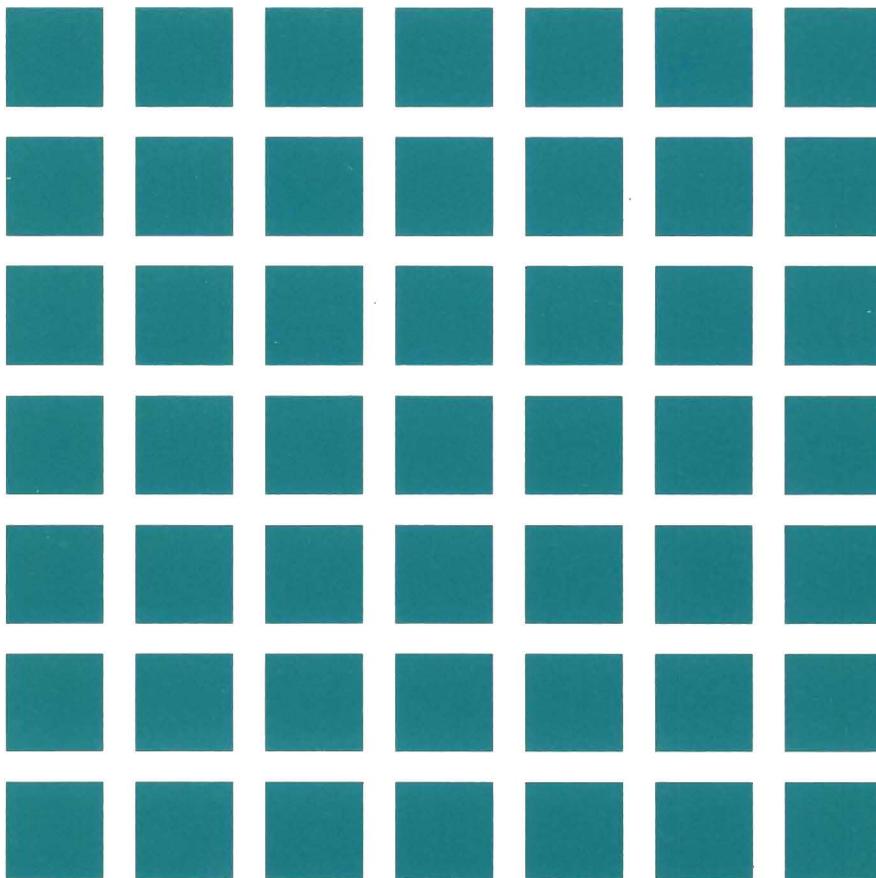


# Tailoring Your Menus

VM/Integrated System

5.1

SH24-5123-03



IBM

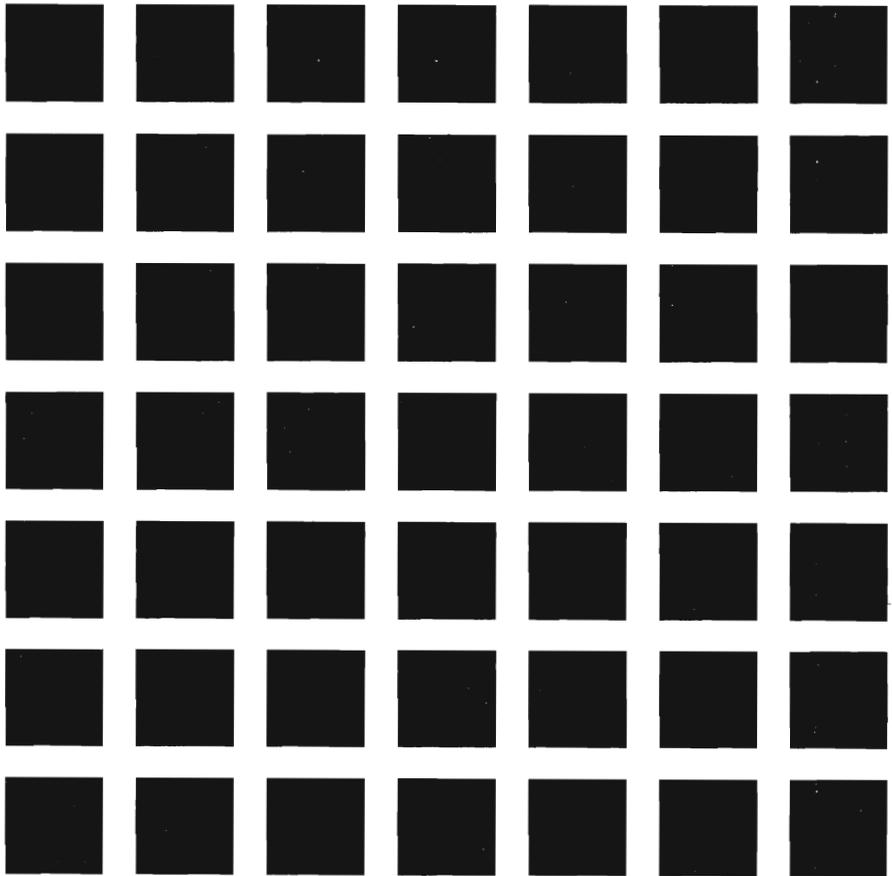


# Tailoring Your Menus

**VM/Integrated System**

5.1

SH24-5123-03



**IBM**

## **Fourth Edition (May 1988)**

This edition, SH24-5123-03, is a major revision of SH24-5123-02, and applies to Version 1, Release 5.1 of the VM/Integrated System-Productivity Facility (Program 5664-283). This edition applies to all subsequent releases until otherwise indicated in new editions. Changes are periodically made to the information herein; before using this publication in connection with the operation of IBM systems, consult the latest *IBM System/370, 30xx, and 4300 and 9370 Processors Bibliography*, GC20-0001, for the editions that are applicable and current.

### **Summary of Changes**

For a list of changes, see "Summary of Changes" on page 275.

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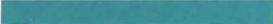
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## About This Book

This book, *Tailoring Your Menus*, tells you how to tailor the panels of VM/Integrated System (VM/IS) to meet the needs of your work environment.

This book also discusses the programming interface for the initialization of ISPF. The initialization is a service provided for products that use the VM/IS-Productivity Facility. This is the only programming interface provided by the VM/IS-Productivity Facility. The programming interface information is covered in Appendix B, “Files and Formats” on page 215.

The VM/IS panels that you tailor are part of a product called the VM/Integrated System-Productivity Facility, referred to as the Productivity Facility or the PF. The PF panels provide access to the products and functions of VM/IS.

These PF panels can be tailored. You can change the text that appears on an existing panel, or create a new panel. You can add a new application program to the panels, or delete an existing application program. You can add Help or Introductory panels for new applications.

The Productivity Facility panels illustrated in this book may look different than the panels on your system. Your system’s panels were automatically tailored at the time of installation to reflect the products that you ordered. However, the types of panels illustrated in this book are the same types of panels that you have on your system.

Before you start tailoring menus, you should be familiar with the menus and know how to use them. This information is available in *VM/Integrated System Learning to Use Your System: Getting Started*. See “Related Publications” on page v.

---

## Who Should Read This Book

This book contains information about changing the PF panels. It is intended for the person who has authority to use the MAINT user ID. Information about changing your own Personal menu is found in *Learning to Use Your System: Getting Started* under “Creating a VM/IS Panel that Lists Menu Items of Your Choice”.

To perform the tasks described in this book, you should have a basic knowledge of XEDIT and CMS.

To perform some of the advanced tailoring tasks, you may also need knowledge of REXX, EXEC 2, and ISPF.

---

## What This Book Contains

This book contains two parts and five appendixes:

- “Part 1. Basic Tailoring” shows you how to use the panel-driven tailoring facility to customize an existing menu or create a new menu.
- “Part 2. Advanced Tailoring” shows you three tailoring tasks that require you to go outside the panel-driven tailoring facility. These tasks are adding and packaging an application, adding online help, and adding an online introduction topic.

- The appendixes contain additional information about the files, EXECs, modules, and commands used by the Productivity Facility. You may find this information useful during advanced tailoring.

---

## Conventions Used in This Book

<b>Convention</b>	<b>Meaning</b>
<code>sample</code>	Information you type is shown like this.

---

## Related Publications

The following publications are useful reference for tasks in “Part 1. Basic Tailoring”:

- *VM/Integrated System Learning to Use Your System: Getting Started*, SC24-5343
- *VM/Integrated System Managing Your System*, SC24-5338

In addition, the following publications are good reference for VM/IS application development:

- *VM/Integrated System Developing an Application: Getting Started*, SC24-5305
- *VM/Integrated System Developing an Application: Related Documentation*, SC24-5306
- *Virtual Machine/System Product Application Development Guide*, SC24-5247.

Error messages that you may encounter are documented in:

- *VM/Integrated System Learning to Use Your System: Error and Information Messages*, SC24-5351.

Specific information about commands and macros is found in the following publications:

- *VM/Integrated System Writing Simple Programs with REXX*, SC24-5357
- *Virtual Machine/System Product System Product Editor Command and Macro Reference*, SC24-5221
- *Virtual Machine/System Product System Product Editor User's Guide*, SC24-5220
- *Virtual Machine/System Product EXEC 2 Reference*, SC24-5219
- *Virtual Machine/System Product System Product Interpreter Reference*, SC24-5239.

Specific dialog management information is found in the following publications:

- *Interactive System Productivity Facility Dialog Management Guide*, SC34-4009
- *Interactive System Productivity Facility Dialog Management Services and Examples*, SC34-4010
- *Interactive System Productivity Facility (ISPF) and ISPF/Program Development Facility Installation and Customization*, SC34-4015
- *Interactive System Productivity Facility/Program Development Facility Guide*, SC34-4011.

Refer to *VM/Integrated System Learning to Use Your System: Getting Started*, SC24-5343 for ordering instructions and the complete list of related publications.



# Contents

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<b>Part 1. Basic Tailoring</b>	<b>1</b>
<b>Chapter 1. Introduction to Basic Tailoring</b>	<b>3</b>
Panel Types	4
How the Panel and Menu Types Fit Together	9
Parts of a Menu That Can Be Tailored	12
Which Menus Can Be Tailored	13
<b>Chapter 2. Customizing an Existing Menu</b>	<b>17</b>
The Starting Point	18
Adding an Item to Your Menu	19
Testing Your Menus	35
Moving an Item (Changing the Order of Menu Items)	37
Changing a Selectable Item	42
Deleting or Undeleting an Item	49
Changing a Menu Title	61
Changing or Adding a Running Header	72
Returning the Menu to Its Original Form	84
<b>Chapter 3. Creating a New Menu</b>	<b>87</b>
Creating the Menu	89
Testing the New Menu	105
<b>Chapter 4. Making New and Customized Menus Part of Your System</b>	<b>109</b>
Getting Write Access to the 322 Minidisk	110
Copying the Files to the 322 Minidisk	110

---

<b>Part 2. Advanced Tailoring</b>	<b>113</b>
-----------------------------------	------------

<b>Chapter 5. Introduction to Advanced Tailoring</b>	<b>115</b>
Panel Types	116
Types of Files	119
Item Files	119
Slot Request Files	121
Package Definition Files	123
Question and Answer Files	123
The Panel Building Process	123
Packaging an Application	125
Panel IDs	126
Different Types of Panel IDs	126
PROFS menus	127
Online Introduction menus	127
<b>Chapter 6. Adding and Packaging an Application</b>	<b>129</b>
The Example Application	131
Adding the Application	132
Creating the Selection Processing EXEC	137
Packaging the Application	138
Renaming the Item File	139
Creating the Slot Request File	141
Creating the Package Definition File	143
Creating the Question and Answer File	145
<b>Chapter 7. Adding Online Help Panels</b>	<b>149</b>
Creating a Help panel	150
Copying and Renaming a Sample File	151
Adding Help Information	151
Creating a Library and Storing the Help Panel	157
Creating a Flow File	159
Connecting Help to a Selectable Item	159
<b>Chapter 8. Adding an Introduction Topic</b>	<b>161</b>
Adding the Topic	163
Creating the Subtopic Selection Menu	166
Creating the ISPF Panels	169
<b>Chapter 9. Rebuilding, Testing, and Saving Your Tailored Menus</b>	<b>187</b>
Rebuilding the Menus	188

Testing Your Application and Your Help Panel	191
Testing Your Introduction Topic	193
Saving Your Tailored Menus	201
Getting Write Access to the 322 and 326 Minidisks	201
Copying Source Files to the 326 Minidisk	202
Copying PFSETUP Files to the 322 Minidisk	203

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## Appendixes

205

<b>Appendix A. Naming Conventions</b>	<b>207</b>
Panel Naming Conventions	209
Logical Panels	209
Physical Panels (Created from Logical Panels)	210
Help Panels	210
Introduction Panels	211
File Naming Conventions	212
Slot Request Naming Conventions	214
<b>Appendix B. Files and Formats</b>	<b>215</b>
Package Definition Files	216
Question and Answer Files	218
Slot Request Files	223
Panel Definition Files	233
Item Files	235
Title Item Files	236
Content Item Files	244
FILEDEF Files	254
Flow Files	255
<b>Appendix C. Calling Sequences for EXECs and Modules</b>	<b>259</b>
PFSETUP EXEC	260
ESADM Module	262
ESAFM Module	263
<b>Appendix D. MACLIB Commands</b>	<b>265</b>
Creating a New MACLIB	266
Adding, Deleting, and Replacing MACLIB Members	266
Compressing a MACLIB	267

Examining the Contents of a MACLIB	268
CMS Commands to Manipulate Members	268
Extracting a MACLIB Member	269
Printing and Displaying MACLIB Members	269
CMS MACLIST Command to Manipulate a MACLIB	270
Preprocessed Panels in a MACLIB	270
<b>Appendix E. More Information about Slot Request Files</b>	<b>271</b>
<b>Summary of Changes</b>	<b>275</b>
<b>Index</b>	<b>277</b>

## Part 1. Basic Tailoring

The VM/IS panels that you tailor are part of a product called the VM/Integrated System-Productivity Facility, referred to as the Productivity Facility or the PF. The PF is a group of panels that provides an interface to the functions and features of VM/IS. This part describes how to use the panel tailoring facility to customize your menus. This facility is used to:

- add an item to a menu
- change the wording of items on a menu
- change the order of menu items
- delete an item from a menu
- change the title of a menu
- change the effect that a menu item has
- add a new menu.

These tasks are described in “Part 1. Basic Tailoring”.

The following tailoring tasks are more advanced, and require you to go outside the panel tailoring facility:

- adding and packaging an application
- adding Help panels
- adding Introduction panels.

They are described in “Part 2. Advanced Tailoring”.

## Chapter 1. Introduction to Basic Tailoring



This chapter introduces the terms and concepts that you must know before you can start basic tailoring.

---

## Panel Types

The Productivity Facility has the following types of panels:

- Long version menus
- Short version menus
- GO menus

(These menus let you select a function or another menu.)

- Help panels
- Online Introduction panels.

(These panels give detailed information about functions and products that are available on your system.)

These five types of panels are shown below.

Figure 1 and Figure 2 show the first page of the Long version and the Short version of the LIST menu. (The Long version of the LIST menu is five pages; the Short version is two pages.)

```
ESDL220          VM/IS - ALPHABETICAL LIST OF FUNCTIONS          Page 1 of 5
-----
To choose one of the following, type its number and press ENTER:

  1 AS           Application System
  2 ASF          PROFS Applications Support Feature (PROFS ASF).

  3 Batch       Run programs in background.

  4 CMSNOTE     Send CMS notes and messages.
  5 CSP/AD      Develop Cross System Product applications.
  6 CSP/AE      Execute Cross System Product applications.
  7 Customize   Add, modify, move or delete items on the
                personal menu.

  8 DBEDIT      Edit data in a relational data base.
  9 DW370       Create documents using DisplayWrite/370.

                                           (Continued... Press PF8)
-----
PF: 1 Help     2 Short  3 End   4 Return  5 CMS    6 Go
PF: 7 ...     8 Forward 9 Proprep 10 ...   11 Bottom 12 Retrieve

====>
```

**Figure 1. The Long Version of the LIST menu**

```
ESDS220          VM/IS - ALPHABETICAL LIST OF FUNCTIONS          Page 1 of 2
-----
To choose one of the following, type its number and press ENTER:

  1 AS
  2 ASF                12 Edit                20 NMF

  3 Batch              13 Files                21 Password
                                     22 PDF
  4 CMSNOTE            14 GDDM                23 PRINT3812
  5 CSP/AD             15 GO                  24 Printfile
  6 CSP/AE
  7 Customize          16 Introduction        25 Probman
                                     26 Probrep
  8 DBEDIT             17 ISQL                 27 PROFS
  9 DW370              18 Library              28 PROFSDOC
 10 DXT                19 Main                  29 PROFMAIL
 11 DXTADMIN
                                     30 PROFSNOTE

                                     (Continued... Press PF8)
-----
PF: 1 Help    2 Long    3 End    4 Return  5 CMS    6 Go
PF: 7 ...     8 Forward  9 Probrep 10 ...   11 Bottom 12 Retrieve

====>
```

**Figure 2. The Short Version of the LIST menu**

The Short versions of the home panels display the same key phrases as the Long versions and provide access to the same applications. The Short versions of the home panels give no description for the key phrases.



Figure 3 shows a page of the Long version of the GO menu.

```
ESDLG00                                VM/IS - GO MENU                                Page 1 of 9
-----
To choose one of the following, type its number and press ENTER:

To view more items on this panel, press PF2 (Short).
 1 Tools          Choose from a list of tools and applications.
 1.1 Library     Choose from a list of application programs.
 1.2 News        Read the latest news.
 1.3 Password    Change your logon password.
 1.4 Probman     Manage problem reports assigned to you.
 1.5 Probrep     Report problems and view their status.
 1.6 Remote      Log on to a remote computer system.

 2 Personal      Your own menu that you can customize.
 2.1 Main        Go to the Main Menu.
 2.2 Customize   Add, modify, move or delete items on the
                  personal menu.

                                           (Continued... Press PF8)
-----
PF: 1 Help      2 Short   3 End     4 Return  5 CMS     6 Go
PF: 7 ...       8 Forward 9 Probrep 10 ...    11 Bottom 12 Retrieve

=====>
```

**Figure 3. The Long Version of the GO menu**

The GO menu is the menu that you see when you press PF6 (Go) from any panel. The GO menu displays selections from the home menus in one single list.

Figure 4 shows a page of the Help menu for the VM/IS Functions.

```
ESDH221      VM/IS - ALPHABETICAL LIST OF FUNCTIONS: HELP      Page 2 of 6
-----
Help panels for each menu item follow. To read the Helps
sequentially, press ENTER. To see a specific Help, type the
number of the menu item on the command line and press ENTER.

    1 AS           Application System
    2 ASF          PROFS Applications Support Feature (PROFS ASF).

    3 Batch       Run programs in background.

    4 CMSNOTE     Send CMS notes and messages.
    5 CSP/AD      Develop Cross System Product applications.
    6 CSP/AE      Execute Cross System Product applications.
    7 Customize   Add, modify, move or delete items on the
                  personal menu.

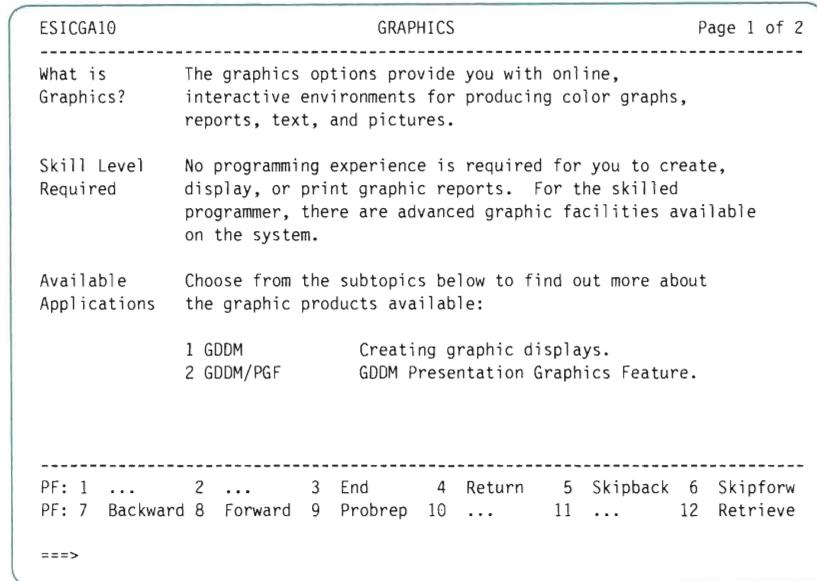
    8 DBEDIT      Edit data in a relational data base.
                                     (Continued... Press PF8)
-----
PF: 1 ...      2 ...      3 End      4 Return  5 CMS      6 Go
PF: 7 Backward 8 Forward  9 Probrep 10 Top    11 Bottom 12 Retrieve

===>
```

**Figure 4. The Help menu Listing the Functions**

The Long, Short, and Help menus are all constructed from the same information, and may be thought of as different views of that information.

Figure 5 shows a page of an Introductory panel for the graphics topic.

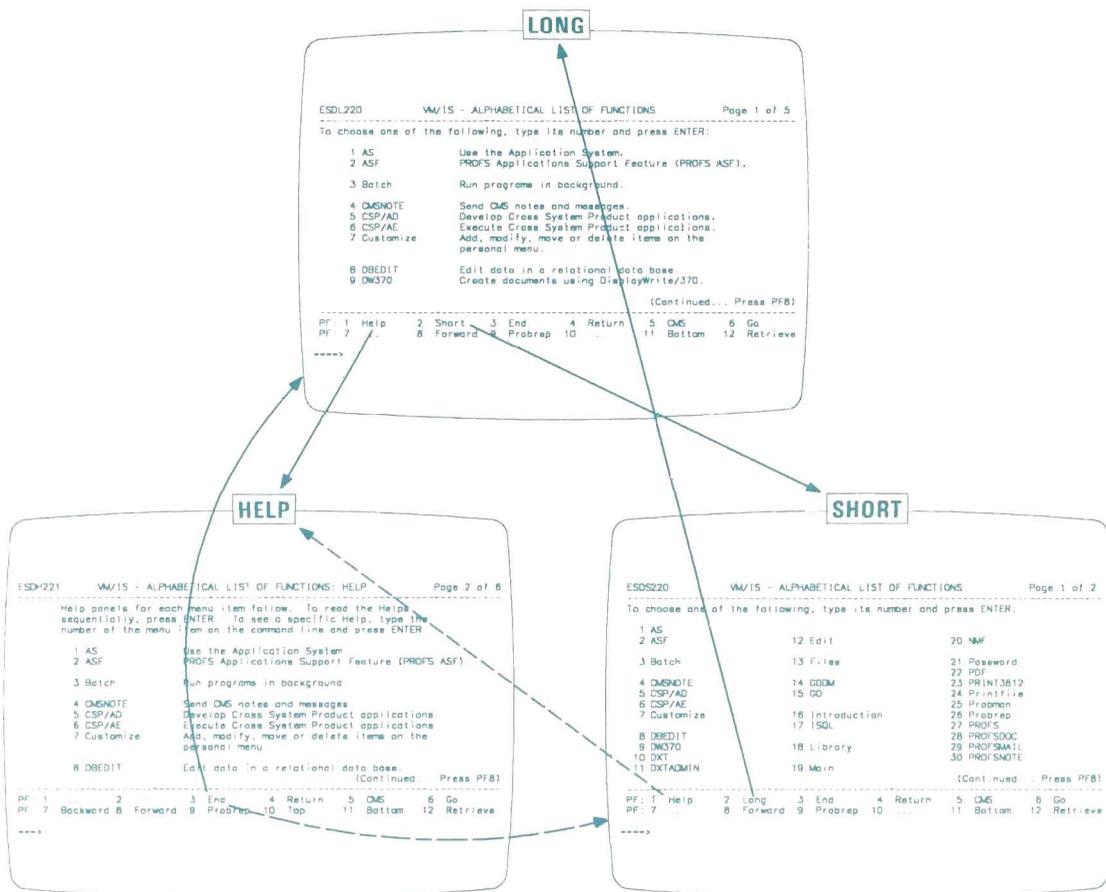


**Figure 5. An Introductory Panel**

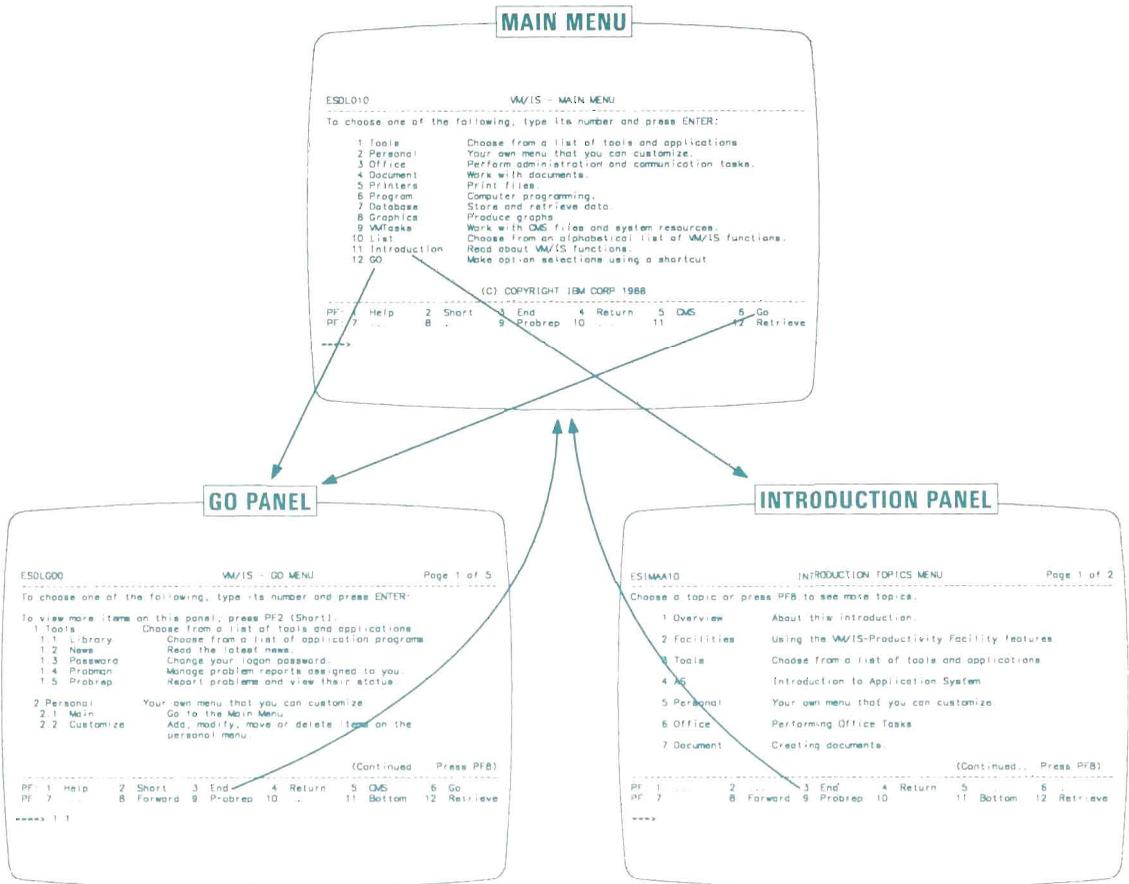
The introduction provides a tutorial for new users to learn about the PF and the functions that are available from the menus.

## How the Panel and Menu Types Fit Together

The following diagrams show how the Long (including Short and Go), Help, and Introductory panels fit together.



On any VM/IS menu, you can press PF2 to switch between the Long version and the Short version of the menu. From either version of the menu, you can press PF1 to go to a Help panel.



On the MAIN menu, there are two special selections. If you select 11, you go to an Introduction Topics panel. If you select 12, you go to the GO menu. There is only one GO menu. It is built automatically from information provided by the other panels. You should tailor only the title, preface, and running header on the GO menu.

## Parts of a Menu That Can Be Tailored

The highlighted parts of the following menu can be tailored using the basic tailoring procedures:

```
ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main                Go to the Main Menu.

    2 Customize           Add, modify, move or delete items on the
                           personal menu.

-----
PF: 1 Help    2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...     8 ...    9 Probrep 10 ...   11 ...   12 Retrieve
====>
```

**Figure 6. The PERSONAL menu Showing Tailorable Parts**

The following parts can be tailored:

1. The title line:

VM/IS - PERSONAL MENU

The title line is the first line of text to appear on a panel.

2. The running header:

To choose one of the following, type its number and press ENTER:

The running header is a block of text that appears immediately below the top line of dashes.

3. The key phrases for selectable items:

Main

Customize

Selectable items are optional. Each selectable item has a key phrase and a block of description lines.

The key phrase is preceded by a selection number that is automatically generated for you.

4. The description lines for selectable items:

Go to the Main Menu.

Add, modify, move or delete items on the personal menu.

Each description line is positioned to the right of its key phrase.

---

## Which Menus Can Be Tailored

VM/IS consists of the VM/IS BASE and the following optional packages:

- The Engineering/Scientific Program Development Support (E/SPDS) package
- The Text/Office System (TXTO) package
- The Data Base Query (DBQ) package
- The Remote Communication Support (RCS) package
- The Transaction Processing (TXN) package
- The Application Development Support (ADS) package
- The Networking Support (NTWK) package
- The Intelligent Workstation Support (IWS) package
- The Support Services (SS) package.

Your menus may look slightly different, depending on which optional packages you ordered. The examples in this book assume you have all the packages installed.

In the “Basic Tailoring” section, you learn how to tailor the menus that are listed on the Customization menu. (You learn how to tailor other panels in the “Advanced Tailoring” section.) In the basic tailoring section, the user of the MAINT user ID can tailor the following menus:

1. MAIN menu
2. PERSONAL menu
3. OFFICE menu
4. DOCUMENT menu
5. PRINTERS menu
6. PROGRAM menu
7. DATABASE menu
8. GRAPHICS menu
9. TOOLS menu
10. LIST menu.

The MAINT user can also create a new menu.

You cannot use basic tailoring procedures to tailor the following menus:

1. VMTASKS menu
2. CUSTOMIZATION menu.

and cannot directly tailor the Introduction and Help panels.

**Note:** The GO, CUSTOMIZATION, HELP, and SYSTEM panels are automatically updated to reflect changes made to the tailored menus.



A general user can tailor only his or her own PERSONAL menu, as described in *VM/Integrated System Learning to Use Your System: Getting Started*.

Each panel has a unique panel identifier. To help you follow the panel flow, the examples in this book show the panel identifier in the upper left corner of the panel. If you want panel identifiers to appear on your panels, type `panelid on` on the command line of any panel. Type `panelid off` to turn them off again.



## Chapter 2. Customizing an Existing Menu



This chapter shows you how to make simple changes to your PF menus.

This chapter discusses:

- Adding a selectable item
- Moving an item (changing the order of menu items)
- Changing an item's key phrase, description, or effect
- Deleting and Undeleting an item
- Changing a menu title
- Changing a running header
- Adding a header.

This chapter contains customization examples for menus listed on the CUSTOMIZATION menu. If you want to customize a menu that is not listed on the CUSTOMIZATION menu (such as Introduction or Help panels), follow the instructions in “Part 2. Advanced Tailoring” on page 113.

---

## The Starting Point

Each of the examples in this chapter starts with you logged onto the MAINT user ID and looking at the SYSTEM menu. To go to the SYSTEM menu, type:

`pf`

on the command line, and press ENTER.

Each example in this chapter assumes that you have already done the previous examples. If you have not done the previous examples, you may see slightly different panels.

When you do the examples in this chapter, files are created on MAINT's 191 (A) minidisk. (If you prefer, you can use the Diskmode PF key to send the files to a different minidisk.) When you have finished customizing, you can copy these files to the 322 (O) minidisk, as described in Chapter 4, “Making New and Customized Menus Part of Your System” on page 109.

## Adding an Item to Your Menu

In this example, you add a new selection and an existing selection to the PERSONAL menu. An existing selection already exists on at least one of the menus shipped with the PF. A new selection is an item you create and add. You start from the SYSTEM menu.

```
ETUL010                VM/IS - SYSTEM MENU
-----
To choose one of the following, type its number and press ENTER:

    1 EndUser           Invoke the End-User Main Menu
    2 Customization     Invoke the Customization Menu.
    3 New-Menu          Create a new menu.
    4 Maintenance       Invoke VM/SP Maintenance tasks.

                                (C) COPYRIGHT IBM CORP 1988
-----
PF: 1 Help    2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...    8 ...    9 Probrep 10 ...   11 ...   12 Retrieve
====>
```

**Figure 7. The SYSTEM menu**

1. To go to the CUSTOMIZATION menu, type:

2

on the command line, and press ENTER.

```
ETUL120                VM/IS - CUSTOMIZATION MENU
-----
To customize one of the following, type its number and press ENTER:

    1 Main-menu
    2 Tools-menu
    3 Personal-menu
    4 Office-menu
    5 Document-menu
    6 Printers-menu
    7 Program-menu
    8 Database-menu
    9 Graphics-menu
   10 List-menu

-----
PF: 1 Help    2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...     8 ...    9 Probrep 10 ...    11 ...   12 Retrieve

====>
```

**Figure 8. The CUSTOMIZATION menu**

2. You select the menu you wish to customize from this menu. In this example, you customize (edit) the PERSONAL menu. To edit the PERSONAL menu, type:

3

on the command line, and press ENTER.

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                               VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main                Go to the Main Menu.
_
_      2 Customize           Add, modify, move or delete items on the
_                               personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

===>
```

**Figure 9. The Editing panel**

You see the EDITING A MENU panel. Note that the EDITING A MENU panel is not a menu and it will be referred to as the Editing panel.

This panel displays the tailorable items of the menu that you are customizing. Note that the PF key settings apply to the Editing panel that you are on now, not to the menu that you are editing.

3. Press PF2 (Edit Cmds) to see a list of the editing commands that you can use:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
VM/I
-----
_ To choose one of the following
-----
_      1 Main          Go to
_      2 Customize    Add, m
_                                     person
-----
Type the following commands to the left
of the line you want to edit:
-----
COMMANDS  DESCRIPTION
E (Edit)  edit a line
A (Add)   add a line
M (Move)  move an line
F (Following) move following
D (Delete) delete a line
U (Undelete) recover deleted items
-----
PF1 Help  PF3/12 Cancel
-----
PF: 1 Help    2 Edit Cmds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...      9 Probrep  10 ...   11 ...     12 ...
====>

```

**Figure 10. The Editor Command window**

Note that the editing commands appear in a window of the Editing panel. Windows appear on top of the current screen. If you have two windows at once, one may overlap the other.

4. Press PF12 (Cancel) to leave the window.

5. Press PF3 (Save/Exit) to display the Save/Exit window, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main
    2 Customi

```

Place the cursor to the left of your choice and press Enter:	tems on the
Save Changes and Exit	
Exit Without Saving	
Resume editing	
PF1 Help PF3/12 Cancel	

```

-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...        9 Probrep  10 ...    11 ...      12 ...
====>

```

**Figure 11. The Save/Exit window**

The PF key settings displayed in the window apply to the window, not to the Editing panel.

6. Press PF12 (Cancel) to close the window and return to the Editing panel.

**Note:** To close the window and resume editing, you could press PF3, press PF12, or move the cursor opposite Resume editing and press ENTER.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_      1 Main                Go to the Main Menu.
_
_      2 Customize          Add, modify, move or delete items on the
_                          personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

==>

```

**Figure 12. The Editing panel**

7. The first key phrase that you add to the **PERSONAL** menu is the command **FILELIST**. To add this command, type:

a

in the prefix area beside item 2, as shown below. All editing commands are entered in the prefix area.

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_      1 Main          Go to the Main Menu.
a      2 Customize     Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

====>
```

**Figure 13. The Editing panel**

Press ENTER. A new line appears below item 2.

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_      1 Main          Go to the Main Menu.
_
_      2 Customize     Add, modify, move or delete items on the
_                      personal menu.
_
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...      12 ...
====>

```

**Figure 14. The New Prefix Area**

8. Type:

e

in the prefix area of the new line, to edit the new line.

Press ENTER. The Key Phrase window appears.

A key phrase is the single word used on a menu to describe a function. On the Key Phrase window, you specify the command that will be executed when the key phrase is selected.

9. Type the information in the Key Phrase window as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main          Go to the Main Menu.

    2 Customize     Add, modify, move or delete items on the
                    personal menu.

E
-----
Key Phrase ( FILELIST )
Description ( Display a list of files on your A-disk. )
Command    ( exec filelist )
Does the command need ISPF (Y/N)?( N )
-----
PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
-----
====>

```

Figure 15. The Key Phrase window

Filelist is one of the commands available on your system. To learn more about the commands that you can add to your menus, refer to *Virtual Machine/ System Product System Product Editor Command and Macro Reference*, SC24-5221. You can also use EXECs that you have created.

**Note:** The VM/IS-Productivity Facility allows you to start ISPF before starting the program or application named in the \*KEY\_PHRASE field. This is provided as a programming interface. To specify the initialization of ISPF, type *y* in the Does the command need ISPF? field. For more details on this programming interface see the description of \*COMMAND in the content item file section of “Content Item Files” on page 244.

Press PF2 (Keep Changes). The Key Phrase window disappears and the new item appears on the Editing panel.

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                               VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main                Go to the Main Menu.
_
_      2 Customize          Add, modify, move or delete items on the
_                               personal menu.
_      3 FILELIST           Display a list of files on your A-disk.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...     11 ...     12 ...

===>
```

**Figure 16. The Editing panel**

10. The second item that you add is the Password selection.

Password already appears on the LIST panel. Since Password is a key phrase reserved by the PF, you can transfer it and its associated commands. You do not need to remember or retype this information.

Type:

a

beside item 3 and press ENTER. A new line appears.

11. In the new prefix area below item 3, type:

e

Press ENTER. The Key Phrase window appears again.

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
| Key Phrase (           )
| Description (           )
| Command (           )
| Does the command need ISPF (Y/N)?( N )
|-----|
| PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
|-----|
E

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 17. The Key Phrase window**

12. Press PF5 (Pick Key Phrases). The Pick a Key Phrase window appears.

```

ESDEDIT                               EDITING A MENU       Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
Place the cursor on the reserved selection item you
want on your menu, and press Enter.
-----
Key Phrase (
Description (
Command (
Does the comma
-----
PF1 Help PF2 K
-----
E
-----
ASF           CMSNOTE      CSP/AD
CSP/AE        Database    DBEDIT
Document     DW370       DXT
DXTADMIN     Edit        Files
GDDM         GO          Graphics
Introduction ISQL        Library
List         Main        News
NMF          Office      Password
PDF          Personal    Printers
Printfile    Probman     Probrep
-----
PF1 Help PF8 Forward PF3/12=Cancel
-----
PF: 1 Help    2 Edit Cmds 3 Save/Exit 4 ...    5 Diskmode 6 Go
PF: 7 ...     8 ...       9 Probrep   10 ...   11 ...     12 ...

====>

```

**Figure 18. The Pick a Key Phrase window**

13. Move your cursor to the item Password, and press ENTER.

14. The Pick a Key Phrase window disappears and the Key Phrase window is automatically filled in with the required information, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
| Key Phrase ( Password           )
| Description ( Change your logon password.           )
|           (                                     )
| Command   ( EXEC ESAPW           )
| Does the command need ISPF (Y/N)?( N )
|-----
| PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
|-----
E      4 Password           Change your logon password.

-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode 6 Go
PF: 7 ...    8 ...      9 Probrep 10 ...    11 ...    12 ...
ESAED024 You may look at or delete this item but not change it.
====>

```

**Figure 19. The Key Phrase window**

The items in the window are reserved items. When you choose one of these items as a selectable item for a menu, you see message ESAED024. None of these items can be changed.

Press PF2 (Keep Changes). The Key Phrase window disappears and the Password selection appears on the Editing panel.

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main           Go to the Main Menu.
_      2 Customize     Add, modify, move or delete items on the
_                               personal menu.
_      3 FILELIST      Display a list of files on your A-disk.
_      4 Password      Change your logon password.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...      12 ...

===>

```

**Figure 20. The Editing panel**

15. To add blank lines, type:

a

in the prefix areas, as shown below:

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main                Go to the Main Menu.
_ a    2 Customize          Add, modify, move or delete items on the
a      3 FILELIST           Display a list of files on your A-disk.
_      4 Password           Change your logon password.

-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

====>

```

**Figure 21. The Editing panel**

Press ENTER. Blank lines appear between items 2 and 3, and items 3 and 4:

```
ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_      1 Main          Go to the Main Menu.
_
_      2 Customize     Add, modify, move or delete items on the
_                          personal menu.
_
_      3 FILELIST      Display a list of files on your A-disk.
_
_      4 Password      Change your logon password.
_
-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Disknode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...      12 ...

====>
```

**Figure 22. The Editing panel**

16. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main
    2 Customi
    3 FILELIS
    4 Passwor

    Place the cursor to the left of
    your choice and press Enter:
    Save Changes and Exit
    Exit Without Saving
    Resume editing
    PF1 Help PF3/12 Cancel

    tems on the
    ur A-disk.

-----
PF: 1 Help    2 Edit Ccmds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...        9 Probrep  10 ...   11 ...     12 ...

====>

```

**Figure 23. The Save/Exit window**

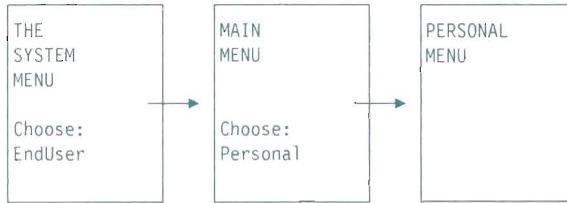
17. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
18. Press PF3 (End) to return to the SYSTEM menu.

You have completed the “adding menu items” example.

---

## Testing Your Menus

1. To test the customized PERSONAL menu, choose panels and selections as shown below:



The PERSONAL menu should look like this:

```

ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main                Go to the Main Menu.

    2 Customize           Add, modify, move or delete items on the
                          personal menu.

    3 FILELIST            Display a list of files on your A-disk.

    4 Password            Change your logon password.

-----
PF: 1 Help      2 Short  3 End   4 Return  5 CMS   6 Go
PF: 7 ...      8 ...    9 Probrep 10 ...   11 ...  12 Retrieve
====>
  
```

**Figure 24. The PERSONAL menu**

On this menu, you can select **3** to see a filelist, or **4** to change your password.

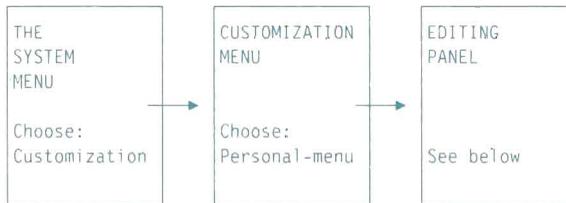
2. Press PF4 (Return) to return to the SYSTEM menu.

This customized PERSONAL menu is used in the next example.

## Moving an Item (Changing the Order of Menu Items)

In this example, you change the order of the menu items on the PERSONAL menu.

1. To edit the PERSONAL menu, choose panels as shown below:



2. To move item 2 following item 4, type:

m

and

f

in the prefix areas, as shown below:

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                                     VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_      1 Main          Go to the Main Menu.
m      2 Customize     Add, modify, move or delete items on the
                        personal menu.
_      3 FILELIST     Display a list of files on your A-disk.
f      4 Password     Change your logon password.
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit  4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...
===>

```

**Figure 25. The Editing panel**

Press ENTER. The Customize item moves below the Password item, and the numbering sequence changes automatically.

3. To move a blank line between items 3 and 4, type:

m

and

f

in the prefix areas, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main                Go to the Main Menu.
_
_ m
_      2 FILELIST           Display a list of files on your A-disk.
_
_ f
_      3 Password           Change your logon password.
_      4 Customize          Add, modify, move or delete items on the
                             personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 26. The Editing panel**

Press ENTER. The blank line moves below the Password item.

4. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                          VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

1 Main
2 FILELIS
3 Passwor
4 Customi

Place the cursor to the left of
your choice and press Enter:
Save Changes and Exit
Exit Without Saving
Resume editing
PF1 Help PF3/12 Cancel

ur A-disk.
tems on the

-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit  4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...    9 Probrep  10 ...    11 ...    12 ...

===>

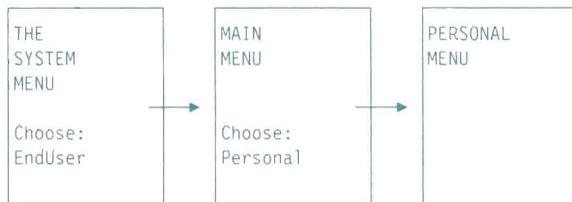
```

**Figure 27. The Save/Exit window**

5. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
6. Press PF3 (End) to return to the SYSTEM menu.

You have completed the “moving menu items” example.

To test the customized PERSONAL menu, choose panels as shown below:



The PERSONAL menu should look like this:

```

ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

  1 Main                Go to the Main Menu.
  2 FILELIST           Display a list of files on your A-disk.
  3 Password           Change your logon password.
  4 Customize          Add, modify, move or delete items on the
                      personal menu.

-----
PF: 1 Help    2 Short    3 End      4 Return    5 CMS      6 Go
PF: 7 ...     8 ...     9 Probrep 10 ...     11 ...     12 Retrieve

====>
  
```

**Figure 28. The PERSONAL menu**

Press PF4 (Return) to return to the SYSTEM menu.

---

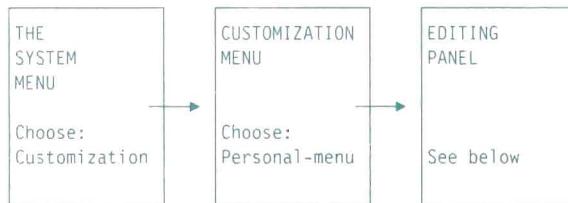
## Changing a Selectable Item

You can view, but not change, items that you added to a menu from the Pick-a-Key Phrase window.

You can change the key phrase, description, or command of any other item that you added to a menu.

In this example, you make changes to the FILELIST item on the PERSONAL menu. It is the first item that you added in the “Adding an Item to Your Menu” section.

1. To edit the PERSONAL menu, choose panels as shown below:



2. To edit the FILELIST item, type:

e

in the prefix area, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main           Go to the Main Menu.
_
e      2 FILELIST       Display a list of files on your A-disk.
_
_      3 Password       Change your logon password.
_
_      4 Customize      Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

====>

```

**Figure 29. The Editing panel**

Press ENTER. The Key Phrase window appears.

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

      1 Main                Go to the Main Menu.
E      2 FILELIST          Display a list of files on your A-disk.
-----
| Key Phrase ( FILELIST          )
| Description ( Display a list of files on your A-disk.          )
|      (                               )
| Command ( exec filelist          )
| Does the command need ISPF (Y/N)?( N )
|-----
| PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
|-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 30. The Key Phrase window**

3. To change the key phrase, type:

`Filelist`

over `FILELIST`, and type:

`Invokes filelist`

over Display a list of files in the window, as shown below:

```

ESDEDIT                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                        VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

      1 Main              Go to the Main Menu.
E      2 FILELIST        Display a list of files on your A-disk.
-----
Key Phrase ( Filelist      )
Description ( Invokes filelist on your A-disk.      )
          (                                     )
Command   ( exec filelist      )
Does the command need ISPF (Y/N)?( N )
-----
PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode 6 Go
PF: 7 ...    8 ...    9 Probrep 10 ...    11 ...    12 ...

===>

```

**Figure 31. The Key Phrase window**

Press PF2 (Keep Changes). The Key Phrase window disappears, and the changes appear, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_   1 Main          Go to the Main Menu.
_
_   2 Filelist      Invokes filelist on your A-disk.
_
_   3 Password      Change your logon password.
_
_   4 Customize     Add, modify, move or delete items on the
_                   personal menu.
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...
====>
```

**Figure 32. The Editing panel**

4. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

1 Main
2 Filelis
3 Passwor
4 Customi

Place the cursor to the left of
your choice and press Enter:
Save Changes and Exit
Exit Without Saving
Resume editing
-----
PF1 Help PF3/12 Cancel
-----
sk.
tems on the

-----
PF: 1 Help    2 Edit Cmds 3 Save/Exit  4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...      9 Probrep  10 ...   11 ...     12 ...

===>

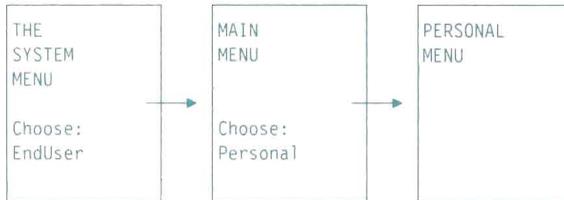
```

**Figure 33. The Save/Exit window**

5. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
6. Press PF3 (End) to return to the SYSTEM menu.

You have completed the “change menu items” example.

To test the changed item on the PERSONAL menu, choose panels as shown below:



The PERSONAL menu should look like this:

```
ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main              Go to the Main Menu.
    2 Filelist          Invokes filelist on your A-disk.
    3 Password          Change your logon password.
    4 Customize         Add, modify, move or delete items on the
                       personal menu.

-----
PF: 1 Help    2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...     8 ...    9 Probrep 10 ...    11 ...   12 Retrieve
====>
```

**Figure 34. The PERSONAL menu**

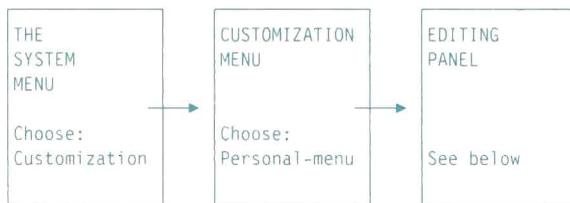
Press PF4 (Return) to return to the SYSTEM menu.

## Deleting or Undeleting an Item

You can delete items from any of the menus shown on the Customization menu. You can also 'undelete' items that you have deleted during the current editing session.

In this example, you delete two items and the blank line between them from the PERSONAL menu.

1. To edit the PERSONAL menu, choose panels as shown below:



2. To delete items 2 and 3 and the blank line between them, type:

d

in the prefix areas, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                               VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main          Go to the Main Menu.
d      2 Filelist      Invokes filelist on your A-disk.
d
d      3 Password      Change your logon password.
_
_      4 Customize     Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

===>
```

**Figure 35. The Editing panel**

Press ENTER. The Filelist and Password items are deleted.

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                                     VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main           Go to the Main Menu.
_
_
_      2 Customize      Add, modify, move or delete items on the
_                       personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 36. The Editing panel**

**Note:** To return deleted items using the undelete editing option, you must remain on the Editing panel.

- To see the deleted items and return the Filelist item to the menu, type:

u

in the prefix area, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                               VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_      1 Main          Go to the Main Menu.
u
_
_      2 Customize    Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

====>
```

**Figure 37. The Editing panel**

Press ENTER. The Undelete window appears, and the last item deleted, in this case the Password item, appears in the window.

4. Press ENTER to view the next deleted item. The Filelist item appears, as shown below:

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                          VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

      1 Main              Go to the Main Menu.
U      2 Filelist         Display a list of files on your A-disk.
-----
| Press ENTER to view the next deleted item.
| Press PF2 to undelete (recover) the current item.
|
| Filelist               Invokes filelist on your A-disk.
|-----
| ENTER PF1 Help PF2 Undelete PF3/12 Cancel
|-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 38. The Undelete window**

5. Press PF2 (Undelete). The Undelete window disappears, and the Filelist item appears again, as shown below:

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main                Go to the Main Menu.
_      2 Filelist           Invokes filelist on your A-disk.
_      3 Customize          Add, modify, move or delete items on the
                             personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...     11 ...     12 ...

====>

```

**Figure 39. The Editing panel**

6. Type:

u

in the prefix area of the blank line, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
-                                     VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main           Go to the Main Menu.
_
_      2 Filelist      Invokes filelist on your A-disk.
u
_      3 Customize     Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

===>

```

**Figure 40. The Editing panel**

Press ENTER. The Undelete window appears again, and shows the Password item.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
| Press ENTER to view the next deleted item.
| Press PF2 to undelete (recover) the current item.
|-----|
| Password          Change your logon password.
|-----|
| ENTER PF1 Help  PF2 Undelete PF3/12 Cancel
|-----|
U      3 Password          Change your logon password.
      4 Customize          Add, modify, move or delete items on the
                             personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 41. The Undelete window**

7. Press PF2 (Undelete). The Undelete window disappears, and the Password item appears again, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main                Go to the Main Menu.
_
_      2 Filelist           Invokes filelist on your A-disk.
_
_      3 Password          Change your logon password.
_      4 Customize         Add, modify, move or delete items on the
_                          personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...    11 ...     12 ...

====>

```

**Figure 42. The Editing panel**

8. To add a blank line, type:

a

in the prefix area beside item 3 and press ENTER. A blank line appears between items 3 and 4, as shown below:

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_   1 Main          Go to the Main Menu.
_
_   2 Filelist      Invokes filelist on your A-disk.
_
_   3 Password      Change your logon password.
_
_   4 Customize     Add, modify, move or delete items on the
_                   personal menu.
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...
===>

```

**Figure 43. The Editing panel**

9. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main
    2 Filelis
    3 Passwor
    4 Customi

```

Place the cursor to the left of your choice and press Enter:	sk.
Save Changes and Exit	
Exit Without Saving	
Resume editing	
PF1 Help PF3/12 Cancel	tems on the

```

-----
PF: 1 Help      2 Edit Cmnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

====>

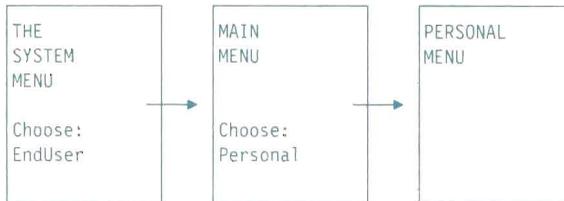
```

**Figure 44. The Save/Exit window**

10. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
11. Press PF3 (End) to return to the SYSTEM menu.

You have completed the “delete and undelete items” example.

To test the customized PERSONAL menu, choose panels as shown below:



The PERSONAL menu should look like this:

```
ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

  1 Main                Go to the Main Menu.
  2 Filelist            Invokes filelist on your A-disk.
  3 Password            Change your logon password.
  4 Customize           Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help   2 Short  3 End   4 Return  5 CMS   6 Go
PF: 7 ...    8 ...   9 Probrep 10 ...  11 ...  12 Retrieve

====>
```

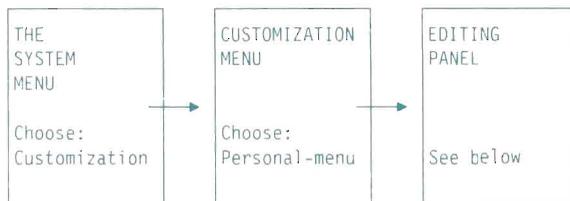
**Figure 45. The PERSONAL menu**

Press PF4 (Return) to return to the SYSTEM menu.

## Changing a Menu Title

In this example, you change the title of the PERSONAL menu, delete that title, and add a new title.

1. To edit the PERSONAL menu, choose panels as shown below:



2. To edit the menu title, type:

e

in the first prefix area, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
e                               VM/IS - PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Main          Go to the Main Menu.
_      2 Filelist     Invokes filelist on your A-disk.
_      3 Password     Change your logon password.
_      4 Customize    Add, modify, move or delete items on the
                    personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>
```

**Figure 46. The Editing panel**

Press ENTER. The Title Text window appears.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
E                               VM/IS - PERSONAL MENU
-----
| Edit the title text below:
|                               ( VM/IS - PERSONAL MENU )
|-----
| PF1 Help  PF2 Keep Changes  PF3/12 Cancel
|-----
|                               personal menu.
|-----
PF: 1 Help    2 Edit Cmds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...      9 Probrep 10 ...    11 ...     12 ...
===>

```

**Figure 47. The Title Text window**

### 3. Type:

YOUR PERSONAL MENU

over PERSONAL MENU, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
E                               VM/IS - PERSONAL MENU
-----
| Edit the title text below:
|                               ( VM/IS - YOUR PERSONAL MENU )
|-----
| PF1 Help  PF2 Keep Changes  PF3/12 Cancel
|-----
|                               personal menu.
|-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode 6 Go
PF: 7 ...    8 ...      9 Probrep 10 ...   11 ...    12 ...
====>
```

Figure 48. The Title Text window

Press PF2 (Keep Changes). The Title Text window disappears, and your new title appears, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                               VM/IS - YOUR PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_   1 Main           Go to the Main Menu.
_
_   2 Filelist       Invokes filelist on your A-disk.
_
_   3 Password       Change your logon password.
_
_   4 Customize      Add, modify, move or delete items on the
_                   personal menu.
_
-----
PF: 1 Help          2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...           8 ...       9 Probrep 10 ...     11 ...     12 ...
====>
```

Figure 49. The Editing panel

Your next step is to delete the menu title so that you will be able to try adding a new menu title.

4. To delete the menu title, type:

d

in the prefix area, as shown below:

```
ESDEDIT                EDITING A MENU      Menu Item ( 1  ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
d                      VM/IS - YOUR PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
-
-   1 Main              Go to the Main Menu.
-
-   2 Filelist          Invokes filelist on your A-disk.
-
-   3 Password          Change your logon password.
-
-   4 Customize         Add, modify, move or delete items on the
                        personal menu.
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...
====>
```

**Figure 50. The Editing panel**

Press ENTER. The menu title disappears, but the prefix line remains.

## 5. Type:

e

in the prefix area of the menu title, as shown below:

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
e
-----
_ To choose one of the following, type its number and press ENTER:
_
_   1 Main          Go to the Main Menu.
_   2 Filelist      Invokes filelist on your A-disk.
_   3 Password      Change your logon password.
_   4 Customize     Add, modify, move or delete items on the
_                   personal menu.
-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...
===>

```

Figure 51. The Editing panel

Press ENTER. The Title Text window appears again.

**Note:** You must use the Edit (e) prefix command because the Undelete (u) command does not apply to menu titles.

6. Type the menu title text as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
E
-----
| Edit the title text below:
|
|      ( VM/IS - MY PERSONAL MENU      )
|
|-----|
| PF1 Help  PF2 Keep Changes  PF3/12 Cancel|
|-----|
|
|                               personal menu.
|
|-----|
| PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
| PF: 7 ...     8 ...       9 Probrep 10 ...     11 ...    12 ...
|
|====>
```

**Figure 52. The Title Text window**

Press PF2 (Keep Changes). The Title Text window disappears, and the menu title appears again, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                               VM/IS - MY PERSONAL MENU
-----
_ To choose one of the following, type its number and press ENTER:
_
_   1 Main                      Go to the Main Menu.
_
_   2 Filelist                  Invokes filelist on your A-disk.
_
_   3 Password                  Change your logon password.
_
_   4 Customize                 Add, modify, move or delete items on the
_                               personal menu.
-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

==>
```

Figure 53. The Editing panel

7. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                          VM/IS - MY PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

  1 Main
  2 Filelis
  3 Passwor
  4 Customi
-----
Place the cursor to the left of
your choice and press Enter:
Save Changes and Exit
Exit Without Saving
Resume editing
-----
PF1 Help PF3/12 Cancel
-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode 6 Go
PF: 7 ...    8 ...    9 Probrep 10 ...    11 ...    12 ...

====>

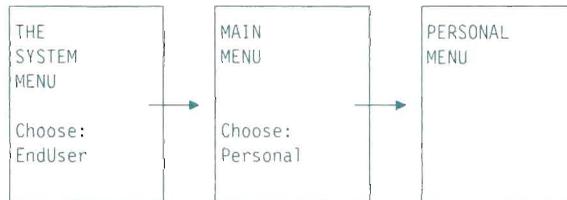
```

**Figure 54. The Save/Exit window**

8. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
9. Press PF3 (End) to return to the SYSTEM menu.

You have completed the “change a menu title” example.

To test the customized PERSONAL menu, choose panels as shown below:



The PERSONAL menu should look like this:

```

ESDL190                VM/IS - MY PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main              Go to the Main Menu.
    2 Filelist          Invokes filelist on your A-disk.
    3 Password          Change your logon password.
    4 Customize         Add, modify, move or delete items on the
                        personal menu.

-----
PF: 1 Help   2 Short   3 End   4 Return   5 CMS   6 Go
PF: 7 ...    8 ...    9 Probrep 10 ...   11 ...   12 Retrieve

====>
  
```

**Figure 55. The PERSONAL menu**

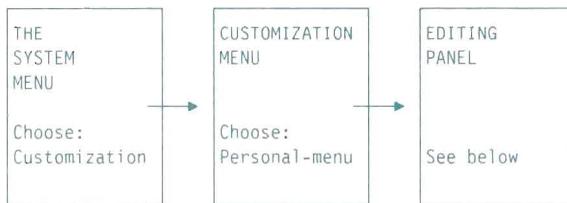
Press PF4 (Return) to return to the SYSTEM menu.

---

## Changing or Adding a Running Header

In this example, you change a running header, delete that running header, and add a new running header.

1. To edit the PERSONAL menu, choose panels as shown below:



2. To edit the running header, type:

e

in the prefix area to the left of the running header, as shown below:

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - MY PERSONAL MENU
-----
e To choose one of the following, type its number and press ENTER:

-      1 Main                Go to the Main Menu.
-      2 Filelist           Invokes filelist on your A-disk.
-      3 Password           Change your logon password.
-      4 Customize          Add, modify, move or delete items on the
-                          personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...          9 Probrep  10 ...     11 ...     12 ...

====>

```

**Figure 56. The Editing panel**

Press ENTER. The Edit Running Header window appears.

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                          VM/IS - MY PERSONAL MENU
-----
E To choose one of the following, type its number and press ENTER:

-----
| Edit the running header text below:
|
| ( To choose one of the following, type its number and press ENTER:   )
| (                                                                    )
|-----
| PF1 Help  PF2 Keep Changes  PF3/12 Cancel
|-----

-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...     11 ...     12 ...
====>
```

Figure 57. The Edit Running Header window

3. Type the word `select` over the word `choose` in the window, as shown below:

```

ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - MY PERSONAL MENU
-----
E To choose one of the following, type its number and press ENTER:

-----
| Edit the running header text below:
|
| ( To select one of the following, type its number and press ENTER: )
| (
|
|-----
| PF1 Help  PF2 Keep Changes  PF3/12 Cancel
|
|-----

PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...     11 ...     12 ...

====>

```

Figure 58. The Edit Running Header window

Press PF2 (Keep Changes). The Edit Running Header window disappears, and choose is changed to select in the running header.

**Note:** Your next step is to delete the running header so that you will be able to try adding a running header.

4. To delete the running header, type:

d

in the prefix area to the left of the running header, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
-                               VM/IS - MY PERSONAL MENU
-----
d To select one of the following, type its number and press ENTER:

-      1 Main                Go to the Main Menu.
-      2 Filelist            Invokes filelist on your A-disk.
-      3 Password            Change your logon password.
-      4 Customize           Add, modify, move or delete items on the
                             personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

====>
```

Figure 59. The Editing panel

Press ENTER. The running header and its line disappear.

## 5. Type:

a

in the prefix area to the left of the menu title, as shown below:

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
a                               VM/IS - MY PERSONAL MENU
-----
-      1 Main                Go to the Main Menu.
-      2 Filelist            Invokes filelist on your A-disk.
-      3 Password            Change your logon password.
-      4 Customize           Add, modify, move or delete items on the
                             personal menu.

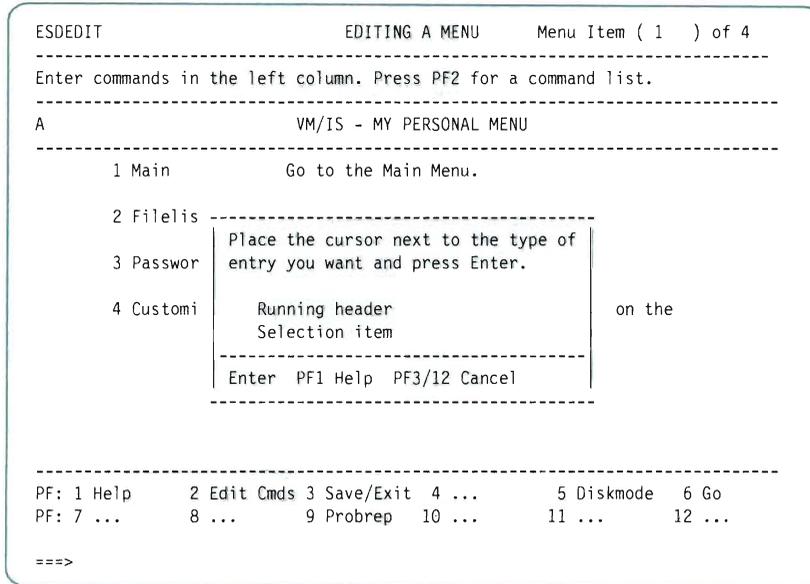
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 60. The Editing panel**

Press ENTER. The Select Running Header window appears.



**Figure 61. The Select Running Header window**

**Note:** The second item in the window (Selection item) lets you add a selectable item before the first menu item.

6. Place your cursor next to Running header in the window.

Press ENTER. The Select Running Header window disappears, and a new running header line appears.

## 7. Type:

e

in the new prefix area, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
-                                     VM/IS - MY PERSONAL MENU
-----
e Running Header - E to Edit

-      1 Main           Go to the Main Menu.
-      2 Filelist      Invokes filelist on your A-disk.
-      3 Password      Change your logon password.
-      4 Customize     Add, modify, move or delete items on the
-                       personal menu.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

===>

```

**Figure 62. The Editing panel**

Press ENTER. The Edit Running Header window appears again.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                          VM/IS - MY PERSONAL MENU
-----
E Running Header - E to Edit

-----
| Edit the running header text below:
|
| ( Running Header - E to Edit           )
| (                                     )
|
|-----
| PF1 Help  PF2 Keep Changes  PF3/12 Cancel
|
|-----

PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 63. The Edit Running Header window**

8. Type the running header in the window, as shown below:

```

ESDEDIT                EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                        VM/IS - MY PERSONAL MENU
-----
E Running Header - E to Edit

Edit the running header text below:

( To pick one of the following, type its number and press ENTER: )
(                                                                    )
-----
PF1 Help  PF2 Keep Changes  PF3/12 Cancel

-----

PF: 1 Help      2 Edit Cmds  3 Save/Exit  4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep   10 ...     11 ...     12 ...

====>

```

**Figure 64. The Edit Running Header window**

Press PF2 (Keep Changes). The Edit Running Header window disappears, and the new running header appears on the Editing panel.

9. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 4
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                          VM/IS - MY PERSONAL MENU
-----
To pick one of the following, type its number and press ENTER:

  1 Main      -----
  2 Filelis  | Place the cursor to the left of | sk.
              | your choice and press Enter:  |
              | Save Changes and Exit       |
  3 Passwor  | Exit Without Saving          |
              | Resume editing              |
  4 Customi  | -----                      | tems on the
              | PF1 Help PF3/12 Cancel     |
              | -----                      |
-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...    8 ...      9 Probrep 10 ...     11 ...    12 ...

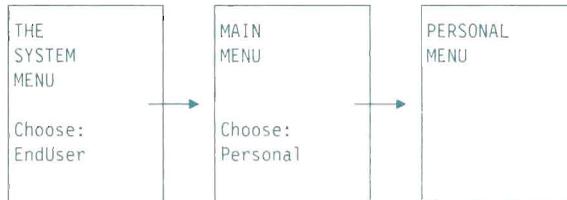
====>

```

**Figure 65. The Save/Exit window**

10. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
  11. Press PF3 (End) to return to the SYSTEM menu.
- You have completed the “change a running header” example.

To test the customized PERSONAL menu, choose panels as shown below:



The PERSONAL menu should look like this:

```

ESDL190                VM/IS - MY PERSONAL MENU
-----
To pick one of the following, type its number and press ENTER:

    1 Main                Go to the Main Menu.
    2 Filelist            Invokes filelist on your A-disk.
    3 Password            Change your logon password.
    4 Customize           Add, modify, move or delete items on the
                          personal menu.

-----
PF: 1 Help    2 Short    3 End      4 Return    5 CMS      6 Go
PF: 7 ...     8 ...     9 Probrep 10 ...     11 ...     12 Retrieve
====>
  
```

**Figure 66. The PERSONAL menu**

Press PF4 (Return) to return to the SYSTEM menu.

---

## Returning the Menu to Its Original Form

In this example, you restore the PERSONAL menu to its original form by erasing the customization files that you created in doing the examples in this chapter.

If you want to keep the customized PERSONAL menu, skip this example, and follow the instructions in Chapter 4, “Making New and Customized Menus Part of Your System” on page 109.

**Note:** If you want to keep your customizations, but do not want them to be used by your system’s users, change the \*ANSWER record in the EUAPKG NLSESAQA file from Y to N or a blank. For more information, see “Question and Answer Files” on page 218.

The files that you created have filenames that start with ESD and EUA.

The files that you created are on your A minidisk, unless you selected a different minidisk with the Diskmode PF key.

1. If you are using the PF menus, leave them and return to CMS.
2. Type:

```
filelist esd* * a
```

on the command line, and press ENTER. The FILELIST screen appears. It looks something like:

```

SMITH  FILELIST A0 V 108 Trunc=108 Size=15 Line=1 Col=1 Alt=0
Cmd  Filename Filetype Fm Format Lrecl  Records  Blocks  Date    Time
   ESDHG08  ESAPLIB  A2 F      80      111      3  6/15/88 17:08:26
   ESDHG05  ESAPLIB  A2 F      80      105      3  6/15/88 17:08:25
   ESDHG06  ESAPLIB  A2 F      80      107      3  6/15/88 17:08:25
   ESDHG07  ESAPLIB  A2 F      80      105      3  6/15/88 17:08:25
   ESDHG03  ESAPLIB  A2 F      80      103      3  6/15/88 17:08:24
   ESDHG04  ESAPLIB  A2 F      80      107      3  6/15/88 17:08:24
   ESDHG00  ESAPLIB  A2 F      80      89       2  6/15/88 17:08:23
   ESDHG01  ESAPLIB  A2 F      80      111      3  6/15/88 17:08:23
   ESDHG02  ESAPLIB  A2 F      80      107      3  6/15/88 17:08:23
   ESDHG0A  ESAPLIB  A2 F      80      91       2  6/15/88 17:08:22
   ESDH190  ESAPLIB  A2 F      80      97       2  6/15/88 17:08:22
   ESDHG09  ESAPLIB  A2 F      80      109      3  6/15/88 17:08:22
   ESDL190  XEDIT    A2 V     104      64       2  6/15/88 17:08:21
   ESDLG00  XEDIT    A2 V     119     393      8  6/15/88 17:08:21
   ESDL19  ESDESAOR A2 V      48      10       1  6/15/88 17:08:21
   ESDH191  ESAPLIB  A2 F      80      97       2  6/15/88 15:36:50

1= Help      2= Refresh  3= Quit     4= Sort(type) 5= Sort(date) 6= Sort(size)
7= Backward 8= Forward  9= FL /n   10=           11= XEDIT    12= Cursor

====>

```

Figure 67. The FILELIST screen

3. Check the time stamp and date stamp of the files to make sure they were created when you did the examples.
4. Erase the files that were created.
5. Type:
 

```
filelist eua* * a
```

 on the command line, and press ENTER.
6. Check the time stamp and date stamp of the files and make sure they were created when you did the examples.
7. Erase the files that were created.
8. Erase the ESAIDS PFSETUP file from your A-disk.

After you have erased these files, the PERSONAL menu should look like this:

```
ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

  1 Main                Go to the Main Menu.

  2 Customize          Add, modify, move or delete items on the
                       personal menu.

-----
PF: 1 Help    2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...     8 ...    9 Probrep 10 ...   11 ...   12 Retrieve
====>
```

**Figure 68. The PERSONAL menu**

---

## Chapter 3. Creating a New Menu



This chapter shows you how to create a new menu.

When you do the example in this chapter, files are created on MAINT's 191 (A) minidisk. (If you prefer, you can use the Diskmode PF key to send the files to a different minidisk.) When you have finished customizing, you can copy these files to the 322 (O) minidisk, as described in Chapter 4, "Making New and Customized Menus Part of Your System" on page 109.

In this example, you create a new menu that will appear as a selection on the system PERSONAL menu.

This example assumes that you have restored the PERSONAL menu to its original form after doing the examples in Chapter 2, “Customizing an Existing Menu”.

This example starts with you logged onto MAINT and looking at the SYSTEM menu. To go to the SYSTEM menu, type:

pf

on the command line, and press ENTER.

```
ETUL010                VM/IS - SYSTEM MENU
-----
To choose one of the following, type its number and press ENTER:

    1 EndUser           Invoke the End-User Main Menu.
    2 Customization    Invoke the Customization Menu.
    3 New-Menu         Create a new menu.
    4 Maintenance      Invoke VM/SP Maintenance tasks.

                                     (C) COPYRIGHT IBM CORP 1988
-----
PF: 1 Help      2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...      8 ...    9 Probrep 10 ...   11 ...   12 Retrieve
====>
```

Figure 69. The SYSTEM menu

## Creating the Menu

1. To go to the CREATE A NEW MENU panel, type:

3

on the command line of the SYSTEM menu and press ENTER.  
The CREATE A NEW MENU panel appears, as shown below:

```

ESDENPN                CREATE A NEW MENU
-----
To create a new panel, fill in the information below:

PANEL ID OF YOUR NEW PANEL ..... ( EUAL  )

Information about the panel from which your menu will be called:

To select from a list of valid calling panel ids, press PF4 Panel Ids.
PANEL ID OF THE CALLING PANEL .. (          )

KEY PHRASE ... (              )

DESCRIPTION .. (                )
              (                )

When you have finished, press PF2 EDIT, to edit the new menu.
-----
PF: 1 Help      2 Edit      3 Exit      4 Panel Ids  5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

====>

```

**Figure 70.** The CREATE A NEW MENU panel

2. Type:

new

after EUAL, as shown below:

**Note:** All panel ids have seven characters. The first four must be EUAL.

```

ESDENPN                                CREATE A NEW MENU
-----
To create a new panel, fill in the information below:

PANEL ID OF YOUR NEW PANEL ..... ( EUALnew )

Information about the panel from which your menu will be called:

To select from a list of valid calling panel ids, press PF4 Panel Ids.
PANEL ID OF THE CALLING PANEL .. (          )

KEY PHRASE ... (          )

DESCRIPTION .. (          )
              (          )

When you have finished, press PF2 EDIT, to edit the new menu.
-----
PF: 1 Help      2 Edit      3 Exit      4 Panel Ids  5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

===>

```

**Figure 71. The CREATE A NEW MENU panel**

The calling panel id identifies the menu where this new menu will be listed as a selectable item.

For a list of valid calling panel ids, press PF4 (Panel Ids). The Calling Panel ID window appears.

**Note:** Introduction, Help, System, and GO panels are not valid calling panels.

```

ESDENPN                                CREATE A NEW MENU
-----
To create a new panel, fill in the information below:
-----
PANEL ID OF Y | Place your cursor next to the desired Calling Panel Id.
Information a |
To select fro | ESDL01  VM/IS - MAIN MENU
PANEL ID OF T | ESDL15  VM/IS - OFFICE MENU
KEY PHRASE .. | ESDL16  VM/IS - PROGRAM MENU
DESCRIPTION . | ESDL19  VM/IS - PERSONAL MENU
               | ESDL20  VM/IS - TOOLS MENU
               | ESDL21  VM/IS - DOCUMENT MENU
               | ESDL24  VM/IS - PRINTERS MENU
               | ESDL25  VM/IS - GRAPHICS MENU
               |-----
               | PF1 Help  PF8 Forward  PF3/12=Cancel
               |-----
When you have finished, press PF2 EDIT, to edit the new menu.
-----
PF: 1 Help    2 Edit    3 Exit    4 Panel Ids  5 Diskmode  6 Go
PF: 7 ...    8 ...    9 Probrep 10 ...    11 ...    12 ...

===>

```

**Figure 72. The Calling Panel ID window**

3. Move your cursor next to ESDL19 in the window, and press ENTER. The window disappears, and ESDL19 appears on the CREATE A NEW MENU panel, as shown below:

```

ESDENPN                                CREATE A NEW MENU
-----
To create a new panel, fill in the information below:

PANEL ID OF YOUR NEW PANEL ..... ( EUALNEW )

Information about the panel from which your menu will be called:

To select from a list of valid calling panel ids, press PF4 Panel Ids.
PANEL ID OF THE CALLING PANEL .. ( ESDL19 )

KEY PHRASE ... (                    )

DESCRIPTION .. (                      )
                (                      )

When you have finished, press PF2 EDIT, to edit the new menu.
-----
PF: 1 Help      2 Edit      3 Exit      4 Panel Ids  5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

====>

```

**Figure 73. The CREATE A NEW MENU panel**

4. Type the rest of the required information in the KEY PHRASE and DESCRIPTION fields, as shown below:

```

ESDENPN                                CREATE A NEW MENU
-----
To create a new panel, fill in the information below:

PANEL ID OF YOUR NEW PANEL ..... ( EUALNEW )

Information about the panel from which your menu will be called:

To select from a list of valid calling panel ids, press PF4 Panel Ids.
PANEL ID OF THE CALLING PANEL .. ( ESOL19 )

KEY PHRASE ... ( Yourmenu          )

DESCRIPTION .. ( This is your multipurpose menu.          )
                (                                         )

When you have finished, press PF2 EDIT, to edit the new menu.
-----
PF: 1 Help      2 Edit      3 Exit      4 Panel Ids  5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 74. The CREATE A NEW MENU panel**

**Note:** It is important to use a key phrase that is not already used by another menu.

Press PF2 (Edit) to edit the new panel. The Editing panel appears, as shown below:

```
ESDEDIT          EDITING A MENU      Menu Item ( 0 ) of 0
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                YOURMENU MENU
-----
_ To choose one of the following, type its number and press ENTER:

-----
PF: 1 Help      2 Edit Cms 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 Forward  9 Probrep  10 ...      11 Bottom   12 ...

===>
```

**Figure 75. The Editing panel**

5. Type:

a

in the prefix area to the left of the running header, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 0 ) of 0
-----
Enter commands in the left column. Press PF2 for a command list.
-----
-                               YOURMENU MENU
-----
a To choose one of the following, type its number and press ENTER:

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 Forward  9 Probrep  10 ...      11 Bottom   12 ...

===>
```

**Figure 76. The Editing panel**

Press ENTER. A new prefix area appears.

6. In the new prefix area, type:

e

and press ENTER. The Key Phrase window appears.

```

ESDEDIT                      EDITING A MENU      Menu Item ( 0 ) of 0
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                        YOURMENU MENU
-----
  To choose one of the following, type its number and press ENTER:

E
-----
| Key Phrase (           )
| Description (           )
|           (           )
| Command   (           )
| Does the command need ISPF (Y/N)?( N )
-----
| PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
-----

PF: 1 Help    2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...    8 ...      9 Probrep 10 ...     11 ...    12 ...

===>

```

**Figure 77. The Key Phrase window**

7. Type the information in the Key Phrase window as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 0 ) of 0
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
-----
To choose one of the following, type its number and press ENTER:

E
-----
| Key Phrase ( Filelist           )
| Description ( Invokes filelist on your A-disk.           )
| Command     ( exec filelist           )
| Does the command need ISPF (Y/N)?( N )
|-----
| PF1 Help  PF2 Keep Changes  PF5 'Pick Key Phrases  PF3/12 Cancel
|-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

Figure 78. The Key Phrase window

**Note:** Since Filelist does not use ISPF, you can leave N as the answer to the ISPF prompt. (In general, if you do not know the answer to the ISPF prompt, you should answer Y).

Press PF2 (Keep Changes). The Key Phrase window disappears, and the Filelist item appears on the Editing panel.

8. Type:

a

in the prefix area to the left of the Filelist item, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 1
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
-----
_ To choose one of the following, type its number and press ENTER:

a      1 Filelist           Invokes filelist on your A-disk.

-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

===>
```

**Figure 79. The Editing panel**

Press ENTER. A new prefix area appears.

9. In the new prefix area, type:

e

and press ENTER. The Key Phrase window appears again:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 1
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
-----
To choose one of the following, type its number and press ENTER:

      1 Filelist           Invokes filelist on your A-disk.
E
-----
| Key Phrase (           )
| Description (           )
| Command (           )
| Does the command need ISPF (Y/N)?( N )
-----
| PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...

===>

```

**Figure 80. The Key Phrase window**

10. Press PF5 (Pick Key Phrases). The Pick a Key Phrase window appears.

```

ESDEDIT                               EDITING A MENU           Menu Item ( 1 ) of 1
-----
Enter commands in the left column. Press PF2 for a command list.
-----
-----
To choose one o
          1 Filelis
E
-----
Key Phrase (
Description (
Command (
Does the comma
-----
PF1 Help PF2 K
-----
Place the cursor on the reserved selection item you
want on your menu, and press Enter.
-----
ASF          CMSNOTE          CSP/AD
CSP/AE       Database         DBEDIT
Document    DW370          DXT
DXTADMIN    Edit           Files
GDDM        GO            Graphics
Introduction ISQL          Library
List        Main           News
NMF         Office         Password
PDF         Personal      Printers
Printfile   Probman       Probrep
-----
PF1 Help PF8 Forward PF3/12=Cancel
-----
PF: 1 Help  2 Edit Cmds 3 Save/Exit 4 ... 5 Diskmode 6 Go
PF: 7 ...   8 ...       9 Probrep  10 ... 11 ... 12 ...
====>

```

**Figure 81. The Pick a Key Phrase window**

11. Move your cursor to the item Password, and press ENTER.

The Pick a Key Phrase window disappears, and the Key Phrase window is filled in with the required information, as shown below:

```

ESDEDIT                EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                        YOURMENU MENU
-----
To choose one of the following, type its number and press ENTER:

      1 Filelist          Invokes filelist on your A-disk.
E      2 Password         Change your logon password.
-----
| Key Phrase ( Password          )
| Description ( Change your logon password.          )
|              (                               )
| Command      ( EXEC ESAPW          )
| Does the command need ISPF (Y/N)?( N )
|-----
| PF1 Help  PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
|-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...     11 ...     12 ...
ESAE024 You cannot change this item.
====>

```

**Figure 82. The Key Phrase window**

12. Press PF2 (Keep Changes). The Key Phrase window disappears, and item number 2 appears on the Editing panel.

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Filelist           Invokes filelist on your A-disk.
_      2 Password           Change your logon password.

-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...      11 ...      12 ...

===>
```

**Figure 83. The Editing panel**

13. To add a blank line between items 1 and 2, type:

a

in the prefix area to the left of the Filelist item, as shown below:

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
_
_ To choose one of the following, type its number and press ENTER:

a      1 Filelist           Invokes filelist on your A-disk.
_      2 Password           Change your logon password.

-----
PF: 1 Help      2 Edit Cmds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

====>

```

**Figure 84. The Editing panel**

Press ENTER. A blank line appears between items 1 and 2, as shown below:

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
-----
_ To choose one of the following, type its number and press ENTER:

_      1 Filelist           Invokes filelist on your A-disk.
_
_      2 Password          Change your logon password.
_

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

===>
```

**Figure 85. The Editing panel**

14. Press PF3 (Save/Exit) to save your changes and exit the editing session. The Save/Exit window appears.

```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                YOURMENU MENU
-----
To choose one of the following, type its number and press ENTER:

  1 Filelis ----- sk.
  2 Passwor
    Place the cursor to the left of
    your choice and press Enter:
      Save Changes and Exit
      Exit Without Saving
      Resume editing
    -----
    PF1 Help  PF3/12 Cancel
    -----

-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...        9 Probrep 10 ...    11 ...     12 ...

====>

```

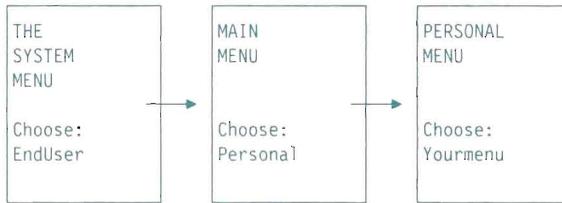
**Figure 86. The Save/Exit window**

15. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the SYSTEM menu appears again.

You have completed the “creating a new menu” example.

## Testing the New Menu

1. To test the customized PERSONAL menu, choose panels as shown below:



The PERSONAL menu should look like this:

```

ESDL190                VM/IS - PERSONAL MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Main              Go to the Main Menu.

    2 Customize        Add, modify, move or delete items on the
                       personal menu.

    3 Yourmenu         This is your multipurpose panel.

-----
PF: 1 Help    2 Short    3 End    4 Return    5 CMS    6 Go
PF: 7 ...     8 ...     9 Probrep 10 ...    11 ...   12 Retrieve

====>
  
```

Figure 87. The PERSONAL menu

**Note:** You can add a blank line between items 2 and 3 by customizing the system PERSONAL menu, as described in Chapter 2, “Customizing an Existing Menu”.

2. To go to your new menu, type:

3

on the command line of the PERSONAL menu, and press ENTER.

```
EUALNEW0                                YOURMENU MENU
-----
To choose one of the following, type its number and press ENTER:

    1 Filelist          Invokes filelist on your A-disk.
    2 Password          Change your logon password.

-----
PF: 1 Help      2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...      8 ...    9 Probrep 10 ...   11 ...   12 Retrieve
=====>
```

**Figure 88. Your New Menu**

On this menu, you can select **1** to see a Filelist, or **2** to change your password.

3. Press PF4 (Return) to return to the SYSTEM menu.



---

## Chapter 4. Making New and Customized Menus Part of Your System



# 4

This chapter tells you how to add your new menu or customized menu to the system.

When you created a new menu or customized an existing menu, you created several files on your A minidisk. In this chapter, you copy these files to the 322 (O) minidisk, and erase them from MAINT's 191 (A) minidisk. This makes your changes available to all users on your system.

If you customized an existing menu, the files you created have filenames that start with ESD or EUA.

If you created a new menu, the files you created have filenames that start with ETU.

(When customizing, you could use the Diskmode key to write your files directly onto the 322 minidisk. This would save you a few steps, but it would also be **much** riskier.)

---

## Getting Write Access to the 322 Minidisk

If you do not already have write access to the 322 minidisk, enter the following commands:

```
link maint 322 322 wr  
acc 322 o
```

To verify that you have write access, enter:

```
q links 322
```

You should see:

```
MAINT 322 R/W
```

If any other users are attached to this disk, ask them to detach it.

---

## Copying the Files to the 322 Minidisk

Follow the instructions below for each set of files that you created.

If you created a new menu, you will follow these instructions for ETU... files.

If you customized an existing menu, you will follow these instructions once for ESD... files, and then again for EUA... files.

1. Go to the FILELIST screen by entering one of the following commands:

- `filelist eua* * a`
- `filelist esd* * a`
- `filelist etu* * a`

2. Check the time stamp and date stamp of the files to make sure that they were created when you did the examples.

3. Beside each file that you created, type:

```
copyfile / = = o (replace
```

4. Press ENTER.

5. Beside each file that you copied, type:

```
erase
```

6. Press ENTER.





## Part 2. Advanced Tailoring

This part describes how to make more complex changes to the PF than those outlined in “Part 1. Basic Tailoring”.

Basic tailoring tasks use the panel-driven tailoring facility. Advanced tailoring tasks, being more complex, require a knowledge of both the tailoring facility and certain files and commands.

The examples in this part show you how to:

- add an application to the PF
- add online Help panels
- add an Introduction topic.

Additional information explaining PF files and naming conventions is contained in the Appendixes. Refer to this information for a more complete understanding of advanced panel tailoring.



---

## Chapter 5. Introduction to Advanced Tailoring



This introductory chapter defines the processes and terms needed to understand advanced tailoring. This chapter defines panel types and panel connections. It discusses the process of panel building. It relates files to the building process and to the appearance of menus.

The advanced tailoring tasks, shown by example in the following chapters, require basic knowledge of CMS and XEDIT and additional knowledge of REXX, EXEC 2, and ISPF.

---

## Panel Types

The Productivity Facility has the following types of panels:

- Long version menus
- Short version menus
- GO menus

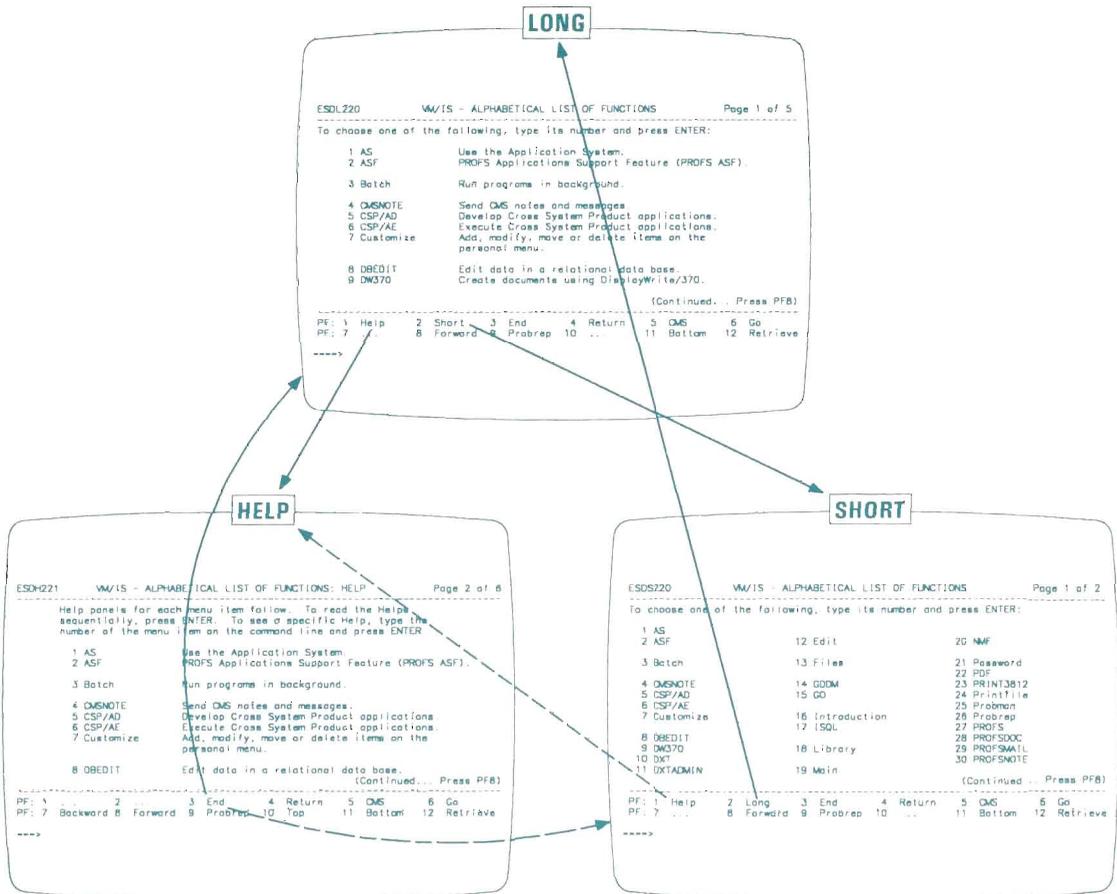
All of the above let you select a function or another menu. Information on the GO and Short versions of the menus is derived from information on the Long version.

- Help panels
- Online Introduction panels.

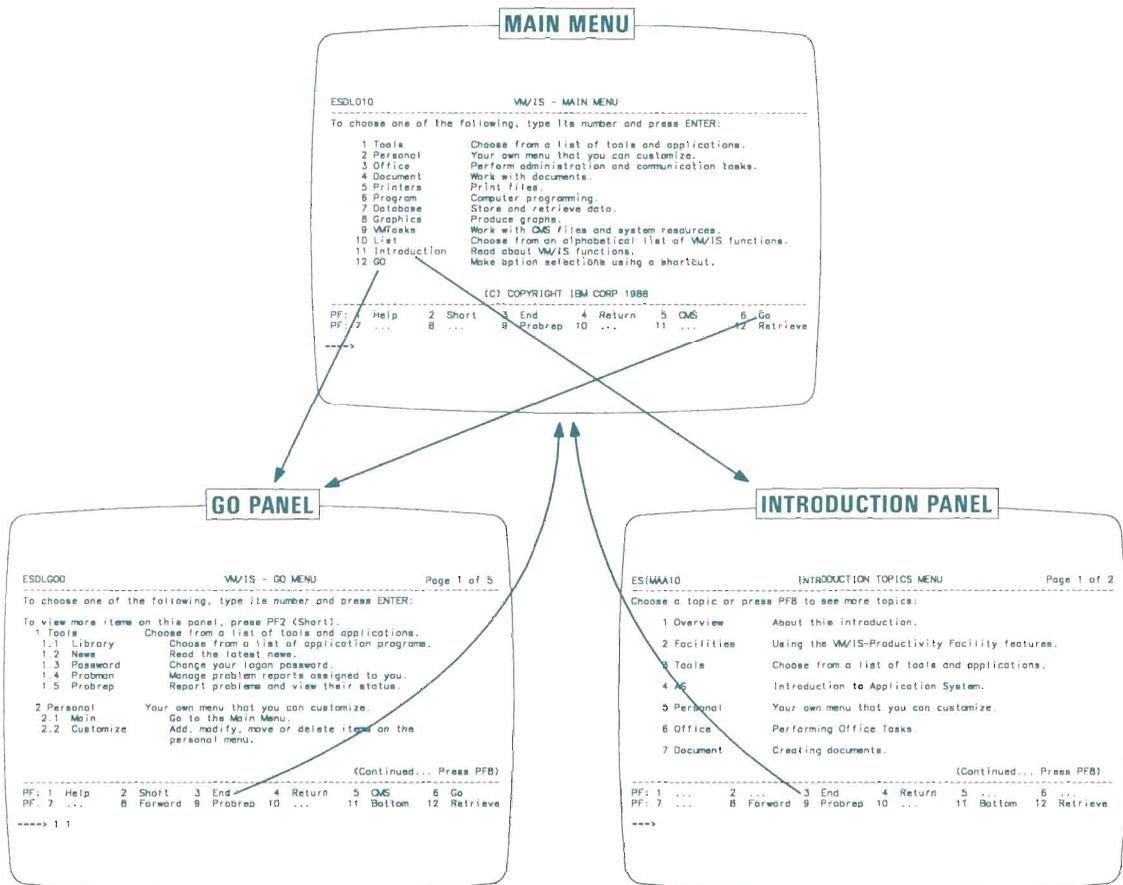
These panels give detailed information about functions and products that are available on your system.

“Panel Types” on page 4 shows an example of each of these panel types.

The following illustrations show how these panels are connected to one another.



On any VM/IS menu, you can press PF2 to switch between the Long version and the Short version of the menu. From either version of the menu, you can press PF1 to go to a Help panel.



On the MAIN menu, there are two special selections. If you select 11, you go to an Introduction Topics panel. If you select 12, you go to the GO menu. There is only one GO menu. It is built automatically from information provided by the other panels. You should tailor only the title, preface, and running header on the GO menu.

---

## Types of Files

For advanced tailoring, you must be familiar with the following types of files:

- item files
- slot request files
- package definition files
- question and answer files.

---

## Item Files

All text that appears on an application's menu is stored in an item file. The item file for a selectable menu item identifies the EXEC that is executed when an item is chosen. If that item has online help associated with it, the item file names the file that displays the HELP panels.

## TOOLS ITEM FILE

### MENU CONTENT

•DESCRIPTION\_TEXT Choose from a list of tools and applications.

•KEY\_PHRASE Tools

•COMMAND2 ESAFLO ESDL200

•NEXT\_PANEL ESDL20

•HELP\_COMMAND ESAFM ESDTOOLS

### SELECTION PROCESSING

## MAIN MENU

ESDL010

VM/IS - MAIN MENU

To choose one of the following, type its number and press ENTER:

- |                 |   |
|-----------------|---|
| 1 Tools         | Choose from a list of tools and applications. Your own menu that you can customize. |
| 2 Personal      | Perform administration and communication tasks.                                     |
| 3 Office        | Print files.  |
| 4 Document      | Computer programming.   |
| 5 Printers      | Store and retrieve data.  |
| 6 Program       | Produce graphs.   |
| 7 Database      | Work with QMS files and system resources.   |
| 8 Graphics      | Choose from an alphabetical list of VM/IS functions.                                |
| 9 VMtasks       | Read about VM/IS functions.   |
| 10 List         | Make option selections using a shortcut.  |
| 11 Introduction |   |
| 12 GO           |   |

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PF: 1 Help 2 Short 3 End 4 Return 5 QMS 6 Go  
PF: 7 ... 8 ... 9 Probrep 10 ... 11 ... 12 Retrieve

----->

## HELP MENU

ESD00H1

TOOLS: HELP

Choose TOOLS to see a list of tools and applications available to you to help you in your daily activities.

These tools can range from a simple calculator to a complex application.

PF: 1 ... 2 ... 3 End 4 Return 5 QMS 6 Go  
PF: 7 Backward 8 Forward 9 Probrep 10 ... 11 ... 12 Retrieve

----->

## TOOLS MENU

ESDL200

VM/IS - TOOLS MENU

To choose one of the following, type its number and press ENTER:

- |            |   |
|------------|---|
| 1 Library  | Choose from a list of application programs. |
| 2 News     | Read the latest news.                       |
| 3 Password | Change your login password.                 |
| 4 Problem  | Manage problem reports assigned to you.     |
| 5 Probrep  | Report problems and view their status.      |
| 6 Remote   | Log on to a remote computer system.         |

PF: 1 Help 2 Short 3 End 4 Return 5 QMS 6 Go  
PF: 7 ... 8 ... 9 Probrep 10 ... 11 ... 12 Retrieve

----->

---

## Slot Request Files

Slot request files specify:

- The application's menu names
- The order of items on the application's menus
- The names of the item files that contain details about each item on each menu.

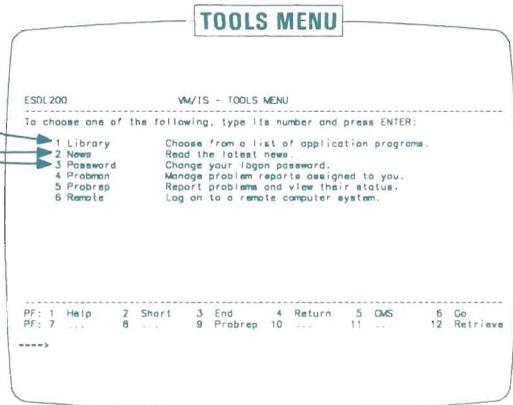
Slot request files are identified by a three letter component code, which is part of their filename.

## 1. ORDER OF APPEARANCE

### Slot request records

```
s 100 esd120 esdlibra 900 esdlibra esaitema and applications.
s 100 esd120 esdpw 1200 esdpw esaitema
s 100 esd120 esdnews 1000 esdnews esaitema
```

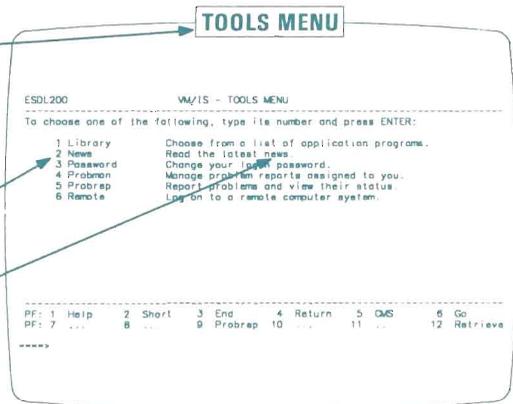
Relative order number



## 2. MENU NAME AND MENU CONTENT

### Slot request record - news

```
s 100 esd120 esdnews 1000 esdnews esaitema
```



## ITEM FILE ESDNEWS

- DESCRIPTION\_TEXT Read the latest news
- KEY\_PHRASE News
- COMMAND2 EXEC ESDLM
- HELP\_COMMAND ESAFM ESDNEWSA

---

## Package Definition Files

Each application has its own unique component code. The package definition file contains this component code.

---

## Question and Answer Files

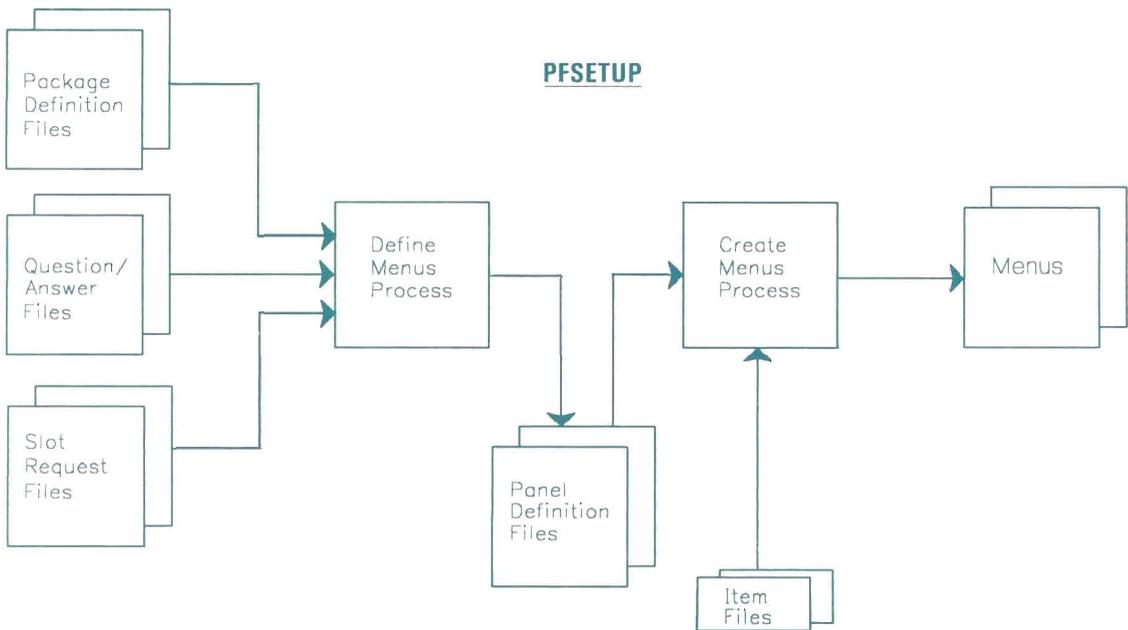
The question and answer file contains the question that is asked about a package when you build the panels.

By answering this question, you include or exclude a packaged application and all the panels associated with it.

---

## The Panel Building Process

You use the PFSETUP EXEC to rebuild panels from information in package definition, question and answer, slot request, and item files. The following figure shows when each file is used in the panel building process.



**Figure 89. The PFSETUP EXEC and the Panel Building Process**

The PFSETUP EXEC goes first to the package definition file. From the package definition file, it gets the component codes associated with a package.

It then asks the question contained in the question and answer file. The question looks something like this:

EG0101I Do you want to include xxxxxxxx in the menus?

If you answer **N**, PFSETUP ignores this package. If you answer **Y**, PFSETUP includes this package.

For each included package, PFSETUP finds the slot request files whose filenames start with one of the component codes. The slot requests for each logical panel are put into a panel definition file. One panel definition file is built for each logical panel.

The slot requests in the panel definition file identify the item files that are used for that logical panel. The key phrase and description text for each item are contained in an item file. Other item files contain text such as the title or running header.

The relative order numbers of the slot requests determine the order of items on a logical panel. If there are too many items to fit on one panel, two or more physical panels are built for a single logical panel.

The panels go into ISPF panel libraries named ESAPLIB MACLIB and ETUPLIB MACLIB, and XEDIT macros with the same filename as the panel ID.

---

## Packaging an Application

The advanced tailoring instructions show you how to add a packaged application to your menus.

A packaged application has:

- a unique three-character component code
- a package definition file
- a question and answer file
- item files and slot request files for the menu items.

All of the filenames begin with the component code.

Whenever you build the PF panels, you can choose to include or exclude all of the selections for a packaged application.

(By contrast, the basic tailoring instructions show you how to add menu items that are not packaged. You add or remove these items by customizing individual menus.)

---

## Panel IDs

If you want panel identifiers to appear on your panels, type:

```
panelid on
```

on the command line of any panel.

Type:

```
panelid off
```

to turn them off again.

---

## Different Types of Panel IDs

The Long, Short, and Help menus are all constructed from the same logical panel information, and may be thought of as different views of the same information. They have the same logical panel ID, except for the letter L, S, or H.

For example, the LIST logical panels have panel IDs in the form ESDx22:

- ESDL22 is the panel ID of the Long logical panel
- ESDS22 is the panel ID of the Short logical panel
- ESDH22 is the panel ID of the Help logical panel.

Each logical panel is displayed on the screen as one or more physical panels. The physical panel IDs are formed by adding a number from 0 to 9 or a letter from A to Z to the logical panel ID.

For example, the Long version of the LIST panel consists of five physical panels with the following panel IDs:

- ESDL220
- ESDL221
- ESDL222
- ESDL223
- ESDL224.

---

## PROFS menus

If you install the Text/Office System package, the items from the TOOLS menu are included on the PROFS main menus. (PROFS comes with the Text/Office System package.)

If you add menu items to the TOOLS menu, you can add them to the PROFS main menus as well.

---

## Online Introduction menus

A narrative unit is a sequence of narrative panels. Narrative units are linked to the online introduction topic and subtopic menus with item files.



## Chapter 6. Adding and Packaging an Application



The Advanced Tailoring chapters fit together as follows:

- Chapter 6 shows how to add an application.
- Chapter 7 shows how to add online help panels for the application.
- Chapter 8 shows how to add an introduction topic for the application.

Once you have added the application, the help panels, and the introduction topic, you should rebuild, test, and save the panels, as described in chapter 9.

The examples in this chapter use the panel tailoring facility, introduced in “Part 1. Basic Tailoring”, to add an application. Then, each application is packaged to include it with the other products already installed on the PF. Packaging an application involves renaming two types of files and creating two other types.

You rename and edit:

- the Item file
- the Slot Request file

You create:

- the Package Definition file
- the Question and Answer file

using examples provided by VM/IS.

The instructions in this chapter assume that you have completed the Basic Tailoring examples, and still have the files that you created on MAINT’s A minidisk. (If you did not do the Basic Tailoring examples, you will need to create new files instead of renaming the files indicated in the following instructions.)

The instructions in this chapter assume that all VM/IS products have been installed on your system. (If you do not have all VM/IS products, you may see slightly different panels.)

To do the examples in this chapter, you must have read access to the 322 and 326 minidisks. To get read access, enter the following commands:

```
access 322 o/o  
access 326 n/n
```

## The Example Application

Suppose you have installed Computer-graphics Augmented Design and Manufacturing (CADAM)<sup>1</sup> on your system, and you want to make it available to users by adding an entry on the menus. You decide to add the entry on the GRAPHICS menu after the menu item GDDM.

By following the instructions in this example, you use the tailoring facility to add the application. This creates the item, slot request, and panel definition files. You then package the application by renaming and editing these files and the sample package definition and question and answer files which come with VM/IS.

Before you begin, you choose a three-character component code for your package. Choose a code that is different than the codes used by the PF or any other application on your system. Refer to Appendix A, "Naming Conventions" on page 207 for a list of codes used by the PF. In this example, EG2 represents the unique component code you choose for your package. All of the files you create in this example start with this component code.

The instructions in this chapter show you how to:

1. Add an application to the GRAPHICS menu
2. Package your application.

---

<sup>1</sup> CADAM is a trademark of Cadam, Inc.

---

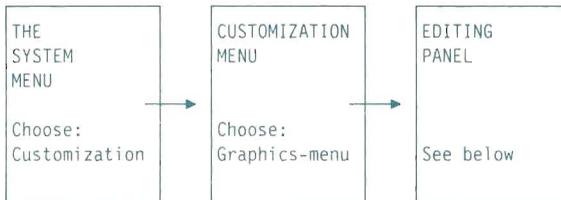
## Adding the Application

At the start of this example, you should be logged onto MAINT and looking at the SYSTEM menu. To go to the SYSTEM menu, type:

pf

on the command line, and press ENTER.

1. To go to the Editing panel of the GRAPHICS menu, choose panels as shown below:



2. To add CADAM after the GDDM item, type:

a

in the prefix area, as shown below:

```
ESDEDIT                                EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
-                                       VM/IS - GRAPHICS MENU
-----
_ To choose one of the following, type its number and press ENTER:

a   1 GDDM          Create two- and three-dimensional color
    2 AS            Produce Business Graphics using Application System.

-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit  4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

===>
```

**Figure 90. The Editing panel**

Press ENTER. A new prefix area appears below GDDM.

```
ESDEDIT                      EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
_                               VM/IS - GRAPHICS MENU
-----
_ To choose one of the following, type its number and press ENTER:
_      1 GDDM                    Create two- and three-dimensional color
_                                     charts and graphs.
_      2 AS                       Produce Business Graphics using Application System.
_
-----
PF: 1 Help      2 Edit Cnds 3 Save/Exit 4 ...      5 Diskmode 6 Go
PF: 7 ...      8 ...      9 Probrep 10 ...      11 ...      12 ...
===>
```

**Figure 91. The Editing panel**

3. In the new prefix area, type:

e

Press ENTER. The Key Phrase window appears.

4. Type the information in the Key Phrase window as shown below:

```

ESDEDIT                EDITING A MENU      Menu Item ( 1 ) of 2
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                        VM/IS - GRAPHICS MENU
-----
To choose one of the following, type its number and press ENTER:

      1 GDDM                Create two- and three-dimensional color
                           charts and graphs.
E
-----
| Key Phrase ( CADAM          )
| Description ( Work with design drawings.          )
|              (              )
| Command    ( EXEC EG2CADM   )
| Does the command need ISPF (Y/N)?( N )
|-----
| PF1 Help   PF2 Keep Changes  PF5 Pick Key Phrases  PF3/12 Cancel
|-----
PF: 1 Help      2 Edit Cnds  3 Save/Exit  4 ...      5 Diskmode  6 Go
PF: 7 ...      8 ...      9 Probrep  10 ...     11 ...     12 ...

===>

```

Figure 92. The Editing panel

CADAM will be invoked by an EXEC named EG2CADM.

**Note:** The VM/IS-Productivity Facility provides the capability for initializing ISPF before the invocation command for your product is executed. This is provided as a programming interface. To specify the initialization of ISPF, type *y* in the Does the command need ISPF? field. For more details on this programming interface see the description of \*COMMAND in the content item file section of "Content Item Files" on page 244.

Press PF2 (Keep Changes). The Key Phrase window disappears, and the new item appears on the Editing panel.



```

ESDEDIT                               EDITING A MENU      Menu Item ( 1 ) of 3
-----
Enter commands in the left column. Press PF2 for a command list.
-----
                                VM/IS - GRAPHICS MENU
-----
To choose one of the following, type its number and press ENTER:

    1 GDDM
    2 CADAM
    3 AS

```

```

-----
Place the cursor to the left of
your choice and press Enter:
Save Changes and Exit
Exit Without Saving
Resume editing
-----
PF1 Help PF3/12 Cancel
-----

```

```

-----
PF: 1 Help    2 Edit Cnds 3 Save/Exit 4 ...    5 Diskmode  6 Go
PF: 7 ...    8 ...        9 Probrep  10 ...   11 ...     12 ...
====>

```

**Figure 94. The Save/Exit window**

6. With your cursor beside the Save Changes and Exit selection, press ENTER. There is a pause while the menus are filed, then the CUSTOMIZATION menu appears again.
7. Press PF3 (End) to return to the SYSTEM menu.

## Creating the Selection Processing EXEC

This is the EXEC you specified as the Command in the Key Phrase window. It is executed when the user selects CADAM from the GRAPHICS menu.

Ordinarily, you would put the commands needed to invoke CADAM in this EXEC.

In this example, you create an EXEC that displays a message saying that CADAM is not installed yet.

Create a file named EG2CADM EXEC, containing the following lines:

```
/* Menu tailoring temporary exec. */  
address COMMAND  
trace off  
say 'CADAM is not installed yet.'  
exit
```

You have completed the “adding an application” step.

---

## Packaging the Application

The tailoring facility automatically creates the item, slot request, and panel definition files. The item and slot request file names start with EUA. The panel definition file has a filetype of ESESAOR.

The first step in packaging your application is to rename and edit these files to include the component code you have chosen for your application. In this example, the component code is EG2.

The files created by the tailoring facility are on MAINT's A disk. To see a list of the files created when you added CADAM to the Graphics menu you leave the Productivity Facility.

1. Press PF3 (End) to leave the PF.
2. Type:

```
filelist eua* * a
```

on the command line, and press ENTER.

A list of files appears. Part of that list is shown below. Verify, using the time and date stamp, that these files were created when you did the previous part of this example.

```

SMITH  FILELIST A0  V 108  Trunc=108 Size=63 Line=1 Col=1 Alt=0
Cmd   Filename Filetype Fm Format Lrecl  Records  Blocks  Date      Time
     EUA      ESASRHM$ A2 V      37         1        1 6/15/88 12:47:56
     EUA1     ESAITEMA A2 V      69         3        1 6/15/88 12:47:56

1= Help      2= Refresh  3= Quit     4= Sort(type) 5= Sort(date) 6= Sort(size)
7= Backward  8= Forward  9= FL /n   10=           11= XEDIT     12= Cursor

====>

```

Figure 95. The FILELIST screen

**Note:** The number at the end of the EUA filename represents the number of existing EUA\* ESAITEMA files.

---

## Renaming the Item File

Item files have a filetype of ESAITEMA and their filename must start with the component code for their specific application program. To verify and then rename the item file created in this example:

1. Place your cursor beside the newly created item file.

2. Press PF11 (XEDIT) to see the contents of the file.

```
*KEY_PHRASE CADAM
*DESCRIPTION_TEXT Work with design drawings.
*COMMAND2 EXEC EG2CADM
*HELP_COMMAND ESAFM ESADHLP
```

**Note:** The commands in the item file are always in upper case.

For more detail about item files, refer to “Item Files” on page 235 and Appendix B, “Files and Formats” on page 215.

3. Press PF3 (Quit) to return to the filelist.

4. To rename the item file with your component code type:

```
rename / eg2cadm = =
```

beside the filename, as shown below:

```
SMITH FILELIST A0 V 108 Trunc=108 Size=63 Line=1 Col=1 Alt=0
Cmd  Filename Filetype Fm Format Lrec|  Records  Blocks  Date  Time
    EUA      ESASRHMS A2 V          37         1      1 6/15/88 12:47:56
rename / eg2cadm = =EMA A2 V          69         3      1 6/15/88 12:47:56
```

```
1= Help      2= Refresh  3= Quit     4= Sort(type) 5= Sort(date) 6= Sort(size)
7= Backward  8= Forward  9= FL /n   10=           11= XEDIT    12= Cursor

====>
```

**Figure 96. Renaming the Item File.**

5. Press ENTER.

```

SMITH  FILELIST A0  V 108  Trunc=108 Size=63 Line=1 Col=1 Alt=0
Cmd  Filename  Filetype  Fm  Format  Lrec1  Records  Blocks  Date  Time
EUA   ESASRHM$  A2  V      37      1        1 6/15/88 12:47:56
EUA1  ESAITEMA  A2  ** Discarded or renamed **  1 6/15/88 12:47:56

1= Help      2= Refresh  3= Quit     4= Sort(type)  5= Sort(date)  6= Sort(size)
7= Backward  8= Forward  9= FL /n   10=           11= XEDIT      12= Cursor

====>

```

Figure 97. The FILELIST screen

6. Press PF3 (Quit) to leave the filelist.

---

## Creating the Slot Request File

Since you renamed the item file, the name must also be changed in the slot request file. To edit the slot request file created in this example:

1. Type:

```
filelist * esasrhm$ a
```

on the command line, and press ENTER.

```

SMITH FILELIST A0 V 108 Trunc=108 Size=63 Line=1 Col=1 Alt=0
Cmd  Filename Filetype Fm Format Lrecl  Records  Blocks  Date    Time
EUA   ESASRHM$ A2 V      37         1         1 6/15/88 12:47:56

-----
1= Help      2= Refresh  3= Quit    4= Sort(type) 5= Sort(date) 6= Sort(size)
7= Backward 8= Forward  9= FL /n  10=           11= XEDIT     12= Cursor

====>

```

**Figure 98. The FILELIST screen**

2. Verify, using the time and date stamp, that EUA ESASRHM\$ was created or updated when you added CADAM to the GRAPHICS menu.
3. Place your cursor beside the EUA ESASRHM\$ file and type:  
`copyfile / eg2 = =`
4. Press ENTER.
5. Press PF2 (Refresh).
6. Place your cursor beside EG2 ESASRHM\$ and press PF11 (XEDIT).
7. Find the following record, which corresponds to the item file you just created:  
S 150 ESDL25 EUA251 800 EUA1 ESAITEMA

Change EUA251 to EG2251, and change EUA1 to EG2CADM, as indicated below:

```
S 150 ESDL25 EG2251 800 EG2CADM ESAITEMA
```

(Depending on what you have done previously, the slot number may not be 800. Also, the file that you created may be an EUAX file other than EUA1.)

8. Delete all other records from the file.
9. Type:  
`file`  
on the command line, and press ENTER.
10. To remove the record you changed in the EG2 file, press PF11 (XEDIT) beside EUA ESASRHMS. If the file contains more than one record, delete the record that you changed in the EG2 file. If the file contains only one record, erase the file.
11. Press PF3 (Quit) to leave the filelist.

For more detail about slot request files, refer to Appendix E, “More Information about Slot Request Files” on page 271.

---

## Creating the Package Definition File

The tailoring facility does not create the package definition file. You must create this file yourself.

In this example, you copy an existing file and use it as the basis for your new file.

1. To see a list of the package definition files shipped with VM/IS type:

```
filelist * esapkg *
```

on the command line, and press ENTER.

2. Copy ESDPKG ESAPKG to your A disk and rename it as shown below:

SMITH	FILELIST	A0	V	108	Trunc=108	Size=9	Line=1	Col=1	Alt=0		
Cmd	Filename	Filetype	Fm	Format	Lrec1	Records	Blocks	Date	Time		
	ETXPKG	ESAPKG	01	V	70	25	1	11/18/87	18:28:00		
	ETVPKG	ESAPKG	01	V	70	25	1	11/18/87	18:27:51		
	ETUPKG	ESAPKG	01	V	70	24	1	11/18/87	18:27:40		
	ESTPKG	ESAPKG	01	V	70	27	1	11/18/87	18:27:17		
	ESRPKG	ESAPKG	01	V	73	26	1	11/18/87	18:26:56		
	ESFPKG	ESAPKG	01	V	70	30	1	11/18/87	18:26:20		
	copyfile / eg2pkg = a		01	V	70	26	1	11/18/87	18:25:57		
	ESEPKG	ESAPKG	01	V	70	27	1	11/18/87	18:25:05		
	EUAPKG	ESAPKG	01	V	70	27	1	11/18/87	18:24:30		

1= Help    2= Refresh    3= Quit    4= Sort(type)    5= Sort(date)    6= Sort(size)  
7= Backward    8= Forward    9= FL /n    10=    11= XEDIT    12= Cursor

====>

Figure 99. FILELIST of Package Definition Files

3. Press PF2 (Refresh).
4. To edit the new package definition file, place the cursor next to EG2PKG ESAPKG and press PF11 (XEDIT).
5. Delete all but the following two records:

```
*PACKAGE_INSTALLED_COMMAND EXEC ESAQA &01  
*COMPONENT_IDS ESD ESI ETZ
```

6. Edit the \*COMPONENT\_IDS line to show only the EG2 code. The final record in the package definition file becomes:

```
*COMPONENT_IDS EG2
```

7. Type:

```
file
```

on the command line, and press ENTER.

8. Press PF3 (Quit) to leave the filelist.

---

## Creating the Question and Answer File

When you package your own application, you create a Question and Answer file. Whenever you run the PFSETUP EXEC, you are asked a question such as:

```
EG0101I Do you want to include your own packaged application
in the menus?
```

**Note:** By answering this question, you include or exclude a packaged application and all the panels associated with it.

To create the question and answer file for the CADAM application, use the question and answer file for the Text/Office System Package (ESFPKG NLSESAQA) as a model.

1. Type:

```
filelist * nlseasaq *
```

on the command line, and press ENTER.

2. To make a copy of this file for the CADAM application, type:

```
copyfile / eg2pkg = a
```

next to the ESFPKG NLSESAQA file, and press ENTER.

3. Press PF2 (Refresh).
4. Edit the EG2PKG NLSESAQA file to delete the copyright notice, change the text of the package installed question, and change the text following the \*HELP\_TEXT code and the \*QUESTION code.

**Note:** The \*HELP\_TEXT code identifies lines of text that are displayed when the user types HELP in response to the question.

After your changes, the file might look like this:

```
.      The following message is displayed to the user.
.      The question will be repeated until the user response
.      matches either *YES, *NO or *QUIT as specified below.
.
*QUESTION EG2101I  Is CADAM installed?
*QUESTION          Answer Y, N, HELP, or QUIT.
.
.      The initial answer to the question.
.      If this matches either *YES, *NO, or *QUIT as specified
.      below, then the question will not be asked.
.
*ANSWER
.
```

Figure 100 (Part 1 of 2). EG2PKG NLSESAQA file

```
.           The text which appears when help is requested.
.
*HELP_TEXT &99
*HELP_TEXT If you have installed CADAM
*HELP_TEXT then answer Y to include the home panel and
*HELP_TEXT introduction dialog entries which support this package.
*HELP_TEXT &99
*HELP_TEXT If you answer N, then these entries will be omitted.
.
.           The tokens to be used for yes, no, quit and help.
.
*YES  y
*NO   n
*QUIT quit
*HELP help
```

**Figure 100 (Part 2 of 2). EG2PKG NLSESAQA file**

The \*YES, \*NO, \*QUIT, and \*HELP codes indicate the valid responses the user may enter to answer your question. Leave these lines unchanged. The &99 is a code used to generate a blank line.

5. Type:

`file`

on the command line, and press ENTER.

You have finished adding and packaging the application.

If you want to add online help panels for your application, go to Chapter 7, “Adding Online Help Panels” on page 149.

If you want to add an introduction topic for your application, go to Chapter 8, “Adding an Introduction Topic” on page 161.

If you do not want to add online help or an introduction, go straight to Chapter 9, “Rebuilding, Testing, and Saving Your Tailored Menus” on page 187.

## Chapter 7. Adding Online Help Panels



The Advanced Tailoring chapters fit together as follows:

- Chapter 6 shows how to add an application.
- Chapter 7 shows how to add online help panels for the application.
- Chapter 8 shows how to add an introduction topic for the application.

Once you have added the application, the help panels, and the introduction topic, you should rebuild, test, and save the panels, as described in chapter 9.

This chapter shows you how to add an online Help panel to an application. Help panels should help the user make the right menu selection.

This chapter discusses:

- Creating a Help Panel
- Creating a Flow file to display the Help panel
- Adding the name of the Help flow file to the item file.

This chapter shows, as an example, how you would add online help to CADAM. You would follow the same steps to add help to any application.

To do the examples in this chapter, you must have read access to the 322 and 326 minidisks. To get read access, enter the following commands:

```
access 322 o/o  
access 326 n/n
```

---

## Creating a Help panel

The following instructions show you how to create the ISPF Help panel EG2CADH1 COPY. In this part of the example you:

- Copy and rename a sample file from the O disk
- Add Help information
- Create a panel library
- Store the Help panel in the library.

---

## Copying and Renaming a Sample File

To copy the sample file ESADHLP PANEL from the O disk and create your new Help panel file EG2CADH1 COPY, enter the following CMS command:

```
copyfile esadhlp panel o eg2cadh1 copy a
```

(See “Help Panels” on page 210 for the naming conventions for Help panels.)

---

## Adding Help Information

Use XEDIT to modify your Help panel to include a paragraph or two explaining what CADAM is, and what kinds of functions it can perform to help in your design work. The complete file is shown in “A Sample ISPF Help Panel File” on page 153. Modify the file where it currently has text following lines starting with a \$.

When you edit this ISPF panel, change only the narrative text and follow these rules:

- **Do not** modify any special control characters or ISPF code while editing this file.
- **Do not** add or delete any lines except the copyright statement at the top of the file and the specification information at the bottom of the file. **Do not** change any lines that begin with the ) or “right parenthesis” character.
- Change **only** the narrative text. This is the text that appears following the )BODY command, and before the second line of dashes. (The text you can modify is shown highlighted in the figures.)
- Do not change or delete the existing \$ characters.

- The text you place there should not include any of the following special characters:

```
_#+!$|%&'@0~
```

(These are used as ISPF attribute characters.)

When you have finished modifying this file, ensure that the ISPF line numbers are off by entering the following commands on the XEDIT command line:

```
set serial off
```

and save the file with the following command:

```
file
```

#### Notes:

1. Before you issue the FILE command to save your changes, you must issue the `set serial off` command on the XEDIT command line; otherwise, ISPF may not be able to display your panel. If you forget to enter this command, you may need to erase your file and start again.
2. Whenever you edit a file that has filetype COPY, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

The following is the sample ISPF Help panel ESADHLP PANEL. You can delete the specifications section from the end of the file. The section starts with the record:

```
/***** START-OF-SPECIFICATIONS *****/
```

and ends with the following record:

```
/***** END-OF-SPECIFICATIONS *****/
```

## A Sample ISPF Help Panel File

```

)ATTR
/* COPYRIGHT: 5664-283 (C) COPYRIGHT IBM CORP 1984, 1985, 1987, 1988 */
/*          LICENSED MATERIAL - PROGRAM PROPERTY OF IBM          */
/*          REFER TO COPYRIGHT INSTRUCTIONS FORM NUMBER G120-2083. */
_ TYPE(INPUT)  INTENS(HIGH) CAPS(OFF) PAD(_) /* Mixed data input */
# TYPE(INPUT)  INTENS(HIGH) CAPS(ON)  PAD(_) /* Upper data input */
+ TYPE(INPUT)  INTENS(HIGH) CAPS(ON)      /* Mixed text input */
! TYPE(OUTPUT) INTENS(LOW)  CAPS(OFF) SKIP(ON) /* Mixed text output */
$ TYPE(TEXT)   INTENS(LOW)  CAPS(OFF) SKIP(ON) /* Mixed text */
| TYPE(TEXT)   INTENS(HIGH) CAPS(OFF) SKIP(ON) /* Hilgited text */
% TYPE(TEXT)   INTENS(LOW)  CAPS(OFF) ATTN(ON) /* Lightpen text */
¢ TYPE(TEXT)   INTENS(LOW)  CAPS(OFF) ATTN(ON) /* PF Key pads */
@ TYPE(OUTPUT) INTENS(HIGH) CAPS(OFF) /* Message output hilgited */
~ TYPE(INPUT)  INTENS(HIGH) CAPS(ON)      /* Command line input */
)BODY CMD(ZCMD) SMSG(LMSG) LMSG(LMSG)

```

**Figure 101 (Part 1 of 5). The ISPF Help panel**

```

$                                     HELP
$-----
$
$   The Help information that you requested is not available
$   and some of the reasons are listed below.
$
$   Help panels are provided for all the products and functions
$   shipped; you may be requesting Help for a service that is
$   not shipped. Help of this type is provided by your system
$   administrator.
$
$   You may have asked for Help from the Online Introduction.
$   Help is not provided because the introductory information
$   is very detailed.
$
$   If you are already viewing a Help panel, you cannot
$   request more Help information.
$
$-----
$PF: 1¢ &ZPF13  $2¢ &ZPF14  $3¢ &ZPF15   $4¢ &ZPF16   $5¢ &ZPF17   $6¢ &ZPF18  $
$PF: 7¢ &ZPF19  $8¢ &ZPF20  $9¢ &ZPF21  $10¢ &ZPF22  $11¢ &ZPF23  $12¢ &ZPF24  $

```

**Figure 101 (Part 2 of 5). The ISPF Help panel**

```

@LMSG
|===>-ZCMD                                     $
)INIT
/*&ZCMD = '' */ /* retrieve will set ZCMD. */           /* @VJOPFRX */
  &ZPF01 = '...' /* Disable the help key */
/* @NLS 'Backward','Forward','End','Return','Probrep','Retrieve' */
  &ZPF02 = '...'
  &ZPF03 = 'End'
  &ZPF04 = 'Return'
  &ZPF05 = 'CMS'
  &ZPF06 = 'Go'
  &ZPF07 = 'Backward' /* Set the Backward key */
  &ZPF08 = 'Forward' /* Set the Forward key */
  &ZPF09 = 'Probrep'
  &ZPF10 = '...'
  &ZPF11 = '...'
  &ZPF12 = 'Retrieve'
  &ZPF13 = &ZPF01
  &ZPF14 = &ZPF02
  &ZPF15 = &ZPF03
  &ZPF16 = &ZPF04
  &ZPF17 = &ZPF05
  &ZPF18 = &ZPF06
  &ZPF19 = &ZPF07
  &ZPF20 = &ZPF08
  &ZPF21 = &ZPF09
  &ZPF22 = &ZPF10
  &ZPF23 = &ZPF11
  &ZPF24 = &ZPF12

```

Figure 101 (Part 3 of 5). The ISPF Help panel

```

VPUT (ZPF01 ZPF02 ZPF03 ZPF04 ZPF05 ZPF06 ZPF07 ZPF08 ZPF09) PROFILE
VPUT (ZPF10 ZPF11 ZPF12 ZPF13 ZPF14 ZPF15 ZPF16 ZPF17 ZPF18) PROFILE
VPUT (ZPF19 ZPF20 ZPF21 ZPF22 ZPF23 ZPF24) PROFILE
)PROC
/*****
/* Control panel flow by setting the shared variables required by */
/* ESAFM MODULE. */
/*****
/* Check that the command entered is valid, look at first word only. */
&CMD = TRUNC(&ZCMD,' ')
IF (.RESP = END) &CMD = *END
/* @NLS 'BACKWARD', 'FORWARD', 'RETRIEVE' */
&VALIDCMD = TRANS(&CMD
    *END ,*END ' ', 'FORWARD'
    'FORWARD', 'FORWARD' 'BACKWARD', 'BACKWARD'
    'RETRIEVE', *RET /* @VJOPFRX */
    * ,*CMS) /* @VJOPFRX */
/* Set the flow control shared variables based on the command. */
&ESAACTN = TRANS(&VALIDCMD
    'FORWARD', *F 'BACKWARD', *B
    *END ,*E *CMS , ' ' *RET , ' ') /* @VJOPFRX */
/* Check for retrieve or pass command to CMS. */ /* @VJOPFRX */
&ESACMD = TRANS(&VALIDCMD
    *RET , 'EXEC ESARETRC' *CMS , 'EXEC ESASECMD &ZCMD' /* @VJOPFRX */
    * , ' ')
VPUT (ESAACTN ESACMD) SHARED
)END

```

**Figure 101 (Part 4 of 5). The ISPF Help panel**

```

/***** START-OF-SPECIFICATIONS *****/
/* MODULE NAME: ESADHLP      (VM/IS-Productivity Facility Release 5.1) */
/* FUNCTION: No help panel. */
/* NOTES: N/A */
/* ENTRY POINT: N/A */
/* INPUT: NONE */
/* OUTPUT: */
/* SHARED VARIABLES: */
/*          ESAACTN   Returned action for ESAFM MODULE. */
/* EXIT NORMAL: N/A */
/* EXIT ERROR: N/A */
/* EXTERNAL REFERENCES: N/A */
/* TABLES: NONE */
/* MESSAGES: NONE */
/* DEVELOPMENT ACTIVITY: Feb 28 85 */
/*          Text change. */
/* CHANGE ACTIVITY: None */
/***** END-OF-SPECIFICATIONS *****/

```

**Figure 101 (Part 5 of 5). The ISPF Help panel**

---

## Creating a Library and Storing the Help Panel

Before ISPF can display your new Help panel, you must put it into an ISPF panel library. The MACLIB command requires that your Help panel has a filetype of COPY, and the library has a filemode of A2.

Create a panel library named EG2PLIB for your Help panel with the following CMS commands:

```

maclib gen eg2plib eg2cadh1
rename eg2plib maclib a = a2

```

If you already have a panel MACLIB for your application, copy it to the A2 disk instead of creating a new one.

See “File Naming Conventions” on page 212 for the naming conventions for ISPF panel libraries. See also Appendix D, “MACLIB Commands” on page 265 for a description of MACLIB commands.

If you modify your EG2CADH1 COPY Help panel or a Help panel for your application, you can replace it in your panel library with the following CMS commands:

```
maclib rep eg2plib eg2cadh1  
maclib comp eg2plib
```

If you had created additional ISPF panels for the EG2 package, you could have added each of them to your panel library with the following CMS command:

```
maclib rep eg2plib EG2xxxxx
```

where EG2xxxxx is the name of an additional ISPF panel.

**Note:** If EG2xxxxx already exists in the library, the REP command replaces it with the current ISPF panel of that name. If EG2xxxxx does not exist in the library, a message is issued to indicate that this is the first time you are adding it to the library.

Once you have added all the panels to the MACLIB, you compress the library. Type:

```
maclib comp eg2plib
```

on the command line, and press ENTER.

---

## Creating a Flow File

A flow file contains a list of commands used by the tailorable panels to display Help panels. This part of the example creates a flow file named EG2CADM ESAFLOW. It includes a record containing the command to display the CADAM Help panel. The ESAFM MODULE executes the command when the user selects Help for the CADAM topic from the GRAPHICS HELP menu.

(See “Flow Files” on page 255 for a detailed description of the format of flow files and see “ESAFM Module” on page 263 for a detailed description of ESAFM MODULE).

To create the EG2CADM ESAFLOW file, enter the following command:

```
x eg2cadm esaflow
```

To specify the name of the Help panel you created, enter the following record:

```
&SUBCOMMAND ISPEXEC DISPLAY PANEL(EG2CADH1)
```

To save the flow file type:

```
file
```

on the command line, and press ENTER.

---

## Connecting Help to a Selectable Item

The following instructions tell you how to edit the CADAM item file to include Help for CADAM. You created the EG2CADM ESAITEMA item file when you added CADAM to the GRAPHICS menu. That file contains the following records:

```
*DESCRIPTION_TEXT Work with design drawings.  
*KEY_PHRASE CADAM  
*COMMAND2 EXEC EG2CADM  
*HELP_COMMAND ESAFM ESADHLP
```

The ESAFM ESADHLP command displays a panel that indicates that Help is not available. To include Help for the CADAM item, change the \*HELP\_COMMAND entry to:

```
*HELP_COMMAND ESAFM EG2CADM
```

(EG2CADM is the name of the flow file you created earlier.)

To save the item file, type:

```
file
```

on the command line, and press ENTER.

You have finished adding online help.

If you want to add an introduction topic for your application, go to Chapter 8, “Adding an Introduction Topic” on page 161.

If you do not want to add an introduction, go straight to Chapter 9, “Rebuilding, Testing, and Saving Your Tailored Menus” on page 187.

## Chapter 8. Adding an Introduction Topic



The Advanced Tailoring chapters fit together as follows:

- Chapter 6 shows how to add an application.
- Chapter 7 shows how to add online help panels for the application.
- Chapter 8 shows how to add an introduction topic for the application.

Once you have added the application, the help panels, and the introduction topic, you should rebuild, test, and save the panels, as described in chapter 9.

This chapter contains one example of adding an introduction topic. To do more complicated examples, you would need knowledge of ISPF.

The example shows how to add online introduction information for the CADAM application that you added in previous examples. Specifically, the example shows how to add a topic named Mechanical Design to the INTRODUCTION TOPICS menu (ESIMAA1) immediately after the Graphics topic. When the user selects Mechanical Design from the INTRODUCTION TOPICS menu, the Mechanical Design subtopic selection menu will be displayed.

From this panel you can go to:

- A “try it” panel, from which the user can invoke your CADAM EXEC
- Narrative panels, which display information about CADAM
- Example panels, which show examples of CADAM designs.

**Note:** Instead of creating a new topic for CADAM, you could add the CADAM subtopic to an existing topic, such as Graphics.

The instructions in this chapter show you how to:

1. Add the Mech-design topic to the INTRODUCTION TOPICS menu
2. Create the Mech-design subtopic selection menu
3. Create the ISPF panels for a subtopic selection.

Before you begin, you must choose a unique three-character component code for your online introduction topic. Except for the files you create in this example, no other files on your system should have file names that start with these three characters.

In this example, EG3 represents the unique component code you choose for your topic. All of the files you create in this example start with this component code. EG3 is used instead of EG2 to distinguish Introduction menu tailorings from Home menu tailorings.

To do the examples in this chapter, you must have read access to the 322 and 326 minidisks. To get read access, enter the following commands:

```
access 322 o/o  
access 326 n/n
```

---

## Adding the Topic

In the previous example (“Creating the Package Definition File” on page 143), you created a package definition file named EG2PKG ESAPKG that added CADAM, a mechanical design program, to the PF menus. By modifying this package definition file, you can also use it to include your Mechanical Design introduction topic in the PF’s online introduction.

Follow these editing instructions to add your new Mechanical Design topic to the INTRODUCTION TOPICS menu:

1. Edit your EG2PKG ESAPKG package definition file.

Add your component code EG3 to the \*COMPONENT\_IDS record of the EG2PKG ESAPKG panel definition file. This file should now contain the following two records:

```
*PACKAGE_INSTALLED_COMMAND EXEC ESAQA &01  
*COMPONENT_IDS EG2 EG3
```

(See “Panel Definition Files” on page 233 for a detailed description of the format of package definition files.)

Because you are using the same package definition file, you do not need to create another question and answer file. (PFSETUP will use the EG2PKG NLSESAQA question and answer file.)

2. Look at the INTRODUCTION TOPICS slot request file (ESI ESASRIN\$).

Slot request files define which tailoring files apply to which panel, and the order in which they are applied. See “Slot Request Files” on page 223 for a detailed description of the format of slot request files.

Find the slot request records for the Graphics Introduction menu (ESICGA1):

```
s 100 esimaal esigraph 1700 esichart esaitema  
s 100 esimaal esispaca 2000 esispace esahead
```

**Note:** The sort order number for the Graphics topic is 1700, and the sort order number for the blank line that follows it is 2000. You must know this information to insert your new Mechanical Design topic after the blank line that follows the Graphics topic.

3. Create a slot request file named EG3 ESASRIN\$.

The file you create should contain the following records:

```
s 100 esimaal eg3mec 2400 eg3mec esaitema  
s 100 esimaal eg3spacb 2500 eg3space esahead
```

(See “Slot Request Files” on page 223 for a detailed description of the format of slot request files.)

This record will add your new item file EG3MEC ESAITEMA and a blank line to the ESIMAA1 panel definition file. Because the sort order numbers are higher than 2000, the Mechanical Design topic will appear on the INTRODUCTION menu after the Graphics topic.

**Note:** If you have added other applications, they may appear between your selection and Graphics.

4. Create an item file named EG3MEC ESAITEMA.

This is the item file you specified in your slot request record. It contains the information to be included for the Mechanical Design topic on the INTRODUCTION menu. The file you create should contain the following records:

```
*DESCRIPTION_TEXT Using Computer Graphics.  
*KEY_PHRASE Mech-design  
*COMMAND ESAFM EG3MEC
```

The text “Mech-design” and “Using Computer Graphics” will appear beside a selection number on the Introduction menu. When this number is selected, the command ESAFM EG3MEC will be executed.

(See “Content Item Files” on page 244 for a detailed description of the format of item files.)

5. Create a flow file named EG3MEC ESAFLOW.

This is the flow file you specified on the \*COMMAND record of your EG3MEC ESAITEMA item file. This flow file contains commands to display the narrative and example selection list. The file you create should contain the following records:

```
ESADM EG3MEC10  
&SUBCOMMAND ISPEXEC DISPLAY PANEL(EG3MEC2)
```

The first command will display the subtopic selection menu that you create in the next section. The second command will display the ISPF panel you create in the “Creating the ISPF Panels” section.

(See “Flow Files” on page 255 for a detailed description of the format of flow files.)

6. Create the EG3SPACE ESAHEAD file.

Enter the following CMS command:

```
copyfile esispace esahead o eg3space = a
```

Edit the EG3SPACE ESAHEAD file and remove the copyright lines at the top of the file.

This file produces the blank line that separates selections on the introduction menu.

---

## Creating the Subtopic Selection Menu

To create the files for building the subtopic selection menu:

1. Add records to your EG3 ESASRIN\$ slot request file.

You created this slot request file when you added the Mechanical Design item to the INTRODUCTION TOPICS menu. Now you must add the records that create a panel definition file for your new logical panel EG3MEC1.

Add the following records to your EG3 ESASRIN\$ slot request file:

```
* MECH SUBTOPIC-SELECTION MENU.  
S 100 EG3MEC1 *TITLE    000 EG3MEC1 ESATITLE  
S 100 EG3MEC1 EG3CAD    100 EG3CAD  ESAITEMA
```

(See “Slot Request Files” on page 223 for a detailed description of the format and naming conventions of slot request files.)

Notice that the first slot request name (\*TITLE) does not start with your component code EG3. Because every logical panel has only one title, this slot request name is standard. You must use it.

The last slot request record adds an item file for CADAM to your subtopic selection menu. The name of this slot request starts with your component code EG3.

2. Create a title item file named EG3MEC1 ESATITLE.

This is the file you specified in your \*TITLE slot request record. It contains the title and control information for your logical panel EG3MEC1. (See “Title Item Files” on page 236 for a detailed description of the format of title item files.)

The file you create should contain the following records:

```
*LONG_PANEL_INFO ESAINT 18 *NOPAGE
*TITLE_TEXT                MECHANICAL DESIGN                Page 1 of 2
*TITLE_TEXT What is      Mechanical Design includes .....
*TITLE_TEXT Mechanical  ..... (Provide a general description here.) .....
*TITLE_TEXT Design?     .....
*TITLE_TEXT &99
*TITLE_TEXT Skill Level  No programming experience is required for you to .....
*TITLE_TEXT Required    ..... For the skilled programmer,
*TITLE_TEXT              there are .... (You may want a paragraph such as this) ...
*TITLE_TEXT              .....
*TITLE_TEXT &99
*TITLE_TEXT Available   Choose from the subtopics below to find out more about
*TITLE_TEXT Applications the graphic products available:
*TITLE_TEXT &99
*TITLE_TEXT &99
*MORE_TEXT                                     !|(Continued... Press PF8)
*OFFSET 13
```

**Note:** You may find it helpful to use an existing title item file, such as the Graphics title item file ESICGA1 ESATITLE, as a model when you create this file.

Notice that the title text is more than one line long. If you ever add enough subtopics to your EG3MEC1 menu to cause it to require more than one physical panel, the entire title will be repeated at the top of each subsequent physical panel for this menu.

3. Create a content item file named EG3CAD ESAITEMA.

This is the file you specified in your EG3CAD slot request record. It contains the information for the (CADAM) subtopic selectable item. (See “Content Item Files” on page 244 for a detailed description of the format of content item files.)

The file you create should contain the following records:

```
*DESCRIPTION_TEXT Using CADAM for computer graphics.  
*KEY_PHRASE CADAM  
*COMMAND ESAFM EG3CAD
```

4. Create a flow file named EG3CAD ESAFLOW to display the CADAM subtopic narrative unit.

This is the flow file you specified in the \*COMMAND record of your EG3CAD ESAITEMA item file. The commands you put in this flow file will be executed when the user selects the CADAM subtopic from the Mechanical Design subtopic selection menu (EG3MEC1). (See “Flow Files” on page 255 for a detailed description of the format of flow files.)

The file you create should contain the following records:

```
&SUBCOMMAND ISPEXEC DISPLAY PANEL(EG3CAD1)  
&SUBCOMMAND ISPEXEC DISPLAY PANEL(EG3CAD2)
```

You create the panels that these two records specify later. If you had more information about CADAM than would fit on two panels, you could add additional records to this flow file to display them. You would name your additional panels EG3CAD3, EG3CAD4, and so on.

## Creating the ISPF Panels

You have created the tailoring files to include the Mechanical Design topic in the online introduction. You must still create the ISPF panels specified in your flow files.

You have created the following flow files:

- EG3MEC ESAFLOW - the Mechanical Design topic narrative unit
- EG3CAD ESAFLOW - The CADAM subtopic narrative unit.

The EG3MEC flow file specifies the following ISPF panels:

- EG3MEC10 and EG3MEC2 - The Mechanical Design narrative unit.

Note that EG3MEC10 will be built by PFSETUP, as specified in the EG3 ESASRIN\$ file.

The EG3CAD flow file specifies the following ISPF panels:

- EG3CAD1 and EG3CAD2 - The CADAM subtopic narrative unit.

As you will see, the EG3MEC2 panel lets the user select from a list of example panels. This list contains the following:

- EG3MDX1 - The CADAM example panel.

Follow these instructions to create the ISPF panels:

1. Create the EG3MEC2 panel.

This is the “try it” panel you specified in your flow file EG3CAD ESAFLOW.

Because it is similar, use panel ESIPDA2 as a model for your new panel. Enter the following CMS command:

```
copyfile esipda2 panel o eg3mec2 copy a
```

to create your new “try it” panel file EG3MEC2 COPY.

Use XEDIT to modify the )BODY section of the EG3MEC2 COPY file. You must also modify the three lines that let the user execute the CADAM EXEC.

**Notes:**

- a. Before you issue the FILE command to save your changes, you must issue the `set serial off` command on the XEDIT command line; otherwise, ISPF may not be able to display your panel. If you forget to enter this command, you may need to erase your file and start again. Figure 102 shows the panel you should create.
- b. Whenever you edit a file that has filetype COPY, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

```
)ATTR
_ TYPE(INPUT) INTENS(HIGH) CAPS(OFF) PAD(_) /* Mixed data input */
# TYPE(INPUT) INTENS(HIGH) CAPS(ON) PAD(_) /* Upper data input */
+ TYPE(INPUT) INTENS(HIGH) CAPS(ON) /* Mixed text input */
! TYPE(OUTPUT) INTENS(LOW) CAPS(OFF) SKIP(ON) /* Mixed text output */
$ TYPE(TEXT) INTENS(LOW) CAPS(OFF) SKIP(ON) /* Mixed text */
| TYPE(TEXT) INTENS(HIGH) CAPS(OFF) SKIP(ON) /* Hilgited text */
% TYPE(TEXT) INTENS(LOW) CAPS(OFF) ATTN(ON) /* Lightpen text */
¢ TYPE(TEXT) INTENS(LOW) CAPS(OFF) ATTN(ON) /* PF Key pads */
@ TYPE(OUTPUT) INTENS(HIGH) CAPS(OFF) /* Message output hilgited */
¬ TYPE(INPUT) INTENS(HIGH) CAPS(ON) /* Command line input */
)BODY CMD(ZCMD) SMSG(LMSG) LMSG(LMSG)
```

**Figure 102 (Part 1 of 4). The CADAM Try It panel**

```

$
$-----
$Try It      CADAM is available from the Graphics menu,
$            or you can try it now by choosing the following:
$
%            1 CADAM      Use mechanical design.
$
$            When you have finished, press the END key to return here.
$
$
$End of      This is the end of the Mechanical Design topic.
$Topic
$            Press the:
$
$            FORWARD key to proceed to the next topic, or the
$
$            END      key to return to the Introduction Topics menu.
$
$-----
$PF: 1¢ &ZPF13  $2¢ &ZPF14  $3¢ &ZPF15   $4¢ &ZPF16   $5¢ &ZPF17   $6¢ &ZPF18  $
$PF: 7¢ &ZPF19  $8¢ &ZPF20  $9¢ &ZPF21  $10¢ &ZPF22  $11¢ &ZPF23  $12¢ &ZPF24  $
@LMSG
|==> ^ZCMD
)INIT
  &ZPRIM = NO          /* This is not a primary option menu.      */
)PROC

```

Figure 102 (Part 2 of 4). The CADAM Try It panel

```

/*****
/* @NLS note: The following items specified in single quotes      */
/*          should be translated.                                  */
/*****
&CADAM = 'CADAM'
/*****
/* Control panel flow and command execution by setting          */
/* the shared variables required by the ESAFM MODULE.           */
/*****

/* Check that the command entered is valid */

&CMD = TRUNC(&ZCMD,' ')          /* Look at only the first word. */
IF (.RESP = END)
  &CMD = *END
&VALIDCMD = TRANS(&CMD
  *END      ,*END      ' ', '&ESICMFOR'
  '&ESICMFOR', '&ESICMFOR' '&ESICMBAC', '&ESICMBAC'
  '&ESICMNEX', '&ESICMNEX' '&ESICMPRE', '&ESICMPRE'
  1          , 1          '&CADAM' , 1
  '&ESICMRET', *RET
  *, *CMS)

```

**Figure 102 (Part 3 of 4). The CADAM Try It panel**

```

/* Set the flow control shared variables based on the command */

&ESAACTN = TRANS(&VALIDCMD
  '&ESICMFOR',*F      '&ESICMBAC',*B
  '&ESICMNEX',*N      '&ESICMPRE',*P
  *END      ,*E      *CMS      ,' '      *RET      ,' ')
&ESACMD = TRANS(&VALIDCMD
  1      , 'EXEC ESAPFCP * ESATRYIT CADAM '
  *RET  , 'EXEC ESARETRC' *CMS  , 'EXEC ESASECMD &ZCMD'
  *      , ' ')
VPUT (ESAACTN,ESACMD) SHARED
)END

```

Figure 102 (Part 4 of 4). The CADAM Try It panel

The parts you changed are shown highlighted. **Do not** modify any other parts of this panel, and do not add or delete any lines, except the copyright statement at the top of the file and the specification statement at the bottom of the file. The text you add must not include any of the following special characters:

```
_#+!$|%&@-~
```

When you have finished modifying this file, enter the following commands on the XEDIT command line:

```
set serial off
file
```

Before ISPF can display your new panel, you must put it into an ISPF panel library. You should put the ISPF panels you create in the ISPF panel library EG2PLIB MACLIB. As a result, you will have only one panel library to contain all the ISPF panels for your package.

If you have not already created the EG2PLIB MACLIB, create it now. For more information, see “Creating a Library and Storing the Help Panel” on page 157 or Appendix D, “MACLIB Commands” on page 265.

Enter the following CMS command:

```
maclib rep eg2plib eg3mec2
```

to put your EG3MEC2 panel into your ISPF panel library EG2PLIB MACLIB.

**Note:** If EG3MEC2 already exists in the library, this command replaces it with the current ISPF panel of that name. If EG3MEC2 does not exist in the library, a message is issued to indicate this fact. Just ignore the message.

## 2. Create the EG3CAD1 panel.

This is the first page of the Mechanical Design subtopic narrative unit. The text you put on this panel should describe what CADAM is used for, and what the user can expect to accomplish by using it.

Because it is similar, use panel ESITXB6 as a model for your new panel. Enter the following CMS command:

```
copyfile esitxb6 panel o eg3cad1 copy a
```

to create your narrative panel file EG3CAD1 COPY.

Use XEDIT to modify the )BODY section of the EG3CAD1 COPY file. Figure 103 shows the panel you should create.

**Note:** Whenever you edit a file that has filetype COPY, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

```
)ATTR
_ TYPE(INPUT) INTENS(HIGH) CAPS(OFF) PAD(_) /* Mixed data input */
# TYPE(INPUT) INTENS(HIGH) CAPS(ON) PAD(_) /* Upper data input */
+ TYPE(INPUT) INTENS(HIGH) CAPS(ON) /* Mixed text input */
! TYPE(OUTPUT) INTENS(LOW) CAPS(OFF) SKIP(ON) /* Mixed text output */
$ TYPE(TEXT) INTENS(LOW) CAPS(OFF) SKIP(ON) /* Mixed text */
| TYPE(TEXT) INTENS(HIGH) CAPS(OFF) SKIP(ON) /* Hilighted text */
% TYPE(TEXT) INTENS(LOW) CAPS(OFF) ATTN(ON) /* Lightpen text */
¢ TYPE(TEXT) INTENS(LOW) CAPS(OFF) ATTN(ON) /* PF Key pads */
@ TYPE(OUTPUT) INTENS(HIGH) CAPS(OFF) /* Message output hilighted */
¬ TYPE(INPUT) INTENS(HIGH) CAPS(ON) /* Command line input */
)BODY CMD(ZCMD) SMSG(LMSG) LMSG(LMSG)
```

**Figure 103 (Part 1 of 3). Page 1 of the CADAM Subtopic Narrative unit**

CADAM

```

$
$-----
$ CADAM          CADAM.....
$
$      .
$      .
$      .
$      .
$      .
$
$      (Place a description of CADAM here.)
$
$      .
$      .
$      .
$      .
$      .
$      .
$
$-----

```

```

$PF: 1¢ &ZPF13  $2¢ &ZPF14  $3¢ &ZPF15  $4¢ &ZPF16  $5¢ &ZPF17  $6¢ &ZPF18  $
$PF: 7¢ &ZPF19  $8¢ &ZPF20  $9¢ &ZPF21  $10¢ &ZPF22  $11¢ &ZPF23  $12¢ &ZPF24  $
@LMSG
|==>¬ZCMD
)INIT
  &ZPRIM = NO          /* This is not a primary option menu.      */
)PROC

```

Figure 103 (Part 2 of 3). Page 1 of the CADAM Subtopic Narrative unit

```

/*****
/* Control panel flow and command execution by setting */
/* the shared variables required by the ESAFM MODULE. */
/*****

/* Check that the command entered is valid */

&CMD = TRUNC(&ZCMD,' ') /* Look at only the first word. */
IF (.RESP = END)
  &CMD = *END
&VALIDCMD = TRANS(&CMD
  *END ,*END ' ','&ESICMFOR'
  '&ESICMFOR','&ESICMFOR' '&ESICMBAC','&ESICMBAC'
  '&ESICMNEX','&ESICMNEX' '&ESICMPRE','&ESICMPRE'
  '&ESICMRET','*RET
  *,*CMS)

/* Set the flow control shared variables based on the command */

&ESAACTN = TRANS(&VALIDCMD
  '&ESICMFOR',*F '&ESICMBAC',*B
  '&ESICMNEX',*N '&ESICMPRE',*P
  *END ,*E *CMS ,' ' *RET ,' ')
&ESACMD = TRANS(&VALIDCMD
  *RET ,'EXEC ESARETRC' *CMS ,'EXEC ESASECMD &ZCMD'
  * ,' ')
VPUT (ESAACTN ESACMD) SHARED
)END

```

Figure 103 (Part 3 of 3). Page 1 of the CADAM Subtopic Narrative unit

The parts you should change are shown highlighted. **Do not** modify any other parts of this panel, and do not add or delete any lines, except the copyright statement at the top of the file and the specification statement at the bottom of the file. The text you add must not include any of the following special characters:

```

_#+!$|%&@-~

```

When you have finished modifying this file, enter the following commands on the XEDIT command line:

```
set serial off  
file
```

Enter the following CMS command:

```
maclib rep eg2plib eg3cad1
```

to put your EG3CAD1 panel into your ISPF panel library EG2PLIB MACLIB.

### 3. Create the EG3CAD2 panel.

This is the second page of the CADAM subtopic narrative unit. In addition to displaying narrative text, it allows the user to display an example of a report produced by CADAM.

Because it is similar, use panel ESITXB7 as a model for your new panel. Enter the following CMS command:

```
copyfile esitxb7 panel o eg3cad2 copy a
```

to create your narrative panel file EG3CAD2 COPY.

Use XEDIT to modify the )BODY section of the EG3CAD2 COPY file. You must also modify the three lines that let the user see your example panel EG3MED1. Figure 104 shows the panel you should create.

**Note:** Whenever you edit a file that has filetype COPY, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

```

)ATTR
_ TYPE(INPUT) INTENS(HIGH) CAPS(OFF) PAD(_) /* Mixed data input */
# TYPE(INPUT) INTENS(HIGH) CAPS(ON) PAD(_) /* Upper data input */
+ TYPE(INPUT) INTENS(HIGH) CAPS(ON) /* Mixed text input */
! TYPE(OUTPUT) INTENS(LOW) CAPS(OFF) SKIP(ON) /* Mixed text output */
$ TYPE(TEXT) INTENS(LOW) CAPS(OFF) SKIP(ON) /* Mixed text */
| TYPE(TEXT) INTENS(HIGH) CAPS(OFF) SKIP(ON) /* Hilghted text */
% TYPE(TEXT) INTENS(LOW) CAPS(OFF) ATTN(ON) /* Lightpen text */
¢ TYPE(TEXT) INTENS(LOW) CAPS(OFF) ATTN(ON) /* PF Key pads */
@ TYPE(OUTPUT) INTENS(HIGH) CAPS(OFF) /* Message output hilghted */
¬ TYPE(INPUT) INTENS(HIGH) CAPS(ON) /* Command line input */

```

**Figure 104 (Part 1 of 4). Page 2 of the CADAM Subtopic Narrative unit**

```
)BODY CMD(ZCMD) MSG(LMSG) LMSG(LMSG)
```

```
$ CADAM
```

Page 2 of 2

```
-----
```

```
$ CADAM (Continue your description here.....)
```

```
$ Continued... .
```

```
$ .
```

```
$
```

```
$
```

```
$ Examples Choose this example:
```

```
$
```

```
% 1 Report1 An example of a CADAM report.
```

```
$
```

```
$
```

```
$
```

```
$
```

```
$
```

```
$
```

```
$
```

```
$
```

```
$
```

```
$
```

```
-----  
$PF: 1c &ZPF13 $2c &ZPF14 $3c &ZPF15 $4c &ZPF16 $5c &ZPF17 $6c &ZPF18 $
```

```
$PF: 7c &ZPF19 $8c &ZPF20 $9c &ZPF21 $10c &ZPF22 $11c &ZPF23 $12c &ZPF24 $
```

```
@LMSG
```

```
|==> ¬ZCMD $
```

```
)INIT
```

```
&ZPRIM = NO /* This is not a primary option menu. */
```

```
)PROC
```

Figure 104 (Part 2 of 4). Page 2 of the CADAM Subtopic Narrative unit

```

/*****
/* @NLS note: The following items specified in single quotes */
/* should be translated. */
/*****
&REPORT1 = 'REPORT1'
/*****
/* Control panel flow and command execution by setting */
/* the shared variables required by the ESAFM MODULE. */
/*****

/* Check that the command entered is valid */

&CMD = TRUNC(&ZCMD,8) /* Look at only the first 8 char*/
IF (.RESP = END)
  &CMD = *END
&VALIDCMD = TRANS(&CMD
  *END ,*END ' ', '&ESICMFOR'
  '&ESICMFOR', '&ESICMFOR' '&ESICMBAC', '&ESICMBAC'
  '&ESICMNEX', '&ESICMNEX' '&ESICMPRE', '&ESICMPRE'
  1 , 1 '&DOCUMENT', 1
  '&ESICMRET', *RET
  *, *CMS)

```

Figure 104 (Part 3 of 4). Page 2 of the CADAM Subtopic Narrative unit

```

/* Set the flow control shared variables based on the command */

&ESAACTN = TRANS(&VALIDCMD
  '&ESICMFOR',*F      '&ESICMBAC',*B
  '&ESICMNEX',*N      '&ESICMPRE',*P
  *END      ,*E      *CMS      ,' '      *RET      ,' ')
&ESACMD = TRANS(&VALIDCMD
  1      , '&&SUBCOMMAND ISPEXEC DISPLAY PANEL(EG3MDX1)'
  *RET  , 'EXEC ESARETRC' *CMS  , 'EXEC ESASECMD &ZCMD'
  *      , ' ')
VPUT (ESAACTN, ESACMD) SHARED
)END

```

**Figure 104 (Part 4 of 4). Page 2 of the CADAM Subtopic Narrative unit**

The parts you should change are shown highlighted. **Do not** modify any other parts of this panel, and do not add or delete any lines, except the copyright statement at the top of the file and the specification statement at the bottom of the file. The text you add must not include any of the following special characters:

```
_#+!$|%&'()*~+-^`=;:;<.>[ \,./:~?@{|}~?@{|}
```

When you have finished modifying this file, enter the following commands on the XEDIT command line:

```
set serial off
file
```

Enter the following CMS command:

```
maclib rep eg2plib eg3cad2
```

to put your EG3CAD2 panel into your ISPF panel library EG2PLIB MACLIB.

#### 4. Create the EG3MDX1 panel.

This is the example panel for your CADAM subtopic. On this panel, you put an example of a report produced by CADAM.

Because it is similar, use panel ESITXXQ as a model for your new panel. Enter the following CMS command:

```
copyfile esitxxq panel o eg3mdx1 copy a
```

to create your example panel file EG3MDX1 COPY.

Use XEDIT to modify the )BODY section of the EG3MDX1 COPY file. Figure 105 shows the panel you should create.

**Note:** Whenever you edit a file that has filetype COPY, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

```
)ATTR
_ TYPE(INPUT)  INTENS(HIGH) CAPS(OFF) PAD(_) /* Mixed data input */
# TYPE(INPUT)  INTENS(HIGH) CAPS(ON)  PAD(_) /* Upper data input */
+ TYPE(INPUT)  INTENS(HIGH) CAPS(ON)          /* Mixed text input */
! TYPE(OUTPUT) INTENS(LOW)  CAPS(OFF) SKIP(ON) /* Mixed text output */
$ TYPE(TEXT)   INTENS(LOW)  CAPS(OFF) SKIP(ON) /* Mixed text */
| TYPE(TEXT)   INTENS(HIGH) CAPS(OFF) SKIP(ON) /* Hilgited text */
% TYPE(TEXT)   INTENS(LOW)  CAPS(OFF) ATTN(ON) /* Lightpen text */
¢ TYPE(TEXT)   INTENS(LOW)  CAPS(OFF) ATTN(ON) /* PF Key pads */
@ TYPE(OUTPUT) INTENS(HIGH) CAPS(OFF) /* Message output hilgited */
¬ TYPE(INPUT)  INTENS(HIGH) CAPS(ON)          /* Command line input */
```

Figure 105 (Part 1 of 3). The Example Panel for the CADAM Subtopic



```

/* Save current PF key settings. */
&SAVE04 = '&ZPF04'
&SAVE09 = '&ZPF09'
&SAVE12 = '&ZPF12'
&SAVE16 = '&ZPF16'
&SAVE21 = '&ZPF21'
&SAVE24 = '&ZPF24'
/* Make sure the PF keys do not reference any ISPF CMD table entries.*/
&ZPF04 = '...'
&ZPF09 = '...'
&ZPF12 = '...'
&ZPF16 = '&ZPF04'
&ZPF21 = '&ZPF09'
&ZPF24 = '&ZPF12'
VPUT (ZPF04 ZPF09 ZPF12 ZPF16 ZPF21 ZPF24) PROFILE
)PROC
/*****
/* Restore the saved PF key settings. */
&ZPF04 = '&SAVE04'
&ZPF09 = '&SAVE09'
&ZPF12 = '&SAVE12'
&ZPF16 = '&SAVE16'
&ZPF21 = '&SAVE21'
&ZPF24 = '&SAVE24'
VPUT (ZPF04 ZPF09 ZPF12 ZPF16 ZPF21 ZPF24) PROFILE
)END

```

**Figure 105 (Part 3 of 3). The Example Panel for the CADAM Subtopic**

The parts you should change are shown highlighted. **Do not** modify any other parts of this panel, and do not add or delete any lines, except the copyright statement at the top of the file and the specification statement at the bottom of the file. The text you add must not include any of the following special characters:

```

_#+!$|%&'@~

```

When you have finished modifying this file, enter the following commands on the XEDIT command line:

```
set serial off  
file
```

Enter the following CMS command:

```
maclib rep eg2plib eg3mdx1
```

to put your EG3MDX1 panel into your ISPF panel library EG2PLIB  
MACLIB.

You have finished adding an introduction topic.

Go to Chapter 9, “Rebuilding, Testing, and Saving Your Tailored  
Menus” on page 187.

## Chapter 9. Rebuilding, Testing, and Saving Your Tailored Menus



This chapter shows you how to rebuild, test, and save your tailored menus.

First, you rebuild the menus on MAINT's A minidisk. Then, you test the rebuilt menus to make sure that you tailored them correctly. When you finish testing, you copy the menu files to the 322 and 326 minidisks.

---

## Rebuilding the Menu

You use the PFSETUP EXEC to rebuild the menus. You rebuild the menus on MAINT's A minidisk so that you will have a chance to test them before making them part of the system.

To rebuild your menus, you must have read access to the 322 and 326 minidisks. To get read access, enter the following commands:

```
access 322 o/o  
access 326 n/n
```

Follow these instructions to rebuild your menus:

1. If you are using the PF menus, leave them and return to CMS.
2. Write down the current time.

(When you go to save your tailorings, it will be important to know when the PFSETUP EXEC started and when it stopped.)

3. Enter:

```
pfsetup a
```

to rebuild menus onto MAINT's A minidisk.

4. When you see the following question:

```
EG2101I  Is CADAM installed?  
         Answer Y, N, HELP, or QUIT.
```

enter:

```
y
```

to include CADAM on the GRAPHICS menu.

**Note:** CADAM is the application that was added in the previous examples. If you are adding a different application, you will receive a different question.

5. PFSETUP asks if each VM/IS package is installed.

Answer:

y

to include packages that are installed, and

n

to exclude packages that are not installed.

6. The following message appears:

ESA204I Creating panel definition files for modification.

Wait for the next question. You may wait five minutes or more, depending on the speed of your processor and current system activity.

7. You are asked:

ESA251I Do you want to tailor the VM/IS-PF user menus?  
If you answer Y, a FILELIST of the menu files will  
be displayed. The Main Menu has filename ESDL01.  
The filename of the Introduction Menu is ESIMAA1.  
(Any changes you make will be lost the next time  
you use PFSETUP.)  
Answer Y, N, HELP, or QUIT.

Answer:

n

8. You are asked:

ETU251I Do you want to tailor the VM/IS-PF System menus?  
If you answer Y, a FILELIST of the menu files will  
be displayed. The System Menu has filename ETUL01.  
(Any changes you make will be lost the next time  
you use PFSETUP.)  
Answer Y, N, HELP, or QUIT.

Answer:

n

9. The following messages appear:

```
ESA406I Panels for the environment VM/IS-Productivity Facility User Menus
        have been successfully created.
ESA406I Panels for the environment VM/IS-Productivity Facility System Menus
        have been successfully created.
```

(You may also see other messages.)

10. Write down the current time.

(When you go to save your tailorings, it will be important to know when the PFSETUP EXEC started and when it stopped.)

11. Enter:

```
ipl cms
```

to load CMS again.

Press ENTER when VM READ appears in the lower right corner of your screen.

**Note:** You should always IPL CMS after executing PFSETUP.

12. Enter:

```
filelist * esaplib *
```

If you have any files with filetype ESAPLIB on any minidisk, you must decide whether or not to erase them. (To erase them, you need write access to the appropriate minidisks.) Any help panels that are stored in xxxxxxxx ESAPLIB files will take precedence over help panels that are stored in the ESAPLIB MACLIB.

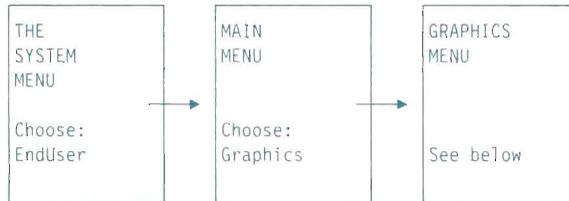
## Testing Your Application and Your Help Panel

This example starts with you logged onto MAINT and looking at the SYSTEM menu. To go to the SYSTEM menu, type:

pf

on the command line, and press ENTER.

1. To try out the tailored GRAPHICS menu, choose panels as shown below:



The GRAPHICS menu should look like this:

```

ESDL250                VM/IS - GRAPHICS MENU
-----
To choose one of the following, type its number and press ENTER:

    1 GDDM                Create two- and three-dimensional color
                           charts and graphs.
    2 CADAM               Work with design drawings.
    3 AS                   Produce Business Graphics using Application System.

-----
PF: 1 Help      2 Short  3 End    4 Return  5 CMS    6 Go
PF: 7 ...      8 ...    9 Probrep 10 ...    11 ...   12 Retrieve
====>

```

**Figure 106. The GRAPHICS Menu with CADAM Added**

Notice that the new entry for CADAM appears on the menu.

2. Select CADAM, and check that the EG2CADM EXEC is invoked.

If you created the EXEC given in the previous example, you should see:

```
CADAM is not installed yet.
```

Press Clear.

3. Try out the Help panel.

On the GRAPHICS menu, type **2** or `cadam` on the command line, and press PF1 (Help).

Your Help panel (EG2CADH1) should appear.

4. Press PF3 repeatedly, until you return to the SYSTEM menu.

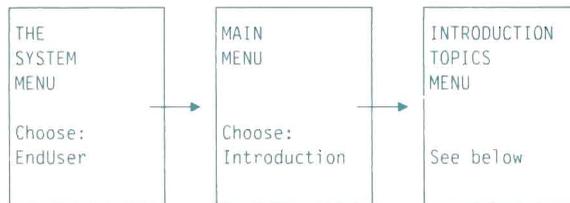
## Testing Your Introduction Topic

This example starts with you logged onto MAINT and looking at the SYSTEM menu. To go to the SYSTEM menu, type:

pf

on the command line, and press ENTER.

1. To try out the tailored GRAPHICS menu, choose panels as shown below:



The INTRODUCTION TOPICS menu (ESIMAA10) appears.

2. Press PF8 (Forward) to see the second page (ESIMAA11). It should look like this:

```
ESIMAA11                INTRODUCTION TOPICS MENU                Page 2 of 2
-----
Choose a topic or press PF8 to see the first topic:

      8 Printers          Printing files and working with your printer.
      9 Program          Computer programming.
     10 Database         Storing and retrieving data.
     11 Graphics         Creating charts, graphs, and drawings.
     12 Mech-design      Using Computer Graphics
     13 VMTasks          Managing CMS files and system resources.
     14 List             Listing the support functions.

-----
PF: 1 ...      2 ...      3 End      4 Return  5 ...      6 ...
PF: 7 Backward 8 Forward  9 Probrep 10 Top    11 ...    12 Retrieve

====>
```

**Figure 107. The INTRODUCTION TOPICS menu with Mech-design Added**

Notice that the Mech-design key phrase appears in the list of topics.

3. Try out the secondary menu.

Select Mech-design. Your MECHANICAL DESIGN subtopic selection menu appears, as shown below:

EG3MEC10	MECHANICAL DESIGN	Page 1 of 2
-----		
What is Mechanical Design?	Mechanical Design includes ..... ..... (Provide a general description here.) ..... .....	
Skill Level Required	No programming experience is required for you to ..... ..... For the skilled programmer, there are .... (You may want a paragraph such as this) ... .....	
Available Applications	Choose from the subtopics below to find out more about the graphic products available:	
	1 CADAM	Using CADAM for Computer Graphics
-----		
PF: 1 ...	2 ...	3 End
PF: 7 Backward	8 Forward	9 Probrep
	10 ...	11 ...
		12 Retrieve
===>		

**Figure 108. Page 1 of the MECHANICAL DESIGN Subtopic Selection menu**

#### 4. Try out the narrative panels.

Select CADAM. The first page of the CADAM narrative appears.



```
EG3CAD2                                CADAM                                Page 2 of 2
-----
CADAM      (Continue your description here.....)
Continued...  .
              .

Examples    Choose this example:

              1 Report1          An example of a CADAM report.

-----
PF: 1 ...      2 ...      3 End      4 Return  5 Skipback 6 Skipforw
PF: 7 Backward 8 Forward  9 Probrep 10 ...    11 ...    12 Retrieve
===>
```

**Figure 110. Page 2 of the CADAM narrative**

6. Select Report1. The CADAM example panel appears.



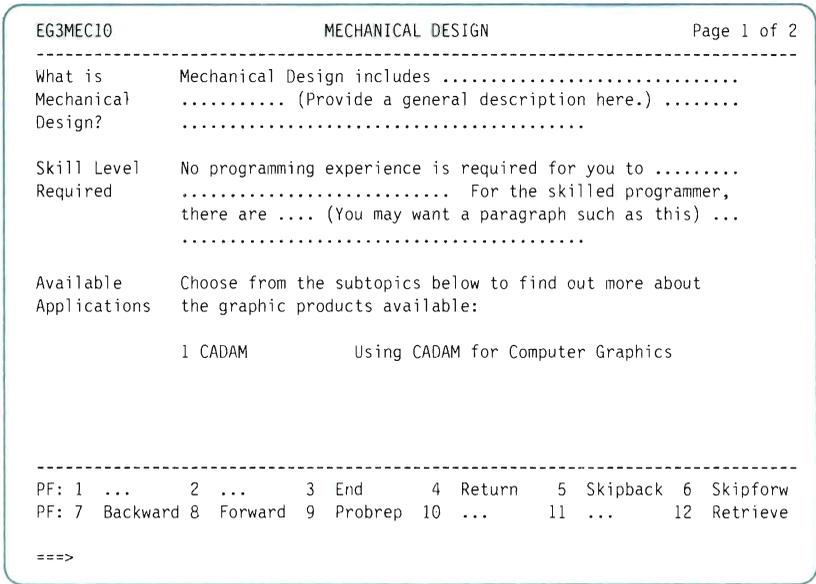


Figure 112. Page 1 of the MECHANICAL DESIGN Subtopic Selection menu

8. Press PF8 (Forward). The second page of the MECHANICAL DESIGN subtopic selection menu appears.

```

EG3MEC2                MECHANICAL DESIGN                Page 2 of 2
-----
Try It      CADAM is available from the Graphics menu,
            or you can try it now by choosing the following:

            1 CADAM      Use mechanical design.

            When you have finished, press the END key to return here.

End of      This is the end of the Mechanical Design topic.
Topic
            Press the:

            FORWARD key to proceed to the next topic, or the

            END      key to return to the Introduction Topics menu.

-----
PF: 1 ...    2 ...    3 End    4 Return  5 Skipback 6 Skipforw
PF: 7 Backward 8 Forward 9 Probrep 10 ...    11 ...    12 Retrieve

===>

```

**Figure 113. Page 2 of the MECHANICAL DESIGN Subtopic Selection menu**

9. Select CADAM, and check that the EG2CADM EXEC is invoked.  
 If you created the EXEC given in the previous example, you see:  
 CADAM is not installed yet.  
 Press Clear.
10. Press PF3 repeatedly, until you return to the SYSTEM menu.

---

## Saving Your Tailored Menus

This chapter tells you how to make your tailored menus part of the system.

In this example, you copy files to the 322 and 326 minidisks, and erase them from MAINT's 191 minidisk.

---

### Getting Write Access to the 322 and 326 Minidisks

If you are in the PF panels, leave them and return to CMS.

If you do not already have write access to the 322 minidisk, enter the following commands:

```
link maint 322 322 wr  
acc 322 o
```

To verify that you have write access, enter:

```
q links 322
```

You should see:

```
MAINT 322 R/W
```

If any other users are attached to this disk, ask them to detach it.

If you do not already have write access to the 326 minidisk, enter the following commands:

```
link maint 326 326 wr  
acc 326 n
```

To verify that you have write access, enter:

```
q links 326
```

You should see:

```
MAINT 326 R/W
```

If any other users are attached to this disk, ask them to detach it.

---

## Copying Source Files to the 326 Minidisk

You copy the customization files that you created to the 326 minidisk and erase them from MAINT's 191 minidisk.

Follow the instructions below for each set of files that you created.

In this example, your application component code is EG2, and your online introduction component code is EG3.

1. Go to the FILELIST screen by entering one of the following commands:

- `filelist eg2* * a`
- `filelist eg3* * a`

2. Check the time stamp and date stamp of the files to make sure that they were created when you did the examples.

3. Beside each file that you created, type:

```
copyfile / = = n (replace
```

4. Press ENTER.

5. Beside each file that you copied, type:

```
erase
```

6. Press ENTER.

7. Press PF3 (Quit) to leave the filelist.

- Repeat these instructions for any other component code you used.

---

## Copying PFSETUP Files to the 322 Minidisk

You copy the files that were created by PFSETUP to the 322 minidisk and erase them from MAINT's 191 minidisk.

- To go to the FILELIST screen, enter:

```
filelist * * a
```

- Check the time stamp and date stamp to see which files were created while PFSETUP was running.

(These files should have filetype XEDIT, ESESAOR, ETUESAOR, MACLIB, PFSETUP, or DTRFDEF.)

- Beside each file that was created by PFSETUP, type:

```
copyfile / = = o (replace
```

- Press ENTER.
- Beside each file that you copied, type:

```
erase
```

- Press ENTER.
- Press PF3 (Quit) to leave the filelist.
- Enter:

```
filelist * esaplib *
```

- Erase all files with filetype ESAPLIB.
- Press PF3 (Quit) to leave the filelist.





## Appendixes

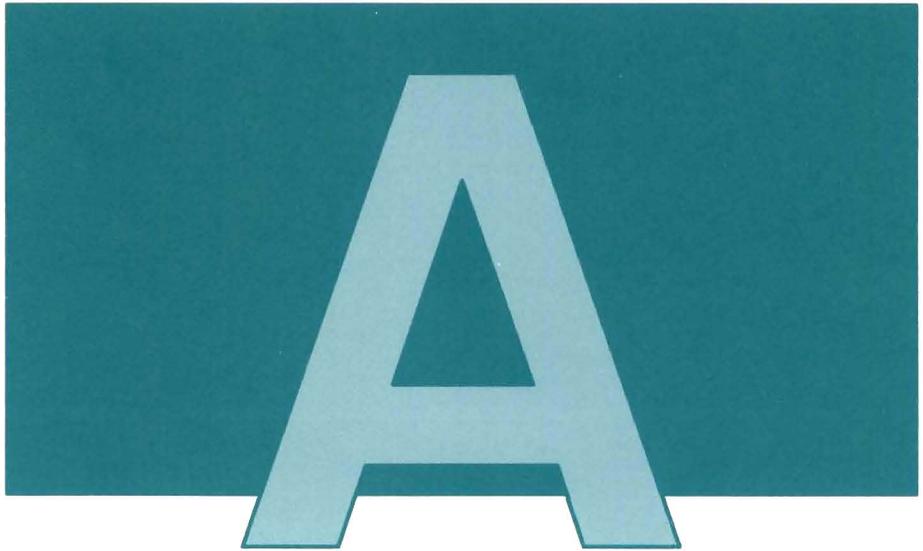
The appendixes provide detailed explanations and technical descriptions, as well as serve as a reference for the following topics:

- Naming Conventions
- Files and Formats
- Calling Sequences for EXECs and MODULEs
- MACLIB Commands
- More Information about Slot Request Files.

The detailed information provided should help you in your menu tailoring tasks.



## Appendix A. Naming Conventions



This appendix describes the naming conventions for panels, files, and slot requests.

Every object you create has a name that starts with a unique three-character component code of your choice. When tailoring panels in the Productivity Facility environment, you normally choose two component codes for each menu tailoring package you create — one for your home menu changes, and one for your changes to the online introduction. Your chosen component code should be different from the first three characters of all other similar objects on your VM/IS system.

Since IBM component codes do not usually contain numerals, you should consider including at least one numeral in your component code. You can also use the special characters @#\$ in your component codes to further decrease the chances of duplicating the component code of any other file on your system. Table 1 shows the component codes for the Productivity Facility Tailoring packages. You never use these component codes.

<b>Productivity Facility Tailoring Package</b>	<b>Home Menu Component Code</b>	<b>Introduction Component Code</b>
VM/IS BASE	ESD, ETU	ESI
Engineering/Scientific Program Development Support	ESE	ESJ
Text/Office System	ESF	ESK
Data Base Query	ESR, ETJ	ESQ, ETT
Remote Communication Support	EST	ESW
Networking Support	none <sup>2</sup>	none <sup>2</sup>
Intelligent Workstation Support	none <sup>2</sup>	none <sup>2</sup>
Support Services	none <sup>2</sup>	none <sup>2</sup>
Transaction Processing	ETV	ETW
Application Development System	ETX	ETY
Menu Customization	ETZ, EUA	none

By using unique component codes for the objects you create, you can easily distinguish them from any others on the system. You also ensure that you do not change or override any existing menu tailoring packages by mistake.

---

<sup>2</sup> This package has no Productivity Facility files associated with it.

As well as having a name that starts with a component code, each of the different kinds of objects has its own specific naming conventions, which are described here.

---

## Panel Naming Conventions

Naming conventions for the following types of panels are discussed in this section:

- Logical panels
- Physical panels (created from logical panels)
- Help panels
- Introduction panels.

---

### Logical Panels

The following conventions apply to logical panel names. (These are the names used in slot request files.)

- No two logical panels can have the same name.
- The name of a logical panel cannot be more than seven characters long.
- The first three characters are the component code.
- The fourth character must **not** be *S* or *H* if there is a corresponding Short or Help panel for this logical panel. Preferably, the fourth character should be *L* to signify the Long version of the panel.
- The remaining characters must uniquely identify this panel.

---

## Physical Panels (Created from Logical Panels)

The following conventions apply to the names of physical panels created from logical panels using the PFSETUP exec:

- The panel ID of a Long version panel consists of the logical panel ID plus one character generated by PFSETUP.
- The panel ID of a Short version panel is the same, except that the fourth character is replaced by S.
- The panel ID of a Help panel is the same, except that the fourth character is replaced by H.

The final character of the panel ID is a number from 0 to 9, or a letter from A to Z, and is generated by PFSETUP.

---

## Help Panels

The following conventions apply to the names of Help panels not created from logical panels. The Help panels referred to here are the ISPF panels of Help topics.

- The first six characters are the same as the flow file that displays the Help panel.
- The seventh character is *H*.
- The eighth character is one of 1 to 9 or A to Z.

You can use the default Help panel ESADHLP as a model when you create your own.

## Introduction Panels

The following conventions apply to the names of online introduction panels not created from logical panels.

- The first three characters are the component code.
- The fourth and fifth characters can be used to identify the introduction topic to which the panel belongs. For example, *PD* may represent Program Development.
- If the sixth character is one of *A* to *W*, it identifies a subtopic within a topic. If the sixth character is *X*, it identifies an example panel.
- The seventh character is one of *1* to *9* or *A* to *Z*, and identifies the different panels within a subtopic, or the different example panels.
- The eighth character is not usually used. You can use this character if the structure of your introduction topic requires additional identification.

To create your own introduction topic and subtopic panels, you should have a good understanding of ISPF. Find an existing topic similar to the requirements of your new topic, and use the panels of that topic as models to create your own, or refer to the *Interactive System Productivity Facility/Program Development Facility Version 2 Guide*.

## File Naming Conventions

File types identify the kinds of files and the purpose the files serve. Table 2 describes each type of file. It gives you the common name, the file type, a description, and a reference page where you can find further information.

<b>File</b>	<b>File Type</b>	<b>Description</b>	<b>Reference</b>
Package Definition	ESAPKG	Stores the component codes for a menu tailoring package.	216
Question/Answer	NLSESAQA	Stores the question that asks if a menu tailoring package should be included in the menus.	218
Panel Definition	ESDESAOR	A file created by the PFSETUP EXEC. Contains a list of item files that together define a logical panel.	233
	ETUESAOR	A file created by the PFSETUP EXEC. Contains a list of item files that together define a logical panel. This panel definition file is used for system menus.	233
Slot Request	ESASR < xxx >	Contains slot requests for the PF menus, and the PF online introduction topic and subtopic selection menus. < xxx > is HM\$ for the PF Home menus, IN\$ for the PF online introduction topic and subtopic selection menus, and AD\$ for system menus.	223



**Table 2 (Page 2 of 2). File Types, Descriptions, and Cross-references**

<b>File</b>	<b>File Type</b>	<b>Description</b>	<b>Reference</b>
Title Item File	ESATITLE	Contains title and control information for a logical panel.	236
Content Item (group header)	ESAHEAD	Stores a group header for a logical panel.	244
Content Item (nonselectable)	ESATEXT	Contains information for a nonselectable item on a logical panel.	244
Content Item (preface)	ESAPREF	Contains the preface for a home Help menu.	244
Content Item (running header)	ESARUNHD	Contains running header information for logical panels.	244
Content Item (selectable)	ESAITEM < x >	Stores information for a selectable item on a logical panel. < x > can be any of A to Z.	244
FILEDEF file	DTRFDEF	Contains FILEDEFs for all of the applications in a particular package. ESA DTRFDEF contains FILEDEFs for the PF.	254
Flow	ESAFLOW	Stores commands to display the panels of a narrative unit. The ESAFM MODULE controls the flow between these commands.	255
ISPF panel library	MACLIB	Stores ISPF panels. Can be managed using the CMS command MACLIB. Also stores the message library.	265

---

## Slot Request Naming Conventions

The following naming conventions apply to the slot requests you create:

- If your slot request specifies a title item file, the name of the slot request must be \*TITLE.
- If your slot request specifies an item file containing preface information, the name of your slot request must be \*PREFACE.
- If your slot request specifies an item file containing running header information, the name of your slot request must be \*RUNHEAD.
- If you are overriding an already existing slot request, you must give your slot request the same name as the one you are overriding.
- Otherwise, the name of your new slot request must start with your component code.

## Appendix B. Files and Formats



This section describes each of the different kinds of menu tailoring files. For each file, the following information is provided:

- A description of its purpose and how it should be used
- Its file naming convention
- Its record format
- The names of some files on the system that you can use as models when you create your own
- Examples of each particular kind of file.

The following kinds of files are described:

- Package definition files
- Question and answer files
- Panel definition files
- Slot request files
- Item files
- FILEDEF files
- Flow files.

**Note:** In all tailoring files, the identifiers (such as \*KEY\_PHRASE) must begin in column 1, and must be in upper case.

---

## Package Definition Files

Package definition files are read by the PFSETUP EXEC to determine which of the menu tailoring packages to include in the menus. When you use the PFSETUP EXEC to rebuild the menus, it reads each package definition file, and executes the command specified in the \*PACKAGE\_INSTALLED\_COMMAND record. Depending on the return code from this command, the package represented by the package definition file either is or is not included in the menus. If the package is included, the PFSETUP EXEC uses the component codes listed in the \*COMPONENT\_IDS record to determine which of the slot request files contain the menu tailoring instructions for the package.

### Naming Convention

<xxx>PKG ESAPKG

where <xxx> is the three-character component code for the package.

**Record Format:** Package definition files have two record types, and only the first occurrence of each type is used. Each record type is distinguished by an identifier, which starts in the first column and is followed by a blank, and must be in upper case. The contents of each record start immediately following the blank. The identifiers and the meanings of their contents are:

<b>Identifier</b>	<b>Content</b>
<b>*PACKAGE_INSTALLED_COMMAND</b>	<p>&lt; command &gt;</p> <p>A CMS command that, when executed by the PFSETUP EXEC, determines whether to include this package in the menus. The return code from the command is interpreted as follows:</p> <ul style="list-style-type: none"> <li>• If the return code is 0, include the package in the menus.</li> <li>• If the return code is 1, do not include the package in the menus.</li> <li>• If there is any other return code, the PFSETUP EXEC ends.</li> </ul> <p>The recommended content for this record is EXEC ESAQA &amp;01. When the ESAQA EXEC is executed, the file name of the package definition file replaces &amp;01. The ESAQA EXEC reads the question and answer file &lt; xxx &gt; PKG NLSESAQA to display a question. Depending on the answer to the question, the ESAQA EXEC returns a return code of 0, 1, or 4.</p>
<b>*COMPONENT_IDS</b>	<p>&lt; list of component IDs &gt;</p> <p>The component codes of the slot request files for the package, separated by blanks. When this package is included in the menus, all slot request files whose file</p>

names start with any of the listed component codes are processed.

**The PF Model:** When you create your own package definition files, you can use ESDPKG ESAPKG as a model for the VM/IS BASE.

**The PF Example:** Figure 114 shows the records from package definition file for the VM/IS BASE (ESDPKG ESAPKG).

```
*PACKAGE_INSTALLED_COMMAND EXEC ESAQA &01  
*COMPONENT_IDS ESD ESI ETZ
```

**Figure 114. The VM/IS BASE Package Definition File**

---

## Question and Answer Files

A question and answer file contains a question and help text and can contain the answer to the question as well. These files are used to ask package installed questions. The question and answer files are processed by the ESAQA EXEC.

For each menu tailoring package you create, you can create one question and answer file. The ESAQA EXEC invokes this question and answer file if the \*PACKAGE\_INSTALLED\_COMMAND record in the Package Definition File contains EXEC ESAQA filename or EXEC ESAQA &01 where the file name or &01 are the file name of the corresponding question and answer file. The answer to the question determines whether the PFSETUP EXEC includes your package in the menus.

The PFSETUP EXEC calls the ESAQA EXEC when a package definition file specifies that it should be called.



## Naming Convention

<xxx>PKG NLSESAQA

where <xxx> is the three-character component ID for the package, and is the same as the first three characters of the file name of the package definition file.

## Record Format

<identifier> <content>

Question and answer files have seven different record types. Each record type is distinguished by an identifier, which starts in the first column and is followed by a blank, and must be in upper case. The contents of each record start immediately following the blank. A content of &99 may be used to represent a blank line. The identifiers and the meanings of their contents are:

Identifier	Content
<b>*QUESTION</b>	<p>&lt; question displayed to the user &gt;</p> <p>Multiple records are allowed for this record type. All of the contents for these records are displayed to the user.</p>
<b>*ANSWER</b>	<p>&lt; answer &gt;</p> <p>Only the first occurrence of this record type is used. &lt; answer &gt; can be any valid answer to the question or a blank. Valid answers are defined in the *YES, *NO, *HELP and *QUIT records. If &lt; answer &gt; is a valid answer, the question is not displayed unless &lt; answer &gt; is as specified in the *HELP record. &lt; answer &gt; is taken as if it is the answer given by the user. If &lt; answer &gt; is a blank, the question is displayed and the person running the PFSETUP EXEC</p>

must enter a valid answer to continue with the panel rebuilding process.

**\*HELP\_TEXT**

< help information >

Multiple records are allowed for this record type. These are the lines of text displayed when the answer is help, as defined in the \*HELP record.

**\*YES**

< expected format of yes >

If the answer given is as specified, it is taken to be yes. In this case, the ESAQA EXEC ends with return code 0. Only the first occurrence of this record type is used.

**\*NO**

< expected format of no >

If the answer given is as specified, it is taken to be no. In this case, the ESAQA EXEC ends with return code 1. Only the first occurrence of this record type is used.

**\*HELP**

< expected format of help >

If the answer given is as specified, it is taken to be help. In this case, the contents of the \*HELP\_TEXT records are displayed. The contents of the \*QUESTION records are then redisplayed. Only the first occurrence of this record type is used.

**\*QUIT**

< expected format of quit >

If the answer given is as specified, it is taken to be quit. In this case, the ESAQA EXEC ends with return code 4, which terminates processing of the PFSETUP EXEC. Only the first occurrence of this record type is used.



**The PF Models:** When you create your own question and answer files, you can use any of the following as models:

- ESDPKG NLSESAQA (for the VM/IS BASE)
- ESEPKG NLSESAQA (for the Engineering/Scientific Program Development Support package)
- ESFPKG NLSESAQA (for the Text/Office System package)
- ESTPKG NLSESAQA (for the Remote Communication Support package)
- ESRPKG NLSESAQA (for the Data Base Query package)
- ETVPKG NLSESAQA (for the Transaction Processing package)
- ETXPKG NLSESAQA (for the Application Development package)
- EUAPKG NLSESAQA (for the tailorings done from system menus).

**The PF Example:** Figure 115 shows the question and answer file for the Data Base Query package. (ESRPKG NLSESAQA).

```
.
.   The following message is displayed to the user.
.   The question will be repeated until the user response
.   matches either *YES, *NO or *QUIT as specified below.
.
*QUESTION ESR101I  Is the Data Base Query Package installed?
*QUESTION          Answer Y, N, HELP, or QUIT.
.
.   The initial answer to the question.
.   If this matches either *YES, *NO, or *QUIT as specified
.   below, then the question will not be asked.
.
*ANSWER
```

**Figure 115 (Part 1 of 2). Data Base Query Package Question and Answer File**

```

.
.       The text which appears when help is requested.
.
*HELP_TEXT &99
*HELP_TEXT If you have installed the Data Base Query Package,
*HELP_TEXT then answer Y to include the home panel and
*HELP_TEXT introduction dialog entries which support this package.
*HELP_TEXT PF provides an interface to the following products in
*HELP_TEXT this package:
*HELP_TEXT     Data Base Edit Facility
*HELP_TEXT     Query Management Facility
*HELP_TEXT     Structured Query Language/Data System
*HELP_TEXT     Data Extract Facility
*HELP_TEXT &99
*HELP_TEXT If you answer N, then these entries will be omitted.
*HELP_TEXT &99
*HELP_TEXT You should not answer Y if the package is not installed,
*HELP_TEXT since the program products which come with the package
*HELP_TEXT are required for proper execution of the dialogs.
*HELP_TEXT &99
.
.       The tokens to be used for yes, no, quit and help.
.
*YES  y
*NO   n
*QUIT quit
*HELP help

```

**Figure 115 (Part 2 of 2). Data Base Query Package Question and Answer File**

## Slot Request Files

These files are read by the PFSETUP EXEC to determine the tailoring requests.

Each record of a slot request file is either a comment, or a request to include an item file in a panel definition file. As a result, the PFSETUP EXEC creates a panel definition file for each logical panel for which there is a tailoring request specified in a slot request file.

The <panel> and <slot> fields together name a tailoring request on the panel. When you want to override a tailoring request, create a new slot request with the same <panel> and <slot> names but with a higher <priority>. The recommended method is to create a null slot request with the same <panel> and <slot> entries, but with a higher <priority> and then create your request with a different <slot>.

When one slot request overrides another in this way, a competition is said to occur. The slot request with the higher priority is the winner, and the other slot request is the loser. The losing slot request is ignored, and the winning slot request is used. However, because there was a competition, if the winning slot request specified <item file 2>, then <item file 2> is used instead of <item file 1>.

If both winning and losing slot requests specify item files, which, in turn, specify secondary logical panels in the \*NEXT\_PANEL record, all slot requests for the secondary logical panel specified by the item file of the losing slot request are taken as additional slot requests for the secondary panel specified by the item file of the winning slot request. In other words, when a secondary menu is replaced in the home hierarchy, all its menu items are transferred to the new secondary menu. Of course, you can still explicitly override any of

these menu items by specifying separate slot requests with higher priorities.

For more information about slot request files, see Appendix E, “More Information about Slot Request Files” on page 271.

### Naming Convention

<xxx><yyyy> ESASR<id>

where <xxx> is the three-character component code, <yyyy> is up to five valid characters for CMS file names, and <id> is HM\$ for the PF home menus, or IN\$ for the PF introduction menus or AD\$ for system menus.

### Record Format

<code> <priority> <panel> <slot> <order> <item file 1> <item file 2>

Where:

- <code> If \*, the line is treated as a comment.  
If S, it is a slot request record.  
If anything else, error message ESA101E is displayed when this file is processed.
- <priority> A number used to determine the sequence for an item. When <panel> and <slot> are the same for two different tailoring requests, the request with a higher priority wins the competition, and the corresponding item file is used. (For example, 200 is a higher priority than 100.) If both tailoring requests have the same priority, then the one encountered first is used.
- <panel> The name of the logical panel to which the slot request applies. This is the name of the panel definition file to which the specified item file should be added. The maximum length of the name is seven characters, and the name must be a valid ISPF panel name. The name is in the format of <xxx> <y> <zzz>, where

<xxx> is the component code, <y> is any character (except S or H if a Short or Help panel is requested for the logical panel), and <zzz> is unique within each component. For the PF home menus, <y> should be L (to indicate the Long version panel). <y> is substituted with S or H when the corresponding Short version and Help panels are built. When physical panels are built, characters from 0 to 9 and then A to Z are concatenated to the end of the logical panel names to construct the physical panel names. Thus there cannot be more than 36 pages for one logical panel (26 alphabetic characters and 10 numeric characters).

- < slot >** Name of the slot being requested.
- If it is \*TITLE, a title item file is referenced. Otherwise, a content item file is referenced.
- For the Edit a Menu panel to correctly process a preface item file (with filetype ESAPREF), the <slot> must be \*PREFACE.
- < order >** The order the tailoring request is to be processed when the panel is built. (For example, an item whose slot request specified an <order> of 100 will appear on the menu before an item whose slot request specified an <order> of 200.)
- < item file 1 >** The file name and file type of the item file to be included in the specified panel definition file.
- < item file 2 >** The file name and file type of an alternative item file. This alternative item file is used when there is a competition (more than one tailoring request record requesting the same slot on the same panel), and this tailoring request record wins (has a higher priority). This field is optional. If it is not specified, < item file 1 > is used instead.

**The PF Models:** When you create your own slot request files, you can use any of the following as models:

1. For the home menus:

- ESD ESASRHM\$ (for the VM/IS BASE)
- ESE ESASRHM\$ (for the Engineering/Scientific Program Development Support package)
- ESF ESASRHM\$ (for the Text/Office System package)
- EST ESASRHM\$ (for the Remote Communication Support package)
- ESR ESASRHM\$ (for the Data Base Query package)
- ETV ESASRHM\$ (for the Transaction Processing package)
- ETX ESASRHM\$ (for the Application Development package).

2. For the online introduction menus:

- ESI ESASRIN\$ (for the VM/IS BASE)
- ESJ ESASRIN\$ (for the Engineering/Scientific Program Development Support) package)
- ESK ESASRIN\$ (for the Text/Office System package)
- ESQ ESASRIN\$ (for the Data Base Query package)
- ESW ESASRIN\$ (for the Remote Communications Support)
- ETW ESASRIN\$ (for the Transaction Processing package)
- ETY ESASRIN\$ (for the Application Development package).

3. For the System Menus

- ESD ESASRAD\$ (for the VM/IS BASE)
- ESF ESASRAD\$ (for the Text/Office System package)
- ESR ESASRAD\$ (for the Data Base Query package)
- ETU ESASRAD\$ (for the VM/IS BASE).

**The PF Examples:** Figure 116 and Figure 117 show the home menu slot request file and the introduction menu slot request file respectively for the VM/IS BASE.

```
* <code> <priority> <panel> <slot> <order> <item 1> <item 2>
* MAIN MENU.
s 100 esd101 *title      000 esd101  esatitle
s 100 esd101 *preface   100 esd101h esapref
s 100 esd101 *runhead   200 esdrunhd esarunhd
s 100 esd101 esdtools   400 esdtools esaitema
s 100 esd101 esdperso   500 esdperso esaitema
s 100 esd101 esdoff     600 esdoff  esaitema
s 100 esd101 esddocu    900 esddocu esaitema
s 100 esd101 esdprnt   1200 esdprnt esaitema
s 100 esd101 esdprogm  1500 esdprogm esaitema
s 100 esd101 esdgraph  2100 esdgraph esaitema
s 100 esd101 esdresou  3300 esdresou esaitema
s 100 esd101 esdlist   3600 esdlist  esaitema
s 100 esd101 esdintro  3900 esdintro esaitemb
s 100 esd101 esdgo     4800 esdgo    esaitema
* Personal menu.
s 100 esd119 *title      000 esd119  esatitle
s 100 esd119 *preface   100 esd119h esapref
s 100 esd119 *runhead   200 esdrunhd esarunhd
s 100 esd119 esdprim    300 esdprim  esaitema
s 100 esd119 esdspac1   400 esdspac1 esahead
s 100 esd119 esdcust    500 esdcust  esaitema
```

**Figure 116 (Part 1 of 4). The Home Menu Slot Request File (ESD ESASRHMS) for the VM/IS BASE**

```

* Office menu.
s 100 esd115 *title      000 esd115  esatitle
s 100 esd115 *preface   100 esd115h esapref
s 100 esd115 *runhead   200 esdrunhd esarunhd
s 100 esd115 esdcmsno   900 esdcmsno esaitema
* Document menu.
s 100 esd121 *title     000 esd121  esatitle
s 100 esd121 *preface   100 esd121h esapref
s 100 esd121 *runhead   200 esdrunhd esarunhd
s 100 esd121 esdtext    500 esdtext  esaitema
s 100 esd121 esdfiles   600 esdfiles esaitema
* Print menu.
s 100 esd124 *title     000 esd124  esatitle
s 100 esd124 *preface   100 esd124h esapref
s 100 esd124 *runhead   200 esdrunhd esarunhd
s 100 esd124 esdprtf    700 esdprtf  esaitema
* Program menu.
s 100 esd116 *title     000 esd116  esatitle
s 100 esd116 *preface   100 esd116h esapref
s 100 esd116 *runhead   200 esdrunhd esarunhd
s 100 esd116 esdpedit   300 esdpedit esaitema
* Graphics menu.
s 100 esd125 *title     000 esd125  esatitle
s 100 esd125 *preface   100 esd125h esapref
s 100 esd125 *runhead   200 esdrunhd esarunhd
s 100 esd125 esdgddm    300 esdgddm esaitema

```

**Figure 116 (Part 2 of 4). The Home Menu Slot Request File (ESD ESASRHMS) for the VM/IS BASE**

```

* Tools menu.
s 100 esd120 *title      000 esd120  esatitle
s 100 esd120 *preface   100 esd120h  esapref
s 100 esd120 *runhead   200 esdrunhd  esarunhd
s 100 esd120 esdlibra   900 esdlibra  esaitema
s 100 esd120 esdnews   1000 esdnews   esaitema
s 100 esd120 esdpw     1200 esdpw     esaitema
s 100 esd120 esdprobm  1300 esdprobm esaitema
s 100 esd120 esdprobr  1400 esdprobr esaitema
* ALPHABETICAL LIST OF FUNCTIONS.
s 100 esd122 *title      000 esd122  esatitle
s 100 esd122 *preface   100 esd122h  esapref
s 100 esd122 *runhead   200 esdrunhd  esarunhd
s 100 esd122 esdspaca   400 esdSPACE  esahead
s 100 esd122 esdspacb   700 esdSPACE  esahead
s 100 esd122 esdcmsno   800 esdcmsno esaitema
s 100 esd122 esdcust    850 esdcust  esaitema
s 100 esd122 esdspacc   900 esdSPACE  esahead
s 110 esd122 esdpedit   1450 esdpedit  esaitema
s 110 esd122 esdspacz   1460 esdSPACE  esahead
s 100 esd122 esdfiles   1500 esdfiles  esaitema
s 100 esd122 esdspacg   1600 esdSPACE  esahead
s 100 esd122 esdgddm    1700 esdgddm  esaitema
s 100 esd122 esdgo      1800 esdgo    esaitema
s 100 esd122 esdspacf   1900 esdSPACE  esahead
s 100 esd122 esdintro   2100 esdintro  esaitema
s 100 esd122 esdspach   2300 esdSPACE  esahead
s 100 esd122 esdlibra   2600 esdlibra  esaitema
s 100 esd122 esdspaci   2700 esdSPACE  esahead

```

**Figure 116 (Part 3 of 4). The Home Menu Slot Request File (ESD ESASRHMS) for the VM/IS BASE**

```

s 100 esd122 esdprim 2800 esdprim esaitema
s 100 esd122 esdspacj 2850 esdSPACE esahead
s 100 esd122 esdpw 3300 esdpw esaitema
s 100 esd122 esdprtf 3500 esdprtf esaitema
s 100 esd122 esdprobm 3600 esdprobm esaitemb
s 100 esd122 esdprobr 3700 esdprobr esaitema
s 100 esd122 esdspacl 4200 esdSPACE esahead
s 100 esd122 esdspaco 4700 esdSPACE esahead
s 100 esd122 esdtext 4800 esdtext esaitema
s 100 esd122 esdspacp 4900 esdSPACE esahead
s 100 esd122 esdresou 5500 esdresou esaitemb
* GO PANEL.
s 100 esdlgo *title 000 esdlgo esatitle
s 100 esdlgo *preface 100 esdlgoh esapref
s 100 esdlgo *runhead 200 esdlgoh esarunhd
s 100 esdlgo *header 300 esdlgo esahead

```

**Figure 116 (Part 4 of 4). The Home Menu Slot Request File (ESD ESASRHMS) for the VM/IS BASE**

```

* <code> <priority> <panel> <slot> <order> <item 1> <item 2>
* INTRODUCTION TOPICS MENU.
s 100 esimaal *title 000 esimaal esatitle
s 100 esimaal esioview 100 esioview esaitema
s 100 esimaal esispac1 200 esispace esahead
s 100 esimaal esigfac1 300 esigfac1 esaitema
s 100 esimaal esispac2 320 esispace esahead
s 100 esimaal esitools 360 esitools esaitema
s 100 esimaal esispac3 370 esispace esahead
s 100 esimaal esipersn 460 esipersn esaitema
s 100 esimaal esispac4 470 esispace esahead
s 100 esimaal esiofice 500 esiofice esaitema
s 100 esimaal esispac5 520 esispace esahead
s 100 esimaal esidocum 600 esitext1 esaitema
s 100 esimaal esispac6 800 esispace esahead
s 100 esimaal esiprint 900 esiprint esaitema
s 100 esimaal esispac7 1000 esispace esahead
s 100 esimaal esipgmdp 1200 esipgmdp esaitema
s 100 esimaal esispac8 1400 esispace esahead
s 100 esimaal esigraph 1700 esichart esaitema
s 100 esimaal esispaca 2000 esispace esahead
s 100 esimaal esiresou 2900 esiresou esaitema
s 100 esimaal esispacd 3000 esispace esahead
s 100 esimaal esilist 3300 esilist esaitema
s 100 esimaal esispace 3400 esispace esahead

```

**Figure 117 (Part 1 of 3). The Introduction Slot Request File (ESI ESASRIN\$) for the VM/IS BASE**

```

* GENERAL FACILITIES MENU.
s 100 esigeal *title    000 esigeal  esatitle
s 100 esigeal esifcom   300 esifcom  esaitema
s 100 esigeal esifgo    400 esifgo   esaitema
s 100 esigeal esifmode  500 esifmode esaitema
* OFFICE MENU.
s 100 esioff1 *title    000 esioff1  esatitle
s 100 esioff1 esicmsnt  200 esicmsnt esaitema
* CMSNOTE MENU.
s 100 esicoal *title    000 esicoal  esatitle
s 100 esicoal esimsg    300 esimsg   esaitema
s 100 esicoal esinote   400 esinote  esaitema
s 100 esicoal esinick   700 esinick  esaitema
* DOCUMENT PROCESSING MENU.
s 100 esitxal *title    000 esitxal  esatitle
s 100 esitxal esitext2  300 esitext2 esaitema
* PRINT MENU.
s 100 esiptal *title    000 esiptal  esatitle
s 100 esiptal esiipfpt  100 esiipfpt esaitema
* PROGRAM DEVELOPMENT MENU.
s 100 esipdal *title    000 esipdal  esatitle
s 100 esipdal esiedit   400 esiedit  esaitema
* GRAPHICS MENU.
s 100 esicgal *title    000 esicgal  esatitle
s 100 esicgal esigddm2  100 esigddm2 esaitema
s 100 esicgal esigddm1  300 esigddm1 esaitema

```

**Figure 117 (Part 2 of 3). The Introduction Slot Request File (ESI ESASRIN\$) for the VM/IS BASE**

```
* TOOLS MENU.  
s 100 esitool *title 000 esitool esatitle  
s 100 esitool esilibra 200 esilibra esaitema  
s 100 esitool esiprobm 300 esiprobm esaitema
```

**Figure 117 (Part 3 of 3). The Introduction Slot Request File (ESI ESASRIN\$) for the VM/IS BASE**

---

## Panel Definition Files

Panel definition files are work files created by the PFSETUP EXEC and the panel-driven tailoring facility. These files are constructed from the slot request files and contain the correct item file name and file type for each request. While running PFSETUP, you will be given the opportunity to edit these files temporarily to test changes. The Home and System menu panel definition files are stored on the output disk by the PFSETUP EXEC with file mode ending with 0. The Introduction dialog panel definition files are not saved. If you want to save these files, they should be copied to the output disk when you display the filelist during the running of PFSETUP EXEC.

### Naming Convention

<panel> ESDESAOR

for user menus, and

<panel> ETUESAOR

for system menus, where <panel> is the name of a logical panel specified in a slot request record of a slot request file.

### Record Format

<code> <file name> <file type> <comp id> <priority> <slot name> <order> <comment>

Where:

- < code >** If the value is T, it references a title item file. Only the first T record in the file is used.
- If the value is I, it references a content item file. All I records are used.
- Records with any other <code> are ignored.
- < filename >** The file name of the item file to use.
- < filetype >** The file type of the item file to use.
- If the item file named by < filename > and < filetype > is not found, the record is ignored.
- < comp ID >** The component ID of the package which owns the entry.
- < priority >** The priority from the slot request file.
- < slot name >** The slot name from the slot request file.
- < order >** The order from the slot request file.
- < comment >** This field is provided for your information and ignored by the PFSETUP EXEC.
- For a code T record, it contains the panel title text.
- For a code I record that references a selectable item, it contains the keyword (if any) supplied by the item file.
- For other code I records, this field is blank.

**The PF Example:** Figure 118 shows the panel definition file built for the MAIN menu (ESDL01 ESDESAOR). The one on your system may be different.

```
*MENU_CUST
```

```
T ESDL01  ESATITLE ESD 100 *TITLE 000
I ESDL01H ESAPREF  ESD 100 *PREFACE 100
I ESDRUNHD ESARUNHD ESD 100 *RUNHEAD 200
I ESDTOOLS ESAITEMA ESD 100 ESDTOOLS 400 Tools
I ESDPERSO ESAITEMA ESD 100 ESDPERSO 500 Personal
I ESDOFF   ESAITEMA ESD 100 ESDOFF 600 Office
I ESDDOCU ESAITEMA ESD 100 ESDDOCU 900 Document
I ESDPRNT ESAITEMA ESD 100 ESDPRNT 1200 Printers
I ESDPROGM ESAITEMA ESD 100 ESDPROGM 1500 Program
I ESRDATAB ESAITEMA ESR 100 ESRDATAB 1800 Database
I ESDGRAPH ESAITEMA ESD 100 ESDGRAPH 2100 Graphics
I ESDRESOU ESAITEMA ESD 100 ESDRESOU 3300 VMTasks
I ESDLIST  ESAITEMA ESD 100 ESDLIST 3600 List
I ESDINTRO ESAITEMB ESD 100 ESDINTRO 3900 Introduction
I ESDGO    ESAITEMA ESD 100 ESDGO 4800 GO
```

VM/IS - MAIN MENU

Figure 118. The MAIN MENU Panel Definition File

---

## Item Files

Item files contain information that appears in the body of the panel. Item files are named in slot request files, and the ones used are listed in panel definition files. The same item file can be referenced by more than one slot request and can appear in more than one panel definition file.

The two kinds of item files are:

- Title item files
- Content item files.

---

## Title Item Files

This kind of item file contains title and control information for a logical panel.

Slot requests that refer to title item files must have a <slot> name of \*TITLE. Panel definition file records that refer to title item files must have a <code> of T in column one.

### Naming Convention

<xxx><yyyy> ESATITLE

where <xxx> is the three-character component code, and <yyyy> is any valid character string for a CMS file name.

### Record Format

<identifier> <content>

Title item files have 11 different identifiers. Each record type is distinguished by an identifier, which starts in the first column and is followed by a blank, and must be in upper case. The contents of each record starts immediately following the blank. A content of &99 may be used to represent a blank line. The identifiers and the meanings of their contents are:

Identifier	Content
*LONG_PANEL_INFO	< skeleton name > < # of lines on panel > < page numbering indicator >  Where < skeleton name > specifies the kind of logical panel. It <b>must</b> be one of the names listed below.



- ESAXPAN (for home and system menus)
- ESIMAA1 (for the INTRODUCTION TOPICS selection menu)
- ESAINT (for introduction subtopic selection menus).

If `< skeleton name >` is not specified, the default is ESAXPAN.

A skeleton file name of ESAXPAN is used for home and system menus implemented with XEDIT.

ESIMAA1 is used for the Introduction topic menu.

ESAINT is used for the Introduction subtopic selection menus.

**Note:** You can use ESAPAN for Home menus, but this builds an ISPF home menu, which slows down the transition from one menu to another. If you use ESAPAN and specify a `*short_panel_info`, the short `< skeleton name >` must be ESAPANS. Also, if you use ESAPAN you should not put a selection that invokes an XEDIT menu on the menu.

`< # of lines on panel >` is the number of detail lines the panel can hold. This **must** correspond to the `< skeleton name >` listed below.

For the PF files:

- 18 for skeleton ESAXPAN
- 16 for skeleton ESIMAA1
- 18 for skeleton ESAINT
- 18 for skeleton ESAPAN.

If <# of lines on panel > is not specified, the default is 18.

<page numbering indicator > determines the kind of page numbering for this panel. Page numbers are put in the top right hand corner of each physical panel in the format Page nn of NN, where nn is the current page number and NN is the total number of pages for the logical panel.

Valid entries are:

- \*PAGE (page numbers)
- \*NOPAGE (no page numbers)
- \*AUTOPAGE (page numbers only if there is more than one page).

If \*AUTOPAGE is specified, and only one physical panel is built for a logical panel, the page number is not put on the panel. If \*PAGE is requested, the page number appears regardless of the number of physical panels for this logical panel.

If the indicator is not specified, the default is \*AUTOPAGE.

## \*SHORT\_PANEL\_INFO

< skeleton name > <# of lines on panel > <page numbering indicator >

The meaning of each field is the same as described for \*LONG\_PANEL\_INFO. If this record is not specified, the Short version panel for this logical panel is not built.

Valid values of the < skeleton name > for the PF are:

- ESAXPANS (for other home menus).

**Note:** If this record is specified and ESAXPAN is used for the \*long\_panel\_info, then EXAXPANS



must be used here. If ESAPAN was used for long\_panel\_info, the corresponding short panel skeleton name must be ESAPANS.

Valid values for <# of lines on panel> for each PF <skeleton name> are:

- 46 for skeleton ESAXPANS
- 46 for skeleton ESAPANS.

Valid values of the <page numbering indicator> are \*NOPAGE, \*AUTOPAGE, and \*PAGE.

If <# of lines on panel> and <page numbering indicator> are not specified, the defaults are 46 and \*AUTOPAGE respectively.

## **\*HELP\_PANEL\_INFO**

<skeleton name> <# of lines on panel> <page numbering indicator>

The meaning of each field is the same as described for \*LONG\_PANEL\_INFO. If this record is not specified, the Help panel for this logical panel is not built. In this case, if Help is requested from the Long or Short version panels, a default no Help panel (ESADHLP) is displayed.

The PF <skeleton name> for all PF Help menus should be ESAHELP.

The <# of lines on panel> for the <skeleton name> ESAHELP should be 18.

Accepted values of the <page numbering indicator> are \*PAGE, \*NOPAGE and \*AUTOPAGE.

If <# of lines on panel> and <page numbering indicator> are not specified, the defaults are 18 and \*AUTOPAGE respectively.

## \*TITLE\_TEXT

< contents of panel title line >

The content of this record appears at the top of the Long version panels and the Short version panels. Only the first 79 characters of the content are used.

The number of lines should be one if the title text is to appear on a short panel which uses the ESAXPANS or ESAPANS skeleton name.

The Edit a Menu panel will display only the first \*TITLE\_TEXT record. If you use the Edit a Menu panel to change the title text, the changed title is limited to 50 characters.

## \*MORE\_TEXT

< text to indicate more pages are to follow >

The content of this record type appears at the bottom (just before the \*BOTTOM\_TEXT) of the Long version panel and the Short version panel. The content will not appear on the last page of the logical panel. Only the first 79 characters of the content are used.

These characters will not be displayed on the Edit a Menu panel, so they cannot be added, changed, or deleted using that panel.

## \*BOTTOM\_TEXT

< text to appear on bottom of panel >

The content of this record type appears at the bottom of the Long version panel and the Short version panel. It appears on every page of the logical panel. Only the first 79 characters of the content are used.

**Note:** Do not use the \*BOTTOM\_TEXT record in your item files. This record type is used by the MAIN menu to display the copyright statement.



- \*OFFSET** < # of positions menu items are to be indented >

The group headers, description lines, and selectable items are shifted to the right by the number of spaces specified. This indentation is applied to the Long version panels only. If this record is not specified, the default is three.
- \*HELP\_TITLE\_TEXT** < contents of Help panel title line >

The content of this record appears at the top of the Help panel. Only the first 79 characters are used. This record is ignored if \*HELP\_PANEL\_INFO is not specified.
- \*HELP\_MORE\_TEXT** < text to indicate more pages are to follow >

The content of this record type appears at the bottom of the Help panel (just before the \*HELP\_BOTTOM\_TEXT) when more than one page of information is to be shown. The content does not appear on the last panel. Only the first 79 characters are used. This record is ignored if \*HELP\_PANEL\_INFO is not specified.
- \*HELP\_BOTTOM\_TEXT** < text to appear on bottom of panel >

The content of this record type appears at the bottom of the Help panel. It shows up on every page of the panel. Only the first 79 characters are used. This record is ignored if \*HELP\_PANEL\_INFO is not specified.
- \*HELP\_OFFSET** < # of positions Help menu items are to be indented >

The content of the group headers, description lines, and selectable items on the Help panels, are shifted to the right by the number of spaces specified. If not

specified, an offset of three is used. This record is ignored if \*HELP\_PANEL\_INFO is not specified.

**The PF Models:** When you create your own title item files, you can use any of the following as models:

For the PF home menus:

- ESDLGO ESATITLE (GO menu)
- ESDL01 ESATITLE (MAIN menu)
- ESDL15 ESATITLE (OFFICE menu)
- ESDL16 ESATITLE (PROGRAM menu)
- ESDL19 ESATITLE (PERSONAL menu)
- ESDL20 ESATITLE (TOOLS menu)
- ESDL21 ESATITLE (DOCUMENT menu)
- ESDL22 ESATITLE (ALPHABETICAL LIST OF SUPPORT FUNCTIONS menu)
- ESDL24 ESATITLE (PRINTER menu)
- ESDL25 ESATITLE (GRAPHICS menu)
- ETULGO ESATITLE (SYSTEM GO menu)
- ETUL01 ESATITLE (SYSTEM menu)
- ETUL12 ESATITLE (CUSTOMIZATION menu)
- ESRL11 ESATITLE (DATABASE menu (Data Base Query)).

For the introduction topic and subtopic selection menus:

- ESICGA1 ESATITLE (GRAPHICS menu)
- ESICOA1 ESATITLE (OFFICE menu)
- ESIGEA1 ESATITLE (GENERAL FACILITIES menu)
- ESIMAA1 ESATITLE (INTRODUCTION menu)
- ESIOFF1 ESATITLE (OFFICE menu)
- ESIPDA1 ESATITLE (PROGRAM DEVELOPMENT menu)
- ESQDQA1 ESATITLE (DATABASE menu (Data Base Query package))
- ESIPTA1 ESATITLE (PRINTERS menu)
- ESITOO1 ESATITLE (TOOLS menu)
- ESITXA1 ESATITLE (DOCUMENT PROCESSING menu)
- ESWRSA1 ESATITLE (REMOTE menu).

**The PF Examples:** Figure 119 shows the GRAPHICS menu title item file (ESDL25 ESATITLE). Figure 120 shows the title item file (ESICGA1 ESATITLE) for the online introduction GRAPHICS subtopic selection menu.

**Note:** The \*HELP\_MORE\_TEXT line was truncated at column 90 when this book was printed. In the actual file on your system, this line ends “Press PF8)” like the line above.

```
*LONG_PANEL_INFO ESAXPAN 18
*SHORT_PANEL_INFO ESAXPANS 46
*HELP_PANEL_INFO ESAHELP 18
*TITLE_TEXT                VM/IS - GRAPHICS MENU
*HELP_TITLE_TEXT           VM/IS - GRAPHICS MENU: HELP
*MORE_TEXT                 !|(Continued... Press PF8)
*HELP_MORE_TEXT           !|(Continued... Press
*OFFSET 3
*HELP_OFFSET 7
```

**Figure 119. The GRAPHICS menu Title Item File**

```

*LONG_PANEL_INFO ESAINT 18 *NOPAGE
*TITLE_TEXT_ GRAPHICS Page 1 of 2
*TITLE_TEXT What is The graphics options provide you with online,
*TITLE_TEXT Graphics? interactive environments for producing color graphs,
*TITLE_TEXT reports, text, and pictures.
*TITLE_TEXT &99
*TITLE_TEXT Skill Level No programming experience is required for you to create,
*TITLE_TEXT Required display, or print graphic reports. For the skilled
*TITLE_TEXT programmer, there are advanced graphic facilities available
*TITLE_TEXT on the system.
*TITLE_TEXT &99
*TITLE_TEXT Available Choose from the subtopics below to find out more about
*TITLE_TEXT Applications the graphic products available:
*TITLE_TEXT &99
*MORE_TEXT |(Continued... Press PF8)
*OFFSET 13

```

Figure 120. The Title Item File for the Introduction GRAPHICS menu

---

## Content Item Files

Each content item file contains some information to be added to a logical panel. For example, a content item file can contain a preface, a running header, a group header, a selectable menu item, or a nonselectable item.

Content item files are specified in slot requests whose <slot> names are not \*title. They appear in panel definition files following a <code> of I.

### Naming Convention

<xxx><yyyy> <file type>



where <xxx> is the three-character component code, and <yyyy> is a one- to five-character string of any valid CMS file name characters.

By convention, the following specific file types are used:

- ESAPREF (for the preface)
- ESARUNHD (for running header text)
- ESAHEAD (for group header text)
- ESAITEM<x> (for selectable items on the panel. <x> can range from A to Z, to distinguish between item files that have the same file name)
- ESATEXT (for nonselectable item description text).

### Record Format

<identifier> <content>

Content item files have 12 different identifiers. Each record type is distinguished by an identifier, which starts in the first column and is followed by a blank, and must be in upper case. The contents of each record start immediately following the blank. A content of &99 may be used to represent a blank line. The identifiers, and the meanings of their contents, are:

#### Identifier

#### Content

**\*RUNNING\_HEADER**

< header record >

This record appears where encountered as well as at the top of each subsequent page. If this record is encountered at the bottom of a page, and there is no room for additional lines on that page, it is then moved to the top of the next page. This record appears on Long version panels. If a Short version

panel is specified, this record only appears at the top of a page but not where it is encountered. If encountered other than at the top of the page, a blank line is substituted for each group of consecutive running header records on the Short panel, and the running header appears at the top of subsequent pages. Only the first 79 characters are used. Multiple records are allowed.

If the running header is to appear on a short menu, there should be no more than two \*RUNNING\_HEADER records in an item file.

In order for the Edit a Menu panel to correctly display and process \*RUNNING\_HEADER records:

- The item file should contain no other types of records other than comments and possibly \*HELP\_RUNNING\_HEADER records.
- There should be only one item file that contains \*RUNNING\_HEADER records per logical panel.
- Only the first two records are displayed on the Edit a Menu panel. If the running header is edited on the Edit a Menu panel, you are limited to two lines of 69 characters each.
- If you delete or edit the running header, any other types of records that were in the original item file are not added to the new item file, which overrides the original.

#### **\*HEADER\_TEXT**

<group header for description lines that follow >

If this record is encountered, and no description text or selectable item follows, it is not included. If this record is encountered at the bottom of a page, and no



description text or selectable item can fit on the same page, it is moved to the next page. If \*HEADER\_TEXT records are found in two consecutive item files with no description or key phrase records found in between, the group of header records found in the first file are not used. If this is the first group of header records found after the \*RUNNING\_HEADER or at the top of a page, leading blank header lines are removed. This record type appears on Long version panels only. When a Short panel is specified, a blank line is substituted for each group of consecutive header records. Only the first 79 characters are used. Multiple records are allowed.

In order for the Edit a Menu panel to correctly display and process \*HEADER\_TEXT records:

- There should be no other types of records in the same item file, other than comments and possibly \*HELP\_HEADER\_TEXT records.
- If \*HEADER\_TEXT records are found in two consecutive item files with no description or key phrase records in between, both sets of records will display on the Edit a Menu panel. However, unless items are added between the two sets, only the second set will be added to the rebuilt menu.
- Only two lines of \*HEADER\_TEXT from one item file will be displayed on the Edit a Menu panel. If the item is edited, you are limited to two lines of 51 characters each.
- If the item is edited or deleted, any other types of records that were in the original item file are not

added to the new item file, which overrides the original.

### **\*DESCRIPTION\_TEXT**

< description line for the item >

Following the \*KEY\_PHRASE record, the length of the description is equal to:

(the length of \*KEY\_PHRASE) + (21 - offset value)

The \*KEY\_PHRASE must be less than or equal to 80; otherwise, truncation will occur. If \*KEY\_PHRASE is not specified, then 79 characters are used.

When more than one of this record type appears in the same file, at least two records must fit on the same page, or these records appear on the next page. This record type does not appear on Short version panels.

### **\*KEY\_PHRASE**

< keyword for this selectable item >

When this record type is specified, it denotes a selectable item. A selection number is assigned to the item, and the number, the keyword, and the first description line are put together on the same line on the Long version panel. Only the selection number and the keyword are put on the Short version panel. Only the first 15 characters of the first \*KEY\_PHRASE record found are used.

#### **Notes:**

1. The following characters, as well as a blank character, can not be used in the \*KEY\_PHRASE field:  
¢, {, #, ], +,
2. Depending on the column width specified for the short GO panel, and the number of sublevels, the



key phrase may be truncated more than previously mentioned for the short GO panel.

### **\*COMMAND**

<command to execute if this item is selected >

This command is in CMS EXEC 2 format.

This record is used only if \*KEY\_PHRASE is specified in the same file. If no \*COMMAND is specified, and the \*KEY\_PHRASE record is specified, the command default is to display an error message. Only the first 70 characters of the first record found are used. (The rest of the line is truncated.)

Prior to executing the command associated with the \*COMMAND identifier, VM/IS-Productivity Facility ensures that ISPF is active. If ISPF is not active, it will be activated by the IPF EXEC. See "FILEDEF Files" on page 254 for an explanation of which libraries receive automatic FILEDEFS.

If your command does not require that ISPF is active, use \*COMMAND2 rather than \*COMMAND in the item file.

When editing using the Editing a Menu panel, you will see only up to 51 characters of the command. If you edit the command on that panel, all of the undisplayed characters (starting with the 52nd) will be lost.

### **\*COMMAND2**

<command to execute if this item is selected >

This command is similar to the command above. \*COMMAND2 is used to improve performance when ISPF is not required.

**Note:** If the command is to display a home menu panel from another home menu panel, where both have a title item file with ESAXPAN

specified in the \*LONG\_PANEL\_INFO record, then the command must be ESAFLO <panelid>.

### **\*NEXT\_PANEL**

<name of next panel> <\*NOGO|blank>

Where <name of next panel> specifies the name of the next panel (secondary menu) to display. This is required only if the next panel is a tailorable panel (panel built using the PFSETUP EXEC). If the second parameter is \*NOGO, the selectable items on the next panel specified are not included on the GO menu. This record is ignored if an \*KEY\_PHRASE record is not in the same item file.

If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

### **\*PROFS\_TEXT**

<line of text to appear on the PROFS main menu>

This record is not used if a \*KEY\_PHRASE record is not specified or if the Text/Office System Package is not included. This record is required only if the item is to appear on the PROFS main menu. Only the first 40 characters of the first record found are used.

If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

### **\*HELP\_RUNNING\_HEADER**

<header records to appear where encountered and on top of each subsequent page on Help panels>

It has the same function as the \*RUNNING\_HEADER records for the Long version panels. It defaults to the content of \*RUNNING\_HEADER records if not specified.



If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

**\*HELP\_HEADER\_TEXT**

< group header for the description lines that follow on the Help panels >

It has the same function as the \*HEADER\_TEXT records for the Long version panels. If this record is not specified in the content item file, the \*HELP\_HEADER\_TEXT defaults to the content of the \*HEADER\_TEXT records.

If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

**\*HELP\_DESCRIPTION\_TEXT**

< description line for the item on Help panels >

It has the same function as the \*DESCRIPTION\_TEXT records for the Long version panels. If this record is not specified in the content item file, the \*HELP\_DESCRIPTION\_TEXT defaults to the content of \*DESCRIPTION\_TEXT records.

If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

**\*HELP\_KEY\_PHRASE**

< keyword of the selectable item on Help panels >

It has the same function as the \*KEY\_PHRASE record for the Long version panels. If this record is not specified in the content item file, the \*HELP\_KEY\_PHRASE defaults to the content of \*KEY\_PHRASE record.

If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

## **\*HELP\_COMMAND**

< command to execute if this item is selected on Help panels >

The command is in CMS EXEC 2 format.

It has the same function as the \*COMMAND record for the Long version panels. This command should be a call to the ESAFM Module to display a narrative unit. It defaults to a display of a no Help panel when it is not specified.

This record is ignored if no \*KEY\_PHRASE or \*HELP\_KEY\_PHRASE record is specified.

If you use the Edit a Menu panel to change an item that includes this record type, this record will not be carried over into the newly-created item file.

**The PF Models:** The Productivity Facility contains many content item files that you can use as models. The following are the content item files for just two menus:

1. For the home GRAPHICS menu (ESDL25):

- ESDL25 ESATITLE (title)
- ESDL25H ESAPREF (preface)
- ESDRUNHD ESARUNHD (running header)
- ESDGDDM ESAITEMA (selectable item (GDDM)).

2. For the online introduction GRAPHICS menu (ESICGA1):

- ESICGA1 ESATITLE (title)
- ESIGDDM1 ESAITEMA (selectable item (GDDM/PGF))
- ESIGDDM2 ESAITEMA (selectable item (GDDM)).



**The PF Examples:** Figure 121 shows the GRAPHICS menu preface content item file (ESDL25H ESAPREF).

Figure 122 shows a running header content item file (ESDRUNHD ESARUNHD).

Figure 123 shows a selectable item content item file (ESDGDDM ESAITEMA).

```
*HELP_DESCRIPTION_TEXT &99
*HELP_DESCRIPTION_TEXT You see a list of graphics products and functions. You
*HELP_DESCRIPTION_TEXT can create bar charts, pie charts, and line diagrams with
*HELP_DESCRIPTION_TEXT different sizes and types of text for titles, legends, and
*HELP_DESCRIPTION_TEXT so on. You can print or store your graphics, and use a
*HELP_DESCRIPTION_TEXT monochrome or color screen to display your graphics.
*HELP_DESCRIPTION_TEXT &99
*HELP_DESCRIPTION_TEXT Menu and data entry panels will guide you through the steps
*HELP_DESCRIPTION_TEXT to produce your graphics.
*HELP_DESCRIPTION_TEXT &99
```

**Figure 121. The Preface Content Item File for the GRAPHICS menu**

```
*RUNNING_HEADER To choose one of the following, type its number and press ENTER:
*RUNNING_HEADER &99
*HELP_RUNNING_HEADER Help panels for each menu item follow. To read the Helps
*HELP_RUNNING_HEADER sequentially, press ENTER. To see a specific Help, type the
*HELP_RUNNING_HEADER number of the menu item on the command line and press ENTER.
*HELP_RUNNING_HEADER &99
```

**Figure 122. The Standard Running Header Content Item File**

```
*DESCRIPTION_TEXT Create two- and three-dimensional color
*DESCRIPTION_TEXT charts and graphs.
*KEY_PHRASE GDDM
* @VJOPERX 11/23/87 Change ESCEXEC to EXEC
*COMMAND EXEC ESCPRDCK ESDNOPR ESDPROD *GDDM
* @VJOPERX 11/23/87 End
*HELP_COMMAND ESAFM ESDGDDMA
```

**Figure 123. The Graphics Selectable Item Content Item File**

---

## FILEDEF Files

The FILEDEF command is used for any libraries that are required before you start ISPF. As an alternative, you can issue the ISPF LIBDEF command when ISPF is active. For more information on the FILEDEF command, refer to the *CMS Command and Macro Reference*. For more information on the LIBDEF command, refer to *ISPF Version 2 for VM/SP Dialog Management Services Examples*.

FILEDEFs are done automatically if the libraries conform to the following naming conventions:

```
<xxxx>PLIB MACLIB ( Panel library)
<xxxx>MLIB MACLIB ( Message library)
<xxxx>SLIB MACLIB ( Skeleton library)
<xxxx>TLIB MACLIB ( Table library)
<xxxx>XLIB TXLIB ( Text library)
<xxxx>LLIB LOADLIB ( Load library)
```

where <xxxx> is a three- to four-character string of any valid CMS file name characters.

FILEDEF files are used to do the FILEDEFs for all of the products in a package.

### **Naming Convention**

```
<xxx><nnnnn> DTRFDEF
```

where <xxx> is the three-character component code, and <nnnnn> are optional characters of any valid CMS file name characters.

### **Record Format**

```
*COMP_IDS <xxx> <xxx> <xxx> ...
<CMS executable statements>
```



where <xxx> is the three-character environment code for which this file contains the FILEDEFs, and where <CMS executable statements> are valid CMS commands (usually FILEDEF commands). The <CMS executable statements> may contain calls to EXECs coded in the REXX language.

The \*COMP\_IDS record indicates that all FILEDEFs for the specified component ids have been done. This overrides the automatic FILEDEFing of files using the correct naming convention if the file name starts with one of the component ids specified.

Both record types may or may not appear in the file. Multiple records of the same type are allowed.

**The PF Example:** Figure 124 shows the FILEDEF file for the VM/IS BASE.

```
FILEDEF ISPPLIB DISK ISPNUL ESAPLIB * (CONCAT PERM
FILEDEF ISPPLIB DISK ESAPLIB MACLIB * (CONCAT PERM
FILEDEF ISPPLIB DISK ESDPLIB MACLIB * (CONCAT PERM
FILEDEF ISPLIB DISK ESDMLIB MACLIB * (CONCAT PERM
FILEDEF ISPTLIB DISK ESDTLIB MACLIB * (CONCAT PERM
*COMP_IDS ESA ESD ESE ESF ESR EST ETV ETX
```

**Figure 124. The FILEDEF File for the VM/IS BASE**

---

## Flow Files

Each flow file contains a list of commands used by the tailorable panels to display Help panels associated with a selectable item or to display the Help panel for the panel itself. Flow files also control the flow within each topic or subtopic of the PF online introduction. Each command in the flow file normally displays a panel. Together, the

commands of a flow file form a narrative unit. The ESAFM Module is used to control the flow between the commands of the narrative unit. The order that these commands appear in the flow file is the order of execution.

Most of the online introduction panels and some of the Help panels are displayed by the ESAFM Module, using commands specified in flow files.

After each command is executed, the ESAFM Module checks certain ISPF shared variables to determine the next command to execute. Each command can optionally set those variables to control the flow of control between commands. The ISPF shared variables are *esaactn*, *esacmd*, and *esanum*. See “ESAFM Module” on page 263 for valid values and the meaning of each of the variables.

A default Help flow file (ESADHLP ESAFLOW) is shipped with the system. This file is used whenever a Help command is not specified for a panel or a selectable item on a panel. This flow file displays the no Help Help panel (ESADHLP).

### **Naming Convention**

<xxx><nnnnn> ESAFLOW

where <xxx> is the three-character component ID and <nnnnn> is an optional one- to five-character string of any valid CMS file name characters.

### **Record Format**

<command to execute>

This is any valid EXEC 2 executable command. If the first nonblank character is an asterisk, the line is ignored. Each record can contain one command.

Usually, the EXEC 2 statement takes the form:

```
&SUBCOMMAND ISPEXEC DISPLAY PANEL (<panel name>)
```

where <panel name> is the name of the ISPF panel to be displayed.

**The PF Example:** Figure 125 shows the flow file for the Program Introduction Topic:

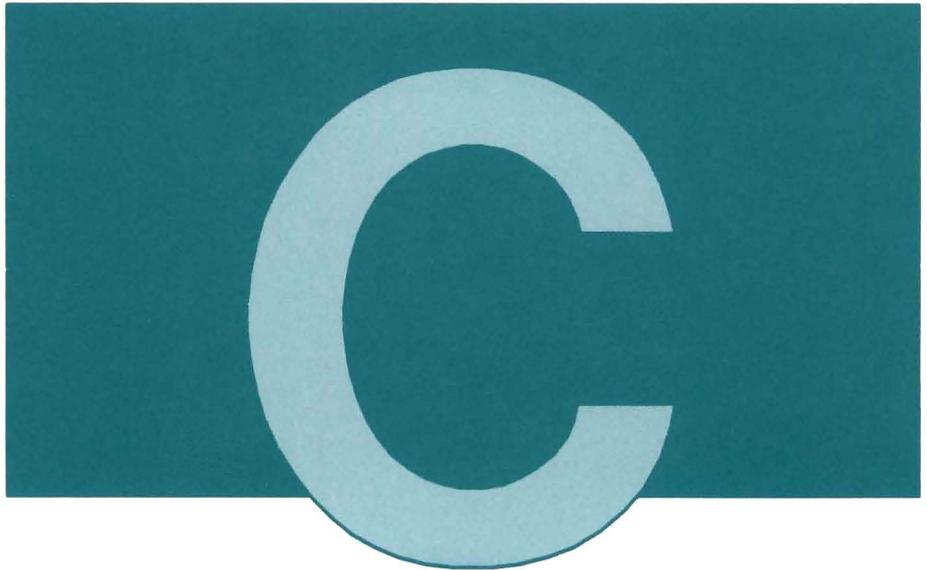
```
* -----  
* This is the flow file for Program Development within the Introduction Dialog.  
* -----  
ESADM ESIPDA10  
&SUBCOMMAND ISPEXEC DISPLAY PANEL(ESIPDA2)
```

**Figure 125. The Flow File for the Program Introduction Topic**

**Note:** ESADM is used in this case to display Introduction subtopic menus that were built using a title item file that had ESAINT specified as the skeleton in the \*LONG\_PANEL\_INFO record.



## Appendix C. Calling Sequences for EXECs and Modules



This section contains the description of and the calling sequence for each of the following EXECs and modules:

- PFSETUP
- ESADM
- ESAFM.

## PFSETUP EXEC

You use the PFSETUP EXEC to rebuild panels from information in package definition, question and answer, slot request, and item files. The following figure shows when each file is used in the panel building process.

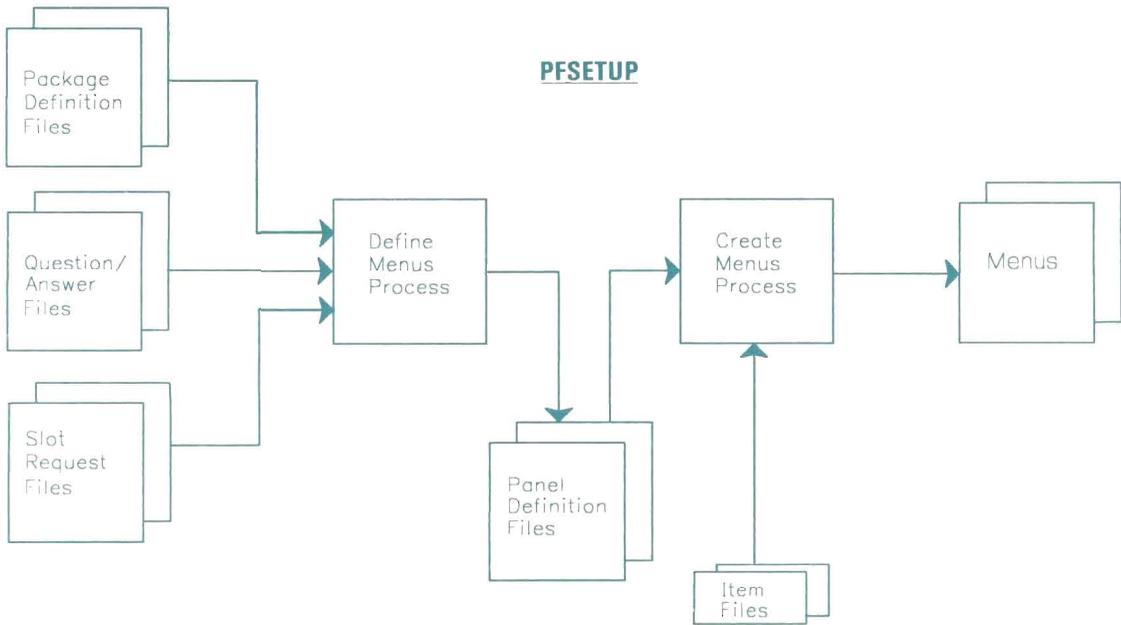


Figure 126. The PFSETUP EXEC and the Panel Building Process

The PFSETUP EXEC goes first to the package definition file. From the package definition file, it gets the component codes associated with a package.



It then asks the question contained in the question and answer file. The question looks something like this:

```
EG0101I Do you want to include xxxxxxxx in the menus?
```

If you answer **N**, PFSETUP ignores this package. If you answer **Y**, PFSETUP includes this package.

For each included package, PFSETUP finds the slot request files whose filenames start with one of the component codes. The slot requests for each logical panel are put into a panel definition file. One panel definition file is built for each logical panel.

The slot requests in the panel definition file identify the item files that are used for that logical panel. The key phrase and description text for each item are contained in an item file. Other item files contain text such as the title or running header.

The relative order numbers of the slot requests determine the order of items on a logical panel. If there are too many items to fit on one panel, two or more physical panels are built for a single logical panel.

The panels go into ISPF panel libraries named ESAPLIB MACLIB and ETUPLIB MACLIB, and XEDIT macros with the same filename as the panel ID.

If you are including the Text/Office System Package (component code ESF) in the menus, the PFSETUP EXEC also rebuilds the PROFS main menus. The rebuilt PROFS menus are stored on the same disk as the ESAPLIB MACLIB.

Note: If you have previously customized your PROFS menus, there may be multiple copies of the OFS \$SYSPROF file on your system after the PFSETUP EXEC has been run. Verify that the correct OFS \$SYSPROF file is accessed first and that it functions correctly.

## Calling Format

PFSETUP <output mode>

where <output mode> is the disk access mode where the output files are to be stored. If <output mode> is blank, the 322 disk is updated.

---

## ESADM Module

This module displays a logical ISPF panel, which is made up of one or more physical panels built by the PFSETUP EXEC.

When you create selectable item files, you can code the \*COMMAND records to use this module to display secondary and tertiary home menus (built using the ESAPAN skeleton) and online introduction subtopic selection menus (built using the ESAINT skeleton).

The skeleton is specified in the title item file.

## Calling Format

ESADM <long panel> <short panel> <item number>

where <long panel> is the name of the first Long version panel and <short panel> is the corresponding first Short version panel (if one exists) to be displayed. <item number> is the user selection (number or keyword)—it is optional. You should leave it blank.

**Note:** If the menu was built using the ESAXPAN skeleton, use:

```
*COMMAND2 ESAFLO <panelid>
```

in the selectable item file that will display the menu.



## ESAFM Module

This module executes commands from a flow file named by the input parameter. This module does the following:

1. It checks the shared variable `ESANUM` and sets the command to be executed as follows:
  - If blank, the command to be executed is the first command of the flow file.
  - If equal to 0, the command to be executed is the last command of the flow file.
  - If greater than the total number of commands stored in the file, the module ends with a return code of 12.
  - If less than 0, the module ends with a return code of 12.
2. It sets the shared variables `ESAECTN` to \*F, `ESACMD` to nulls, `ESANUM` to 1, and `ESAHELP` to `ESAFM ESADHLP`.
3. It executes the command and saves the command position in the variable `ESANO`. The command executed can set the variables `ESAECTN`, `ESANUM`, and `ESACMD` for `ESAFM` to determine the next action.
4. If the shared variable `ESACMD` is not blank, it saves the value of the shared variables `ESAECTN` and `ESANUM`, executes the command stored in `ESACMD`, and restores the two saved variables.
5. It saves the shared variable `ESAHELP` and the PF key settings.

6. It checks the shared variable ESAACTN and performs one of the following actions, depending on the value of ESAACTN:

<b>Value</b>	<b>Action</b>
--------------	---------------

- |           |  |
|-----------|--|
| <b>*F</b> | Gets the command's value (ESANO + ESANUM) from the flow file and executes it. ESANO stores the position of the command in the flow file just executed. If the specified record is not found, sets the shared variables ESAACTN to *F and ESANUM to 1, and ends the module. |
| <b>*B</b> | Gets the command's value (ESANO - ESANUM) from the flow file and executes it. ESANO stores the position of the command in the flow file just executed. If the specified record is not found, sets the shared variables ESAACTN to *B and ESANUM to 0, and ends the module. |
| <b>*G</b> | Gets the command's value (ESANUM) from the flow file and executes it. If the specified command is not found, executes the command just executed.   |
| <b>*N</b> | Sets the shared variables ESAACTN to *F and ESANUM to 1, and ends the module.  |
| <b>*P</b> | Sets the shared variables ESAACTN to *B and ESANUM to 1, and ends the module.  |
| <b>*E</b> | Sets the shared variables ESAACTN to nulls and ESANUM to 1, and ends the module.   |

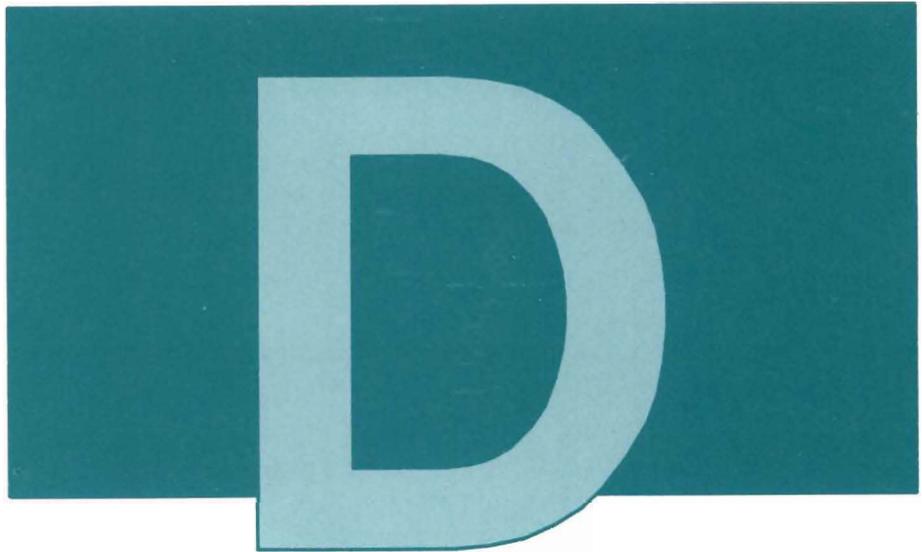
7. It restores the shared variable ESAHELP and the PF key settings.

### **Calling Format**

ESAFM <file name>

where <file name> is the name of the flow file to be referenced.  
The file type is ESAFLOW.

## Appendix D. MACLIB Commands



MACLIBs are CMS macro libraries where you store your ISPF panels. This appendix describes commands that create and modify these libraries. Refer to the publications listed below for additional information:

- *Virtual Machine/System Product Application Development Guide*
- *Virtual Machine/System Product CMS Command and Macro Reference*
- *Interactive System Productivity Facility Version 2 for VM/SP Dialog Management Services.*

---

## Creating a New MACLIB

The GEN parameter of the MACLIB command creates a library made up of the input files you specify. These files must have a file type of either MACRO or COPY.

For example, if you want to create a library called MY MACLIB, made up of input files FILE1 COPY and FILE2 MACRO, type:

```
maclib gen my file1 file2
```

**Note:** If a library of this name already exists, this command replaces it.

---

## Adding, Deleting, and Replacing MACLIB Members

The files in a MACLIB are called library members. The ADD function adds members to an existing library.

For example, if you want to add the file FILE3 COPY to MY MACLIB, type:

```
maclib add my file3
```

The DEL function deletes members from a MACLIB.

To delete the file you just added to MY MACLIB, type:

```
maclib del my file3
```



**Notes:**

1. If a library contains two members of the same name, only the first member with that name is deleted.
2. If you delete the last remaining member of a library, the entire library is erased.

The REP function replaces existing members in a MACLIB.

For example, if you have an updated version of FILE1 COPY you want to put in MY MACLIB, type:

```
maclib rep my file1
```

**Note:** Whenever you edit a file that has filetype COPY, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

---

## Compressing a MACLIB

If you issue the ADD, REP, and DEL functions repeatedly, your library will accumulate dead entries. These are old members that are no longer needed and are best cast away in the interests of efficiency. You can eliminate them with the COMP command.

For example, to compress MY MACLIB, type:

```
maclib comp my
```

---

## Examining the Contents of a MACLIB

The MAP function lists information on member name, size, and sequential position in a library. You can obtain this information in three different ways:

- As a file on your A-disk (the DISK option, the default)
- As a file and as a spooled printer file (the PRINT option)
- As a display on your terminal (the TERM option).

The DISK and PRINT options create a file with:

- The same file name as your library
- A file type of MAP
- A file mode of A5 if the DISK option is specified.

For example, if you want to obtain the information about MY MACLIB directly on your display, type:

```
maclib map my (term
```

---

## CMS Commands to Manipulate Members

Three CMS commands that manipulate individual MACLIB members are:

**FILEDEF** sets up a file definition for a member.

**PRINT** prints a MACLIB member.

**TYPE** displays a member on the terminal.

You can also use the MOVEFILE command to extract a member from a library.



---

## Extracting a MACLIB Member

Usually, the FILEDEF and MOVEFILE commands are issued together to extract a member from a MACLIB. Issue the FILEDEF command for:

- The member name to input the MOVEFILE command
- The output file that is written to your A-disk.

Suppose that you want to change FILE1 COPY in MY MACLIB. First, issue these two FILEDEF statements:

```
filedef inmove disk my maclib (member file1  
filedef outmove disk file1 copy a1
```

Then, type:

```
movefile
```

---

## Printing and Displaying MACLIB Members

The PRINT and TYPE commands both accept the option MEMBER as a means of specifying a single MACLIB member, or all the members.

If you want to print the member FILE1 COPY from MY MACLIB, type the following:

```
print my maclib (member file1
```

If you want to display the entire MACLIB on the terminal, type the following:

```
type my maclib (member *
```

---

## CMS MACLIST Command to Manipulate a MACLIB

If you want to list the members of a maclib in FILELIST, type:

```
maclist my
```

You can now use commands and the PF keys as you would on a FILELIST screen. For example, move the cursor beside a member and type:

```
xedit
```

To be sure that serial numbers are set off, on the command line, type:

```
set serial off
```

**Note:** Whenever you edit a panel maclib member, be sure to type `set trunc 80` on the XEDIT command line. (Otherwise, your file will be truncated at column 72.)

You can now make changes to the member and file it in the same way you would work with an ordinary CMS file under the XEDIT editor program.

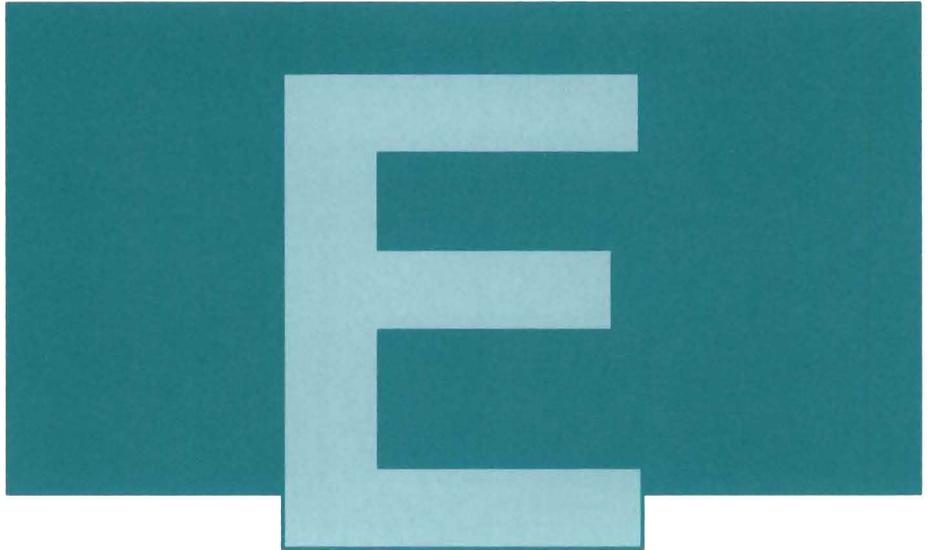
---

## Preprocessed Panels in a MACLIB

The panel MACLIB macros shipped with the Productivity Facility are now preprocessed. Having the panels preprocessed decreases the time lost during panel-to-panel transition and reduces storage requirements.

For more information on preprocessing the panels stored in MACLIB macros, see the ISPPREP command in the *Interactive System Productivity Facility Dialog Management Guide*.

## Appendix E. More Information about Slot Request Files



The PFSETUP EXEC merges slot request files from different packages to form panel definition files for each home and on-line introduction menu. The two main attributes of a slot request record that determine whether and where it will appear are its record priority and panel order respectively.

The presence of a slot request record on a menu depends on its priority in relation to the priorities of other records for the same menu and slot. The PFSETUP EXEC chooses the one with the highest priority for inclusion in the appropriate panel definition file. For example, if two records competing for the same slot have priorities of 100 and 110 respectively, the one with priority 110

appears on the menu, and the other does not appear. This situation is called a competition.

The position of a slot request record on a menu depends on its panel order relative to the panel order of other records that the PFSETUP EXEC chooses for the menu. For example, if the PFSETUP EXEC has chosen two records with panel orders 300 and 400 respectively for inclusion in a panel definition file, the one with panel order 300 appears on the menu before the one with panel order 400.

With these principles in mind, examine the example of the merging of three slot request files below into the menu shown below. The files shown are representations of slot request files for the purpose of this example.

<b>Table 3. PK1 Slot Requests</b>				
<b>Record Priority</b>	<b>Panel Name</b>	<b>Slot Name</b>	<b>Panel Order</b>	<b>Item File</b>
100	TOOLS	HAMMER	100	WOOD
100	TOOLS	WRENCH	200	ADJUST
100	TOOLS	SAW	300	HACK

<b>Table 4. PK2 Slot Requests</b>				
<b>Record Priority</b>	<b>Panel Name</b>	<b>Slot Name</b>	<b>Panel Order</b>	<b>Item File</b>
110	TOOLS	HAMMER	100	SLEDGE
110	TOOLS	KNIFE	150	BUTTER

PK1 and PK2 compete for the HAMMER slot on the TOOLS menu. The priority of the PK2 record is 110 while that of the PK1 record is 100, so the PK2 item file wins the competition. The panel orders tell us that a panel definition file formed by including PK1 and PK2 would contain SLEDGE, BUTTER, ADJUST, and HACK in that order.



<b>Table 5. PK3 Slot Requests</b>				
<b>Record Priority</b>	<b>Panel Name</b>	<b>Slot Name</b>	<b>Panel Order</b>	<b>Item File</b>
120	TOOLS	HAMMER	100	JACK

PK2 and PK3 compete for the HAMMER slot on the TOOLS menu. The priority of the PK3 record is 120 while that of the PK2 record is 110, so the PK3 item file wins the competition. JACK appears instead of SLEDGE on the TOOLS menu if PK3 is also included in the panel build.

---

**Table 6. TOOLS MENU**

---

1	JACK	Use a Jackhammer.
2	BUTTER	Use a butter knife.
3	ADJUST	Use an adjustable wrench.
4	HACK	Use a hacksaw.

---

The information above was contained in the item files JACK, BUTTER, ADJUST, and HACK.



## Summary of Changes

### **Summary of Changes for SH24-5123-03 for VM/IS 5.1**

#### ***How to Obtain the Previous Edition of This Publication:***

To obtain the edition of this publication that pertains to VM/IS 5.0, order SQ44-5123-00.

#### ***New Information***

- Part 1 of this book documents the new panel-driven tailoring facility.

#### ***Changed Information***

- Part 2 of this book has been updated to reflect the panel-driven tailoring facility where appropriate.
- The Appendixes have been updated to reflect changes for this release.

#### ***Miscellaneous***

Minor technical and editorial changes have been made throughout this manual.



## Index

### A

- adding a menu item 19
- adding a running header 72
- adding an application 132
- adding an introduction topic 161
- advanced tailoring 113, 115

### C

- CADAM 131
- Calling Panel ID window 90
- calling sequences
  - for EXECs 259
  - for modules 259
- changing a menu item 42
- changing a menu title 61
- changing a running header 72
- changing the order of menu items 37
- competitions 272
- component codes 123, 125, 138, 224
  - examples of
    - EG2 131
    - EG3 163
  - naming conventions 207
  - used by VM/IS 208
- content item files 168
  - detailed description 244
- conventions
  - naming 207
- creating a help panel 150
- creating a new menu 87

- creating a subtopic selection menu 166
- creating ISPF panels 150, 169
- CUSTOMIZATION menu 14

### D

- DATABASE menu 14
- deleting a menu item 49
- description lines
  - See also* \*DESCRIPTION\_TEXT
  - definition of 13
- Diskmode key 110
- DOCUMENT menu 14
- DTRFDEF file type 213

### E

- Edit Ccmds key 22
- Edit Running Header window 73
- EG2 component code 131
- EG3 component code 163
- ESA ACTN shared variable 256, 263
- ESACMD shared variable 256, 263
- ESADM module 262
- ESAFLOW file type 213
- ESAFM module 256, 263
- ESAHEAD file type 213, 245
- ESAINT 237
- ESAITEMx file type 213, 245
- ESANO shared variable 263
- ESANUM shared variable 256, 263
- ESAPKG file type 212

- ESAPREF file type 213, 245
- ESARUNHD file type 213, 245
- ESASRHM\$ file type 212
- ESASRIN\$ file type 212
- ESATEXT file type 213, 245
- ESATITLE file type 213
- ESAXPAN 237
- ESAXPANS 238
- ESIMAA1 237
- ESSESAOR file type 212
- ETUESAOR file type 212
- examples of panel tailoring
  - adding an application 132
  - adding an introduction topic 161
  - creating a Help panel 150
  - creating a subtopic selection menu 166
  - creating ISPF panels 150, 169
- EXECs
  - calling sequences 259
  - PFSETUP 216, 223, 233, 262
    - detailed description 260

## F

- file naming conventions 207, 215
- file types 212
  - ESAHEAD 245
  - ESAITEMx 245
  - ESAPREF 245
  - ESARUNHD 245
  - ESATEXT 245
- files
  - flow 255, 263
  - formats of 215
  - item 223, 225, 234, 262
    - content item files 168
    - detailed description 235
    - title item files 167
  - naming conventions 212
  - package definition 216, 218

- files (*continued*)
  - panel definition 233, 235, 244
  - question and answer 217, 218
  - slot request 216, 223, 233, 235, 244
- flow files 263
  - detailed description 255
  - examples of creating 159, 165, 168

## G

- GO menus 4, 116
- GRAPHICS menu 14
- group header
  - See \*HEADER\_TEXT

## H

- header
  - group
    - See \*HEADER\_TEXT
  - running
    - See also \*RUNNING\_HEADER
    - definition of 13
- help panels 4, 116, 210
  - creating 149
  - displaying 190
  - naming conventions 209

## I

- identifiers
  - \*AUTOPAGE 238
  - \*BOTTOM\_TEXT 240
  - \*COMMAND 249
  - \*COMPONENT\_CODES 217
  - \*DESCRIPTION\_TEXT 248
  - \*HEADER\_TEXT 246
  - \*HELP\_BOTTOM\_TEXT 241
  - \*HELP\_COMMAND 252

identifiers (*continued*)

- \*HELP\_DESCRIPTION\_TEXT 251
- \*HELP\_HEADER\_TEXT 251
- \*HELP\_KEY\_PHRASE 251
- \*HELP\_MORE\_TEXT 241
- \*HELP\_OFFSET 241
- \*HELP\_PANEL\_INFO 239
- \*HELP\_RUNNING\_HEADER 250
- \*HELP\_TITLE\_TEXT 241
- \*KEY\_PHRASE 248
- \*LONG\_PANEL\_INFO 236
- \*MORE\_TEXT 240
- \*NEXT\_PANEL 250
- \*NOPAGE 238
- \*OFFSET 241
- \*PACKAGE\_INSTALLED\_COMMAND 217
- \*PAGE 238
- \*PREFACE 214
- \*PROFS\_TEXT 250
- \*RUNHEAD 214
- \*RUNNING\_HEADER 245
- \*SHORT\_PANEL\_INFO 238
- \*TITLE 166, 214, 236, 244
- \*TITLE\_TEXT 240

indentation of menu items

See \*OFFSET

introduction panels

See online introduction panels

ISPF 97

- creating ISPF panels 169
- help panel 153
- library 157

item files 119, 130, 149, 223, 225, 234, 262

- detailed description 235
- examples of creating 165, 167, 168
- group header
  - use file type ESAHEAD 245
- non-selectable item
  - use file type ESATEXT 245

item files (*continued*)

- preface
  - use file type ESAPREF 245
- renaming 139
- running header
  - use file type ESARUNHD 245
- title 167
- items
  - selectable 13

## K

key phrase 92

See *also* \*KEY\_PHRASE  
definition of 13

on long and short menus 6

Key Phrase window 26, 43, 95, 98

## L

library for help panels 157

LIST menu 14

logical panels

See panels

long menus 4, 116

## M

MACLIB file type 213

MACLIBs

adding members

ADD function 266

commands 265

compressing

COMP command 267

creating

GEN parameter 266

deleting members

DEL function 266

description 265

- MACLIBs (*continued*)
  - displaying member
    - TYPE command 268
  - extracting a member 268
  - members
    - description 266
    - information 268
  - MOVEFILE command 268
  - printing member
    - PRINT command 268
  - references 265
  - replacing members
    - REP function 267
  - setting up member file definition
    - FILEDEF command 268
- MAIN menu 14
- menu items
  - adding 19
  - changing 42
  - changing order 37
  - deleting 49
  - moving 37
  - undeleting 49
- menus
  - changing the title 61
  - content 119
  - creating 87
  - CUSTOMIZATION 14
  - DATABASE 14
  - DOCUMENT 14
  - examples of tailoring
    - See examples of panel tailoring
  - GO 4, 116
  - GRAPHICS 14
  - help 4, 116
  - introduction 4, 116
  - LIST 14
  - long 4, 116
  - MAIN 14
  - OFFICE 14

- menus (*continued*)
  - order 121
  - PERSONAL 14
  - PRINTERS 14
  - PROFS main 127, 261
  - PROGRAM 14
  - rebuilding 188
  - saving 201
  - short 4, 116
  - subtopic selection
    - creating 166
  - tailorable 13
  - tailorable parts of 12
  - testing your tailored menus 191
  - title
    - changing 61
  - TOOLS 14
  - VMTASKS 14
- models
  - package definition files 218
  - question and answer files 221
  - slot request files 226
  - title item files 242
- modules
  - calling sequences 259
  - ESADM 262
  - ESAFM 252, 256
    - detailed description 263
- moving a menu item 37

## N

- naming conventions
  - component codes 207
  - content item files 244
  - FILEDEF files 254
  - files 212
  - flow files 256
  - package definition files 216
  - panel definition files 233

- naming conventions (*continued*)
  - panels 209
  - question and answer files 219
  - slot request files 224
  - slot requests 214
  - title item files 236
- narrative units 127
  - examples of creating 168, 169
- NLSESAQA file type 212

## O

- OFFICE menu 14
- offset
  - See \*OFFSET
- online help
  - See help panels
- online introduction panels 4, 116, 211
  - examples of creating 169
  - naming conventions 209
  - subtopic-selection 127
  - testing 193
  - topic-selection 127
- optional packages 13
- order of menu items
  - changing 37

## P

- package definition files 123, 130, 218
  - detailed description 216
  - examples of creating 163
  - used as models 218
- packaged applications 129
- panel definition files 235
  - detailed description 233
- panel IDs 126
- panel naming conventions 207
- panelid off 15, 126

- panelid on 15, 126
- panels
  - help 210
  - logical and physical 209, 210
  - naming conventions 209
  - online introduction 211
- PERSONAL menu 14
- PFSETUP EXEC 123, 216, 223, 233, 262
  - detailed description 260
- physical panels
  - See panels
- Pick a Key Phrase window 29, 99
- preface
  - See \*PREFACE
- preprocessing
  - in MACLIBs 270
- PRINTERS menu 14
- PROFS main menus 127, 261
- PROGRAM menu 14

## Q

- question and answer files 123, 130, 145, 217
  - detailed description 218
  - used as models 221

## R

- rebuilding menus 188
- reserved items 31
- running header
  - See also \*RUNNING\_HEADER
  - adding 72
  - changing 72
  - definition of 13

## S

- Save/Exit window 23, 34, 39, 46, 58, 69, 104

- saving menus 201
- Select Running Header window 77
- selectable items 119
  - definition of 13
- set serial off 152, 170
- shared variables
  - ESAACNTN 256, 263
  - ESACMD 256, 263
  - ESANO 263
  - ESANUM 256, 263
- short menus 4, 116
- slot request files 130, 216, 233, 235
  - detailed description 223
  - editing 141
  - examples of creating 164, 166
  - more information 271
  - renaming 141
  - used as models 226
- slot requests 121, 164, 166
  - competition
  - naming conventions 207, 214
- subtopic-selection menus 127

## T

- tailorable menus 13
- tailorable parts of a menu 12
- tailoring
  - advanced 113
  - introduction to advanced 115
  - testing your tailored menus 191
- tailoring panels
  - See examples of panel tailoring
  - See menus
- testing
  - help panels 191
  - online introduction panels 193
  - tailored menus 191
- title item files 167
  - detailed description 236

- title item files (*continued*)
  - used as models 242
- title line
  - See also \*TITLE
  - See also \*TITLE\_TEXT
  - definition of 12
  - examples of creating 167
- Title Text window 62, 67
- TOOLS menu 14
- topic-selection menu 127

## U

- Undelete window 52
- undeleting a menu item 49

## V

- VMTASKS menu 14

## W

- windows
  - Calling Panel ID 90
  - Edit Running Header 73
  - Key Phrase 26, 43, 95, 98
  - Pick a Key Phrase 29, 99
  - Save/Exit 23, 34, 39, 46, 58, 69, 104
  - Select Running Header 77
  - Title Text 62, 67
  - Undelete 52

## Numerics

- 322 minidisk 110, 201
- 326 minidisk 201

## Special Characters

&99 219, 236, 245  
\*AUTOPAGE 238  
\*BOTTOM\_TEXT 240  
\*COMMAND 249  
\*COMPONENT\_CODES 217  
\*DESCRIPTION\_TEXT 248  
\*HEADER\_TEXT 246  
\*HELP\_BOTTOM\_TEXT 241  
\*HELP\_COMMAND 252  
\*HELP\_DESCRIPTION\_TEXT 251  
\*HELP\_HEADER\_TEXT 251  
\*HELP\_KEY\_PHRASE 251  
\*HELP\_MORE\_TEXT 241  
\*HELP\_OFFSET 241  
\*HELP\_PANEL\_INFO 239  
\*HELP\_RUNNING\_HEADER 250  
\*HELP\_TITLE\_TEXT 241  
\*KEY\_PHRASE 248  
\*LONG\_PANEL\_INFO 236  
\*MORE\_TEXT 240  
\*NEXT\_PANEL 250  
\*NOPAGE 238  
\*OFFSET 241  
\*PACKAGE\_INSTALLED\_COMMAND 217  
\*PAGE 238  
\*PREFACE 214  
\*PROFS\_TEXT 250  
\*RUNHEAD 214  
\*RUNNING\_HEADER 245  
\*SHORT\_PANEL\_INFO 238  
\*TITLE 166, 214, 236, 244  
\*TITLE\_TEXT 240



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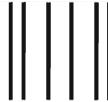
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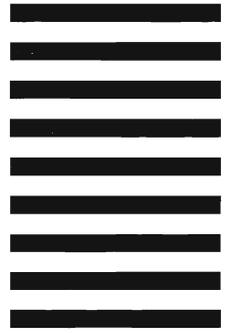


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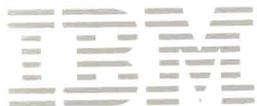


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