read from or written to a file in a nonsequential order (see *random access*) and read from a file in a sequential order (see *sequential access*) during the scope of the same OPEN statement.

E-format. (BASIC) Floating-point format, consisting of a number in scientific notation.

EBCDIC. See *extended binary-coded decimal interchange code (EBCDIC)*.

EBCDIC character. Any one of the symbols included in the 8-bit EBCDIC set.

edit. (1) To modify the form or format of data; for example, to insert or remove characters for dates or decimal points. (2) To check the accuracy of information that has been entered, and to indicate if an error is found. (3) To make changes to a document by adding, changing, or removing text.

edit code. A number or letter indicating that editing should be done according to a defined pattern.

EDIT display. (DSU) The display used to make changes to a member by adding, changing, or removing statements.

Edit display. (DW/36) The display used to make changes to a document by adding, changing, or removing text.

editing character. (COBOL) A single character or a fixed 2-character combination used to format output.

EIA. Electronic Industries Association.

eight-line communications adapter/attachment (ELCA). A feature that allows up to eight communication lines to be connected to a 5360 System Unit.

EJ indicator. See *end-of-job indicator*.

eject. To throw out or off from within.

ELCA. See *eight-line communications adapter/attachment (ELCA)*.

electronic document. One or more lines of text that can be named and stored in a folder. Contrast with *hard-copy document*.

element. The smallest unit of data in a table or array.

elementary item. (COBOL) A data item that is described as not being logically subdivided.

embedded blanks. Blanks that are surrounded by any other characters.

emulation. Imitation; for example, the imitation of a computer or device.

enable. In interactive communications, to load and start a subsystem. Contrast with *disable*.

encode. To convert data into a code; for example, the decimal number 2 can be encoded to the binary number 0010. Contrast with *decode*.

encryption. The process of scrambling information according to predefined rules so that it cannot be read without knowledge of them, as in the transmission of data over communications lines.

end of extent. The end of the area on a disk or diskette reserved for a file.

end of tape. A reflective marking near the end of a tape reel that indicates where the system must stop recording data.

end-of-job indicator. Coded as EJ. The indicator that signals that the last operator has specified the end of the work session on the WSU display. Compare with *end-of-work-session indicator*.

end-of-job processing level. (WSU) The processing level that occurs once per job after the end of work session for the last display station or when the program sets the EJ indicator on. Compare with *end-of-work-session processing level*.

end-of-number character. A character that indicates the end of the telephone number to the autocal unit.

end-of-sequence-set indicator. (WSU) Coded as ES. The indicator that signals that the last display in the primary sequence has been processed.

end-of-sequence-set processing level. (WSU) The processing level that occurs after the last display in the primary sequence has been processed.

end-of-text (ETX) character. In binary synchronous communications, the transmission control character used to end a logical set of records that began with the start-of-text character.

end-of-transmission (EOT) character. In binary synchronous communications, the transmission control character usually used to end communications.

end-of-transmission-block (ETB) character. In binary synchronous communications, the transmission control character used to end a block of records that began with the start-of-text character.

end-of-work-session indicator. Coded as EW. The indicator that signals that an operator has specified end-of-work-session on the WSU display. Compare with *end-of-job indicator*.

end-of-work-session processing level. The processing level that occurs each time an operator specifies the end of the work session on the WSU display or when the program sets the EW or EJ indicator on. Compare with *end-of-job processing level*.

enhance. To make greater; to improve.

Enhanced 5250 Emulation. A feature that allows an IBM personal computer and a printer to be attached to a System/36 and perform the functions of one or two 5250 work stations on one twinaxial cable. The work station(s) can be defined as one display, two displays, or one display and one printer.

ENQ. See *enquiry (ENQ) character*.

enquiry (ENQ) character. In binary synchronous communications, the transmission control character usually used to request a response from the remote system or device.

enter. To type in information from a keyboard and press the Enter key to send the information to the computer.

enter mode. (WSU) The mode during which operators can add records to their transaction file.

enter/update mode. (SEU) The mode that is used to enter new statements into a source or procedure member, or to change statements that already exist in a source or procedure member.

entry. Any descriptive set of consecutive clauses ended by a period and written in the Identification, Environment, or Data Division of a COBOL source program.

Environment Division. (COBOL) One of the four main component parts of a COBOL program. The Environment Division describes the computers upon which the source program is compiled and those on which the object program is executed; it also provides a linkage between the logical concept of files and their records, and the physical aspects of the devices on which files are stored.

EOT. See *end-of-transmission (EOT) character*.

ERAP. See *error recording analysis procedure (ERAP)*.

error code. See *system reference code*.

error log. (DW/36) A record of all the errors and informational messages that are found while the document was printed or sent from another system.

error recording analysis procedure (ERAP).

An IBM-supplied program that processes and presents recorded errors related to the devices (disk, for example) of the system.

ES indicator. See *end-of-sequence-set indicator*.

ETB. See *end-of-transmission-block (ETB) character*.

ETX. See *end-of-text (ETX) character*.

even positive acknowledgment. See *ACK0*.

evoke. To start a program or procedure so that it can communicate with your program.

EW indicator. See *end-of-work-session indicator*.

EXCEPT group name. (RPG) A name used in the place of indicators to identify a record or group of records written at exception output time.

exchange file. A file format for exchanging data on diskette or tape between systems or devices that support that medium. See also *basic data exchange*.

exchange station ID. In SDLC, a control field command and/or response for passing station IDs between the primary station and a secondary station.

exclude. To remove selected parts of a graph, chart, or library member so that they do not appear as output. These parts are stored and can be included in later output.

exclusion. The state of being shut out.

executable statement. (FORTRAN) A statement that specifies action to be taken by the program; for example, calculations to be performed, conditions to be tested, or flow of control to be altered. Contrast with *nonexecutable statement*.

execution phase. The part of the sort program that reads the records to be sorted, sorts the records, and writes the sorted records into the output file.

execution-time array. (RPG) An array that is loaded after the program begins. Contrast with *compile-time array* and *preexecution-time array*. (WSU) An array that is loaded after the program begins. Contrast with *compile-time array* and *preexecution-time array*.

expansion cable. A cable that connects a PC-installed adapter or card to the PC option or attachment.

expansion slots. Narrow openings in the back of the personal computer where cards or adapters may be installed.

expiration date. The date after which a diskette file is no longer protected from being automatically erased by the system.

explicit. Externally visible.

explicit dimensioning. (BASIC) The use of a DIM statement to specify the number of members in an array, the number of dimensions in an array, or the length of a character variable. Contrast with *implicit dimensioning*.

exploded pie. (BGU/36) See *offset pie slice*.

exponent. A number, indicating to which power another number (the base) is to be raised.

exponent (of an E-format number). (BASIC) An integer constant specifying the power of ten by which the base (mantissa) of the decimal floating-point number is to be multiplied.

exponentiation. The operation in which a value is raised to a power.

expression. A representation of a value. For example, variables and constants appearing alone or in combination with operators.

EXTEND mode. (COBOL) An open mode in which records are added to the end of a sequential file.

extendable disk file. A file that the system can increase in size whenever more space is needed.

extended binary-coded decimal interchange code (EBCDIC). A set of 256 eight-bit characters.

extended character file. An area on disk that contains the extended ideographic character set.

Extended Cluster feature. A feature that provides two additional ports and allows the attachment of up to eight work stations to a 5294 Control Unit.

extended ideographic character set. An ideographic character set, residing in auxiliary storage, that contains 3483 IBM-supplied ideographic characters and up to 4370 user-defined ideographic characters. Contrast with *basic ideographic character set*; see also *ideographic character set*.

extended input fields. A feature that increases the maximum number of input fields that may be defined on locally attached displays that are running 3270 Device Emulation. This increase in the maximum number of fields is accompanied by a decrease in the maximum number of local work stations that may be supported.

extent. A contiguous space on disk or diskette that is occupied by, or reserved for, a particular file, library, or folder. It serves the purpose of providing additional space for a file, library, or folder that has run out of space on disk.

external decimal item. See *zoned decimal item*.

external disk support. An SSP feature that supports a high-speed direct access storage device that attaches to the 5362 System Unit and increases the disk capacity.

external function. (FORTRAN) A function supplied by the compiler when the function is referred to by name in a program. Contrast with *intrinsic function*.

external indicators. Indicators that can be set by another program before a program is run or changed while a program is running. The external indicators are U1 through U8.

external reference. A symbol that is defined in another program by an assembler language EXTRN statement.

extract. To obtain. For example, to extract information from a file.

facility. Something that promotes the ease of an operation.

factor. A field name, constant, literal, subroutine name, label, display name, or file name used in an operation.

fast draft. (BGU/36) An option to decrease the presentation time of a graph by selecting parts of the graph to be outlined instead of drawn.

feature. A programming or hardware option, usually available at an extra cost. For example, Communications is a feature of the System Support Program Product.

fetch routine. A routine that finds a segment on disk and loads the segment into storage.

fetch table. The parameter needed to load a single overlay.

field. One or more characters of related information (such as a name or an amount). Records are comprised of fields.

field area. An area in main storage that contains all of the fields defined in a WSU program.

field definition. (IDDU) Information that describes the characteristics of data in a field. A field definition is contained in a data dictionary.

figurative constant. (COBOL) A reserved word that represents a numeric or character value, or a string of repeated values. The word can be used instead of a literal to represent the value.

file. A set of related records treated as a unit.

file definition. (1) In RPG, file description and input specifications that describe the records and fields in a file. (2) In IDDU, information that describes the contents and characteristics of a file. A file definition is contained in a data dictionary.

file description entry. (COBOL) An entry in the FILE SECTION of the Data Division that contains information about the identification, the physical structure, and the record name of a file.

file identifier. (Query/36) One of the letters A through E, preceding a field name and followed by a period, that identifies what file or record format a field is from.

file name. The name used by a program to identify a file. See also *label*.

file organization. (COBOL) The permanent file structure established at the time a file is created.

file reference. (BASIC) Any of the symbols #0, #1, #2, through #255, which are used to specify the file or the device being accessed in an input/output statement.

FILE SECTION. (COBOL) A section of the Data Division that contains descriptions of all externally stored data (or files) used in a program. Such information is given in one or more file description entries.

file transfer. A feature of the communications support that moves library members, files, and documents from one system to another using ASYNC, PEER, APPC, or BSCCL subsystems.

FILE-CONTROL. (COBOL) The name and header of an Environment Division paragraph in which the data files for a given source program are named and assigned to specific input/output devices.

fill pattern. (BGU/36) The shading used inside a bar and pie slice, and below the lines of a surface graph.

fill-in document. (DW/36) A document that allows a DW/36 user to perform merge applications without using Query/36.

final-form text. (DW/36) A document that has been resolved (all formatting instructions processed). Contrast with *revisable-form text*.

Finance subsystem. The SSP-ICF subsystem that allows System/36 to communicate with the 3601 and 4701 Finance Controllers and the 3694 Document Processor.

first-level message. A message that is issued immediately when an error occurs. See also *second-level message*.

first-page indicator. (RPG) Coded as 1P. An indicator that specifies which lines (such as headings) should be printed on the first page only.

fixed currency symbol. A currency symbol that appears in the leftmost position of an edited field. Contrast with *floating currency symbol*.

fixed disk. A disk that cannot be removed from the system unit. (If you have a 9332 Disk Unit, it is not in the system unit).

fixed-format menu. A menu that is formatted as two 12-item columns. Compare with *free-format menu*.

fixed-point constant. A numeric constant consisting of an optional sign followed by one or more digits and a decimal point.

fixed-point format. The form used to express a fixed-point constant.

flag character. (DW/36) A character (an asterisk with a line over it) that precedes a text instruction. This character is typed in as a period but becomes a flag character when you press the Enter key.

floating bar graph. (BGU/36) A graph where the bars are detached from either axis.

floating currency symbol. A currency symbol that appears immediately to the left of the leftmost position that is used in an edited field. Contrast with *fixed currency symbol*.

floating-point constant. (1) A numeric constant consisting of an optional sign followed by one or more digits and a decimal point, which may be at the end. (2) A numeric constant with an optional sign followed by the letter D or E, followed by a one- to three-digit integer constant. For example, 3E-02, which is 3 times 10 to the -2 power or 0.03.

floating-point format. The form used to express a floating-point constant.

flow control. The methods used to control the flow of information across a network.

flush left. (DW/36) The alignment of text at the left margin.

flush right. (DW/36) The alignment of text at the right margin.

folder. A named area on disk that contains documents, profiles, mail, or data definitions used by office products. Compare with *library*.

folder directory. An area, in a folder, that contains information about each member in the folder; for example, the member name and the location.

folder member. A named collection of records or statements in a folder. A document is an example of a folder member.

font. An assortment of characters of a given size and style; for example, 10 point Courier.

font ID. A number that identifies the character style for certain printers.

footer. (DW/36) Text that appears at the bottom of every page of a document. For example, a page number could be a footer. Contrast with *header*.

force-all. (SORT) A specification that tests whether the control field in the input record contains a particular entry. If it does not, the control field character is replaced before the record is sorted.

forced control field. (SORT) A one-position control field that results from replacing one character with another character, or from forcing a character into a control field position.

format. (1) A defined arrangement of such things as characters, fields, and lines, usually used for displays, printouts, files, or documents. (2) To arrange such things as characters, fields, and lines. (3) In BASIC, a representation of the correct form of a command or statement. (4) In IDDU, a group of related fields, such as a record, in a file.

format definition. (IDDU) Information that describes the contents and characteristics of data within a group of related fields, such as a record in a file. A format definition is contained in a data dictionary.

format ID. (WSU) Two characters that identify a display. An operator can enter this ID on the WSU display to select the display.

format line. (DSU) A displayed line that shows the order of fields in a statement.

format member. A load member that contains display formats generated from S and D specifications in a program. (BGU/36) A member that contains all the graph information defined for a graph (for example: graph type, headings, and axis).

format 1. An area in the disk volume table of contents that contains information about a file; for example, the address and length of the file.

formatted data. (FORTRAN) Data that is transferred between main storage and an input/output device according to codes in a FORMAT statement. See also *list-directed data* and *unformatted data*.

formatted diskette. A diskette on which control information has been written but which may or may not contain any data.

formatted message. A two-line display in which the first line (format line) provides information about the message, and the second line (message text line) contains the message itself.

forms ID. A unique number, assigned by a user, that identifies each type of paper or form used for printed output.

forms number. See *forms ID*.

FORTRAN (formula translation). A high-level programming language used primarily for scientific, engineering, and mathematical applications.

frame level. See *link level*.

free-form format. The SEU display format designed for entering and updating statements, such as OCL statements and utility control statements, that do not have a constant format. (DSU) The format line and language prompt designed for entering and updating statements, such as OCL and utility control statements, that do not have a constant format.

free-format menu. A menu for which the programmer defines the format of lines 3 through 20. Contrast with *fixed-format menu*.

frequency. The number of repetitions of a periodic process in a unit of time.

full duplex. See *duplex*.

full-procedural file. (RPG) A disk file that can be processed both randomly and sequentially.

full-screen editor. A program that allows you to edit an entire screen of data or text at a time.

function. The action for which a thing exists. (BASIC) A named expression that calculates a single value. See also *intrinsic function* and *user-defined function*. (FORTRAN) A named expression that calculates a single value. See also, *function subprogram*, *intrinsic function*, and *statement function*.

function key. A keyboard key that requests an action but does not display or print a character. The cursor movement and Help keys are examples of function keys. Compare with *command key* and *character key*.

function management header. In SNA, a special record or part of a record that contains control information for the data that follows.

function reference. (BASIC) The appearance of an intrinsic function name or a user function name in an expression.

function subprogram. A user-written subprogram defined by FORTRAN statements, the first of which is a FUNCTION statement. See also *statement function* and *subroutine*.

function-name. (COBOL) A name, defined by IBM, that identifies system logical units, system-supplied information, printer control characters, or program switches.

Gaiji. A character in the extended ideographic character set.

GDDM. (BGU/36) See *Graphical Data Display Manager (GDDM)*.

GDIF. (BGU/36) See *graph data input file (GDIF)*.

general user. (PerSrv36) A person, such as an office principal (manager or professional), secretary, or clerk, who is enrolled in and who can sign on to and use Personal Services/36 directly. Contrast with *indirect user* and *independent work station user*.

Generalized Interactive Executive (GIX). The part of DSX Version 3 that provides the host system user with interactive access to DSX functions.

generation. For some remote systems, the translation of configuration information into machine language.

generation phase. The part of the sort program that translates the sequence specifications into machine language.

generic. Relating to or characteristic of a whole group or class.

generic key. (BASIC) A value specified in the SEARCH clause of a record input/output statement that is less than the full key length defined for a corresponding file.

generic remote location. A remote location name that is reserved for calls from any remote location defined by the DEFINLOC procedure to an asynchronous subsystem.

GIX. See *Generalized Interactive Executive (GIX)*.

global. Pertains to information available to more than one program or subroutine.

global area. (FORTRAN) A storage area that is used for communication between two or more main programs. See also *common area*.

graph. (BGU/36) Displayed, printed, or plotted output that compares two or more sets of variable data. The types of graphs are bar, line, pie, surface, and text.

graph data input file (GDIF). (BGU/36) A file that contains all the data values and labels needed to generate a graph. The file is copied to a graph data member by the BGUDATA procedure.

graph data member. (BGU/36) A source member that contains all the actual graph data values.

graph format member. (BGU/36) See *format member*.

graph object file. A file used internally by some IBM utilities for generating graphics.

graph utility. (BGU/36) The part of BGU/36 that allows you to design, display, print, and plot graphs, produce a graph object file, and maintain format and data members.

graphic. (1) A picture. (2) See *computer graphics*.

Graphical Data Display Manager (GDDM). (BGU/36) A licensed program that processes both text and graphics for output on a display, printer, or plotter.

grid lines. (BGU/36) Lines drawn at all major vertical and horizontal tick marks.

group. A list of names that are known together by a single name.

group indication. (RPG) The printing of control information for only the first record of a group of records containing identical control information.

group item. (COBOL) A named set of consecutive elementary or group items.

group resource record. A record in the resource security file that secures a group of files and/or libraries.

half duplex. Pertains to communications in which data can be sent in only one direction at a time. Contrast with *duplex*.

half-adjust. A method of rounding off a number by adjusting the last significant digit.

half-index down. (DW/36) The printing of text one-half line down. See also *subscript*.

half-index up. (DW/36) The printing of text one-half line up. See also *superscript*.

half-justify. (DW/36) To print text with half as much space per line as would be added if the line were right-justified.

handset. The part of a telephone used for talking and listening.

hard copy. A printed copy. Contrast with *online*.

hard-copy document. A printed document. Contrast with *electronic document*.

hardware. The equipment, as opposed to the programming, of a system.

HCF. See *Host Command Facility* (HCF).

HDLC. See *high-level data link control* (HDLC).

header. (DW/36) Text that appears at the top of the printed pages of a document. For example, the subject of the document could be a header. Contrast with *footer*.

header label. A special set of records on a diskette or tape that describes the contents of the diskette or tape.

header record. A record that contains information, such as customer name and customer address, that is common to following detail records. Contrast with *detail record*.

header/footer instruction. (DW/36) An abbreviated command that formats a header or footer when a document is printed.

heading. A title of a section, identifying a topic, placed above the section to introduce or categorize the information that follows. (Query/36) The title of a report column.

Help key. A function key that, when pressed, displays online information or some part of the system help support.

help support. See *system help support*.

help text. The part of the system help support that supplies information about menus, prompts, and messages.

hex. See *hexadecimal*.

hexadecimal. Pertaining to a system of numbers to the base sixteen; hexadecimal digits range from 0 (zero) through 9 (nine) and A (ten) through F (fifteen).

hierarchy. (COBOL) A set of entries that includes all subordinate entries to the next equal- or higher-level number.

high-level data link control (HDLC). Control of data links by use of a specified series of bits rather than by the control characters of the ISO Standard 7-bit character set for information processing interchange.

history file. A file that contains a log of system actions and operator responses.

hold. To prevent a spool job from running.

horizontal. Parallel to the horizon.

horizontal tab table. A table used by MSRJE that contains values indicating the position on a line to skip to before printing.

Host Command Facility (HCF). A feature available for IBM host systems (System/370, 43xx, and 30xx) that allows host system users to operate System/36s from their 3270-type display stations as though they were using remotely attached 5250-type display stations.

host graphics support. A program that allows an IBM Personal Computer with a color monitor to imitate the operations of a 5292 Model 2 Display Station.

host system. The primary or controlling computer in a communications network. See also *control station*.

hot key. A key sequence that is used to shift between the PC and System/36 modes when using 5250 Emulation or the 5364 System Unit.

hue. A variation of color given a name such as blue, green, red, yellow, and so on.

hyphenate. To separate a word by inserting a hyphen after a syllable to end a line and moving the remainder of the word to the start of the next line.

I-O mode. (COBOL) An open mode in which records can be read from, written to, or removed from the file.

I-O-Control. (COBOL) The name and the header for an Environment Division paragraph in which object program requirements for specific input/output techniques are specified. These techniques include rerun checkpoints, the sharing of same areas by several data files, and the use of a storage-resident cylinder index.

I/O. See *input/output (I/O)*.

I/O mode. (COBOL) An open mode in which records can be read from, written to, or deleted from a file.

IAR. See *instruction address register (IAR)*.

IBM PC. An IBM personal computer; for example, an IBM Personal Computer AT.

IBM Software Distribution (ISD). The IBM group responsible for distributing a program release.

IBM Token-Ring Network. The local area network designed to run on the IBM Cabling System.

ID. Identification.

IDDU. See *interactive data definition utility (IDDU)*.

Identification Division. (COBOL) One of the four main component parts of a COBOL program. The Identification Division identifies the source program and the object program and, in addition, may include such documentation as the author's name, the installation where written, and the date written.

identifier. (1) A sequence of bits or characters that identifies a program, device, or system to another program, device, or system. (2) In COBOL, a data name that is unique or is made unique by the correct combination of qualifiers, subscripts, or indexes. (3) In Personal Services/36, a name that identifies the type of member in a group. The identifier can be a calendar, a user ID, or another group.

ideographic. Pertaining to 2-byte characters consisting of pictograms, symbolic characters, and other types of symbols.

ideographic character set. The combination of the basic and extended ideographic character sets; see also *basic ideographic character set* and *extended ideographic character set*.

ideographic either. A field or constant that can or does contain either all A/N/K characters or all ideographic characters. If the first character in the field is a shift-out character, the entire field is processed as an ideographic field. If the first character in the field is not a shift-out character, the entire field is processed as an A/N/K field.

ideographic only. A field or constant that can or does contain only ideographic data.

ideographic open. A field or constant that can or does contain a mixture of A/N/K data and ideographic data.

ideographic session. A display station operating session during which ideographic data is used for system communication with the operator.

ideographic sort utility. A program that sorts ideographic data.

ideographic SSP. A version of the System Support Program Product that includes formats for help displays in both Katakana 1-byte and Kanji 2-byte ideographic characters. Compare with *Kanji-preferred SSP*.

ideographic support. The hardware and programming elements that allow processing of ideographic data.

ideographic system. A system capable of processing and displaying ideographic data.

IF expressions. Expressions within a procedure that are used to test for a condition.

IGC. See *ideographic*.

IGS. See *interchange group separator (IGS)*.

IJ indicator. See *job-initiation indicator*.

immediate request mode. In SNA, an operational mode in which the sender stops sending request units (RUs) on a given flow (normal or expedited) after sending a definite-response request chain on that flow until that chain has been responded to.

imperative statement. (COBOL) A statement that specifies that an action is always to be taken. An imperative statement can consist of a sequence of imperative statements.

implement. To carry out; accomplish.

implementer name. (COBOL) A system name that identifies the external medium of a COBOL file and the name by which it is known to the system.

implicit. Capable of being understood from something else, though unexpressed.

implicit dimensioning. (BASIC) (1) The specification of the number of members in an array or the number of dimensions in an array, either by a reference to a member of an array or by context (without the array being explicitly specified in a DIM statement). (2) The specification of the length of a character variable by context (without the variable being explicitly defined in a DIM statement). Contrast with *explicit dimensioning*.

implied DO. (FORTRAN) The use of an indexing specification similar to a DO statement, but without specifying the word DO and with a list of data elements, rather than a set of statements, as its range.

IMS/IRSS (Information Management System/Intelligent Remote Station Support) subsystem. The SSP-ICF subsystem that provides synchronous communications with IMS/VS. IMS/VS operates on a host system such as a System/370, or a 30xx or 43xx processor.

IN indicator. See *insert-mode indicator*.

include. (DSU) To add statements from one library member to another library member.

include set. (SORT) Specification statements that identify one or more record types to be sorted.

inclusive. Broad in scope.

increment. An increase in quantity.

independent data item. (COBOL) A data item in the Working-Storage Section that has no relationship with other data items.

independent work station (IWS). (PerSrv36) A work station that can operate independently of a host system, but which can also communicate with a host system to use Personal Services/36. An example of an independent work station is a Displaywriter.

independent work station user. (PerSrv36) A person who uses the Electronic Document Distribution licensed program to communicate with Personal Services/36.

index. (1) A table containing the key value and location of each record in an indexed file. (2) A computer storage position or register, the contents of which identify a particular element in a set of elements.

index data item. (COBOL) A data item in which the contents of an index can be saved.

index key. The field within a record that identifies that record in an indexed file.

index name. (COBOL) A user-defined word that names an index.

indexed address. An address that is changed by the contents of an index register before or while the instruction is performed.

indexed data name. (COBOL) A data name followed by one or more index names enclosed in parentheses, which is used to reference an element or a set of elements in a table.

indexed file. A file in which the key and the position of each record are recorded in a separate portion of the file called the index. Contrast with *direct file* and *sequential file*.

indexed instruction. An instruction that uses an indexed address.

indicator. An internal switch that communicates a condition between parts of a program or procedure.

indirect user. (PerSrv36) A person enrolled as a Personal Services/36 user who is authorized to handle mail but has no mail log. Contrast with *general user* and *independent work station user*.

indivisible. Not able to be divided.

infinity. A name referring to an indefinitely great number.

informational message. A message that provides information to the operator, but does not require a response.

initial program load (IPL). The process of loading the system programs and preparing the system to run jobs.

initialize. To prepare for use. For example, to initialize a diskette.

initiate. To start.

initiate-transaction-sequence indicator. Coded as IS. An indicator that signals the start of a new function request.

initiator. The part of the System Support Program Product that reads and processes operation control language statements from the system input device.

input. Data to be processed.

input file. (COBOL) A file that is opened in the input mode.

input list. (BASIC) A list of variables to which values are assigned from input data.

input mode. (COBOL) An open mode in which records can be read from the file.

input stream. The sequence of operation control statements and data given to the system from an input device.

input-output file. (COBOL) A file that is opened in the I-O mode.

Input-Output Section. (COBOL) In the Environment Division, the section that names the files and external media needed by an object program. It also provides information required for the transmission and handling of data when an object program is run.

input-to-process indicator. (WSU) Coded as IP. An indicator that signals whenever input data has been received from the previous display.

input/output (I/O). Pertaining to either input or output, or both.

inquiry. (1) A request for information in storage. (2) A request that puts a display station into inquiry mode. (3) In data communications, a request for information from another system.

inquiry mode. A mode during which the job currently running from a display station is interrupted so that other work can be done. The operator puts the display station in inquiry mode by pressing the Attn key.

inquiry program. (1) A program that allows an operator to get information from a disk file. (2) A program that runs while the system is in inquiry mode.

insert. (DSU) To add blank statements in a member using a line command.

insert mode. (DW/36) The typing mode during which text to the right of the cursor is moved to the right rather than replaced. (WSU) The mode during which operators can insert records in the transaction file.

insert-mode indicator. Coded as IN. The indicator that signals that the operator is running WSU in insert mode.

installation. The location where a system is installed.

instruction. A statement that specifies an operation to be performed by the computer and the locations in storage of all data involved in that operation.

instruction address register (IAR). A register in the main storage processor that contains the address of the next instruction to be performed.

instruction fetch. The act of getting an instruction from storage and loading it into the correct registers.

integer. A positive or negative whole number; that is, an optional sign followed by a number that does not contain a decimal point. (COBOL) A numeric data item or literal that does not include any character positions to the right of the decimal point. When the term integer appears in formats, integer must be an unsigned numeric literal and must be nonzero unless the rules for that format explicitly state otherwise.

intelligent printer data stream (IPDS). A data stream containing structural fields designed to manage and control printer processes.

interactive. Pertaining to activity involving requests and replies as, for example, between an operator and a program or between two programs. Contrast with *batch*.

interactive communications feature (SSP-ICF). A group of communications features of the System Support Program Product that allows a program to interactively communicate with another program or system.

interactive data definition utility (IDDU). The part of the System Support Program Product used to externally define the characteristics of data and the contents of files.

interactive processing. A processing method in which each operator action causes a response from the program or the system. Contrast with *batch processing*.

interactive terminal facility (ITF). An asynchronous communications feature that allows a System/36 to communicate with applications that can send and receive data such as electronic mail, memos, library members, and data files.

interchange group separator (IGS). A character used to indicate that blanks have been removed from a string of data and are to be reinserted.

interchange record separator (IRS). Same as *record separator*.

interchangeable. Permitting mutual substitution of parts.

interface. The means of interaction between two devices or systems that handle data in different ways, such as in different codes or formats.

intermediate block check. In binary synchronous communications, an option that permits checking each record, instead of checking the contents of the total buffer, when large buffers of data are received.

intermediate routing function. The capability of a network node to receive session data from an adjacent node and route it to the next node on the session path.

intermediate-text-block (ITB) character. In binary synchronous communications, the transmission control character used to indicate the end of a section of data to be checked. See *intermediate block check*.

internal decimal item. See *packed decimal format*.

internal statement number. (FORTRAN) A number assigned to a source statement by the compiler for identification.

interrupt. (1) To temporarily stop a process. (2) In data communications, to take an action at a receiving station that causes the sending station to end a transmission.

Intra subsystem. An SSP-ICF subsystem that enables programs to communicate with other programs on the same system without the use of communication lines.

intrinsic. Belonging to the essential nature of a thing.

intrinsic function. (BASIC) A function supplied by the program product. Contrast with *user-defined function*. (FORTRAN) A function supplied by the compiler when certain operations are specified in a source statement. Contrast with *external function*.

INVALID KEY condition. (COBOL) A run-time condition in which the value of a key for an indexed or relative file does not refer correctly to the file.

inventory. The quantity of materials or goods on hand.

inverse. A square array that results from a mathematical operation on a square array such that the two arrays can be multiplied together to obtain a square array with a determinant of one.

invite. To ask for input data from either a display station or an SSP-ICF session.

invitee. (PerSrv36) The person invited to a meeting. Contrast with *caller* and *arranger*.

invitee list. (PerSrv36) A list of all the calendars (invitees) that a meeting is scheduled on.

invitee status. (PerSrv36) The status of the invitee's attendance for a meeting. The status is either Confirmed, Tentative, or Canceled.

IPDS. See *intelligent printer data stream*.

IP indicator. See *input-to-process indicator*.

IPL. See *initial program load (IPL)*.

IRS (interchange record separator). Same as *record separator*.

IS indicator. See *initiate-transaction-sequence indicator*.

ISD. See *IBM Software Distribution (ISD)*.

ISO. International Standards Organization.

issue. To put forth, as to issue a message.

ITB. See *intermediate-text-block (ITB) character*.

item number. (PerSrv36) A number that Personal Services/36 assigns to a calendar item.

IW indicator. See *work-session-initiation indicator*.

IWS. See *independent work station (IWS)*.

JA-JN and JP-JY indicators. See *job indicator*.

job. (1) A unit of work to be done by a system. (2) One or more related procedures or programs grouped into a procedure.

job control record. (WSU) The first record in the transaction file.

job file. A disk file that exists until the job that uses it ends.

job indicator. (WSU) Coded as JA through JN and JP through JY. An indicator that retains its setting throughout a job and is used by each display station running the job. Contrast with *mode indicator* and *session indicator*.

job queue. A list of jobs waiting to be processed by the system.

job region. The main storage space reserved by the System Support Program Product for use by a job.

job step. A unit of work represented by a single program or a procedure that contains a single program. A job consists of one or more job steps.

job stream. One or more library source members or procedure members saved on diskette or tape.

job-initiation indicator. (WSU) Coded as IJ. The indicator that signals that the first operator has signed on.

job-initiation processing level. (WSU) The processing level that occurs only once per job when the first operator signs on.

job-level field. (WSU) A field that remains in the field area in main storage. This field is available to any active display station that is using the WSU program. Contrast with *mode-level field* and *session-level field*.

join. (Query/36) To connect up to five files and/or record formats for use in a query.

join test. (Query/36) A condition that determines how file and record formats are joined for use in a query.

justify. To adjust text to be even with the top, bottom, left, or right margin.

K-byte. 1024 bytes.

Kanji. (1) The ideographic character set used by the Japanese to represent their native language. (2) A single character in the ideographic character set.

Kanji-preferred SSP. A version of the System Support Program Product that includes formats for help displays in Kanji 2-byte ideographic characters. Compare with *ideographic SSP*.

Katakana. A native Japanese character set that is used primarily to write foreign words phonetically.

key. One or more characters used to identify the record and establish the record's order within an indexed file. (COBOL) One or more characters used to identify the record and establish the record's order within an indexed file or a direct (relative) file.

key word. (COBOL) A reserved word that is required by the syntax of a COBOL statement or entry.

keyboard. A group of numeric keys, alphabetic keys, and function keys used for entering information at a display station and into the system.

keyboard profile. A data file that describes what each key on the keyboard represents or what functions each key performs.

Keylock feature. A security feature in which a lock and key can be used to restrict the use of the display station.

keyword. A symbol that identifies a parameter. (DLS) One of the significant and informative words that describes the content of a document stored in a library.

KG-KL and KQ-KY indicators. See *command key indicators*.

label. (1) The name in the disk or diskette volume table of contents or on a tape that identifies a file. See also *file name*. (2) The name that identifies a statement. (BASIC) The name that identifies a BASIC program line.

LAN. See *local area network (LAN)*.

language group number. A number that identifies the language group of printable characters for certain printers.

language name. (COBOL) A system name that specifies a particular programming language.

language prompt. (DSU) A prompt that appears at the bottom of the EDIT display in order to change or enter data in a statement. Each field in the prompt corresponds to a specific field in the statement.

LAPB. See *link access protocol-balanced (LAPB)*.

left margin. The area between the left edge of the display or paper and the leftmost character position.

left-adjust. To place or move an entry in a field so that the leftmost character of the field is in the leftmost position. Contrast with *right-adjust*.

left-justify. (DW/36) To print text with an even left margin. The right margin is printed unevenly.

legend. (BGU/36) The area on a graph that names the plotted data.

level indicator. (COBOL) Two alphabetic characters (FD or SD) that identify the type of file description entry. (RPG) Two characters (L0 through L9 and LR) that control calculation and output processing during total time.

level number. (COBOL) Numeric character (1 through 9) or a 2-character set (01 through 49, 66, 77, and 88) that begins a data description entry and establishes its level in a data hierarchy. Level numbers 66, 77, and 88 identify special properties of a data description entry.

library. (1) A named area on disk that can contain programs and related information (not files). A library consists of different sections, called library members. Compare with *folder*. (2) The set of publications for a system.

library control sector. In a library directory, the first sector, which contains a record of the used and available space in the library.

library directory. An area, in a library, that contains information about each member in the library; for example, the member name and the location.

library member. A named collection of records or statements in a library. The types of library members are *load member*, *procedure member*, *source member*, and *subroutine member*.

library member subtype. A specific classification of a library member type. For example, a source member can be identified as a COBOL source member or a DFU source member.

library name. (COBOL) A user-defined word that names a library.

licensed application program. A set of licensed programs used to perform a particular data processing task, such as a distribution management application or a construction management application.

licensed program. An IBM-written program that performs functions related to processing user data.

lightness. The characteristic that allows colors to be ranked on a scale from light to dark.

limits file. (RPG) A file that contains upper and lower values of the record keys that can be used to read from an indexed file.

line command. (DSU) A command consisting of one or more characters that is used to copy, move, delete, and check the syntax of data, and display language and utility prompts. (DW/36) A two or three character command that is used to copy, move, locate, delete, shift, or check the spelling of single lines of text or a group of lines.

line reference. (BASIC) A label or a line number in a BASIC program line that specifies where control should be transferred to if certain conditions exist when the line is performed.

lines per inch (LPI). The number of characters printed within an inch vertically down the page.

link. In data communications, the connection between two systems. (IDDU) To associate a file on disk with a file definition in a data dictionary. This association allows a program or utility to access the disk file as it is defined by the file definition.

link access protocol-balanced (LAPB). A protocol used for accessing an X.25 network on the link level. LAPB is duplex, asynchronous, symmetric protocol, used in point-to-point communications. It supersedes the earlier LAP (link access protocol).

link level. A part of Recommendation X.25 that defines the link protocol used to get data into and out of the network across the full-duplex link connecting the subscriber's machine to the network node. LAP and LAPB are the link access protocols recommended by the CCITT.

link protocol. See *link level*.

link-editing. To combine, by the overlay linkage editor, a number of load members and/or subroutine members into one program.

linkage. The coding that passes control and parameters between two routines.

linkage editor. See *overlay linkage editor*.

LINKAGE SECTION. (COBOL) A section of the Data Division that describes data made available from another program.

list file. (DFU) A file from which information is used to print a report.

list-directed data. (FORTRAN) Data that is transferred between main storage and an input/output device according to the length and type of variables in the input/output list. See also *formatted data* and *unformatted data*.

literal. A symbol or a quantity in a source program that is itself data, rather than a reference to data.

load. (1) To move data or programs into storage. Compare with *call* (2) To place a diskette into a diskette drive or a diskette magazine into a diskette magazine drive. (3) To insert paper into a printer. (4) To mount a tape or insert a tape cartridge into a tape drive.

load member. A library member that contains information in machine language, a form that the system can use directly. Contrast with *source member*.

load module. A program in a form that can be loaded into main storage and run. The load module is the output of the overlay linkage editor.

local. Pertaining to a device, file, or system that is accessed directly from your system, without the use of a communications line. Contrast with *remote*.

local area network (LAN). The physical connection among devices located on the same premises for information transfer.

local data area. A 512-byte area on disk that can be used to pass information between jobs and job steps during a session. A separate local data area exists for each command display station.

local host name. The name of the remote work station support on the system in a PC network.

location counter. A counter used to assign storage addresses.

location name. In interactive communications, the identifying name associated with a particular system or device.

location password. A string of hexadecimal characters that allows the system to verify the identity of a remote location.

location profile. A profile in the user identification file that contains information about a remote system that is allowed to access resources on your system.

log. (1) To record; for example, to log all messages on the system printer. (2) See *mail log*.

logarithm. The exponent that indicates the power to which a number is raised to produce a given number.

logical channel. In a packet switching data network, a path over which data packets flow between the sending data terminal equipment and the network, and between the network and the receiving data terminal equipment.

logical expression. An expression consisting of logical operators and/or relational operators that can be evaluated to a value of either true or false.

logical operator. A word or symbol that defines the logical connection between conditions or that makes opposite a condition. (COBOL) A reserved word that defines the logical connection between conditions or negates a condition: OR (logical connective-either or both), AND (logical connective-both), and NOT (logical negation). (FORTRAN) A set of operators used in logical expressions. The operators are: .NOT. (logical negation), .AND. (logical conjunction), and .OR. (logical union).

logical order. (COBOL) The order in which records are sequentially read from a file. For sequential and relative files, the logical order corresponds to the physical order of the records in the file. For indexed files, the logical order is based on the order of the keys in the index portion of the file.

logical record. (COBOL) The most inclusive data item. The level number for a logical record is 01.

logical unit (LU). The part of a system or device in an SNA network that allows a user or program to use the communications network.

logical unit number. (FORTRAN) In an input/output statement, a constant or variable that specifies the file that is to be read from or written to.

long precision. (BASIC) The level of precision in which printed values have a maximum of 14 significant digits. Contrast with *short precision*.

look-ahead field. (RPG) A field that allows the program to look at information in a field on the next record that is available for processing in any input or update file.

loop. A sequence of instructions that is performed repeatedly until an ending condition is reached.

lowercase. Pertaining to a letter having as its typical form *a f g* rather than *A F G*.

LPI. See *lines per inch (LPI)*.

LU. See *logical unit (LU)*.

LU-LU. In SNA, a session between two logical units (LUs) in an SNA network.

M-byte. See *megabyte*.

machine information code. See *system reference code*.

machine instruction. An instruction of the machine language that can be performed by the computer.

machine language. A language that can be used directly by a computer without intermediate processing.

macro. See *macroinstruction*.

macroinstruction. A single instruction that represents a set of instructions.

magazine. A container that holds up to 10 diskettes.

magnetic ink. An ink that contains particles of a magnetic substance whose presence can be detected by magnetic sensors.

magnetic ink character recognition. The identification of characters through the use of magnetic ink.

magnetic stripe reader. A device, attached to a display station, that reads data from a magnetic stripe on a badge before allowing an operator to sign on.

magnetic tape. See *tape*.

magnetic tape unit. A device for reading or writing data from or on magnetic tape.

mail. (PerSrv36) Any correspondence (online or hard copy) that is sent between users.

mail folder. (PerSrv36) A folder used to store documents sent and received as mail. Contrast with *document folder*.

mail list. (PerSrv36) A selected part of an entire mail log.

mail log. (PerSrv36) A record of all the mail sent or received by a user.

mail log usage counter. (PerSrv36) A measure of the number of times a document is referenced by a user.

mail queue. (PerSrv36) See *communications queue*.

mail queue counter. (PerSrv36) A measure of the number of mail items waiting to be transmitted from a queue.

main program. (COBOL) The highest-level program involved in a run unit. (FORTRAN) The first program unit to receive control when a program is run. See also *subprogram*.

main storage. The part of the processing unit where programs are run. Contrast with *control storage*.

main storage processor. Hardware that performs the machine language instructions in main storage.

mainline module. A mainline routine after it has been compiled.

mainline routine. The first subroutine encountered when link-editing.

maintenance analysis procedure (MAP). Documentation used by IBM customer engineers and by service representatives to repair IBM equipment. A MAP contains yes/no questions and procedures that direct the user to the failing part of the equipment.

mandatory entry field. A field in which an operator must enter at least one character.

mandatory fill field. A field for which an operator must enter nothing or must fill in completely.

mantissa. In floating-point format, the number that precedes the E. The value represented is the product of the mantissa and the power of 10 specified by the exponent.

manual answer. In data communications, a line type that requires operator actions to receive a call over a switched line. Contrast with *autoanswer*.

manual call. In data communications, a line type requiring operator actions to place a call over a switched line. Contrast with *autocall*.

MAP. See *maintenance analysis procedure (MAP)*.

map. To establish a correspondence between items.

margin. The space between the text area and the top, bottom, or side edges of the display or paper.

margin text. (DW/36) See *header* and *footer*.

mask. A pattern of characters that controls the keeping, deleting, or testing of portions of another pattern of characters.

master configuration record. Information, stored on disk, that describes system devices, programming, and characteristics.

master file. A collection of permanent information, such as a customer address file.

master security officer. A person who is designated to control all of the security tasks that are provided with the System Support Program Product. A master security officer can, for example, deactivate password, badge, or resource security, or add, change, or remove security information about any system operator. Contrast with *security officer*.

match fields. When processing more than one file with RPG, fields that are compared to determine whether operations should be done.

match level. (RPG) The value identified by the match field indicators M1 through M9. The match level identifies match fields.

matrix. An array arranged in rows and columns.

medium. A channel of communication. Plural *media*.

meeting. (PerSrv36) A calendar item that can be scheduled on two or more calendars in one step. Contrast with *appointment*.

meeting status. (PerSrv36) The status of a meeting is either Confirmed, Tentative, or Canceled. The caller or arranger assigns the status.

megabyte. One million bytes.

member. See *library member*.

memo slip. (PerSrv36) A brief communication

menu. A displayed list of items from which an operator can make a selection.

menu security. A System Support Program Product option that restricts an operator to selecting items from a particular menu.

merge. To combine two or more ordered files into one similarly ordered file. (DW/36) To perform a data/text merge. (PerSrv36) To break down the groups contained within another group to their individual members.

merge file. (COBOL) The temporary file that contains all the records to be combined by a MERGE statement.

merged group. (PerSrv36) A group in which all the members that are groups are broken down to their individual members. A merged group contains no group names, only calendar names and user IDs.

message. Information sent to one or more users or display stations from the system or another user. A message can be either displayed or printed.

message identification. A field in the display or printout of a message that directs the user to the description of the message in a message guide or a reference manual. This field consists of up to four alphabetic characters, followed by a dash, followed by the message identification code.

message identification code (MIC). A four-digit number that identifies a record in a message member. This number can be part of the message identification.

message member. A library member that defines the text of each message and its associated message identification code.

MIC. See *message identification code (MIC)*.

migrate. To convert files created by one program or utility to files that can be used by another program or utility.

MLCA. See *multiline communications adapter/attachment (MLCA)*.

mm. Millimeter.

mnemonic. An identifier or symbol, using characters intended to assist memory, that is associated with a command, instruction, or statement.

mnemonic name. (COBOL) A user-defined word associated with a function name in the Environment Division.

mode. A method of operation. For an example, see *enter/update mode*.

mode indicator. (WSU) An indicator that changes when the operating mode changes. Contrast with *job indicator* and *session indicator*.

mode-level field. (WSU) In a program, a field that has its value saved and is then cleared when the operating mode changes. Contrast with *job-level field* and *session-level field*.

modem. See *modulator-demodulator (modem)*.

modified data tag. (3270) A bit in each input field that, when set, causes that field to be transferred to the host system.

modulate. To vary the frequency of.

modulation. Changing the frequency or size of one signal by using the frequency or size of another signal.

modulator-demodulator (modem). A device that converts data from the computer to a signal that can be transmitted on a communications line, and converts the signal received to data for the computer.

module. (1) One part of a program, which usually performs a specific task (such as disk input/output). (2) See *load module*. (3) See *object module*.

modulo. (BASIC) Pertaining to a modulus. For example, 9 is equal to 4 modulo 5. See also *modulus*.

modulus. (BASIC) A number, such as a positive integer, in a relationship that divides the difference between two related numbers without leaving a remainder. For example, 9 and 4 have a modulus of 5 ($9 - 4 = 5$, $4 - 9 = -5$, and 5 divides both 5 and -5 without leaving a remainder).

modulus 10/modulus 11 checking. Formulas used to calculate the check digit for a self-check field.

monitor. Programming or hardware that observes, supervises, controls, or verifies the operation of a system.

monochrome. Consisting of a single color.

monospace. A single spacing in a character set.

mouse. A device used to control a pointer on the screen. You move the mouse to cause corresponding movement of a cursor.

MRT procedure. See *multiple requester terminal (MRT) procedure*.

MRT program. See *multiple requester terminal (MRT) program*.

MSRJE. See *Multiple Session Remote Job Entry (MSRJE)*.

multiline communications adapter/attachment (MLCA). A feature that allows up to four communication lines to be connected to System/36 with a 5360 or 5362 System Unit.

multinational character set. An option that makes an expanded set of 188 characters available to countries with supported language groups.

multiple. More than one.

multiple requester terminal (MRT) procedure. A procedure that calls a multiple requester terminal program.

multiline communications adapter/attachment (MLCA). A feature that allows up to four communications lines to be connected to System/36 with a 5360 or 5362 System Unit.

multiple requester terminal (MRT) program. A program that can process requests from more than one display station or SSP-ICF session at the same time using a single copy of the program. Contrast with *single requester terminal (SRT) program*.

Multiple Session Remote Job Entry (MSRJE). A feature of the System Support Program Product that allows one or more remote job entry sessions to operate on a host system (such as a System/370, or a 30xx or 43xx processor) at the same time.

multipoint. In data communications, pertains to a network that allows two or more stations to communicate with a single system on one line.

multiprogramming. The processing of two or more programs at the same time.

multivolume file. A diskette file that occupies more than one diskette or tape.

NAK. See *negative acknowledgment character (NAK)*.

name. (COBOL) A word that defines a COBOL operand. A name is composed of not more than 30 characters.

named-variable document. A user-created document that specifies where variable information from a fill-in document is used. See also *fill-in document*.

national characters. The characters #, \$, and @.

native character set. (COBOL) The default character set associated with the computer specified in the OBJECT-COMPUTER paragraph.

native collating sequence. (COBOL) The default collating sequence associated with the computer specified in the OBJECT-COMPUTER paragraph.

NCCF. See *Network Communications Control Facility (NCCF)*.

NCP. See *Network Control Program*.

negate. To cause to be invalid.

negated combined condition. (COBOL) The NOT logical operator immediately followed by a combined condition in parentheses.

negated condition. A condition that is made opposite (either true or false), by the NOT logical operator.

negated simple condition. (COBOL) The NOT logical operator immediately followed by a simple condition.

negative acknowledgment character (NAK).
In binary synchronous communications, a transmission control character sent as a negative response to data received.

negative response. In data communications, a reply indicating that data was not received correctly or that a command was incorrect or unacceptable.

negotiate. To arrange for or bring about.

NEP. See *never-ending program (NEP)*.

nest. To incorporate a structure or structures of some kind into a structure of the same kind. For example, to nest one loop (the nested loop) within another loop (the nesting loop); to nest one subroutine (the nested subroutine) within another subroutine (the nesting subroutine).

nested procedure. A procedure that is called by another procedure. See also *procedure level*.

network. Data processing equipment connected by communications lines that sends and receives information.

Network Communications Control Facility (NCCF). A program product for command processors that can monitor, control, and improve the operation of a network.

Network Control Program (NCP). A program, generated by the user from a library of IBM-supplied modules, that controls the operation of a communications controller.

network node. A node which is capable of performing the intermediate routing functions, directory services, and route selection services in an APPC network.

Network Problem Determination Application (NPDA). A program product that assists the user in identifying network problems from a central control point using interactive display techniques.

network resource directory (NRD). An area on disk that lists the files on remote systems that can be accessed using Distributed Data Management (DDM).

never-ending program (NEP). A long-running program that does not share system resources, except for shared files and the spool file.

next executable statement. (COBOL) The statement to which control is transferred after the current statement runs.

node. (1) An addressable location in a communications network that provides host processing services. (2) A point where packets are received, stored, and forwarded to another node (or DTE) according to a routing method the network has defined.

node identification. A string of characters that identifies a node to the system.

non-return-to-zero inverted (NRZI). On System/36, a method of data transmission where the signal is changed to transmit a 0 bit. For the 1 bit the signal stays the same. This ensures that the signal does not stay the same for an extended period of time.

noncontiguous. Not being in actual contact.

noncontiguous item. (COBOL) A data item in the Working-Storage Section of the Data Division that bears no relationship with other data items.

nondisplay. A field attribute that prevents the displaying of data.

nonexecutable statement. (FORTRAN) A statement that describes the use or extent of the program unit, the characteristics of the operands, editing information, statement functions, or data arrangement. Contrast with *executable statement*.

nonlabeled tape. A tape that has no labels. Tape marks are used to indicate the end of the volume and the end of each data file.

nonnumeric item. (COBOL) A data item that is alphanumeric, alphabetic, or Boolean.

nonnumeric literal. See *literal*.

nonrequesting terminal program. A program that is not associated with a requesting display station.

nonsequenced display. A display that is not part of a sequence. Contrast with *primary display sequence*, *secondary display*, and *sequenced display*.

nonstandard labeled tape. A tape that has labels but does not follow the IBM standard labeling conventions.

nonswappable storage. The storage containing programs or data that must remain in storage.

nonswitched line. A connection between computers or devices that does not have to be established by dialing. Contrast with *switched line*.

normal control field. (SORT) A control field that is sorted in the sequence specified in the header specification.

not-found indicator. An indicator that is set on when the specified record cannot be found.

notation. A system of characters, symbols, or abbreviated expressions used to express technical facts or qualities.

note. (DW/36) A DW/36 document in a definite format. (PerSrv36) A document in a predefined format that is usually used for informal correspondence.

notifier message. (PerSrv36) A message sent to the calendar manager if another person adds, changes, deletes, or cancels items in the manager's calendar.

NPDA. See *Network Problem Determination Application (NPDA)*.

NRD. See *network resource directory (NRD)*.

NRZI. See *non-return-to-zero inverted (NRZI)*.

nucleus. That portion of main storage that is used by the System Support Program Product.

null. See *null character*.

null character. The character hex 00, used to represent the absence of a displayed or printed character.

null character string. Two consecutive single quotation marks that specify a character constant of no characters.

null record. In binary synchronous communications, a record that contains no data; only the data link control characters STX ETX.

number list. A list of telephone numbers to be called using a communications program and the X.21 feature.

numeric. Pertaining to any of the digits 0 through 9.

numeric edited item. (COBOL) A numeric item whose PICTURE character string contains valid editing characters.

numeric expression. (BASIC) A numeric constant, a simple numeric variable, a scalar reference to a numeric array, a numeric-valued function reference, or a sequence of the above separated by numeric operators and parentheses.

numeric item. (COBOL) An item whose contents must be numeric. If signed, the item can also contain a representation of an operational sign.

numeric literal. See *literal*.

numeric operator. A symbol representing an operation to be performed on numeric data.

object module. A set of instructions in machine language. The object module is produced by a compiler from a subroutine or source program and can be input to the overlay linkage editor.

object program. (COBOL) A set of instructions in machine-runnable form. The object program is produced by a compiler from a source program.

OBJECT-COMPUTER. (COBOL) The name of an Environment Division paragraph that describes the computer upon which the object program is run.

OCL. See *operation control language (OCL)*.

odd positive acknowledgment. See *ACK1*.

off drop support. Support that disconnects a remote controller.

office products. A group of IBM-supplied programs that work together to help an office operate more efficiently. The office products are DisplayWrite/36 (DW/36), Personal Services/36 (Personal Services/36), and Query/36. The interactive data definition utility (IDDU) can be used to define files used by DW/36 and Query/36.

office profile. (PerSrv36) A profile that contains information about a Personal Services/36 user.

OFFICE/36. The group of office products: DisplayWrite/36 (DW/36), Personal Services/36, and Query/36.

offline. Neither controlled directly by, nor communicating with, the computer, or both. Contrast with *online*.

offset pie slice. (BGU/36) A slice that is slightly removed from a pie graph in order to emphasize it.

online. Being controlled directly by, or directly communicating with, the computer, or both. Contrast with *offline*.

online information. Information, read on the display screen, that explains displays, messages, and programs. For some programs, the online information is similar to a printed manual and may contain a table of contents, guide information, help text, a glossary, and an index.

open. To prepare a file for processing.

open mode. (COBOL) The state of a file after performing an OPEN statement for that file and before performing a CLOSE statement for that file. The particular open mode is specified in the OPEN statement as either INPUT, OUTPUT, I-O, or EXTEND.

operand. A quantity of data that is operated on, or the address in a computer instruction of data to be operated on. (COBOL) The object of a verb or an operator; that is, an operand is the data or equipment governed or directed by a verb or operator.

operating system. A collection of system programs that controls the overall operation of a computer system.

operation. A defined action, such as adding or comparing, performed on one or more data items.

operation code. (1) A code used to represent the operations of a computer. (2) In SSP-ICF, a code used by a System/36 application program to request SSP-ICF data management and/or the subsystem to perform an action. For example, the operation \$\$SEND asks that data be sent.

operation control language (OCL). A language used to identify a job and its processing requirements to the System Support Program Product.

operator. (1) A person who operates a device. (2) A symbol that represents an operation to be done.

opposite control field. (SORT) A control field that is sorted in the opposite sequence of that specified in the header specification.

option. An item (usually numbered) in a list that a user selects to perform a task; a choice.

option statements. (FORTRAN) A set of statements used to provide control information to the compiler and overlay linkage editor.

optional network facilities. Facilities a packet switching data network user may request when establishing a virtual circuit. See also *reverse charging*, *closed user group*, and *throughput class negotiation*.

optional SSP. Displays and programs included in the System Support Program Product that can optionally be loaded during system configuration.

optional word. (COBOL) A reserved word included in a statement format that is intended to make that statement easier to read.

order set. (WSU) A group of records consisting of one header record followed by one or more detail records.

ordinal number. One of the counting numbers, used to indicate position.

orient. To set or arrange.

outline numbering. (DW/36) Sequential numbering used to show the organization of a document, as in a table of contents. For example, section 1.2.

output. The result of processing data.

output file. (COBOL) A file that is opened in either the output mode or the extend mode.

output list. A list of variables from which values are written to a file or device.

output mode. (COBOL) An open mode in which records can be written to the file.

OUTPUT PROCEDURE. (COBOL) A procedure that provides special processing of records when they are returned from the sort or merge function.

output stream. Messages and other output data, displayed on output devices by an operating system or a processing program.

overflow condition. (COBOL) A condition that occurs when a portion of the result of an operation exceeds the capacity of the intended unit of storage.

overflow field. (SORT) A field that allows for field expansion.

overflow indicator. (RPG) An indicator that signifies that the last line on a page has been printed or skipped.

overflow line. The line specified as the last line to be printed on a page.

overlay. (1) To write over (and therefore destroy) an existing file. (2) A program segment that is loaded into main storage and replaces all or part of a previously loaded program segment.

overlay linkage editor. The part of the System Support Program Product that combines object programs to produce code that can be run and allows the user to determine overlays for programs.

overlay region. A continuous area of main storage in which segments can be loaded independently of other regions.

overlay structure. (COBOL) A graphic representation showing the relationships of segments of an overlay program and how the segments are arranged to use the same main storage area at different times.

override. (1) A parameter or value that replaces a previous parameter or value. (2) To replace a parameter or value.

override user ID. A user identification that is used to sign on to the system if the user identification file is destroyed.

overstrike. (DW/36) To enter a character in a space currently occupied by another character.

overview. A brief general survey; a summary.

owner authority. The right to create, add, change, remove, and rename files, libraries, and folders. (PerSrv36) The right to add, change, read (view), and delete items.

packed decimal format. A format in which each byte (except the rightmost byte) within a field represents two numeric digits. The rightmost byte contains one digit and the sign. For example, the decimal value 123 is represented as 0001 0010 0011 1111. Contrast with *zoned decimal format*.

packed key. An index key in packed decimal format.

packet. A data transmission information unit. It has a header on the front that indicates the destination of the packet. Commonly used data field lengths in packets are 128 or 256 bytes.

packet assembly/disassembly (PAD). A functional unit that enables data terminal equipment (DTEs) not equipped for packet switching to access a packet-switched network.

packet level. A part of Recommendation X.25 that defines the protocol for establishing logical connections between two DTEs and for transferring data on these connections.

packet procedures. See *packet level*.

packet switching. The act of transferring and routing packets from source to destination based on information contained in their headers.

packet switching data network (PSDN). A communications network that uses packet switching as a means of transmitting data.

packet window. A specified number of packets that can be sent by the DTE before it receives an acknowledgement.

pad. To fill unused positions in a field with dummy data, usually zeros or blanks.

PAD. See *packet assembly/disassembly (PAD)*.

page. A 2048-byte segment of main storage.

palette. (BGU/36) See *color palette*.

paragraph. (COBOL) In the Procedure Division, a paragraph name followed by a period and a space and by zero, one, or more sentences. In the Identification and Environment divisions, a paragraph header followed by zero, one, or more entries.

paragraph header. (COBOL) A reserved word, followed by a period and a space, that indicates the beginning of a paragraph in the Identification and Environment Divisions.

paragraph name. (COBOL) A user-defined word that identifies and begins a paragraph in the Procedure Division.

parameter. A value supplied to a procedure or program that either is used as input or controls the actions of the procedure or program. (COBOL) A variable or a literal that is used to pass data values between calling and called programs.

parent. Pertaining to a secured resource, either a file or library, whose user list is shared with one or more other files or libraries. Contrast with *child*.

partner. In data communications, the remote application program or the remote computer.

password. A string of characters that, when entered along with a user ID, allows an operator to sign on to a secured system.

password security. A System Support Program Product option that helps prevent the unauthorized use of system services by checking the password entered by each operator at sign-on.

patch. To change directly the contents of a file or library member.

path information unit (PIU). A transmission unit in an SNA network. A PIU has a transmission header and can contain a basic information unit (BIU) that holds data.

PC. A personal computer.

PC Code diskettes. The diskettes that contain the attachment programs for the System/36 PC.

PC file. A file on an IBM personal computer.

PC mode. An operating session that uses DOS and other IBM programs with 5250 Emulation or with the 5364 System Unit computer programs.

PC Support/36. A group of programs that can be used to transfer data from a System/36 to an IBM personal computer or from an IBM personal computer to a System/36, to use disk storage on System/36 as IBM personal computer disk storage, and to use printers attached to System/36 as IBM personal computer printers.

PC Support/36 Expansion feature. A feature that allows the number of concurrent users of PC Support/36 to be expanded.

PC Support/36 Pass-Through. A function of the PC Support/36 program that allows a personal computer to use another System/36.

PC Support/36 Work Station Feature. A feature that allows a personal computer on an IBM Token-Ring Network to imitate a System/36 5250 display.

PC Support/36 Organizer. A function of PC Support/36 that provides the same menu for both personal computer and System/36 users.

PC technical coordinator. A person who plans for, sets up, and maintains personal computers and personal computer programs.

PC text assist. A part of the PC Support/36 Organizer program that enhances the DisplayWrite/36 Edit display.

PCE. See *procedure control expression (PCE)*.

Peer subsystem. The SSP-ICF subsystem that allows System/36 to communicate with another System/36 or System/34 using SNA/SDLC.

Peer-to-Peer Networking. See *Advanced Peer-to-Peer Networking (APPN)*.

pending. (1) Waiting, as in an operation is pending. (PerSrv36) A request that was submitted by Personal Services/36 to a remote system and that is awaiting processing.

peripheral. A device connected to the system to provide communication (as input or output) or auxiliary functions.

peripheral data set information record. A record sent to MSRJE by the host system to control the format of printed or punched output.

permanent virtual circuit (PVC). A virtual circuit that has a logical channel permanently assigned to it at each DTE. The usual call establishment protocol is therefore not required.

personal computer utility (PCU). The part of PC Support/36 that creates, deletes, and copies files to and from virtual disks on the System/36.

personal document. (PerSrv36) A document that may be handled only by its owner or by someone who is authorized by the owner.

personal document password. (PerSrv36) A string of characters that must be entered to use or access a personal document.

Personal Services/36. (PerSrv36) A program product for sending and receiving mail, scheduling appointments on calendars, maintaining directories of names and addresses, working with groups of users or calendars and accessing document library services.

Personal Services/36 reference card. (PerSrv36) A template that the user can print out to show command keys and summarize functions on Personal Services/36.

PG indicator. See *program-mode indicator*.

phase. A distinguishable part in a course, development, or cycle.

phone list. A list of telephone numbers to be called using a communications program and the autocal or X.25 feature.

phonetic. Relating to the sounds and other phenomena of speech.

phrase. (COBOL) An ordered set of one or more consecutive COBOL character strings that forms part of a clause or a Procedure Division statement.

physical connection. See *physical level (X.25)*.

physical file. A file that contains data records.

physical level (X.25). A standard that defines the electrical, physical, functional, and procedural methods used to control the physical link running between the DTE and the DCE.

physical record. (1) A group of records that is recorded or processed as a unit. Same as *block*. (2) A unit of data that is moved into or out of the computer.

pie graph. (BGU/36) A round graph.

pitch. A unit of width of typewriter type, based on the number of characters that can be set in a linear inch. For example, 10-pitch type has 10 characters per inch.

plot. To draw or diagram. To connect point-by-point coordinate values.

plotter. (BGU/36) A device for drawing a graph or chart.

ply. A layer of paper.

point-to-point line. A communications line that connects a single remote station to a computer.

poll. To execute a polling sequence.

polling. A method for determining whether each of the stations on a communications line has data to send.

port. A part of the system unit or remote controller to which cables for display stations and printers are attached.

position. The location of a character in a series, as in a record, a displayed message, or a computer printout. See also *columnn*.

positional parameter. A parameter that must appear in a specified location, relative to other positional parameters.

post. (1) To add information in a record to keep that record current. (2) To note the occurrence of an event.

precision. The degree of accuracy of a number. See *long precision* and *short precision*.

predefined convention. (FORTRAN) The rule for defining a variable's type and length, which are based on the initial character of the variable name if no other specification is made. The characters I through N are INTEGER*4; the characters A through H, O through Z and \$ are REAL*4. Contrast with *type declaration*.

preexecution-time array. (RPG) An array that is loaded at the same time as the user program, before the program begins. Contrast with *compile-time array* and *execution-time array*.

preexecution-time table. (RPG) A table that is loaded at the same time as the user program, before the program begins. Contrast with *compile-time table*.

preprocessed display. A display on which the processing is done before the display is shown.

preprocessing. Processing for a display that occurs before the display is shown.

presentation control. (BGU/36) An option that allows parts of a graph to be included or excluded when produced.

primary display sequence. The first set of displays coded in a WSU source program.

primary file. (RPG) The main file from which a program reads records.

primary half-sessions. In SNA, the half-session that sends the session activation request. See also *primary logical unit*. Contrast with *secondary half-session*.

primary index. The index that is built when a file is created. Contrast with *alternative index*.

primary logical unit (PLU). In SNA, the logical unit (LU) that contains the primary half-session for a particular LU-LU session. Contrast with *secondary logical unit*.

primary node. A node that is using data link protocols.

print band. An interchangeable metal band that contains the print characters used by some printers.

print belt. See *print band*.

print entries. See *spool file entries*.

print file. In MSRJE, a file created by the host system that is printed on your system.

print image. A character set that corresponds to the characters on a print band.

print intercept routine. The spooling routine that causes printer output to be placed in a spool file rather than being printed.

Print key. A function key that prints the display shown when the key is pressed.

print queue. A list of output waiting to be printed by the system. See also *log*.

print wheel. An interchangeable print element used in certain printers.

print zone. (BASIC) The area with a given width on a display or printout, in which characters are printed during unformatted printing. This area is 16 positions when short precision is specified, 26 positions when long precision is specified. The maximum is 80 and the minimum is 1.

printer ID. The identification code assigned to printers.

printout. Information from the computer that is produced by a printer.

priority. The relative ranking of items. For example, a job with high priority will be run before one with regular or low priority.

private document. A document filed in a remote library but that can only be accessed by the owner or someone authorized to work for the owner.

problem determination. The process of identifying why the system is not working. Often this process identifies programs, equipment, data communications facilities, or user errors as the source of the problem.

problem management. The part of the Communications and Systems Management feature (C & SM) that allows System/36 to generate and send alters to a host or a peer system using APPC or APPN.

procedure. A set of related operation control language statements (and, possibly, utility control statements or procedure control expressions) that cause a specific program or set of programs to be run. (COBOL) One or more successive paragraphs or sections within the Procedure Division, which directs the computer to perform some action or series of actions.

procedure command. A command that runs a procedure; usually the same as a procedure name.

procedure control expression (PCE). A set of statements and expressions that control how a procedure runs.

Procedure Division. (COBOL) One of the four main component parts of a COBOL program. The Procedure Division contains instructions for solving a problem. The Procedure Division may contain imperative statements, conditional statements, paragraphs, procedures and sections.

procedure level. The relative position of a procedure within nested procedures. For example, if procedure A calls procedure B, and procedure B in turn calls procedure C, then procedure C is a third-level procedure.

procedure member. A library member that contains the statements (such as operation control language statements) necessary to perform a program or set of programs.

procedure name. (COBOL) A paragraph name or a section name in the Procedure Division.

procedure start request. A message from the remote system asking an SSP-ICF subsystem to start a System/36 procedure.

processing. The performance of operations and calculations on data.

processing level. One of the stages in the WSU program cycle.

processing level display. A display that appears when the associated processing level occurs.

processing level indicator. The indicator (IJ, IW, ES, EW, or EJ) that WSU turns on automatically when the processing level begins, or that you can set on to cause any processing for that level to occur (ES, EW, and/or EJ only).

processing unit. The part of the system unit that performs instructions and contains main storage.

Professional Office System (PROFS). An office system that allows users to create and send notes and documents, make appointments and maintain calendars, create and maintain schedules, and control electronic mail and personal files.

PROFS. See *Professional Office System*.

PROFS bridge. A function of Personal Services/36 that allows users of Personal Services/36 to communicate with users of System/370.

profile. Data that describes the characteristics of a user, program, device, or remote location.

program. (1) A sequence of instructions for a computer. See *source program* and *load module*. (2) To write a sequence of instructions for a computer. Same as *code*.

program cycle. (RPG) The series of operations performed by the computer for each record read.

program date. The date associated with a program (job step). See also *creation date*, *session date*, and *system date*.

program generation. The compilation of a WSU program.

program name. (COBOL) A user-defined word that identifies a COBOL source program.

program product. A licensed program for which a fee is charged.

program status register. A register that contains conditions that can be tested by branch or jump instructions.

program temporary fix (PTF). A temporary solution to or bypass of a defect in a current release of a licensed program.

program unit. (FORTRAN) A main program or a subprogram.

program-mode. (BASIC) A way to enter BASIC statements and commands. The format of the statements and commands is checked as they are entered. Contrast with *data mode*.

program-mode indicator. Coded as PG. An indicator that temporarily prevents operator-initiated changes in transaction file contents or display sequence.

programmable. Designating a device whose operation can be controlled by a program.

Programming Request for Price Quotation (PRPQ). A program created especially for a particular group of customers or an application. Documentation for the program is provided only to those customers who order the PRPQ.

prompt. A displayed request for information or operator action. (PerSrv36) Lines on a display that ask you for information or tell you what action is needed.

propagation time. The time necessary for a signal to travel from one point on a communications line to another.

proportional spacing. A method of spacing in which the space between characters varies according to the width of the characters. (DW/36) A type of printing that provides different amounts of space depending on the size of the character being printed. For example, an *m* takes more space than an *i*

protected field. A displayed field in which operators cannot enter data.

protocol. A set of rules governing the communication and transfer of data between two or more devices in a communications system.

PRPQ. See *Programming Request for Price Quotation (PRPQ)*.

PSDN. See *packet switching data network (PSDN)*.

pseudo. Being apparently, rather than actually, as stated.

pseudo-text. (COBOL) A sequence of character strings or separators bounded by, but not including, pseudo-text delimiters. Pseudo-text is used in the COPY REPLACING statement for replacing text strings.

pseudo-text delimiter. (COBOL) Two contiguous equal signs (= =) used to delimit pseudo-text.

PTF. See *program temporary fix (PTF)*.

PTF backup library. A library that contains a copy of the load modules replaced by a PTF. The library is created by the PTF procedure with the APPLY parameter specified. When the REMOVE parameter is specified, the PTFs are removed and the original load modules are replaced.

PTF library. A library that contains the PTFs to be applied by the PTF procedure. The library is created by the PTF procedure with the COPY parameter specified.

PTT. Public Telephone and Telegraph Administration.

public data network. A communications common carrier network that provides data communications services over switched or nonswitched lines.

public document. A document accessible to all Personal Services/36 users of the remote library in which it is filed.

punch file. In MSRJE, a file created by the host system that is copied into a file on your system.

purge. To remove an entry from a queue.

purge interval. (PerSrv36) The minimum amount of time Personal Services/36 keeps entries in a queue after a failed communications transmission before removing them.

qualified name. A name that has been made unique by the addition of one or more qualifiers.

qualifier. A name used to uniquely identify another name.

query. A request for information from a file based on specific conditions; for example, a request for a list of all customers in a customer master file whose balance is greater than \$1000.

query definition. (Query/36) Information about a query that is stored in the system.

Query/36. A program product that produces files and reports based on those files. The files must be linked to file definitions created with IDDU.

queue. A line or list formed by items waiting to be processed.

queue entry. (PerSrv36) Mail and status information in a queue waiting to be sent.

quotient. The number or quantity that is the result of a division operation.

radian. A unit of angle measurement that can be converted into degrees of arc.

radius. The distance from the center of a circle to its edge.

random access. An access method in which records can be read from, written to, or removed from a file in any order. (COBOL) An access mode in which records can be read from, written to, or removed from a file in any order.

random by key. (RPG) A processing method for chained files in which record keys identify records to be processed.

random by relative record number. (RPG) A processing method for chained files in which relative record numbers identify the records to be processed.

random processing. The processing of records in an order other than the order that they exist in a file. See also *consecutive processing* and *sequential processing*.

RC indicator. See *recovery-of-work-session indicator*.

read authority. The right to view but not change items.

reading field. (SORT) An input field that contains a pronunciation sorting key that is not unique to each ideographic character.

real number. A number, containing a decimal point, stored in fixed-point or floating-point format.

Realtime Interface Co-Processor. A feature that allows up to three communications lines to be

receive time-out. In data communications, the result of no data being received in a given period of time.

receptacle. A hollowed electrical fitting that contains the live parts of a circuit.

Recommendation X.25. A document, CCITT Recommendation X.25, that outlines standards for the connection of processing equipment to a packet switching data network.

record. A collection of fields that is treated as a unit.

record address file. An input file that indicates to a program which records are to be read from a disk file, and the order in which these records are to be read from the disk file.

record area. (COBOL) A storage area reserved for processing the record described in a record description entry in the FILE SECTION.

record description entry. (COBOL) The total set of data description entries associated with a particular record.

record file. (BASIC) A file on disk in which the data is read and written in records. Contrast with *stream file*.

record ID code. See *record identification code (record ID code)*.

record identification code (record ID code).

One or more characters that identify a record as belonging to a particular format of a disk file.

record identifying indicator. An indicator that identifies the record just read.

record name. (COBOL) A data name that identifies a record described in a record description entry.

record separator. In binary synchronous communications, a character used to indicate the end of one record and the beginning of another.

record type. The classification of records in a file.

recovery procedure. (1) An action performed by the operator when an error message appears on the display screen. Usually, this action permits the program to continue or permits the operator to run the next job. (2) The method of returning the system to the point where a major system error occurred and running the recent critical jobs again.

recovery-of-work-session indicator. (WSU) Coded as RC. The indicator that signals when an operator restarts a work session after abnormal termination.

reference line. (BGU/36) A line that can be drawn by a user on a bar, line, and surface graph, in either the horizontal or vertical plane, that marks specified values.

region size. The amount of main storage available for a program to run. See also *job region* and *step region*.

register. A storage area, in a computer, usually intended for some special reason, capable of storing a specified amount of data such as a bit or an address.

relation character. (COBOL) One of the characters that expresses a relationship between two operands: = (equal to), > (greater than), and < (less than).

relation condition. (BASIC) A condition that relates two arithmetic expressions and/or data items. (COBOL) A condition that relates two arithmetic expressions and/or data items.

relational expression. A logical statement that describes the relationship (such as greater than or equal) of two arithmetic expressions or data items.

relational operator. The reserved words or symbols used to express a relation condition or a relational expression. (COBOL) A reserved word, a relation character, a group of consecutive reserved words, or a group of consecutive reserved words and relation characters used to express a relation condition. (FORTRAN) Any of the set of operators that express an arithmetic condition that can be either true or false. The operators are: .GT., .GE., .LT., .LE., .EQ., and .NE.. They are defined as greater than, greater than or equal to, less than, less than or equal to, equal to, and not equal to, respectively.

relative addressing. A means of addressing instructions and data areas by designating their location in relation to the location counter or to some symbol.

relative data. (BGU/36) Values in a computer graphic that specify points relative to other points in the graphic.

relative file. (COBOL) Same as *direct file*.

relative record number. A number that specifies the location of a record in relation to the beginning of the file.

relative-size pie. (BGU/36) A pie on a graph drawn proportionally to another pie.

release. (1) To allow a spool job that is being held to run. (2) A distribution of new function for an existing program product.

release update. The process of updating programming support by installing a new release of the System Support Program Product and program products.

reminder. (PerSrv36) A calendar item that includes a date, but no start time or end time.

remote. Pertaining to a device, file, or system that is accessed by your system through a communications line. Contrast with *local*.

remote adapter address. An address that is used to access a remote device for LAN communications.

remote controller. A device, attached to a communications line, that controls the operation of one or more remote display stations and printers.

remote job entry (RJE). Sending job instructions and possibly data to a remote system requesting it to run a job.

remote location. (PerSrv36) Any other system in the network with which your system can communicate. This corresponds to the remote location name specified in the APPC subsystem.

remote management. The part of the Communications and Systems Management feature that allows host system users to operate (via HCF) System/36 from their 3270-type display stations as though they were using remotely attached 5250-type display stations.

Remote Operation/Support Facility (ROSF).

An implementation that allows an operator at a remote support group to use a remote display station (and an optional remote printer) to provide operational and technical assistance.

remote system request. A directive from Personal Services/36 to execute an operation on a remote system.

remotely started session. A session started by an incoming procedure start request from the remote system. Contrast with *acquired session*.

reorganize. To move folder members together at the front of the folder to reduce as much as possible the number of folder extents.

repeated-display indicator. (WSU) Coded as RP. The indicator that signals when a display reappears.

report break. (Query/36) A blank line or new page that appears in a report when the contents of a specified field in the report change. A report break can contain column summaries.

request unit. In SNA, the record transmitted to the other system. This record can contain a request, data, or both.

| **request/response unit (RU).** IN SNA, a
| generic term for a request unit or a response
| unit.

requester. A display station or interactive communications session that requests a program to be run.

required carrier return. (DW/36) A manually entered carrier return used after a short line or at the end of a paragraph to ensure that no more text will be added to the line during automatic line adjustment.

required hyphen. (DW/36) A hyphen that is not removed when DW/36 adjusts lines. Contrast with *syllable hyphen*.

required space. (DW/36) A space or blank that is not removed when DW/36 adjusts lines (or paragraphs) of text.

required tab. (DW/36) A tab that marks a temporary left margin.

reserved fields. Special fields provided and maintained by WSU that contain such current information as relative record numbers, date and time, and error codes.

reserved name. (PerSrv36) A name that is used exclusively by Personal Service/36 or by another user.

reserved word. (BASIC) A word used in a source program to describe an action to be taken by the program or by the BASIC compiler, respectively. It must not appear in the program as a user-defined name or a system name. (COBOL) A word used in a source program to describe an action to be taken by the program or by the COBOL compiler, respectively. It must not appear in the program as a user-defined name or a system name.

reset. To return a device or circuit to a clear state.

resident file. A file that exists on disk until it is specifically deleted or changed to a scratch file.

resolve. (DW/36) To process the text instructions in a document while it is being printed. (PerSrv36) To replace the name of any group contained within another group with the names of the members of that group. When a group has been resolved, it contains no group names, only user IDs and calendar names.

resource. Any part of the system required by a job or task, including main storage, input and output devices, the processing unit, and files, libraries, and folders.

resource security. A System Support Program Product option that restricts the use of information in files, libraries, folders, and folder members to specified users.

resource security file. A security file that contains information that restricts access to files, libraries, and folders.

response unit. In SNA, the record sent to respond to a request. The response can be either positive or negative and can include control information.

restore. Return to an original value or image. For example, to restore a library from diskette.

result field. (Query/36) A field, created for use in a query, that contains the results of calculations performed on numeric fields in a file.

resulting indicator. (RPG) An indicator that is set depending on the result of an operation. (WSU) An indicator that is set depending on the result of an operation.

resume-work-session indicator. (WSU) Coded as RS. The indicator that signals when an operator resumes running WSU after all other operators successfully ended their work sessions.

retrieve. (DW/36) To copy a document, that has been archived to diskette or tape, back to disk. (PerSrv36) To get a document from a remote library and put it into a DW/36 file or into a PC file.

retry interval. (PerSrv36) The minimum amount of time Personal Services/36 waits before attempting another communications transmission for a queue entry after a failed communications transmission.

return code. In data communications, a value generated by the system or subsystem that is returned to a program to indicate the results of an operation issued by that program.

reverse charging. A packet switching data network optional facility. It enables the DTE to request that the cost of a communications session it initiates be charged to the DTE that is called. See also *optional network facilities*.

reverse image. (PerSrv36) (DW/36) A way of displaying characters. The characters themselves are dark, while the background surrounding them is highlighted.

reverse-interrupt character (RVI). In binary synchronous communications, a request by the receiving station to the sending station to stop sending and begin receiving a message.

review mode. The mode of WSU in which operators can selectively display transaction file records or can move from one transaction file record to another.

review-mode indicator. (WSU) Coded as RV. The indicator that signals that the operator is running WSU in review mode or in insert mode.

review-record indicator. Coded as RR. The indicator that signals review or delete.

revisable-form text. (DW/36) A document that has not been resolved. Contrast with final-form text.

revise. To change. See also *edit*.

right margin. The area between the rightmost character position and the right edge of the display or paper.

right-adjust. To place or move an entry in a field so that the rightmost character of the field is in the rightmost position. Contrast with *left-adjust*.

right-justify. (DW/36) To print text with an even right margin by adding extra space throughout a line.

RJE. See *remote job entry (RJE)*.

roll. To move the display image vertically to bring into view information that is above or below the boundaries of the display.

root directory. The highest-level directory on a disk or diskette, or on a virtual disk or diskette. It may contain subdirectories as well as files.

root segment. The first segment of a program with overlays. The root segment remains in main storage at all times while the program is being run.

ROSF. See *Remote Operation/Support Facility (ROSF)*.

rotary dial. In a switched system, the conventional dialing method that creates a series of pulses to identify the called station.

rotation. A print procedure that allows you to turn output to a different position when it is printed.

route. To send by a selected or predefined course.

router. A PC Support/36 program that handles requests to send and receive data from PC Support/36 applications on the personal computer and routes them to the appropriate PC Support/36 applications on the System/36.

routine. A set of statements in a program that causes the system to perform an operation or a series of related operations.

rover-update indicator. Coded as RU. An indicator that determines whether the transaction file can be updated.

RP indicator. See *repeated-display indicator*.

RPG. A programming language specifically designed for writing application programs that meet common business data processing requirements.

RPOA. Recognized private operating agencies.

RR indicator. See *review-record indicator*.

RS indicator. See *resume-work-session indicator*.

RU. See *request unit* and *response unit*.

RU indicator. See *rover-update indicator*.

run. To cause a program, utility, or other machine function to be performed.

run unit. (COBOL) A set of one or more object programs that function as a unit at execution time to provide a problem solution.

RV indicator. See *review-mode indicator*.

RVI. See *reverse-interrupt character (RVI)*.

RWS. Remote work station.

S/36 subdirectory. The subdirectory on PC disks or diskettes that contains the System/36 PC attachment programs. See also *root directory*.

SA-SN and SP-SY. See *session indicator*.

SABM. Set asynchronous balanced modem.

saturation. The extent to which a color differs from the grey of the same lightness.

scalar expression. An expression that represents a single value rather than an array of values.

scalar item. A single data item. Contrast with *array*.

scale factor. A number that indicates the position of the decimal point in a real number.

scale line. (DW/36) A line on the Edit display showing margins, tabs, and type of pitch. (Query/36) A line at the top of a report that shows column positions.

scheduled message. (PerSrv36) A message that appears on a display at a certain day and time.

scratch file. A file, usually used as a work file, that exists until the program that uses it ends.

screen design aid (SDA). The part of the Utilities Program Product that helps the user design, create, and maintain displays and menus. Additionally, SDA can generate specifications for RPG and WSU work station programs.

scroll. See *roll*.

SDA. See *screen design aid (SDA)*.

SDDM. See *source distributed data manager (SDDM)*.

SDLC. See *synchronous data link control (SDLC)*.

SEAR. South East Asia Region.

search. (PerSrv36) To look for documents that meet user-specified criteria and that are stored in a remote library.

search criteria. (PerSrv36) The set of specified parameters that describe documents sought by a Personal Services/36 user, but stored in a remote library.

search result. (PerSrv36) The search description and list of documents found in the remote library, that meets the specified criteria.

search word. (RPG) Data used to find a match in a table or array.

Second Work Station Expansion feature. (5360) A feature that provides 12 ports for the attachment of work stations to the 5360 System Unit.

second-level message. A message that supplies additional information about an error condition when the Help key is pressed for a first-level message. See also *first-level message*.

secondary. Not first in importance or occurrence.

secondary display sequence. The set of displays that follows the primary display sequence in a WSU source program.

secondary half-session. In SNA, the half-session that receives the session-activation request. See also *secondary logical unit*. Contrast *primary half-session*.

secondary file. (RPG) Any input file other than the primary file.

secondary node. A node that is using secondary data link protocols.

section. (COBOL) A section header followed by a set of zero, one, or more paragraphs or entries, called a section body. Each section consists of the section header and the related section body.

section header. (COBOL) A combination of words, followed by a period and a space, that indicates the beginning of a section in the Environment, Data, or Procedure Division.

section name. (COBOL) A user-defined word that names a section in the Procedure Division.

sector. (1) An area on a disk track or a diskette track reserved to record information. (2) The smallest amount of information that can be written to or read from a disk or diskette during a single read or write operation.

security. The protection of data, system operations, and devices from accidental or intentional ruin, damage, or exposure. See also *system security*.

security officer. A person who is designated to control many of the system security tasks that are provided with the System Support Program Product. A security officer can, for example, add, change, or remove security information about system console operators, subconsole operators, and display station operators. A security officer cannot, however, deactivate password, badge, or resource security. Contrast with *master security officer*.

segment. A part of a program that can be run without the entire program being in main storage.

seion. A Japanese syllable.

seion kana control field. A control field that the ideographic sort program sorts into seion kana sequence and that recognizes reading field sounds.

selection field. A field tested for a condition to determine whether a record should be included in a sort.

self-check field. A field, such as an account number, consisting of a base number and a check digit.

send length. (PerSrv36) The number of mail items kept in a queue before Personal Services/36 attempts to send the items.

sense data. In SNA, the data sent with a negative response, indicating the reason for the response.

sentence. (COBOL) A sequence of one or more statements; the last statement ends with a period followed by a space.

separator. (COBOL) A punctuation character used to delimit character-strings.

separator character. In data communications, the character that is used with some autocall units to separate the digits to be dialed.

separator page. A printed page used to show the end of output for one job and the start of output for another job.

sequence checking. Checking done by WSU (in enter mode only) to ensure that operators use displays in the intended (coded) order. For example, WSU checks to ensure that operators do not bypass required displays.

sequence error. (WSU) An error caused by trying to bypass required displays or end-of-sequence-set processing.

sequence number. A five-digit entry on specifications that indicates the order of the specifications.

sequence number field. (DSU) Six characters to the left of the left margin on the EDIT display, where line commands are typed.

sequence set. (WSU) One or more related displays that appear in the order in which they occur in the source program.

sequence symbols. Symbols that determine the sequence in which macroinstruction definition statements are processed.

sequenced display. A display within a sequence. See *nonsequenced display*.

sequential access. (COBOL) An access mode in which records are read from, written to, or removed from a file based on the logical order of the records in the file.

sequential by key. A method of indexed file processing in which records are read or written in the order of the record keys.

sequential file. A file in which records occur in the order in which they were entered. Contrast with *direct file* and *indexed file*.

sequential processing. The processing of records in the order in which they exist in a file. Same as *consecutive processing*. See also *random processing*.

serial search. (COBOL) A search in which the members of a set are consecutively examined, beginning with the first member and ending with the last member.

serialization. The consecutive numbering of statements.

service aids. The group of procedures and programs that is used to determine and correct system problems.

service log. A file that contains information about problems that have occurred with the system. The file can be added to using the SERVLOG procedure.

session. (1) The logical connection by which a System/36 program or device can communicate with a program or device at a remote location. (2) The length of time that starts when an operator signs on the system and ends when the operator signs off the system.

session control record. (WSU) The first record in each display station's chain of records in the transaction file.

session date. The date associated with a session. See also *creation date*, *program date*, and *system date*.

session default. A session default defined for temporary use. (PerSrv36) A calendar default defined for temporary use.

session group. In APPC, a number of communications sessions managed as a unit.

session indicator. (WSU) An indicator that is set for each session and retains its setting when the operating mode changes. Contrast with *job indicator* and *mode indicator*.

session library. The library specified, or assigned as a default, when signing on or while running a program.

session list. (PerSrv36) A list of items—for example, calendars—that a user works with on a temporary basis.

session-level field. (WSU) A field that retains its value when the operating mode changes. Contrast with *job-level field* and *mode-level field*.

SEU. See *source entry utility (SEU)*.

severity code. A code that indicates how serious a compiling error or an operating error is.

severity level. See *automatic response severity level*.

shared folder facility. A feature that allows users to have multiple, concurrent, update access to a folder from a personal computer. Also allows System/36 and personal computer users to share folders.

shell document. (DW/36) The skeleton format of a document into which users can add information to create other documents. A named-variable document is an example of a shell document. (PerSrv36) A document containing the skeleton format (outline) of a note. See *note*.

shift. To adjust line contents by moving existing information to the left or right of its original position.

shift-in control character. A character (hex 0F) that indicates the end of a string of ideographic characters. Contrast with *shift-out control character*.

shift-out control character. A character (hex 0E) that indicates the start of a string of ideographic characters. Contrast with *shift-in control character*.

short precision. (BASIC) The level of precision in which printed values have a maximum of six significant digits. Contrast with *long precision*.

show. (DSU) A line command that displays statements that have been excluded from appearing as output.

sign condition. (COBOL) A condition that states that the value of a data item is less than, equal to, or greater than zero.

sign off. To end a session at a display station.

sign on. (Verb) To enter a user identification to begin a session at a display station.

sign-on. (Noun) The action an operator uses at a display station in order to begin working at the display station.

signal. A detectable physical quantity or impulse (as a voltage, current, or magnetic field strength) by which messages or information can be transmitted.

significant digit. Any digit of a number that follows the leftmost digit which is not a zero and that is within the accuracy allowed.

simple condition. (COBOL) Any single condition chosen from the set: relation condition; class condition; condition-name condition; switch-status condition; sign condition. See *complex condition* and *conditional expression*.

sine. A trigonometric function of mathematics.

single line communications adapter/attachment (SLCA). In data communications, a feature that allows a single communications line to be connected to System/36.

single requester terminal (SRT) program. A program that can process requests from only one display station or SSP-ICF session from each copy of the program. Contrast with *multiple requester terminal (MRT) program*.

SLCA. See *single line communications adapter/attachment (SLCA)*.

SMF. See *system measurement facility (SMF)*.

SNA. See *systems network architecture (SNA)*.

SNA LU-6.2 protocol. SNA data link protocol for communication between peer systems.

SNA Upline Facility (SNUF). The SSP-ICF subsystem that allows System/36 to communicate with CICS/VS and IMS/VS application programs on a host system. Also, using this subsystem, DHCFC communicates with HCF and DSNX communicates with DSX.

SNA/APPN. See *Advanced Peer-to-Peer Networking*.

SNBU. See *switched network backup (SNBU)*.

SNUF. See *SNA Upline Facility (SNUF)*.

socket. Another name for a port on the system unit or remote controller.

software. Programs, languages, and/or routines that control the operations of a computer in solving a given problem.

software distribution support. A feature that allows a System/36 at a central site to build and distribute software to a System/36 at a remote site.

software reset sequence. (5364) The key sequence used to end all System/36 and PC sessions, then reload DOS and the attachment programs.

SOH. See *start-of-header (SOH) character*.

sort file. (COBOL) The temporary file that contains all the records to be sorted by a SORT statement. The sort file is created and can be used only by the sort function.

sort sequence specifications. Source statements that specify the sequence of a sort.

sort utility. The part of the System Support Program Product used to arrange records (or their relative record numbers) in a sequence determined by data contained in one or more fields within the records.

sort-merge file description entry. (COBOL) An entry in the FILE SECTION that describes a sort file or a merge file.

source. A system, a program within a system, or a device that makes a request to a target. Contrast with *target*.

source distributed data manager (SDDM). In a Distributed Data Management network, the part of DDM that exists on the source (or local) system. Contrast with *target distributed data manager (TDDM)*.

source entry utility (SEU). The part of the Utilities Program Product used by the operator to enter and update source and procedure members.

source member. A library member that contains information in the form in which it was entered, such as RPG specifications. Contrast with *load member*.

source program. A set of instructions that are written in a programming language and that must be translated to machine language before the program can be run.

source service access point (SSAP). An address specified during configuration that allows a remote device to route data to the remote work station support within the system.

source statement. A statement written in a programming language.

source system. In a Distributed Data Management (DDM) network, the system on which an application program issues a request to access a remote file. Contrast with *target system*.

SOURCE-COMPUTER. (COBOL) The name of an Environment Division paragraph describing the computer upon which the source program will be compiled.

special character. A character other than an alphabetic or numeric character. For example; *, +, and % are special characters. (COBOL) A character that is neither numeric nor alphabetic. Special characters in COBOL include the space (), and the period (.), as well as the following: + - * / = \$, ") (; < > .

special character window. See *audit window*.

special registers. (COBOL) Compiler-generated data items used to store information produced by specific COBOL features (for example, the DEBUG-ITEM special register).

special-character word. (COBOL) A reserved word that is an arithmetic operator or a relation character.

SPECIAL-NAMES. (COBOL) The name of an Environment Division paragraph and the paragraph itself in which names supplied by IBM are related to mnemonic names specified by the programmer. In addition, this paragraph can be used to exchange the functions of the comma and the period or to specify a substitution character for the currency sign in the PICTURE string.

specification display. (SEU) The display that guides an operator through the entry of a particular type of statement.

specification sheets. Forms on which a program is coded and described.

specification statement. (FORTRAN) One of the set of statements that provide the compiler with information about the data used in the source program. In addition, the statement supplies information required to reserve storage for this data.

spelling dictionary. (DW/36) A list of words used to check the spelling in documents entered using DW/36. IBM supplies a dictionary of general terminology for several languages, as well as English dictionaries for legal and medical terminology.

split key. A key, for an indexed file, defined from more than one field within each record.

spool file. A disk file that contains output that has been saved for later printing.

spool file entries. Output in the spool file waiting to be printed.

spool file segment. A part of the spool file that can hold a print file, or part of a print file.

spool intercept buffer. An area of main storage containing printer data that is being written in the spool file.

spool writer. The part of the System Support Program Product that prints output that has been saved in the spool file.

spooling. The part of the System Support Program Product that saves output on disk for later printing.

SRT program. See *single requester terminal (SRT) program*.

SSCP. See *system services control point (SSCP)*.

SSCPID. System services control point identifier.

SSAP. See *source service access point (SSAP)*.

SSP. See *System Support Program Product (SSP)*.

SSP-ICF. See *interactive communications feature (SSP-ICF)*.

standard data format. (COBOL) The format in which data is described as to how it appears when it is printed rather than how the data is stored in the computer.

standard label tape. A tape that follows the IBM standard labeling conventions.

standby display. A display that allows an operator to enter data only. When a standby display appears, the display station can be acquired by a program. Contrast with *command display*.

start-of-header (SOH) character. In binary synchronous communications, the transmission control character indicating that the information that follows is a header.

start-of-text (STX) character. In binary synchronous communications, a transmission control character used to begin a logical set of records that will be ended by the end-of-text character or end-of-transmission-block character.

statement. An instruction in a program or procedure. (COBOL) A syntactically valid combination of words and symbols, beginning with a verb, that is written in the Procedure Division.

statement function. (FORTRAN) A user-written function that is defined and referred to within the same program unit. The user-written function is defined in a statement function definition statement. See also *function subprogram* and *subroutine*.

statement number. The number assigned to each specification. Comments, continued lines, F specifications, and unrecognized or out-of-sequence specifications are not assigned statement numbers. (FORTRAN) A number that consists of from one through five digits placed within columns 1 through 5 of the first line of a statement.

station. A computer or device that can send or receive data.

station protector. A device used on the system cable to offer protection against lightning for work stations attached in different buildings.

status. A condition. For example, the status of a printer, a job, or a communications line.

status line. (DW/36) A line at the top of the Edit display that contains information about the document and current operations, including an audit window, the document and folder names, and page and line number.

step region. The main storage space reserved by the System Support Program Product for use by a program.

storage index. A table in main storage that contains the address of the lowest key in each section in the file index.

storage map. A compiler printout that shows the names and storage locations of variables and statement numbers in the object program.

storage usage map. An overlay linkage editor printout that shows the names and storage locations of routines that make up the load member.

stream file. (BASIC) A file on disk in which data is read and written in consecutive fields. Contrast with *record file*.

streaming tape unit. A device for reading or writing data from or on magnetic tape. A streaming tape unit stores data on tape cartridges.

STX character. See *start-of-text (STX) character*.

subconsole. A display station that controls a printer or printers.

subconsole display. A display that can be requested only from a command display that appears on a subconsole. From a subconsole display an operator can display and send messages, and enter all control commands except those that can be entered only at the system console. See also *console display*.

subordinate. Occupying a lower class or rank.

subprogram. (COBOL) A called program. (FORTRAN) A program unit that has a FUNCTION or SUBROUTINE statement as the first statement. Contrast with *main program*.

subroutine. A group of instructions that can be called by another program or subroutine. (FORTRAN) A subprogram consisting of FORTRAN statements, the first of which is a SUBROUTINE statement. It optionally returns one or more parameters to the calling program unit. See also *function subprogram* and *statement function*.

subroutine member. A library member that contains information that must be combined with one or more members before being run by the system. (BASIC) A library member that contains a BASIC program in the form in which it appears within the computer.

subscript. A distinguishing symbol or letter written immediately below or below and to the right or left of another character. (DW/36) The function that allows text and numbers to be printed one-half line below the normal printing line. For example, the number 2 in the chemical formula for water, H₂O, is a subscript.

subscripted data name. (COBOL) A data name that has been made unique through the use of a subscript.

substring. A part of a character string.

subsystem. The part of communications that handles the requirements of the remote system, isolating most system-dependent considerations from the application program.

subtype. See *library member subtype*.

summary. (Query/36) Information in a report that appears in a report break or at the end of a column.

summary data field. (SORT) A data field designated for accumulated totals.

summary report. (Query/36) A report that contains only the summary information produced by a query. Contrast with *detail report*.

superscript. A distinguishing symbol or letter written immediately above or above and to the right or left of another character. (DW/36) The function that allows text and numbers to be printed one-half line above the normal printing line. For example, a footnote is called out in text with a superscript number.

supersede. To take the place of.

supplemental dictionary. (DW/36) A spelling dictionary that a user provides for the system. A supplemental dictionary includes words that have a special meaning in the user's business.

swapping. The process of temporarily removing an active job from main storage, saving it on disk, and processing another job in the area of main storage formerly occupied by the first job.

switch-status condition. (COBOL) A condition that states that a switch is currently on or off.

switched line. In data communications, a connection between computers or devices that is established by dialing. Contrast with *nonswitched line*.

switched network backup (SNBU). In data communications, a technique that provides a switched line connection when a nonswitched line fails.

switched virtual circuit (SVC). A virtual circuit that is requested from the network through a virtual call. It is released when the virtual circuit is cleared.

syllable hyphen. (DW/36) A hyphen used to divide temporarily a word at the end of a line; it may be removed when DW/36 adjusts lines. Contrast with *required hyphen*.

SYN. See *synchronization (SYN) character*.

synchronization (SYN) character. In binary synchronous communications, the transmission control character that provides a signal to the receiving station for timing.

synchronous. Occurring in a regular or predictable sequence.

synchronous data link control (SDLC). A form of communications line control that uses commands to control the transfer of data over a communications line. Compare with *binary synchronous communications (BSC)*.

synchronous transmission. In data communications, a method of transmission in which the sending and receiving of characters is controlled by timing signals. Contrast with *asynchronous transmission*.

syntax. The rules for the construction of a command or statement.

syntax checker. (DSU) A feature that detects syntax errors in RPG statements, displays a message, and shows the field or statement in reverse image.

system. The computer and its associated devices and programs.

system administrator. A person that sets up and maintains systems, for example, directories, office authorizations, communications, and so on.

system configuration. A process that specifies the machines, devices, and programs that form a particular data processing system.

system console. A display station from which an operator can keep track of and control system operation.

system date. The date assigned by the system operator during the initial program load procedure. See also *creation date*, *program date*, and *session date*.

system dump. A dump of all active programs (and their associated data) recorded after an error stops the system. Contrast with *task dump*.

system help support. The part of the System Support Program Product that uses menus, prompts, and descriptive text to aid an operator.

system library. The library, provided with the system, that contains the System Support Program Product and is named #LIBRARY.

system list device. The device that receives output for most System Support Program Product utility programs and service aids.

system log device. The device or devices designated by the LOG OCL statement to record messages and OCL statements.

system measurement facility (SMF). System Support Program Product routines that, in conjunction with control storage routines, observe system and device activity, observe SSP work area usage, and record this data in a disk file.

system monitor session. In SSP-ICF, a session started by the Finance subsystem to load the applications into a finance controller.

system name. An IBM-defined name that has a predefined meaning to the COBOL compiler. System names include computer names, language names, device names, and function names.

system printer. The printer that is used for any printed output that is not specifically directed to another printer.

system program. An IBM-supplied program that is installed on the system. The System Support Program Product (SSP) is an example.

system reference code. A four-character code that contains information for a service representative. This code either is provided as part of a message or is displayed on the control panel.

system security. A system function that restricts the use of files, libraries, folders, folder members, and display stations to certain users.

system service display station. A display station that can use all the procedures, programs, and commands needed to service the system.

system services control point (SSCP). A focal point within an SNA network for managing the configuration, coordinating network operator and problem determination requests, and providing directory support and other session services for network users.

system supplemental dictionary. (DW/36) A supplemental dictionary that can be used by all users.

System Support Program Product (SSP). A group of licensed programs that manage the running of other programs and the operation of associated devices, such as the display station and printer. The SSP also contains utility programs that perform common tasks, such as copying information from diskette to disk.

system unit. The part of the system that contains the processing unit, the control panel, the disk drive and the disk, and either a diskette drive or a diskette magazine drive.

SYSTEM-CONSOLE. A COBOL function name associated with the operator's keyboard/display.

system-name. (COBOL) An IBM-supplied name that has a defined meaning to a COBOL compiler. System-names include computer-names, language-names, device-names, and function-names.

System/36 LAN communications. The hardware and microcode that allows System/36 to be connected to the Token-Ring Network.

System/36 mode. (5364) An operating session with the 5364 System Unit that uses the System Support Program Product and other System/36 programs.

systems network architecture (SNA). A set of rules for controlling the transfer of information in a data communications network.

tab. (DSU) A point in a displayed member that marks a column or other reference point. (DW/36) A point in a document for aligning text. See also *required tab*.

table. A collection of data in which each item is uniquely identified by a label, by its position relative to the other items, or by some other means. (COBOL) A set of logically consecutive data items that are defined in the Data Division by means of the OCCURS clause.

tangent. A trigonometric function of mathematics.

tape. A thin, flexible magnetic strip on which data can be stored. It can be used to store information copied from the disk.

tape cartridge. A case containing a reel of magnetic tape arranged for insertion into a tape drive.

tape drive. A mechanism used to read and write information on magnetic tapes.

tape mark. A mark on the tape that indicates the beginning or end of a file or tape.

tape reel. A round device on which magnetic tape is wound.

tape volume. A single reel of magnetic tape.

target. A system, a program within a system, or a device that interprets, rejects or satisfies, and replies to requests received from a source. Contrast with *source*. (DSU) A line command that indicates the location for statements to be moved, copied, or included.

target distributed data manager (TDDM). In a Distributed Data Management network, the part of DDM that exists on the target (or remote) system. Contrast with *source distributed data manager (SDDM)*.

target program. DSPT program that runs on the remote system.

target system. In a Distributed Data Management (DDM) network, the system that receives a request from an application program on another system for access to one or more of its files. Contrast with *source system*.

tariff. The fee the packet switching data network charges a user for sending packets. The tariff is usually based on the number of packets sent over the network.

task. 1) A unit of work (such as a user program) for the main storage processor. 2) A unit of work that a person does.

task dump. A dump of a program that failed (and its associated data). Contrast with *system dump*.

task work area. An area on disk containing control information and work areas related to a specific task.

TDDM. See *target distributed data manager (TDDM)*.

template. A pattern to help the user identify the location of keys on a keyboard.

temporary-text-delay (TTD) character. A BSC transmission control character that indicates to the receiving station that there is a temporary delay in the transmission of data.

term. The smallest part of an expression that can be assigned a value.

terminal. In data communications, a device, usually equipped with a keyboard and a display device, capable of sending and receiving information over a communications line.

terminal error. (WSU) An error that requires correction.

termination. The end; the point beyond which something cannot go.

terminator. The part of the System Support Program Product that performs the action necessary to end a job or program.

terminology. The technical or special terms used in a business, art, science, or special subject.

test condition. (COBOL) A statement that, when taken as a whole, may be either true or false, depending on the circumstances existing at the time the expression is evaluated.

text. (DW/36) The displayed or printed information of a document.

text body. (DW/36) The main body of printed or written matter, excluding headers and footers on a page.

text folder. (Personal Services/36 and DW/36) See *document folder*.

text instruction. (DW/36) An abbreviated command, preceded by a flag character, that produces a specified format (such as a numbered list) when a document is printed.

text name. (COBOL) A user-defined word that identifies library text.

text word. Any character string or separator, except the space, in copied COBOL source or in pseudo-text.

throughput. The output or production of a system.

throughput class negotiation. A packet switching data network optional facility. Allows a DTE to negotiate the speed at which its packets travel through the packet switching data network.

tick marks. (BGU/36) Small lines that intersect the axis at points representing defined values.

time format. (PerSrv36) A calendar default that identifies whether items are scheduled according to a 12-hour clock or a 24-hour clock.

time interval. (PerSrv36) The range of time defined in a calendar default.

timing characteristics. The way in which a packet switching data network handles packets. The number of packets that can be in transit (window size) and the size of the packets determines the rate of data transfer.

Token-Ring Network. See *IBM Token-Ring Network*.

token-ring network. The local area network (LAN) designed to run on the IBM Cabling System.

total operations. (RPG) Calculation and output operations performed only after a group of records has been processed.

total time. The part of the RPG program cycle in which calculation and output operations specified for a group of records are done.

trace. To record data that provides a history of events that occur in the system. (BASIC) To create a list of the number of lines performed when a BASIC program is run.

trace file. A file that contains a record of the events that occur in the system.

track. A circular path on the surface of a disk or diskette on which information is magnetically recorded and from which recorded information is read.

trailer. Control information that WSU adds to the end of each record in a transaction file.

transaction. (1) An item of business. The handling of customer orders and customer billing are examples of transactions. (2) In interactive communications, the communication between the application program and a specific item (usually another application program) at the remote system.

transaction code. For the IMS subsystem, the first one to eight characters of the first segment of a message sent to IMS/VS. The transaction code identifies the application program for which the message is intended.

transaction file. A file containing data, such as customer orders, that is usually used only with a master file. (WSU) A direct file containing control records and data records for each work session. (COBOL) An input/output file used to communicate with display stations and SSP-ICF sessions.

transfer vector. The linkage to an entry point in an overlay that allows the overlay to be loaded to storage before control is passed into the entry point.

transient. Pertaining to a System Support Program Product program that does not reside in main storage or to a temporary storage area for such a program.

transit. An act, process, or instance of passing through or over.

translated language collating sequence. (Query/36) A collating sequence provided by Query/36 for a translating country that replaces the EBCDIC collating sequence to sort fields in a query report.

translation table. A table that provides replacement characters for characters that cannot be printed by the 3262 printer.

transmission control characters. In data communications, special characters that are included in a message to control communication over a data link. For example, the sending station and the receiving station use transmission control characters to exchange information; the receiving station uses transmission control characters to indicate errors in data it receives.

transparent data. Data that can contain any hexadecimal value.

transparent text mode. A mode that allows BSC to send and receive messages containing any of the 256 character combinations in hexadecimal, including transmission control characters.

tributary station. In data communications, a secondary device on a multipoint line.

truncate. To shorten a field or statement to a specified length.

TTD character. See *temporary-text-delay (TTD) character*.

turnaround. Changing a communications line from transmit mode to receive mode or from receive mode to transmit mode.

turnaround time. The time interval required to reverse the direction of transmission over a communication line.

twinaxial cable. A shielded cable with two conductors.

typamatic key. A key that repeats its function when it is held down.

type declaration. (FORTRAN) The specification of the type and, optionally, the length of a variable or function in a specification statement. Contrast with *predefined convention*.

type style. (DW/36) A function of a printer that specifies characters of a given pitch or design.

typing symbol. (DW/36) A character in a document that represents a certain typing action; for example, a carrier return.

unary operator. (COBOL) A plus sign (+) or a minus sign (-), which precedes a variable or a left parenthesis in an arithmetic expression and which has the effect of multiplying the expression by +1 or -1, respectively.

unbind command. An SNA command used to reset the protocols for a session. Contrast with *bind command*.

unconditional force. (SORT) A specification that always results in a character being forced into the control field before the records are sorted.

underflow. (BASIC) A condition that results when a numeric value is so close to zero that either it takes more digits to write it than can fit in the field or it cannot be written in BASIC.

unformatted data. (FORTRAN) Data that is transferred between main storage and an input/output device with a one-to-one relationship between bytes in main storage and positions in the record. See also *formatted data* and *list-directed data*.

unformatted record. (BASIC) A record accessed without a FORM or IMAGE statement that is transferred with a one-to-one relationship between bytes in storage and positions in the record. (FORTRAN) A record without a FORMAT statement, that is transmitted with a one-to-one relationship between storage locations (bytes) and positions in the record.

unique. The only one.

unlink. (IDDU) To remove an association between a file on disk and a file definition in a data dictionary. Contrast with *link*.

unprocessed record. A record that is not transformed by MSRJE before it is stored.

unprotected field. A displayed field for which operators can enter, modify, or delete data.

update authority. The right to add, change, or remove items in a file, library, or folder. (PerSrv36) The right to add, change, delete, or cancel items.

update file. A disk file from which a program reads a record, updates fields in the record, and writes the record back into the location it came from.

uppercase. Pertaining to capital letters.

UPSI switch. See *user program status indicator (UPSI) switch*.

user area. The parts of main storage and disk that are available to the user.

user default. (PerSrv36) 1) A calendar default defined for long-term use. 2) A set of user-defined values used for Personal Services/36 mail, calendar, and document library services tasks.

user ID. See *user identification (user ID)*.

user identification (user ID). A string of characters that identifies a user to the system.

user identification file (user ID file). A file containing information about which operators can use certain system functions, which menu is displayed when an operator signs on to the system, and which library is assigned to an operator when the operator signs on to the system.

user identification record (user ID record). (PerSrv36) A record in the directory that gives a user's name, address, and telephone number.

user list. A list, containing the user identification and access levels, of all operators who are allowed to use a specified file or library.

user profile. A profile in the user identification file that contains information about someone who is allowed to sign on to the system.

user program status indicator (UPSI) switch. One of a set of eight switches that can be set by and passed between application programs and procedures.

user record. A record in the resource security file that allows access to the resource at a specific access level.

user set. (PerSrv36) A string of characters that extends a user identification to act as an address for sending mail to your system.

user supplemental dictionary. (DW/36) A supplemental dictionary that can be created and used only by a specific user.

user value. See *default value*.

user-defined collating sequence. (Query/36) A collating sequence defined by the user that replaces the EBCDIC collating sequence to sort fields in a query report.

user-defined function. (BASIC) A function defined by the user in a function definition (in the DEF statement). Contrast with *intrinsic function*.

user-defined word. (COBOL) A word, required by a clause or a statement, that must be supplied by the user in a clause or statement.

utilities. See *utility program*.

Utilities Program Product. A program product that contains the data file utility (DFU), the source entry utility (SEU), the work station utility (WSU), and the screen design aid (SDA).

utility control statement. A statement that gives a utility program information about the way the program is to perform or the output it is to produce.

utility program. (1) A program provided to perform a task that is required by many of the programs using the system; for example, a program that copies information from diskette to disk. (2) A program of the System Support Program Product that performs a common task.

U1-U8 indicators. See *external indicators*.

valid. (1) Allowed. (2) True, in conforming to an appropriate standard or authority.

variable. A name used to represent a data item whose value can change while the program is running. Contrast with *constant*.

vector. An array of one dimension used for mathematics.

vendor. A seller.

verb. A COBOL reserved word that expresses an action to be taken by a COBOL compiler or an object program.

verification test. A test used to confirm whether a device is functioning correctly.

verify. To confirm the correctness of something.

vertical. Perpendicular to a base line.

vertical tab table. A table used by MSRJE that contains values indicating the line on a page to skip to before printing.

view. To look at information on a display screen without being able to change that information. (BGU/36) To show a graph or chart on a display.

view authority. See *read authority*.

VIEW display. (DSU) The display where a member can be viewed but not changed.

virtual. Giving the appearance of actuality.

virtual call facility. A user facility in which a call setup procedure and a call clearing procedure will determine a period of communication between two data terminal equipments (DTEs) in which user's data will be transferred in the network in the packet mode of operation. All the user's data is delivered from the network in the same order in which it is received by the network.

virtual circuit. A logical connection established between two DTEs. It can be permanent, that is, defined when you subscribe to your network port, or it can be dynamically established when creating a switched virtual circuit.

virtual disk. An area of disk storage created by PC Support/36 to contain data from an IBM personal computer.

virtual disk facility. A part of PC Support/36 that allows you to use disk storage on the System/36 as though it were storage on the personal computer.

virtual diskette. An area of main storage created by the File Support Utility to contain data from an IBM personal computer.

virtual print facility. A part of PC Support/36 that allows you to use a System/36 printer as though it were a work station on the personal computer.

virtual printer. A System/36 printer or a PC printer emulating a System/36 printer which can receive output for printing from a personal computer. Virtual printers are defined using PC Support/36.

virtual telecommunications access method (VTAM). A set of programs that control communications between terminals and application programs running under VSE, OS/VS1, and OS/VS2.

voice-grade telephone line. A telephone line that is normally used for transmission of voice communications. The line requires a modem for data communications.

volume label. An area on a standard label tape used to identify the tape volume and its owner. This area is the first 80 bytes and contains VOL1 in the first four positions.

volume table of contents (VTOC). An area on a disk or diskette that describes the location, size, and other characteristics of each file, library, and folder on the disk or diskette.

VTAM. See *virtual telecommunications access method (VTAM)*.

VTOC. See *volume table of contents (VTOC)*.

WACK. See *wait-before-transmitting-acknowledgment character (WACK)*.

wait-before-transmitting-acknowledgment character (WACK). In BSC, the transmission control character indicating that the station is temporarily not ready to receive data.

weak external reference. An external reference that does not have to be resolved during linkage editing. If it is not resolved, it appears as though its value were resolved to zero.

window. In data communications, the number of data packets a DTE or DCE can send across a logical channel before waiting for authorization to send another data packet. The window is the main mechanism of pacing or flow control of packets. (DW/36) To adjust the position of the text on a display so that you can see the part of the text beyond the right (or left) display boundary.

word. (COBOL) A character string of not more than 30 characters that forms a user-defined word, a system name, or a reserved word.

word spill. (DW/36) The process by which DW/36 automatically shifts the last word on a displayed line of text down to the next line if the current line is full.

work area. (BASIC) The area in main storage that a BASIC program occupies during compilation. The work area consists of the file specification, code, free, and symbol areas, and compiler tables.

work file. A file that is used for temporary storage of data being processed.

work folder. (PerSrv36) The text folder that a note is built in.

work record. A record built by the sort program for later processing.

work session. The time during which an operator is using a WSU program.

work session control record. The first record in each work session's chain of records in the transaction file.

work space. (BASIC) The area on disk that a BASIC program or a BASIC procedure occupies when it is loaded from a library member.

work station. A device that lets people transmit information to or receive information from a computer; for example, a display station or printer.

work station address. (1) A number used in a configuration member to identify a work station attached to a port. (2) The address to which the switches on a work station are set, or the internal default address.

work station data management. The part of the System Support Program Product that enables a program to present data on a display screen by providing a string of data fields and a format name.

Work Station Expansion feature. A feature that provides six ports for the attachment of work stations to the 5360 and 5362 System Unit.

| **Work Station Feature.** See *PC Support/36 Work Station Feature*.

work station ID. A two-character identifier assigned to each display station and printer on your system.

work station utility (WSU). The part of the Utilities Program Product that helps you to write programs for data entry, editing, and inquiry.

work-session-initiation indicator. Coded as IW. The indicator that is set when an operator starts a WSU program.

work-session-initiation processing level. The processing level that occurs once when each operator starts a WSU program. For the first display station operator, the work session begins when job has been started.

working diskette. A copy of a PC code diskette with DOS system files added. It can be used to IPL the System/36 PC.

Working-Storage Section. (COBOL) A section name (and the section itself) in the Data Division. The section describes records and noncontiguous data items that are not part of external files but are developed and processed internally. It also defines data items whose values are assigned in the source program.

World Trade. (1) Pertains to the distinction between the US and the rest of the world. (2) Pertains to the combination of:

- IBM World Trade Americas/Far East Corporation
- IBM World Trade Europe/Middle East/Africa Corporation

wrap test. A test that checks attachment or controller circuitry without testing the device itself.

write-enable ring. A device that is installed in a tape reel to permit writing on a tape. If a tape is mounted on a tape drive without the ring in position, writing to the tape cannot occur; the tape is protected.

write-protect plug. A device on a tape cartridge that controls writing on the tape.

WSU. See *work station utility (WSU)*.

WSU display. A display selected by the WSU display command key that allows operators to select a display, review a record, or end a work session.

WSU-generated procedure. The procedure that WSU creates to load and run a WSU program for the first operator who calls the procedure.

X.21. In data communications, a specification of the CCITT that defines the connection of data terminal equipment to an X.21 (public data) network.

X.21 feature. The feature that allows System/36 to be connected to an X.21 network.

X.21 short-hold mode. An option specified during system configuration that allows a circuit switched line to be disconnected when the line is not active.

X.25. In data communications, a specification of the CCITT that defines the interface to an X.25 (packet switching) network.

X.25 feature. The feature that allows System/36 to be connected to an X.25 network.

X.75. A standard that defines ways of interconnecting two X.25 networks.

zero suppression. The substitution of blanks for leading zeros in a number. For example, 00057 becomes 57 when using zero suppression.

zeros-complemented transition coding. A method of coding data by reversing the state of the transmitted signal for each 0 bit in the data stream.

zone width. The number of positions to the left of the right margin in which to end words.

zoned decimal format. A format for representing numbers in which the digit is contained in bits 4 through 7 and the sign is contained in bits 0 through 3 of the rightmost byte; bits 0 through 3 of all other bytes contain 1s (hex F). For example, in zoned decimal format, the decimal value of +123 is represented as 1111 0001 1111 0010 1111 0011. Contrast with *packed decimal format*.

zoned decimal item. A numeric data item that is represented internally in zoned decimal format.

zoned field. A field that contains data in the zoned decimal format.

1024-byte format. A format for diskette 2D diskettes with 1024 bytes per sector and 8 sectors per track.

12-hour clock. A clock that keeps time from 12:00 A (midnight) to 12:00 P (noon), and from 12:00 P (noon) to 12:00 A (midnight).

1255 Magnetic Character Reader. A device that reads documents printed with magnetic ink characters.

128-byte format. A format for diskette 1 diskettes with 128 bytes per sector and 26 sectors per track.

24-hour clock. A clock that keeps time from 00:00 (midnight) to 12:00 (noon), and from 12:00 (noon) to 24:00 (midnight).

256-byte format. A format for diskette 2D diskettes with 256 bytes per sector and 26 sectors per track.

3270 BSC Support subsystem. The subsystem that provides program-to-program communications with IMS/VS, CICS/VS, TSO, VM, or system application programs using 3270 BSC protocols, and provides support for the BSC portion of the 3270 Device Emulation feature.

3270 Device Emulation. A feature of the System Support Program Product that allows a System/36 local or remote device to appear as a 3270 device to another system.

3270 remote attachment. Part of the base SSP. This support allows the System/36 to act as a host for 3274 SNA Remote Controllers and attached devices.

3270 SNA Support subsystem. The subsystem that provides support for the SNA portion of the 3270 Device Emulation feature.

3278 Device Emulation. A feature of the System Support Program Product that allows a System/36 local or remote device to appear as a 3278 device to another system.

512-byte format. A format for diskette 1 diskettes with 512 bytes per sector and 8 sectors per track.

5250 Emulation. A feature that allows an IBM personal computer to be attached to a System/36 and perform the functions of a 5250 Display Station.

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Guide to Publication

International Business Machines Corporation

File Number
S36-00

Order Number
GC21-9015-5

Printed in U.S.A.

GC21-9015-05

