

 System/36

Using Your Display Station



IBM System/36

Using Your Display Station

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This manual, *Using Your Display Station*, SC21-9455, along with *Operating Your System – 5360, 5362*, SC21-9452, makes obsolete the manual, *Operating Your Computer*, SC21-9026. This manual, along with *Operating Your System – 5364*, SC21-9453, makes obsolete the manual, *Operating Your Computer – 5364*, SC21-9085. Information contained in Chapter 13 of *Operating Your Computer – 5364* is now in the manual, *Problem Determination – 5364*, SC21-9375.

This edition applies to Release 5, Modification Level 0, of IBM System/36 System Support Program Products (Program 5727-SS1 for the 5360 and 5362 System Units, and Program 5727-SS6 for the 5364 System Unit), and to all subsequent releases and modifications until otherwise indicated.

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About This Manual

Who should use this manual . . .

This manual is intended to help you use a display station attached to a System/36.

Before you begin to use your display station, be sure to read Chapters 1 and 2. It is not intended that you read the rest of the manual from front to back; instead, when you need to perform a particular task, refer to the chapter where that task is described. With this manual, you can:

- Use a display station attached to a System/36
- Use command keys and function keys to perform tasks
- Use the help menus
- Sign on and sign off
- Display messages from a command display or data display
- Send messages

- Use commands, and procedures to:
 - Place a job on the job queue
 - Check the status of:
 - Display stations
 - Printers
 - Jobs
 - Spool writer
 - Tasks
 - Users

How this manual is arranged . . .

Using Your Display Station

Chapter 1 tells you how you can use a display station with the System/36.

Using Your Keyboard

Chapter 2 tells you how to use your keyboard.

Using System/36 Displays and Menus

Chapter 3 explains how to use sign on and off and, how to use System/36 displays and menus.

Chapter 4 explains how to display, send, and reply to messages at data display stations and command display stations.

Chapter 5 explains how to use commands and procedures.

Understanding Terms Used in This Manual

See the glossary at the back of this manual if you do not understand a term. Many data processing terms and ideas are introduced in the manual *Learning About Your Computer*, SC21-9018. If you are not familiar with System/36, you should read that manual first.

The term personal computer, used throughout this manual, refers to the IBM Personal Computer, the IBM Personal Computer XT¹ and the IBM Personal Computer AT[®].

What you should know . . .

To use this manual effectively, you should know:

- How to turn on and turn off your display station and printer
- How to use the controls and switches on the display station and printer panel
- How to interpret the lights on the display station and printer panel
- How to interpret the display and printer indicators
- How to use the keyboard

For operating instructions for your display station and printer, refer to the appropriate display station or printer operator's manual.

If you want more information . . .

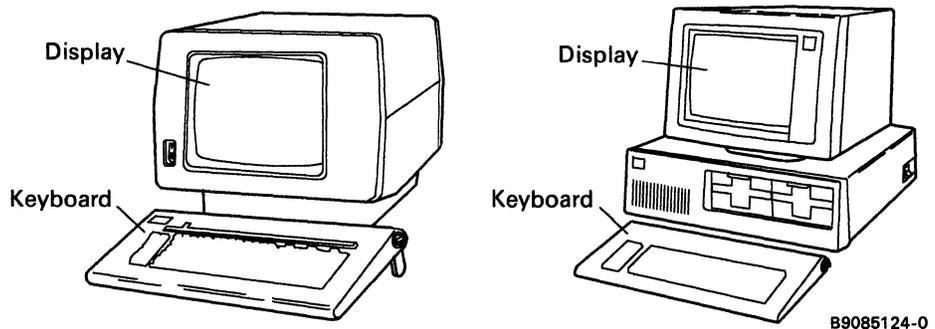
You may need to refer to other IBM manuals for more specific information about a particular topic.

If you want more information on a topic while you are using this manual, refer to the *Guide to Publications*, GC21-9015, or for System/36 PC users, the *Guide to Optional Information*, GX21-9817 for related publications.

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Chapter 1. Using Your System/36 Display Station

A display station, made up of a keyboard and a display, is your way of communicating with System/36. Using the keyboard, you can enter information into and retrieve information from the System/36. The display shows exactly what information you have either entered or retrieved.



Many display stations are available with System/36. You should determine which display station you have. Then, before you operate your display station, you should know the following about your display station:

- How to turn on and turn off your display station and printer
- How to use the controls and switches on the display station and printer panel
- How to interpret the lights on the display station and printer panel
- How to interpret the display and printer indicators
- How to use the keyboard

For operating instructions for your display station and printer, refer to the appropriate display station or printer operator's manual.

For more information about using command keys and function keys on your display station keyboard, refer to Chapter 2, “Using Your Keyboard” in this manual. For more information about using displays to perform tasks, refer to Chapters 3 through 5 in this manual.

Depending on how your system was defined during system configuration, a display station can serve as a data display station, a command display station, a subconsole, or the system console. That is, when your system was defined during system configuration:

- One or more display stations may have been specified as data display stations controlled by a program, which allows you to use each to enter only data.
- One or more display stations may have been specified as command display stations, which allows you to use each to:
 - Enter data
 - Control jobs entered at this display station
- One or more display stations may have been specified as subconsoles (display station that controls one or more printers), which allows you to use each to:
 - Enter data
 - Control jobs entered at this display station
 - Control one or more printers
- One display station was specified as the system console, which allows you to use it to:
 - Control all jobs entered at all display stations
 - Control all printers
 - Control all jobs on the system
 - Control the entire operation of the system

During system configuration, one or more subconsoles or command displays may have also been configured as an alternative console. This will permit the system console operator to transfer control of the console to a command display station or a subconsole that was configured as an alternative console. For example, the system console operator may want to do this if he or she is planning to be out of the office for some time.

For information about how to transfer the system console function to and from an alternative system console, refer to the manual *Operating Your System – 5360, 5362* or *Operating Your System – 5364*.

For specific information about using the console and subconsole if you are assuming these tasks, see your system console operator or refer either to the manuals *Operating Your System – 5360, 5362* or *Operating Your System – 5364*.

Chapter 2. Using Your Keyboard

This chapter describes how to use your display station keyboard:

- Command keys
- Keyboard templates
- Function keys

Command Keys and Function Keys

Certain keys on your display station keyboard can be used to cause the system to perform special functions. These keys are called command keys and function keys.

If you are using a personal computer attached to a 5364 System Unit as a system console, you can change some of the command keys and function keys to meet your needs. For information about how to do this, refer to Appendix A of *Operating Your System – 5364*. Each key and its function are described there.

If you are using a personal computer that is *not* attached to a 5364 System Unit as a console, you can also change some of the command keys and function keys to meet your needs. For information about how to do this, refer to the manual *5250 Emulation Program User's Guide*, the *Enhanced 5250 Emulation Program User's Guide*, or the *Remote 5250 Emulation Program User's Guide*. Each key is illustrated, and its function is described there.

If you are using a display station that is not a personal computer, refer to the appropriate display station operator's manual for further information about function keys.

Using Command Keys

When you use System/36 displays, the purpose of some command keys is shown on the display. For example, when you use command key 3, a previous display or menu is shown. In addition, certain command keys have a special purpose if you use a Utilities Program Product such as the data file utility (DFU). The special purposes are described in the respective reference manuals. Also, your programmer can specify a special purpose for a command key; for example, your programmer may specify command key 7 to end a job.

Using Command Keys with 3179 and 3180 Display Station Keyboards

For the 3179 (with 24 command keys located at the top of the keyboard) and the 3180 Display Station keyboards, press the desired command key. For example, on the 3179 or 3180 Display Station keyboard, press Cmd9 if you want to use command key 9, or press Cmd24 if you want to use command key 24.

Using Command Keys with 3179 and 3196 Display Station Keyboards

The 3196 Display Station has 12 command keys located at the top of the keyboard. The 3179 Display Station may have either 12 or 24 command keys located at the top of the keyboard. For information about how to use 3179 Display Stations with 24 command keys, refer to “Using Command Keys with 3179 and 3180 Display Station Keyboards” in this chapter. For information about how to use 3179 or 3196 Display Stations with 12 command keys, refer to the information below.

To use command (Cmd) keys 1 through 12, press the appropriate Cmd key.

To use command (Cmd) keys 13 through 24:

1. Press and hold the Shift key.
2. Press the top row key that corresponds to the number of the desired command key.

Using Command Keys with Personal Computer Keyboards

To use command keys 1 through 12:

1. Press and release the F2 key.
2. Press the top row key that corresponds to the number of the desired command key. For example, the 1 key is used as command key 1, the 0 key is used for command key 10, the - (minus) key is used as command key 11, and the = (equal) key is used as command key 12.

To use command keys 13 through 24:

1. Press and release the F2 key.
2. Press and hold the Shift key.
3. Press the top row key that corresponds to the number of the desired command key. For example, the 1 key is used as command key 13, the 0 key is used as command key 22, the - (minus) key is used as command key 23, and the = (equal) key is used as command key 24.

Using Command Keys with 5251, 5291, and 5292 Display Station Keyboards

To use command keys 1 through 12:

1. Press and release the Cmd key.
2. Press the top row key that corresponds to the number of the desired command key. For example, the 1 key is used as command key 1, the 0 key is used as command key 10, the - (minus) key is used as command key 11, and the = (equal) key is used as command key 12.

To use command keys 13 through 24:

1. Press and release the Cmd key.
2. Press and hold the Shift key.
3. Press the top row key that corresponds to the number of the desired command key. For example, the 1 key is used as command key 1, the 0 key is used as command key 22, the - (minus) key is used as command key 23, and the = (equal) key is used as command key 24.

Using a Keyboard Template

A keyboard template indicates which keys to press to use the functions available for specific programs. It also indicates which keys to use for the help support that is available on System/36.

Display Station	Keyboard Template Base Order Number
3179 Model 2 (12 command keys)	GX18-2167
3179 Model 2 (24 command keys)	GA18-2110, GX21-2140, or GX21-9808
3180 Model 2	GX21-9298 or GX21-9808
3196 Models A1 and B1	GX18-2172 or GX21-9840
3196 Models A2 and B2	GX18-2175
5251 Models 1, 2, 11, and 12	GX21-7987
5291 Model 2	GX21-7929
5292 Models 1 and 2	GX21-7929
Personal Computer	See note
<i>Note: Use the appropriate 5250 Emulation Program Keyboard Template or Enhanced 5250 Emulation Program Keyboard Template.</i>	

Each template is divided into boxes that represent individual command keys on the keyboard. When this template is placed on the keyboard, each box represents a specific command key function.

The 5250 emulation program or the enhanced 5250 emulation program allows you to assign personal computer keys to perform different functions, depending on your data processing needs. Using your template, you can note these command key assignment changes.

Using Function Keys

You can use a function key to request an action. For example, you can use the cursor movement (left) key to move the cursor one position to the left.

Function keys on the various display station keyboards generally perform the functions described in the operator's guide for each display station. For an illustration of what each key looks like, refer to:

- The appropriate display station operator's guide for display stations that are *not* personal computers.
- The appropriate *5250 Emulation Program User's Guide*, the *Enhanced 5250 Emulation Program User's Guide*, or the *Remote 5250 Emulation Program User's Guide* if you are using a personal computer that is not attached as the system console.
- The manual *Operating Your System – 5364* if your personal computer is attached as the system console on the 5364 System Unit.

Generally, the keys perform the functions shown on their labels, with the exception of personal computers using the 5250 emulation program or the enhanced 5250 emulation program. Personal computer function keys may be assigned, depending on your data processing needs. For information about how to do this, refer to:

- The appropriate *5250 Emulation Program User's Guide*, the *Enhanced 5250 Emulation Program User's Guide*, or the *Remote 5250 Emulation Program User's Guide* if you are using a personal computer that is not attached as the system console.
- The manual *Operating Your System – 5364* if your personal computer is attached as the system console on the 5364 System Unit.

Attention Key

You can use the Attn key to interrupt the job you are working on or a program you are using. If a program is in control of your display station, the program can determine the use of the Attn key. Throughout this manual, this key is referred to as the Attn key. With the personal computer, you may, however, assign a key as the Attn key.

Cursor Movement (Left and Right) Key

You can use the cursor movement keys to move your cursor to the left or right of where you are now typing.

Enter Key

Use the Enter key to tell the system you are finished typing on the display. Throughout this manual, this key is referred to as the Enter key. With the personal computer, you may assign a key as the Enter key.

Field Advance Key

The Field Advance key moves the cursor to the beginning of the next field you can type, but does not change anything at the place where you were typing.

Field Backspace Key

The Field Backspace key moves the cursor to a previous field where you can type, but does not change anything where you were typing.

If you are using a personal computer keyboard, press the Shift key and then the Field Backspace key to move the cursor to a previous field where you can type.

For all other display station keyboards, press the Field Backspace key to move the cursor to a previous field where you can type.

Field Exit Key

The Field Exit key moves the cursor to the next field where you can type. This key also erases any characters at the cursor and to the right of the cursor in the place where you were typing.

Help Key

The Help key is used to display an explanation of the display you are using. If a program is in control of your display station, the program determines the use of the Help key. If a control command is typed and the Help key is pressed, the system displays the prompts for the parameters you need. The Help key can also be used to go directly to a specific menu.

Help support is available on System/36 to aid you in using your system. Simply press the Help key to display help text for any System/36 menu or display you are using.

In addition, you can request:

- An explanation of help
- Help menus
- Help for a command or procedure
- Help for status displays or full status displays

Throughout this manual, this key is referred to as the Help key. With the personal computer, you may, however, assign a key as the Help key.

Home Key

If the cursor is not positioned at the first input field of the display you are using, the Home key is used to move the cursor to the first input field of the display. When the Home key is pressed a second time, the Main Help menu appears. If a program is in control of your display station, the program determines the use of the Home key.

New Line Key

The New Line key moves the cursor to the beginning of the next field you can type, on the next line, and does not change anything where you were typing.

Print Key

The Print key is used to print the information currently displayed on the display screen. When you press the Print key, one of the following could occur:

- The displayed information is printed immediately on the system printer or on the printer assigned to your display station.
- The information is printed, along with other information, at a later time.
- The program in control determines the use of the key.
- Nothing is printed because the printer assigned to your display station is currently not available. You receive a message at your display station that indicates the request could not be completed.

Reset Key

If you cannot enter information on the display, check the lower corner of the display for a blinking 4-digit number. Press the Reset key to remove the blinking number. Then correct the problem and continue typing.

Roll Key

The roll keys move information up or down on the display.

With a 5250 Display Station, press and hold the Shift key and press the roll key.

With a 3179, 3180, 3196, or Personal Computer Display Station, press the appropriate roll or page key.

Chapter 3. Signing On, Using Menus and Displays, and Signing Off

This chapter describes how to:

- Sign on
- Use the following displays after you sign on:
 - Command display that has a menu
 - Command display that does not have a menu
 - Standby display
 - Input-output display
- Switch sessions using a personal computer
- Sign off

Signing On

Use the Sign On display to:

- Identify yourself to the system.
- Tell the system that you want to use a particular menu (optional).

After the system is started or powered on and after you turn on your display station, a Sign On display is shown. If a Sign On display is not shown, check with your system operator.

The *Enter badge* prompt and the *Password* prompt are shown on the following display:

```

                                SIGN ON                                Optional-*    W4

Enter badge. . . . .
User ID. . . . .
Password . . . . .
User menu. . . . . *
Library. . . . . *
Procedure. . . . .
IGC session ? . . . . . Y,N Y

Help-Assistance for Sign on

                                COPYRIGHT 1985 IBM Corporation
```

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To Sign On Your System/36 Display Station

You must use the Sign On display to begin using the System/36.

1. *Enter badge:* Pass your badge through the magnetic card reader.

*Note: The **Enter badge** prompt is only shown if badge security is active on your system.*

2. *User ID:* Type your user ID for the first prompt of the Sign On display.
3. *Password:* Type your password.

*Note: The **Password** prompt is only shown if password security is active on your system.*

4. *User menu:* You can type the name of the user menu you want to find. You can enter a zero (0) if you want to use a command display.

*Note: The **User menu** prompt, the **Library** prompt, the **Procedure** prompt, and the **IGC session** prompt, that follow, are not shown if you are using a data display station.*

5. *Library:* You can type the name of the library you want to find.
6. *Procedure:* You can type the name of the procedure you want to run.
7. *IGC session:* This prompt is displayed only if your system configuration has the ideographic version of the System Support Program Product (SSP), and your display is ideographic-capable.

The default (Y) is displayed. Use this default if you want to enter ideographic characters and if you want system messages and displays shown using ideographic characters.

Type an N if you want to enter and display ideographic characters on user-defined displays and if you want Katakana or alphameric characters shown using ideographic characters.

Note: If your System/36 is using Kanji SSP and you are using an ideographic-capable display station, this prompt will be displayed.

8. Press the Enter key.

Using Displays after Sign On

After you sign on at a command or data display station using the Sign On display, one of the following appears:

- The menu you specified or the default menu assigned to you is displayed. See “Using a Menu” later in this chapter for an explanation of menus.
- The Main menu is displayed if you did not specify a menu, and if you do not have a default menu assigned to you.
- The Command display that does not have a menu is displayed if you entered a zero (0) for the *User menu* prompt on the Sign On display.

Note: For more information about command displays, refer to “Using a Command Display That Has a Menu” or “Using a Command Display That Does Not Have a Menu” earlier in this chapter.

If you are using a display station that was specified as a data display station when your system was configured, you cannot use Command displays. Instead, you use the Standby display that appears when you sign on. For more information about the Standby display, refer to “Using the Standby Display” later in this chapter.

If you are using a command display station, you can switch between a command display and the Standby display by entering the MODE command.

Using a Command Display That Has a Menu

Displays that have menus are also called command displays because you can enter control commands and procedure commands on these displays. The prompt, *Ready for option number or command*, is shown near the bottom of a command display. For example, the Main menu can also be called a command display.

Using a Menu

The menu feature of System/36 provides an easy way to run jobs. If a menu has been created for you to use, the menu allows you to select a job by entering a number. To request a menu, do one of the following:

- Type the menu name at the menu prompt on the Sign On display.
- Use the default menu during sign on. (The default menu was assigned to you by your security officer.)
- Type the name of a menu and press the Enter key.
- Type MENU and press the Help key.

See the manual *System Reference*, or the manual *Procedures and Commands Summary*, for more information about the MENU control command.

Following is an example of a menu:

```
COMMAND                                MENU:  MAINBL                                W1
                                     Main Billing Menu
Select one of the following:
  1. Enter or change orders
  2. Release orders
  3. Print picking slips
  4. Print invoices
  5. Go to inquiry
 24. Sign off

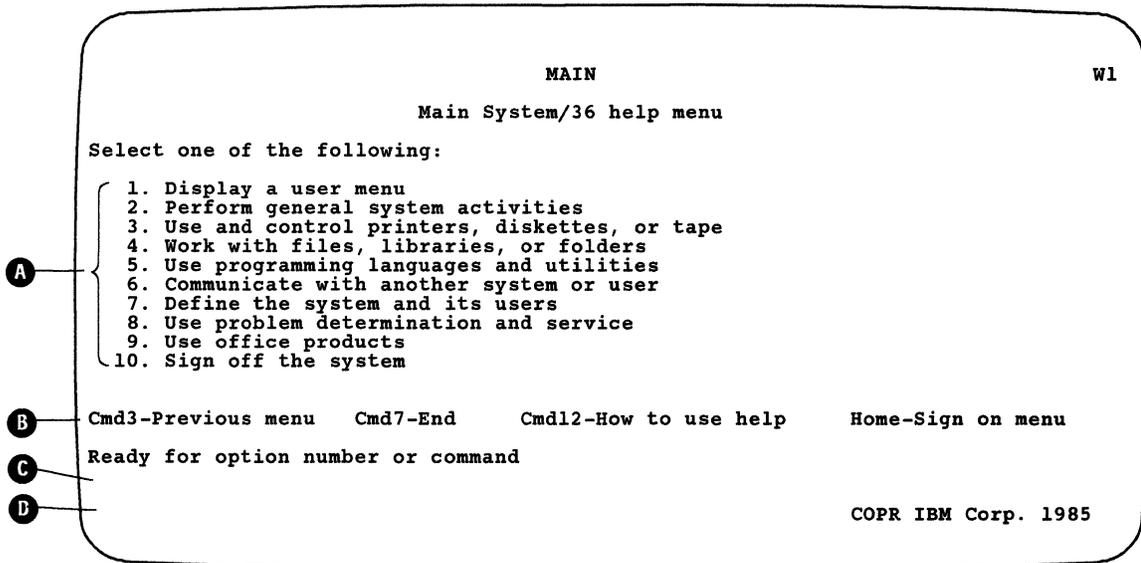
Help-Assistance   Home-Sign on menu
Ready for option number or command
```

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Using the Main Menu

You can use the Main menu (Main System/36 help menu) to:

- Request help support that is available on System/36
- Select an option
- Enter commands and procedures
- Sign off the system



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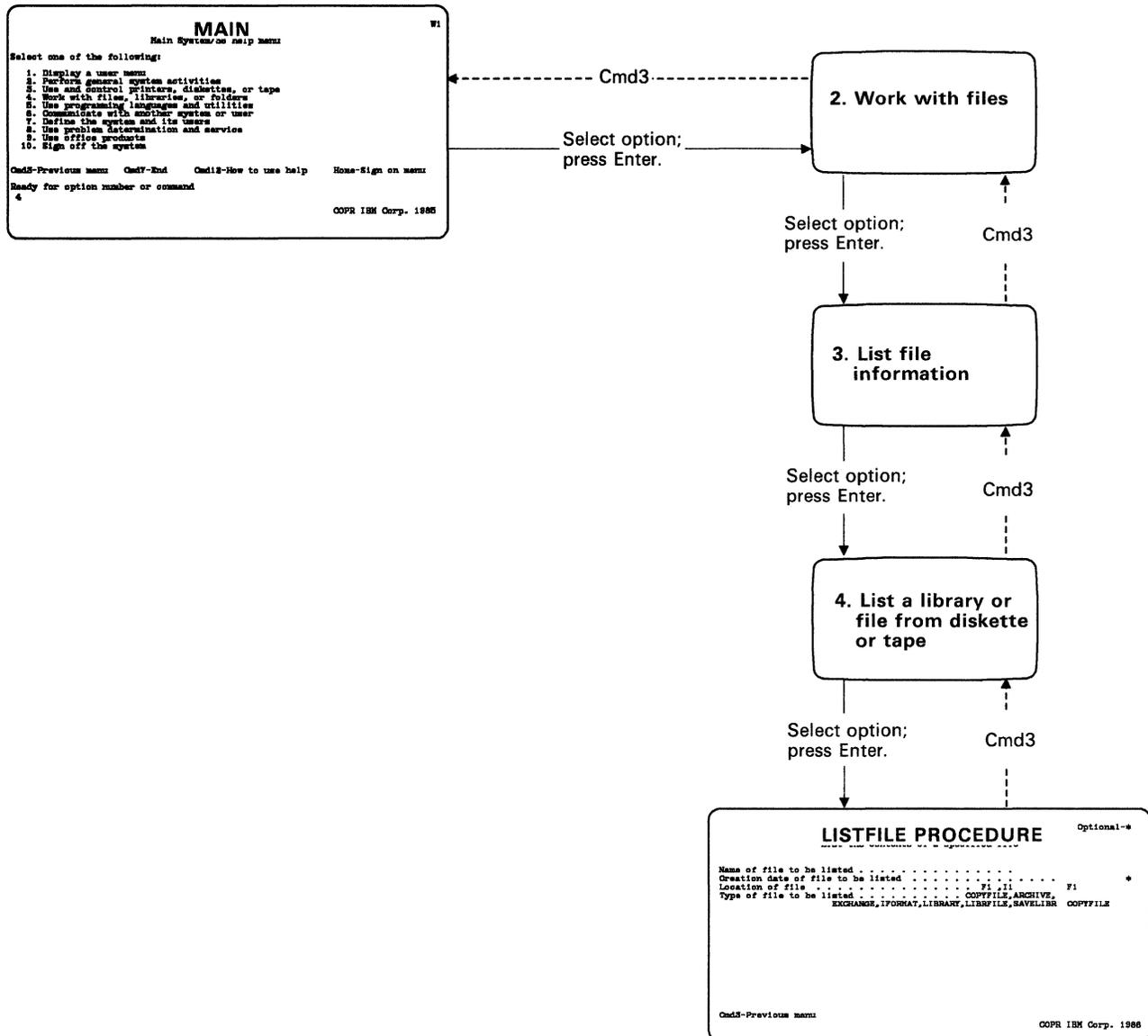
- A** The options you can choose when you know the general task you want to perform, but you do not know the name of the command or procedure that performs the task. When you select an option, another help menu is displayed. As you continue to select options, you will proceed to the command or procedure that performs the task.
- B** The command keys that you can use. These and other keys that you can use are described in Chapter 2.
- C** The command area on the display where you can enter an option number, a control command, or a procedure command. This area has two entry lines.
- D** The area on the display where messages are shown.

Help Menus

Use help menus to lead you to a command or procedure to perform a task. The Main menu is the starting point for help menus. Press command key 5, if it is shown, to request the Main menu. When help menus are shown, only the options that you are allowed to use are shown.

To display an alphabetic list of the most important menu names for the help menus, type `HELP MENU` and press the Enter key.

This example uses the task *List the contents of a diskette exchange file*. Menu options are shown that lead to the procedure (`LISTFILE`) where parameters can be entered to list a diskette exchange file.

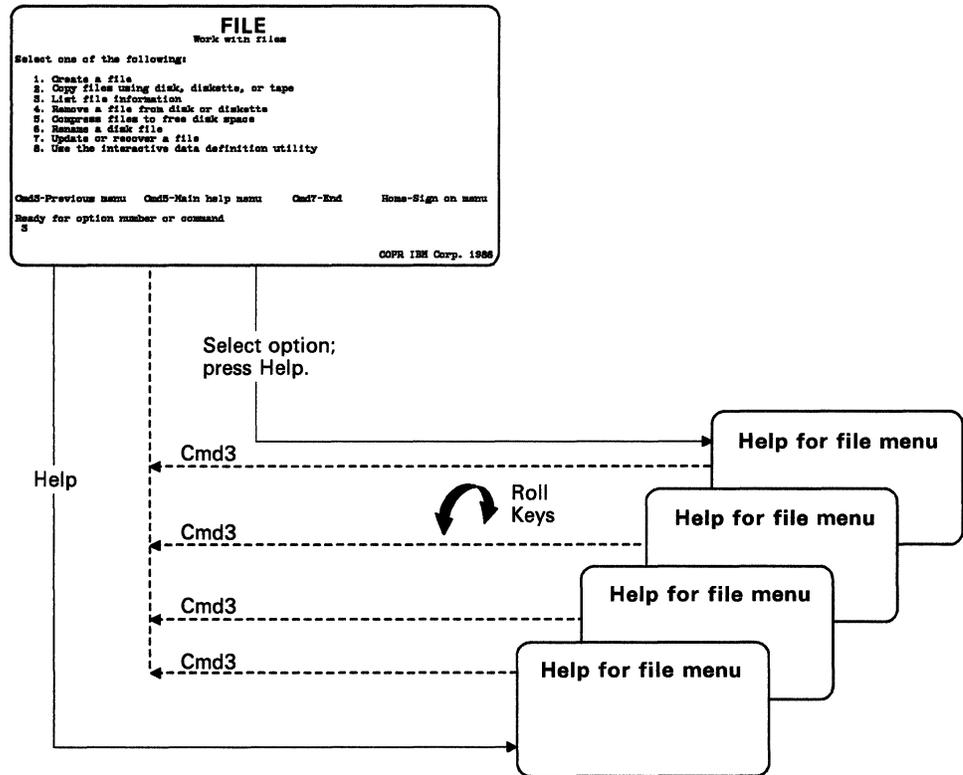


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Help Text for Help Menus

Press the Help key to display information that explains, in detail, the help menu that you are using. Also, you can type an option number and press the Help key to display help text for a specific option.

To return to the display from which you requested help, press command key 3.



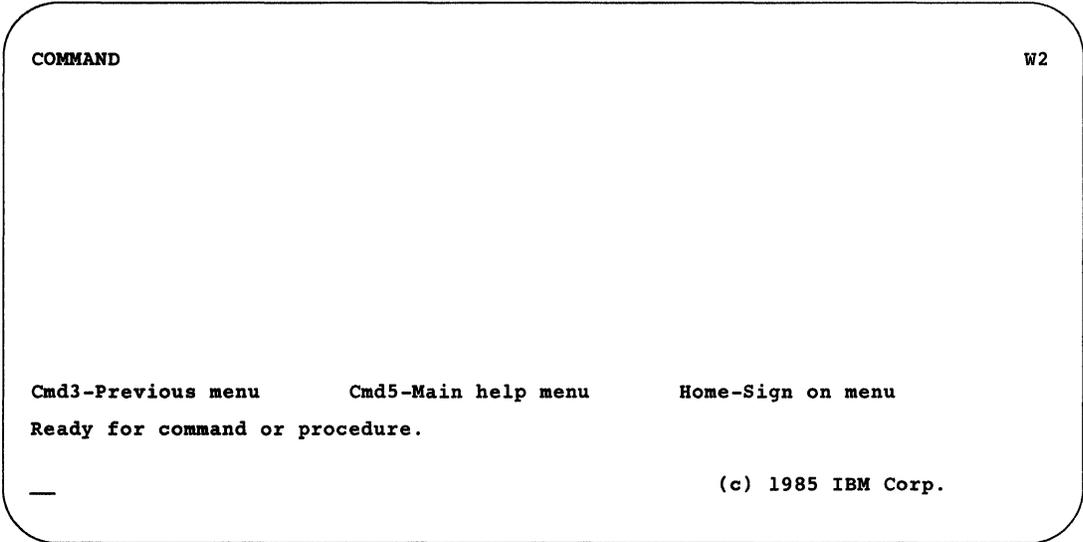
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Using a Command Display That Does Not Have a Menu

Use the following display to enter commands and procedures if you do not want to use the menus.

To request this Command display without a menu, type a zero (0) when you are using a display that has the prompt, *Ready for option number or command*, and press the Enter key.

*Note: If Console appears in the lower right corner of the display, you cannot enter a zero (0) to request a Command display without menu. You must first request a Command display with a menu before you can request a Command display without a menu. For information about how to request a Command display from a console display, refer to "Using the Console Display" in **Operating Your System – 5360, 5362** or **Operating Your System – 5364**.*



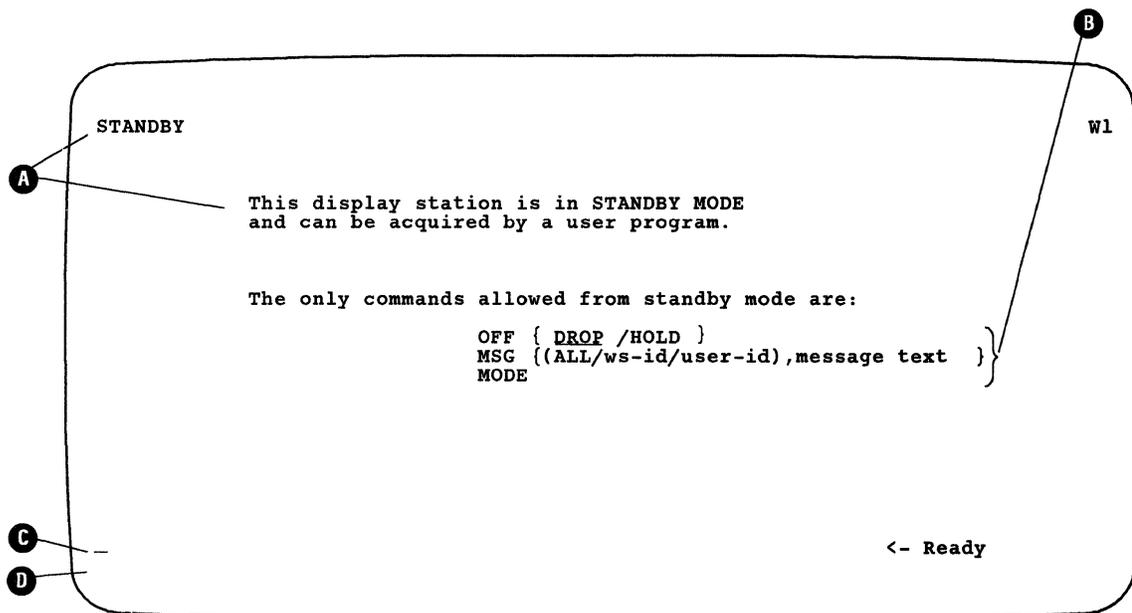
S9026512

After you use the Command display, press command key 3 to return to the previous display that you were using, press command key 5 to display the Main menu, or press the Home key to get your Sign On display.

Using the Standby Display

When the Standby display appears, your display station is waiting to be acquired by a user program running on the system. After your display station is acquired, you can use your display station for data entry and for interactive processing.

During interactive processing, the display station communicates with the program. The program can request specific information, and you can respond by entering that information.



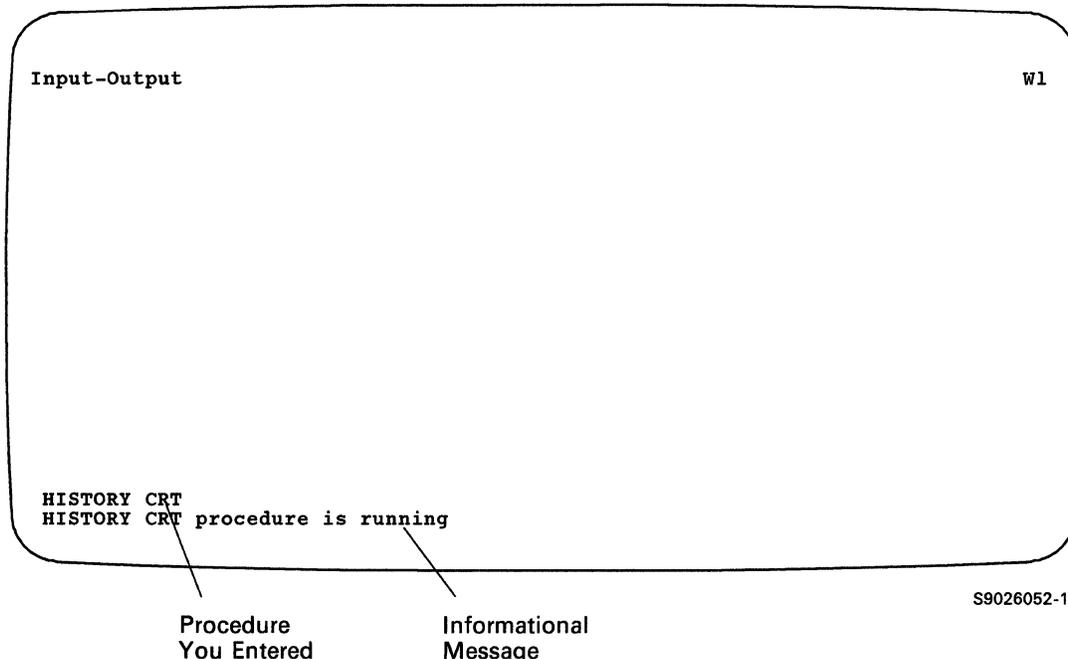
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- A** Indicates that you are using a data display station or that you entered the MODE command at a command display station.
- B** The commands you can use.
- C** The area on the display where you can enter information. This area has two entry lines.
- D** The area on the display where messages are shown.

To return to a command display, type MODE and press the Enter key.

Understanding the Input-Output Display

The Input-Output display is shown when the system is processing a procedure that you entered. The display will contain an informational message that tells you which procedure is running. For example, if you type HISTORY CRT and press the Enter key to display your history file, the system displays the following Input-Output display:



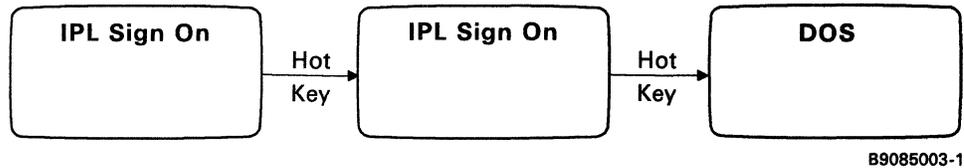
After the Input-Output display is shown, the system displays your history file. After you view your history file, press command key 7 to return to the display on which you typed the name of the procedure.

Switching Sessions Using a Personal Computer

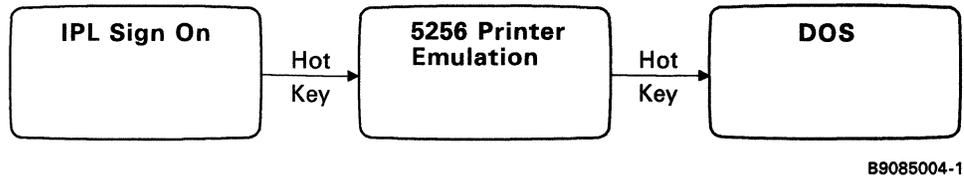
If you have a personal computer (that is not the system console) attached to the System/36 using the 5250 emulation program or the enhanced 5250 emulation program, you can switch back and forth among sessions.

During system configuration, one of the following was configured:

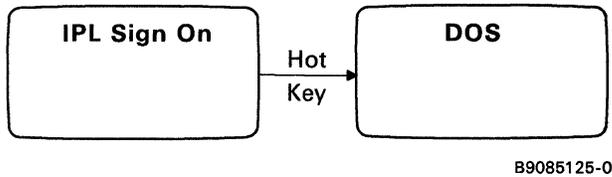
- Two System/36 sessions and a personal computer session.



- A System/36 session, a printer session, and a personal computer session.



- A System/36 session and a personal computer session.



If you are using the system console and want to switch sessions, refer to the manual *Operating Your System – 5364*.

To switch sessions, you can switch back and forth among the sessions you configured:

1. Press and hold the Alt key.
2. Press the Esc key. A second System/36 session, a personal computer session, or an emulated printer session is shown, depending on how you configured the personal computer.

Notes:

- a. *This sequence of pressing the Alt-Esc keys is also known as the hot key sequence.*
- b. *If you have the enhanced 5250 adapter card and the enhanced 5250 emulation program version 2.1, you can define a hot key. That is, you specify which key will perform the hot key function.*
- c. *If you repeat the hot key sequence, you can display the next session that you configured.*

Signing Off

When you have completed your session at a local display station or at a remote display station without a switched line, you can sign off in one of two ways:

- Type OFF on the entry line of a command display (with or without a menu) and press the Enter key.
- Select option 10 if the Main menu is displayed and press the Enter key.

If you are using a remote display station on a switched line, or if you are in a Display Station Pass-Through session, you may sign off in one of two ways:

- Type OFF DROP to drop the Sign On display from being shown and press the Enter key.
- Type OFF HOLD to keep the Sign On display shown.

Chapter 4. Sending and Receiving Messages

A message is a way for System/36 to communicate with you and for you to communicate with other display station operators. The following summarizes how you know that System/36 or another operator has sent you a message:

- A blinking 4-digit number appears in the lower left corner of your display, and the Input Inhibited light is on at your display station. You have a keyboard message waiting to be displayed. See “Displaying Keyboard Messages” later in this chapter.
- A message appears and an alarm may sound. A procedure that you are running displayed the message. See “Understanding the Kinds of Messages That Are Displayed” later in this chapter.
- An alarm sounds and the Message Waiting light is on at your display station. Another operator or a job that is running sent you a message. See “Displaying Messages That Are Waiting at a Data Display Station or a Command Display Station” later in this chapter.

When you want to communicate with another display station operator, see “Sending a Message” later in this chapter.

This chapter contains the following information:

- Displaying keyboard messages
- Understanding the kinds of messages that are displayed
- Displaying messages that are waiting at a data display station or a command display station
- Displaying messages while in a display station pass-through session
- Sending a message

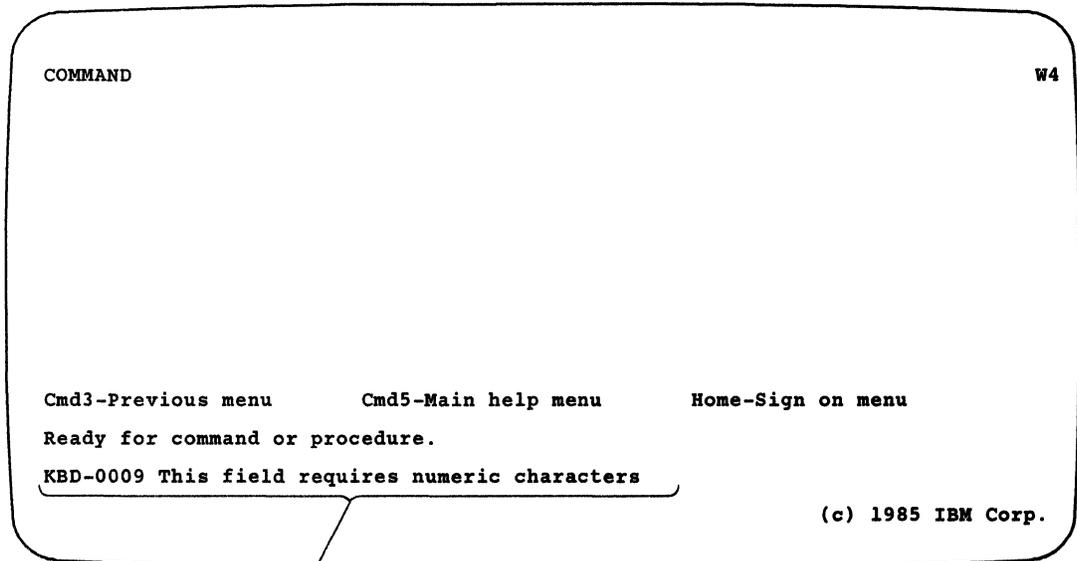
For further information, you can refer to the appropriate System/36 operator's manual for:

- **System/36 messages**
 - Messages that require you to perform an action
 - Messages that require a response (error options)
 - Additional information for a message
 - Displaying messages at the system console or subconsole
 - Replying to messages at the system console or subconsole
- **Printer messages**
- **PC messages**

Displaying Keyboard Messages

If you have a blinking 4-digit number in the lower left corner of the display and the Input Inhibited light is on at your display station, you have a keyboard message waiting to be displayed. If you know the cause of the error, press the Error Reset key and enter the required data again.

If you do not know the cause of the error, press the Help key. A message appears on the bottom line of the display. If you need an explanation of the message, refer to the *System Messages* manual and then take the recommended action to continue processing. Following is an example of a keyboard message:



Keyboard Message

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Understanding the Kinds of Messages That Are Displayed

When an alarm sounds and a message appears, or if there is no alarm but a message appears, the message may:

- Instruct you to perform an action.
- Require a response.

*Note: See the manual **Operating Your Computer – 5360, 5362 or Operating Your Computer – 5364** if you receive a message that requires a response or that instructs you to perform an action or check with your system console operator.*

- Not require a response because it is an informational message.

An informational message could be displayed at your display station by a System/36 procedure or by a procedure that was written by a programmer. The following messages are examples of informational messages because they do not require you to enter a response:

- LISTLIBR procedure is running (LISTLIBR is a System/36 procedure).
- PAYROLL procedure is running (PAYROLL could be a procedure that was written by a programmer).

Use the INFMSG NO command to prevent most informational messages from being displayed. This saves you time because you are not interrupted by informational messages while you are using your display station. The following example shows how to enter the command:

```

                                MAIN                                X2
                                Main System/36 help menu

Select one of the following:

1. Display a user menu
2. Perform general system activities
3. Use and control printers, diskettes, or tape
4. Work with files, libraries, or folders
5. Use programming languages and utilities
6. Communicate with another system or user
7. Define the system and its users
8. Use problem determination and service
9. Use office products
10. Sign off the system

Cmd3-Previous menu   Cmd7-End   Cmd12-How to use help   Home-Sign on menu

Ready for option number or command
INFMSG NO

                                COPR IBM Corp. 1985
```



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1. Type INFMSG NO **A** on a command display.
2. Press the Enter key.

Displaying Messages That Are Waiting at a Data Display Station or a Command Display Station

Messages sent to a display station that is not signed on are displayed automatically after sign on if security is active on your system.

To display a message when you *are not* running a job:

1. Type MSG on the entry line.
2. Press the Enter key; the message is displayed.
3. Press the Enter key to exit the message display.

If you do not want to display the message immediately, it is held for you to display as soon as it is convenient for you or until a job that you are running ends. The Message Waiting indicator stays on. If additional messages are sent to you, the alarm sounds. A maximum of 25 messages can be held at one time. If 25 messages have been sent to you but are not yet displayed, additional messages that are sent to you are not accepted. The sender receives a message that the message failed to get to your display station.

When you sign off, any messages that were waiting to be displayed at your display station are displayed automatically.

To display a message when you *are* running a job, press the Attn key. The Inquiry Options display is shown:

1. Type a 6 and press the Enter key. The Message display is shown.
2. After you read the message, press the Enter key to return to the Inquiry Options display.
3. Type a zero (0).
4. Press the Enter key to return to your interrupted job.

Displaying Messages While in a Display Station Pass-Through Session

Displaying Messages from the Local System

To display a message that was sent to your command display station from the local system when you are in a Display Station Pass-Through session:

1. Press the Attn key. The Display Station Pass-Through Inquiry Options display is shown.
2. Type a 1 and press the Enter key. The Inquiry Options display is shown.
3. Type a 6 and press the Enter key. The Message display is shown.
4. After you read the message, press the Enter key to return to the Inquiry Options display.
5. Type a zero (0) and press the Enter key to return to your interrupted job.

Displaying Messages from a Remote Location

If you receive a message at your display station from a remote system when you are in a Display Station Pass-Through session and you *are not* running a job, refer to “Displaying Messages That Are Waiting at a Data Display Station or a Command Display Station” earlier in this chapter.

If you receive a message at your display station from a remote system when you are in a Display Station Pass-Through session and you *are* running a job, you must perform the following steps:

1. Press the Attn key. The Display Station Pass-Through Inquiry Options display is shown.
2. Type a 2 and press the Enter key. The Inquiry Options display is shown.
3. Type a 6 and press the Enter key. The Message display is shown.
4. After you read the message, press the Enter key to return to the Inquiry Options display.
5. Type a zero (0) and press the Enter key to return to your interrupted job.

Sending a Message

You can send a message to:

- Another operator
- Another display station
- The system console
- All display stations

The message that you send can have as many as 75 characters of message text. If you need to send a message that is longer than 75 characters, you will have to send more than one message. If you send a message to another operator and that operator is signed on at more than one display station, the message is sent only to one of the display stations.

To send a message to another operator, another display station, the system console, or all the display stations:

1. Type MSG on the entry line of a command display.
2. Press the Help key; the Message menu is shown.
3. Type a 1.
4. Press the Enter key; the Message display is shown.
5. At the *Where to send message* prompt if you want to send a message to:
 - a. A specific display station, type the ID of the display station that is to receive the message. This ID is shown in the WS-ID column.
 - b. Another operator, type the operator's user ID that is to receive the message.
 - c. The system console, type W1 or leave this prompt blank.
 - d. All display stations, type ALL.
6. At the *Message text* prompt, type the message that you want to send.
7. Press the Enter key to send the message.
8. Press command key 3 to return to the previous menu.

Note: If you want to send another message, type over the entries you made when you sent the first message.

Chapter 5. Using Commands and Procedures to Do Tasks

This chapter explains how to use the System/36 help support, along with commands and procedures, to perform tasks.

Some of the tasks that are performed frequently are listed with the names of the corresponding System/36 command or procedure.

For information about additional tasks, refer to the manuals *Procedures and Commands Summary* or *System Reference*. The tasks are divided into the following groups:

- Creating and maintaining files
- Creating and maintaining libraries
- Creating and maintaining folders
- Changing and controlling printers, jobs, and display stations
- Displaying status

If you are using a personal computer, you may want to refer to the appropriate Disk Operating System (DOS) manual for DOS commands.

Using Help Support to Do a Task

When you are signed on the System/36, you can use the help support to do a task. The help support is made up of menus, command displays, procedure displays, and help text. You can use help support when:

- You know the name of the command or procedure that does the task.
- You know the task that you want to do, but you do not know the name of the command or procedure that does the task.

When You Know the Name of a Command or a Procedure

Use the following steps when you know the name of the command or procedure that does the task:

1. Type the name of the command or procedure on the entry line of a command display.
2. Press the Help key; a command or procedure display is shown that enables you to enter the necessary parameters to run the command or procedure that does the task.
3. Type the parameters on the input lines of the command display or the procedure display; or if you need additional explanation of the parameters:
 - a. Press the Help key to display the help text.
 - b. After you read the help text, press command key 3 to return to the command display or the procedure display.
 - c. Type the parameters.
4. Press the Enter key; the task will be done.

Help for Commands and Procedures

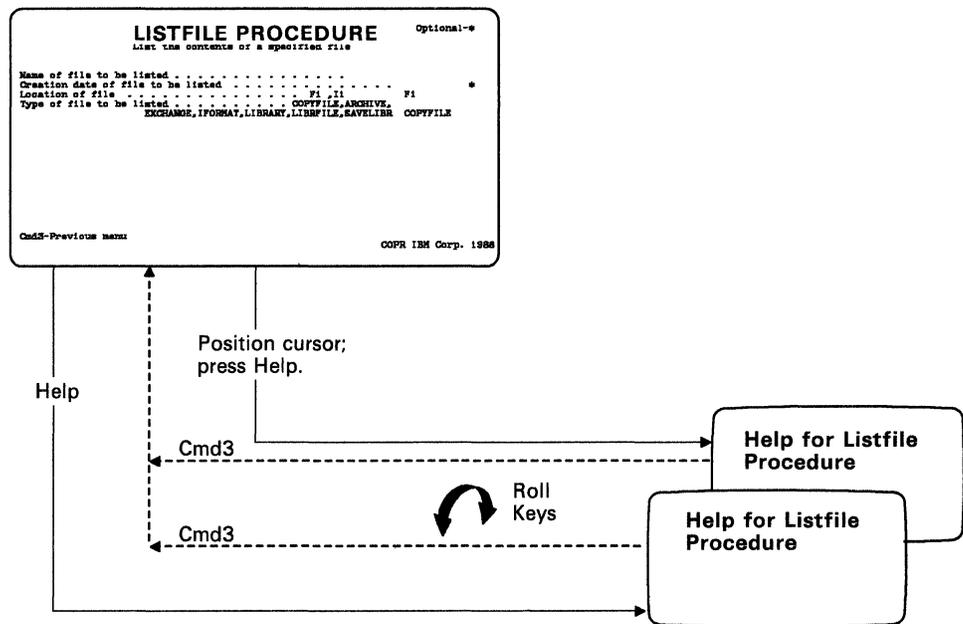
You can use help menus to get help for commands and procedures, or you can type the name of the command or procedure and press the Help key. You can also type HELP, leave a space, type the name of the command or procedure, and press the Enter key to display help for a command or a procedure. Only the parameters that you are allowed to use are shown.

When the help for the command or procedure is shown, simply enter the parameters and press the Enter key to perform the task.

Help Text for Commands and Procedures

Press the Help key to display information that explains, in detail, the command or procedure that you are using. Also, you can position the cursor in the input field of a parameter and press the Help key to display help text for that specific parameter.

To return to the display from which you requested help, press command key 3.



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When You Do Not Know the Name of a Command or a Procedure

Use the following steps when you do not know the name of the command or procedure that does the task:

1. Begin on the Main menu. To display this menu, type `MAIN` on the entry line of a command display and press the Help key.
2. Type the option number that generally describes the task that you want to do.
3. Press the Enter key; another menu is displayed.
4. Type the option that more specifically describes the task that you want to do.
5. Press the Enter key; another menu is displayed.
6. Continue to select options until the command display or procedure display that does the task is displayed.
7. Type the parameters on the input lines of the command display or the procedure display; or if you need additional explanation of the parameters:
 - a. Press the Help key to display the help text.
 - b. After you read the help text, press command key 3 to return to the command display or the procedure display.
 - c. Type the parameters.
8. Press the Enter key; the task will be done.

Help Text for Status Displays and Full Status Displays

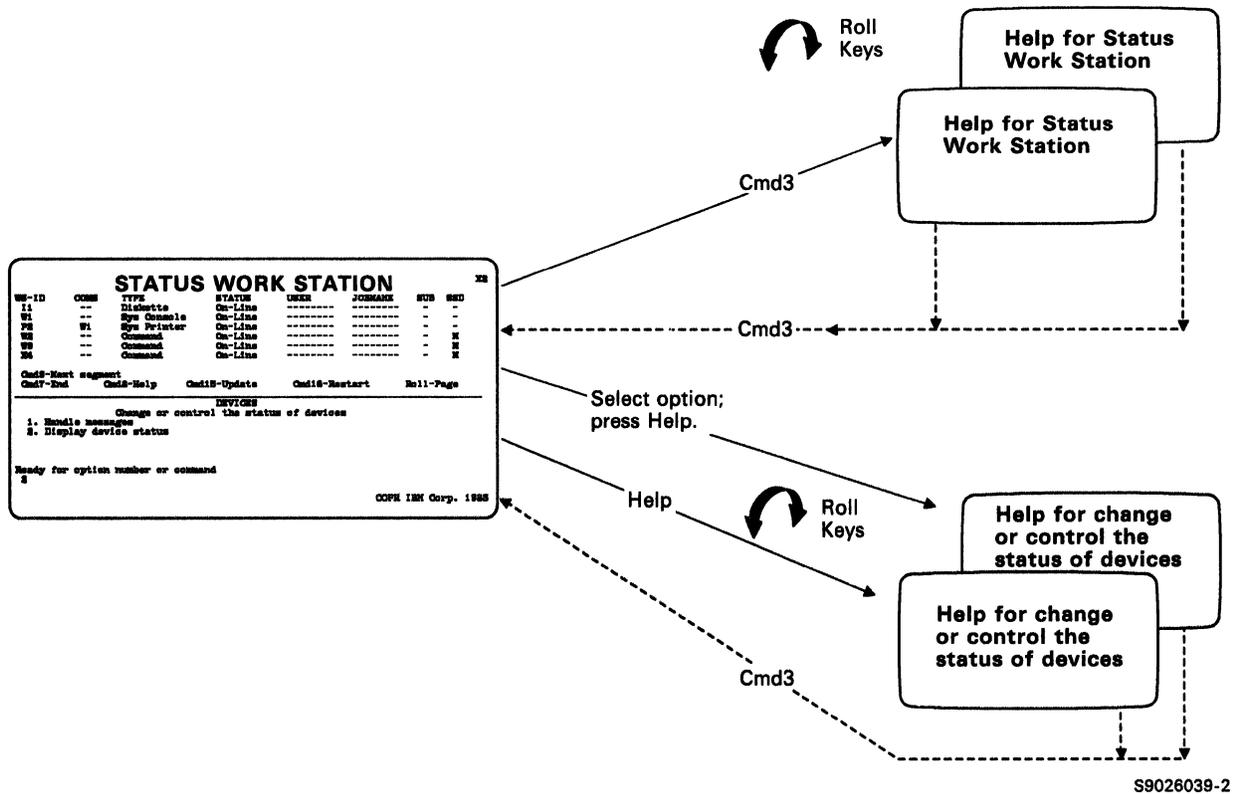
There are two kinds of commands that you can use to display the system status: `STATUS` and `STATUSF`. The `STATUS` commands produce displays that have both a status part and a menu part. The `STATUSF` commands, however, produce full status displays that have a status part only. `STATUSF` commands do not display all the system devices and system activity that can be shown using the `STATUS` commands.

Help for Status Displays

A Status display contains two parts. The top part contains status information. The bottom part contains either a help menu or help for a command. You can display help text for either of these parts.

To display help text for the top part, press command key 8.

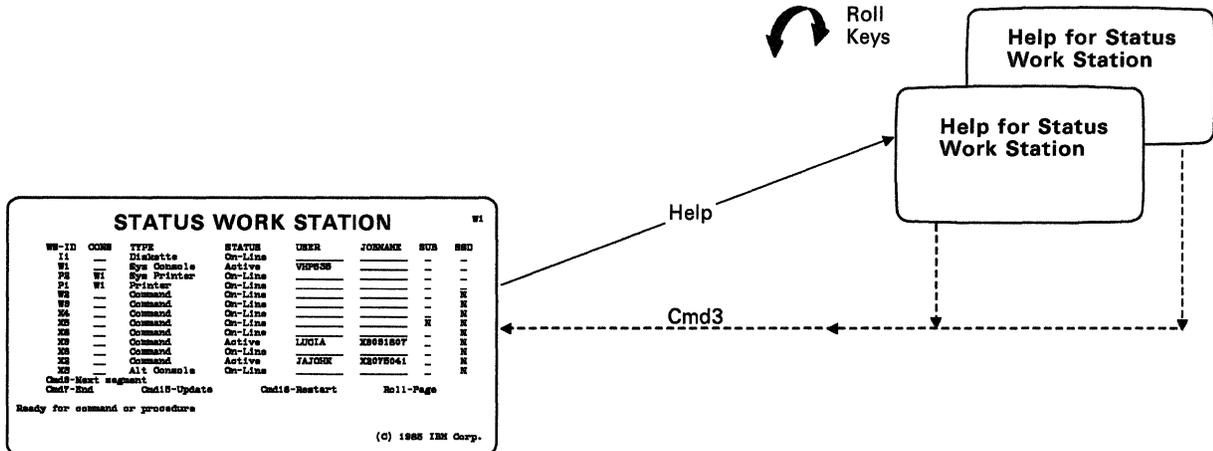
To display help text for the bottom part, press the Help key. If a menu is shown on the bottom part, you can type an option number and press the Help key to display help text for that option. If a command is shown on the bottom part, you can position the cursor in the input field of a parameter and press the Help key to display help text for that parameter.



Help Text for Statusf Displays

The STATUSF commands produce displays that have only a status part. They do not display all the system devices that can be shown using the STATUS commands.

To display the help text for a Statusf display, press the Help key, or you can type HELP and press the Enter key.



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Using Commands and Procedures

Creating and Maintaining Files

Listed are a number of commands and procedures that you can use to perform your tasks at a command display station. Before attempting to use these commands and procedures, you may want to refer to “When You Know the Name of a Command or a Procedure” earlier in this chapter. If you do not find the name of the task that you want to perform, refer to “When You Do Not Know the Name of a Command or a Procedure” earlier in this chapter. For information about additional tasks, refer to the manuals *Procedures and Commands Summary* or *System Reference*.

Changing

To change the information in a disk file that is defined by the interactive data definition utility (IDDU), use IDDU.

Copying

To copy the contents of a disk file into a new disk file, use the COPYDATA procedure. You may create a new disk file that is different from the original disk file because the COPYDATA procedure allows you to do the following:

- Change the file organization
- Change the position and length of the key if both files are indexed
- Change the record length of a file
- Copy the records by key sequence if the original file is indexed
- Include specific records in the new file
- Limit the number of records copied
- Omit specific records from the new file
- Remove deleted records from a file

Creating

To create an empty disk file, use the BLDFILE procedure or IDDU.

To create a disk file and enter records into the file using the data file utility (DFU), use the ENTER procedure or IDDU.

To create an alternative index for an existing disk file, use the BLDINDEX procedure.

Printing or Displaying

To print or display the contents of a disk file, use the LISTDATA procedure or the LISTFILE procedure.

To print or display the names of all the files on disk, use the CATALOG procedure.

To print or display the size or location of files on disk, use the CATALOG procedure.

Removing

To delete one or more files on disk, use the DELETE procedure.

Renaming

To rename a disk file, use the RENAME procedure.

Securing

To secure a disk file to be read, changed, created, or removed only by certain operators, use the SECEDIT procedure.

Creating and Maintaining Libraries

Listed in this section are some commands and procedures that you can use to perform tasks at a command display station. Using these commands and procedures along with the available help text described briefly in this chapter, you can complete your work without having to refer to the *Procedures and Commands Summary*.

Changing

To change the size of a library or a library directory, use the ALOCLIBR procedure.

Condensing

To condense a library (collect all the free space in a library into one area), use the CONDENSE procedure. Before running the CONDENSE procedure, make sure no other jobs are allowed to use the specified library until CONDENSE is complete.

Creating

To create a library, use the BLDLIBR procedure.

Printing or Displaying

To print or display the names of all the libraries on disk, use the CATALOG procedure.

Removing

To remove a library from disk, use the DELETE procedure.

Reorganizing

To reorganize a library, increase or decrease the size of a library, or change the location of the library, use the ALOCLIBR procedure. Make sure that the library cannot be used by any display station or any job while you are reorganizing the library, increasing or decreasing its size, or changing its disk location.

Securing

To secure a library to be read, changed, created, or removed only by certain operators, use the SECEDIT procedure.

Creating and Maintaining Folders and Folder Members

Listed are a number of commands and procedures that you can use to perform your tasks at a command display station. Before attempting to use these commands and procedures, you may want to refer to “When You Know the Name of a Command or a Procedure” earlier in this chapter. If you do not find the name of the task that you want to perform, refer to “When You Do Not Know the Name of a Command or a Procedure” earlier in this chapter. For information about additional tasks, refer to the manuals *Procedures and Commands Summary* or *System Reference*.

Changing

To change the size of a folder or to reorganize a folder, use the ALOCFLDR procedure.

Creating

To create or maintain a folder, use the TEXTFLDR procedure.

To create or maintain a folder member, use the TEXTDOC procedure.

Printing or Displaying

To print or display the names of all the folders on disk, use the CATALOG procedure.

Removing

To remove a folder from disk, use the DELETE procedure.

Renaming

To rename a folder, use the RENAME procedure.

Securing

To secure a folder or folder member to be read, changed, created, or removed only by certain operators, use the SECEDIT procedure.

Changing and Controlling Your Jobs, Printer, and Display Station

Listed are a number of commands and procedures that you can use to perform your tasks at a command display station. Before attempting to use these commands and procedures, you may want to refer to “When You Know the Name of a Command or a Procedure” earlier in this chapter. If you do not find the name of the task that you want to perform, refer to “When You Do Not Know the Name of a Command or a Procedure” earlier in this chapter. For information about additional tasks, refer to the manuals *Procedures and Commands Summary* or *System Reference*.

Jobs

Notes:

1. *For information about spooling, refer to the “Glossary” in this manual or refer to the manual **Learning About Your Computer**.*
2. *For information about batch or interactive jobs, refer to the “Glossary” of this manual or refer to the manual **Learning About Your Computer**.*
3. *A job step is 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.*

*The system assigns a unique job name to each job it runs. The name has the format *wwhhmmss*, where:*

ww = The 2-character ID of your display station

hh = The hour (based on the 24-hour clock) you requested the job

mm = The minute you requested the job

ss = The second you requested the job

*For example, job name *W1143000* was requested by display station *W1* at 2:30 p.m..*

Canceling a Job

To cancel your job at your display station, use the CANCEL control command.

Note: You cannot cancel jobs submitted from other display stations. The system console operator can only do this from the system console.

Holding a Job

To hold a job on the job queue that was submitted from your display station, use the HOLD control command.

Note: You cannot hold jobs submitted from other display stations. The system console operator can do this from the system console only.

Interrupting a Job or a Program

To interrupt a job or a program, press the Attn key; the Inquiry Options display is shown. Select the appropriate option.

Note: From the Inquiry Options display, you may interrupt up to two jobs or programs for display stations that are not personal computers. If your personal computer has two System/36 sessions and a personal computer session configured, you may interrupt up to two jobs or programs for each System/36 session, for a total of four jobs.

Menus

To display a user menu, use the MENU control command.

To display a help menu, use the HELP procedure.

Messages

To specify whether informational messages are to be displayed, use the INFOMSG control command.

Printed Data

To change the printer used when you press the Print key or to change whether or not a border is printed on your output, use the PRINTKEY procedure.

To display the status of printed output on the spool file, use the STATUS PRT (or D P) or STATUSF PRT (or DF P) control command.

To display the status of the spool writers, use the STATUS WRT control command.

To change one or more of the following, use the PRINT procedure.

- The printer to be used
- The number of lines per page
- The number of characters per inch (cpi) printed horizontally
- The number of lines per inch (lpi) printed vertically
- The forms number to be used

To change one or more of the following, use the SET procedure.

- The printer to be used
- The number of lines per page
- The forms number to be used

To place a job on the job queue, use the JOBQ control command.

Notes:

1. *For information about spooling, refer to the "Glossary" in this manual or refer to the manual **Learning About Your Computer**.*
2. *For information about batch or interactive jobs, refer to the manual **Learning About Your Computer**.*

Priority

To assign your next job a priority on the job queue, use the PRTY control command.

*Note: You can assign a priority only to your **next** job.*

Release

To release your job from the job queue that you held, using the HOLD control command, use the RELEASE JOBQ (L J) control command.

Note: You can release only your job that is held on the job queue. The system operator can release any job from the system console.

Response Level

To change the severity level for the automatic response to messages at your display station, use the NOHALT procedure.

Resuming Interrupted Jobs or Programs

To resume interrupted jobs or programs, press the Attn key; the Inquiry Options display is shown. Select the appropriate option.

Sending messages

To send a message to another display station or to display a message sent from another display station, use the MSG control command.

Signing Off

To sign your display station off the system, use the OFF control command.

Starting a Job

To place a job on the job queue, use the JOBQ control command.

Note: Your job will be sent to the system printer unless you specify a different printer for your job. The system printer is the printer specified as the default printer during the system configuration.

Displaying Status

Listed are a number of commands and procedures that you can use to perform your tasks at a command display station. For information about additional tasks, refer to the manuals *Procedures and Commands Summary* or *System Reference*. Before attempting to use these commands and procedures, you may want to refer to “Help Text for Status Displays and Full Status Displays” earlier in this chapter.

Devices

To display the status of devices attached to your system, use the STATUS WORKSTN (or D W) or STATUSF WORKSTN (or DF W) control command.

Displayed Data

To display the current system list device, use the STATUS SESSION (or D S) control command.

Jobs

To display the status of jobs on the job queue, use the STATUS JOBQ (or D J) or the STATUSF JOBQ (or DF J) control command.

Messages

To display the status of a message sent to one or all subconsoles, use the STATUS MSG control command.

Programs or Procedures Running

To display the status of user jobs running on the system, use the STATUS USERS (or D U) or STATUSF USERS (or DF U) control command.

Session

To display the status of a display station session, use the STATUS SESSION (or D S) control command.

Spool File

To display the status of spool file entries, use the STATUS PRT (or D P) or STATUSF PRT (or DF P) control command.

Spool Writer

To display the status of the spool writers, use the STATUS WRT (or D WRT) control command.

Tasks

To display the status of tasks in the system, use the STATUS SYSTASK (or D T) control command.

Glossary

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

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

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

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

alternative console. See *alternative system console*.

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

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.

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.

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

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*.

backspace. To move the cursor one character position backward.

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.

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

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

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. (2) Ten sectors (2560 bytes) of disk storage.

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

cancel. To end a task before it is completed.

character. A letter, digit, or other symbol.

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

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

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

close. To end the processing of a file.

code. A representation of a condition, such as an error code.

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.

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

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

communications. See *data communications*.

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

compress. (1) To move files, libraries, or folders together on disk to create one continuous area of unused space.

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

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

configure. To describe (to the system) the devices, optional features, and program products installed on a system.

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.

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.

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

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.

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

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

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

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

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

Development Support Utility (DSU). A program product that can be used to create, edit, remove, view, or print procedure members and source members.

disk. A storage device made of one or more flat, circular plates with magnetic surfaces on which information can be stored.

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.

disk operating system. Disk operating system; an operating system for IBM personal computers.

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 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 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/36 (DW/36). A program product for creating, revising, viewing, and printing documents.

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.

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.

down load. To transmit a font over a communications line to a 6670 printer.

DSPT. See *Display Station Pass-Through (DSPT)*.

DSU. See *Development Support Utility (DSU)*.

DW/36. See *DisplayWrite/36 (DW/36)*.

emulation. Imitation; for example, the imitation of a computer or device.

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.

enter. To type in information from a keyboard and press the Enter key to send the information to the computer.

error code. See *system reference code*.

feature. A programming or hardware option, usually available at an extra cost. For example, Communications is a feature of the System Support Program Product.

field. One or more characters of related information (such as a name or an amount). Records are comprised of fields.

file. A set of related records treated as a unit.

file name. The name used by a program to identify a file. See also *label*.

first-level message. A message that is issued immediately when an error occurs. See also *second-level message*.

fixed disk. A disk that cannot be removed from the system unit. (If you have a 9332 Disk Unit disk, it is not in the system unit.)

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.

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 IDDU, a group of related fields, such as a record, in a file.

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*.

function. The action for which a thing exists.

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*.

hard copy. A printed copy. Contrast with *online*.

hardware. The equipment, as opposed to the programming, of a system.

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.

history file. A file that contains a log of system actions and operator responses.

hold. To prevent a spool job from running.

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.

ideographic. Pertaining to 2-byte characters consisting of pictograms, symbolic characters, and other types of symbols.

ideographic session. A display station operating session during which ideographic data is used for system communication with the operator.

IGC. See *ideographic*.

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.

informational message. A message that provides information to the operator, but does not require a response.

input. Data to be processed.

input/output (I/O). Pertaining to either input or output, or both.

inquiry. A request that puts a display station into inquiry mode.

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.

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 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*.

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.

I/O. See *input/output (I/O)*.

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 queue. A list of jobs waiting to be processed by the system.

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.

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.

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.

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.

keyword. A symbol that identifies a parameter.

label. The name in the disk volume table of contents that identifies a file. See also *file name*.

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 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*.

lines per inch (lpi). The number of characters printed within an inch vertically down the page.

load. (1) To move data or programs into storage. (2) To insert paper into a printer.

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*.

log. (1) To record; for example, to log all messages on the system printer. (2) See *mail log*.

lpi. See *lines per inch (lpi)*.

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.

mail. Any correspondence (online or hard copy) that is sent between users.

mail log. A record of all the mail sent or received by a user.

megabyte. One million bytes.

member. See *library member*.

menu. A displayed list of items from which an operator can make a selection.

message. (1) Information sent to one or more users or display stations from a program or another user. A message can be either displayed or printed. (2) An indication of the condition of the system sent by the system.

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.

MIC. See *message identification code (MIC)*.

mode. A method of operation. For an example, see *enter/update mode*.

nonswitched line. A connection between computers or devices that does not have to be established by dialing. Contrast with *switched line*.

offline. Neither controlled directly by, nor communicating with, the computer, or both. Contrast with *online*.

online. Being controlled directly by, or directly communicating with, the computer, or both. Contrast with *offline*.

open. To prepare a file for processing.

operator. (1) A person who operates a device. (2) A symbol that represents an operation to be done.

option. An item (usually numbered) in a list that a user selects to perform a task; a choice.

output. The result of processing data.

parameter. A value supplied to a procedure or program that either is used as input or controls the actions of the procedure or program.

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.

PC. A personal computer.

Personal Services/36. 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.

position. The location of a character in a series, as in a record, a displayed message, or a computer printout.

print entries. See *spool file entries*.

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*.

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.

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.

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.

procedure command. A command that runs a procedure; usually the same as a procedure name.

procedure member. A library member that contains the statements (such as operation control language statements) necessary to perform a program or set of programs.

processing. The performance of operations and calculations on data.

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.

program date. The date associated with a program (job step). See also *creation date*, *session date*, and *system date*.

program product. A licensed program for which a fee is charged.

prompt. A displayed request for information or operator action.

proportional spacing. A method of spacing in which the space between the characters varies according to the width of the characters.

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.

record. A collection of fields that is treated as a unit.

remote. Pertaining to a device, file, or system that is accessed by your system through a communications line. Contrast with *local*.

reset. To return a device or circuit to a clear state.

restore. Return to an original value or image. For example, to restore a library from diskette.

roll. To move the display image vertically to bring into view information that is above or below the boundaries of the display.

screen design aid (SDA). The part of the Utilities Program Product that helps the user design, create, and maintain displays and menus.

scroll. See *roll*.

SDA. See *screen design aid (SDA)*.

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*.

security. The protection of data, system operations, and devices from accidental or intentional ruin, damage, or exposure. See also *system security*.

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 library. The library specified, or assigned as a default, when signing on or while running a program.

SEU. See *source entry utility (SEU)*.

sign off. To end a session at a display station.

sign on. To enter a user identification to begin a session at a display station.

sign-on. The action an operator uses at a display station in order to begin working at the display station.

software. Programs, languages, and/or routines that control the operations of a computer in solving a given problem.

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. 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.

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 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.

SSP. See *System Support Program Product (SSP)*.

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*.

status. A condition. For example, the status of a printer, a job, or a communications line.

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*.

subroutine member. A library member that contains information that must be combined with one or more members before being run by the system.

switched line. In data communications, a connection between computers or devices that is established by dialing. Contrast with *nonswitched line*.

system. The computer and its associated devices and programs.

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 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 printer. The printer that is used for any printed output that is not specifically directed to another printer.

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 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.

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.

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*.

template. A pattern to help the user identify the location of keys on a keyboard.

uppercase. Pertaining to capital letters.

user ID. See *user identification (user ID)*.

user identification (user ID). A string of characters that identifies a user to the system.

user profile. A profile in the user identification file that contains information about someone who is allowed to sign on to the system.

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).

volume table of contents (VTOC). An area on disk that describes the location, size, and other characteristics of each file, library, and folder on disk.

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.

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 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.

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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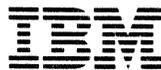
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