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Operating Your Computer

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Second Edition (April 1984)

This major revision makes obsolete SC21-9026-0. Changes or additions to the text and illustrations are indicated by a vertical line to the left of the change or addition. See *About This Manual* for a summary of major changes to this edition.

This edition applies to Release 2, Modification Level 0, of IBM System/36 System Support Program Product (Program 5727-SS1), and to all subsequent releases and modifications until otherwise indicated in new editions or Technical Newsletters. Changes are periodically made to the information herein; any such changes will be reported in subsequent revisions or Technical Newsletters.

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About This Manual

Who should use this manual . . .

This manual is intended for a person operating System/36 from any display station.

Before you begin to operate your system, be sure to read Chapter 1. It is not intended that you read the rest of the manual from front to back; instead, when you need to perform a particular task, refer to the chapter where that task is described. With this manual, the operator can:

- Use a display station to operate a System/36 with a 5360 System Unit or a 5362 System Unit
- · Use command keys and function keys to perform tasks
- Identify displays, keys, lights, and the Security switch on the control panel of the 5360 System Unit and the 5362 System Unit
- · Use the help menus
- · Perform initial program load (IPL) from disk and diskette
- · Sign on and sign off
- · Display and send messages

- Use commands to:
 - Control jobs
 - Control printing of jobs
 - Control devices
 - Use data communications
- · Start and stop the system
- · Interpret status displays
- · Use a diskette and a diskette magazine
- Use a magnetic tape

How this manual is arranged . . .

Introducing System/36

Starting System/36

Using System/36 displays and menus

Chapter 1 introduces you to System/36.

Chapter 2 tells you how to start System/36.

Chapter 3 explains how to sign on, how to use the displays after you sign on, and how to sign off.

Chapter 4 explains how to display, send, and reply to messages.

Using control commands

Understanding terms used in this manual

Chapters 5, 6, 7, and 8 contain examples and explanations of the displays for control commands. Use these chapters when you need to know which command to use to perform a task or when you know the name of a command but want more information.

Chapter 9 contains examples and explanations of the status display.

Chapter 10 contains the procedure commands that are used to save and maintain files and libraries. This chapter also describes how to apply a program temporary fix (PTF).

Chapter 11 contains instructions on how to use a diskette and a diskette magazine.

Chapter 12 contains information about labeling a magnetic tape. This chapter also contains the procedure commands that are used to initialize a tape and print or display statistical information about the tape volumes.

Chapter 13 contains a form(s) that your programmer or system manager should fill in so you know the steps to use to establish a communications link with the communications support that is on your system.

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

What you should know . . .

If you need more information . . .

Content and use of System/36 manuals

To use this manual effectively:

- You should be able to interpret the display indicators and the control panel on the display station that is attached to your system.
- You should be able to use the keyboard that is attached to your display station.

For operating instructions for your display station, refer to the operator's guide for the display station that is attached to your system.

You may need to refer to other IBM manuals for more specific information about a particular topic. The following list describes the information you may need and the IBM manuals in which you can find that information. Unless otherwise indicated, the manuals are System/36 manuals.

If you need a copy of any of the following manuals, contact your IBM representative.

 Guide to Publications, GC21-9015, which defines terms and abbreviations used in System/36 manuals and identifies the System/36 manual that describes a specific topic.

Display stations

Introduction to System/36

Keyboard template

- IBM 3180 Model 2 Display Station User's Guide, GA21-9469
- IBM 5251 Display Station Models 1 and 11 and IBM 5252 Dual Display Station Operator's Guide, GA21-9248
- IBM 5251 Display Station Models 2 and 12 Operator's Guide, GA21-9323
- IBM 5291 Display Station Operator's Guide, GA21-9409
- IBM 5292 Color Display Station Operator's Guide, GA21-9416
- *IBM 5550 System Setup Instructions*, GA18-2166, which includes information about the 5555 Display
- Learning About Your Computer, SC21-9018, which explains System/36 data processing.
- Keyboard Template (5251), GX21-7987, is a template that can be ordered to indicate which keys to press to use the functions available for specific System Support Programs (SSP) and Utilities Program Products.
- Keyboard Template (5291 and 5292), GX21-7929, is a template that can be ordered to indicate which keys to press to use the functions available for specific System Support Programs (SSP) and Utilities Program Products.

Magnetic character reader

Magnetic tape unit

Remote work station controller

Tabs

- Using and Programming the 1255 Magnetic Character Reader, SC09-1046
- IBM 8809 Magnetic Tape Unit Models 1C and 2C Operator's Guide, GA32-0077
- IBM 5294 Control Unit Operator's Guide and Operating Procedures, GA21-9370
- Tabs for Operating Your Computer, SX21-9802, are available to divide chapters of this manual. This will help you locate information quickly. Requests for tabs should be made to your IBM representative or to the IBM branch office serving your locality.

Messages

The following manuals include detailed explanations of messages that might be displayed while you are using your display station.

- · Assembler Messages, SC21-7942
- · BASIC Messages, SC21-7943
- COBOL Messages, SC21-7941
- · Communications and Systems Management Guide, SC21-8010
- FORTRAN IV Messages, SC21-9055
- · Multiple Session Remote Job Entry Messages, SC21-7944
- RPG II Messages, SC21-7940
- System Messages, SC21-7938
- · Utilities Messages, SC21-7939
- 3270 Device Emulation Messages, SC21-7945

Printers

Problem determination

Procedures and commands

- IBM 3262 Printer Models A1 and B1 Component Description and Operator's Guide, GA33-1530
- IBM 5219 Model D01/D02 Setup Procedures/Operator's Guide, GA20-1019
- IBM 5224 Printer Operator's Guide, GA34-0092
- IBM 5225 Printer Models 1, 2, 3, and 4 Operator's Guide, GA34-0054
- IBM 5256 Printer Operator's Guide, GA21-9260
- IBM 5553 Printer Setup Instructions, GA18-2192
- System Problem Determination, SC21-7919 for the 5360 System Unit, or SC21-9063 for the 5362 System Unit, which describes how to solve system problems when interactive and batch jobs do not work as expected, or when devices do not work as expected.
- Procedures and Commands Summary, SC21-9024, which summarizes the procedure commands, the control commands, the operation control language (OCL) statements, and the procedure control expressions (PCE) that are used to operate System/36.
- System Reference, SC21-9020, which contains detailed descriptions and examples of the procedure commands, the control commands, the operation control language (OCL) statements, and the procedure control expressions (PCE) that are used to operate System/36.

Security

Utilities program products

- System Security Guide, SC21-9042, which describes how to set up and maintain security on System/36.
- Character Generator Utility Guide, SC09-1055
- Creating Displays: Screen Design Aid and System Support Program, SC21-7902
- · Data File Utility Guide, SC21-7900
- · Ideographic Sort Guide, SC09-1054
- Source Entry Utility Guide, SC21-7901
- Work Station Utility Guide, SC21-7905

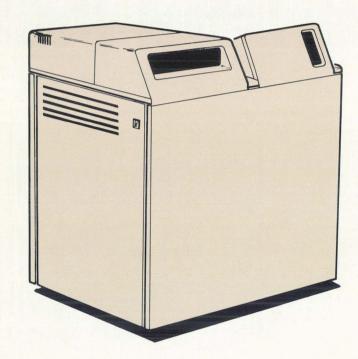
How this manual has changed . . .

The following changes were made since the first edition:

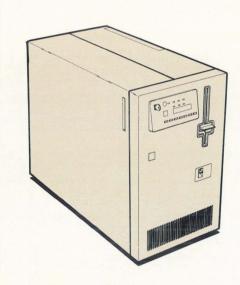
- Information about the 5362 System Unit has been added.
- · Information about magnetic tape has been added.
- Information about Communications and Systems Management has been added.
- Information about the following devices has been added: 3180 Model 2 Display Station, 5555 Display, Personal Computer Display Station, 5553 Printer, 5551 System Unit, 5294 Control Unit, 1255 Magnetic Character Reader.
- Information about the Remote Operation/Support Facility has been added.

Chapter 1. What You Need to Know About System/36

Now that you have received your System/36, you are probably looking forward to operating it. To become more comfortable with operating your system, please take a few minutes to review the information that is presented in this chapter.



Your System/36 can have either a 5360 System Unit or a 5362 System Unit. These system units are shown in the following illustrations.



Devices You Can Use With System/36

Depending on which System/36 system unit you have, there are certain devices that you can use.

DEVICES FOR THE 5360 SYSTEM UNIT AND THE 5362 SYSTEM UNIT

Following are the IBM devices you can use with both System/36 system units.

Display Stations

- 3180 Model 2
- 5251 Model 11
- 5291
- 5292 Models 1 and 2
- 5555 Model B01
- Displaywriter (5251 emulation)

Printers

- 5219
- 5224
- 5225
- 5256
- 5553

Personal Computer

• 5150 Personal Computer (5251 emulation)

Remote Work Station Controller

- 5251 Model 12 (can also be used as a display station)
- 5294

DEVICES ONLY FOR THE 5360 SYSTEM UNIT

Following are the IBM devices you can use only with the System/36 5360 System Unit:

- 1255 Magnetic Character Reader
- 3262 Printer
- 8809 Tape Drive

System/36 with the 5360 System Unit

Your system receives data (input) from a display station(s), from disk, from diskette(s), and from tape. The processing unit (in the system unit) processes the data and stores the data on disk (in the system unit), on diskette or on tape. The processed data (output) can also be directed to a printer or a display station. For more information about processing data on System/36, see the manual *Learning About Your Computer*.

The 5360 System Unit contains the main storage used for processing, and the disk used for disk storage. In addition, on top of the system unit are:

- The single-slot diskette drive or the diskette magazine drive. Diskettes are placed in these drives so the system unit can read data from the diskettes and write data to the diskettes. For more information, see Chapter 11, Using a Diskette.
- The control panel, which is used to control the operation of your system.

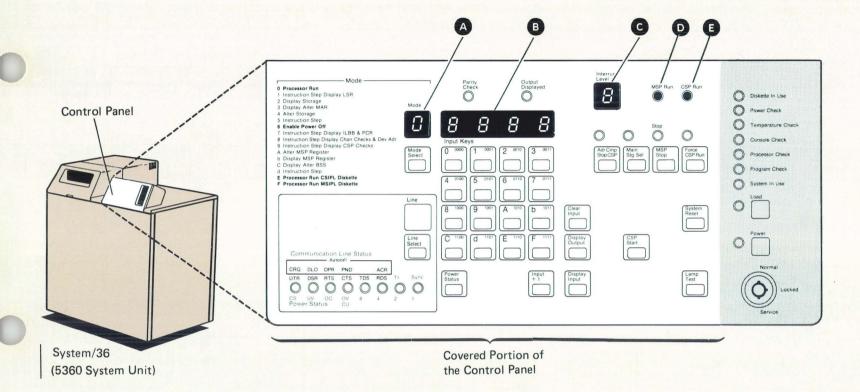
CONTROL PANEL

The control panel has a covered portion and an open portion.

Covered Portion of the Control Panel

The covered portion of the control panel is used mainly by service representatives. The system operator can use the covered portion for checking communications line conditions, for initial program load (IPL), and for problem determination.

The system operator does not need to use the covered portion during normal operation.



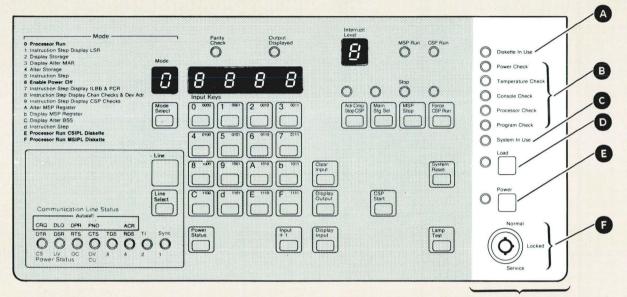
During normal operation:

- The Mode display should be zero.
- The Input/Output display has continuously changing numbers.
- The Interrupt Level display has continuously changing numbers.
- The MSP Run light is green and blinking.
- The CSP Run light is green and not blinking.

If the system is not operating normally, refer to the manual System Problem Determination.

Open Portion of the Control Panel

The open portion of the control panel is used mainly by the system operator. The open portion can also be used by a service representative who is servicing the system.



Open Portion of the Control Panel

- Diskette In Use: This light comes on when the diskette drive is reserved by a program. When this light is on, you can change a diskette(s) in the diskette drive if a program is not using the diskette(s). When this light is off, you can insert and remove diskettes.
- The following information tells why each of the check lights may be on. If a check light is on, there is a problem. For an explanation of how to correct the problem, refer to Chapter 1 in the manual System Problem Determination.
 - Power Check: This light comes on and the system turns off when there is a problem with electric current. This light blinks during a normal power-off sequence.
 - Temperature Check: This light comes on and the system-turns off when the system becomes too warm.
 - · Console Check: This light comes on when the system detects that the system console is not in operation.
 - Processor Check: This light comes on when the processing unit detects an error that the system cannot correct.
 - · Program Check: This light comes on when a program error is detected that the system cannot correct.

System In Use: This light comes on when programs are running.

Items D, B, and B are used during initial program load (IPL). For more information, see Chapter 2, Starting System/36.

- Load Key/Light: The Load key is used during IPL. You cannot use the Load key to perform any operations when the System In Use light is on. However, if the System In Use light and the Processor Check light are both on, you can use the Load key when you restart the system.
- Power Key/Light: The Power key is used to turn on the system prior to IPL and can be used to turn off the system. For more information, see Turning Off System/36 in Chapter 8.
- Security Switch: This switch has three positions: Normal, Locked, and Service. You need to use a key to change the positions.

Normal: The system can be turned on or off when the switch is in this position.

Locked: The system cannot be turned on when the switch is in this position.

Service: All functions on the control panel can be used when the switch is in this position. Service representatives need to set the switch to this position before servicing the system.

System/36 with the 5362 System Unit

Your system receives data (input) from a display station(s), from disk, and from diskette(s). The processing unit (in the system unit) processes the data and stores the data on disk (in the system unit) or on diskette. The processed data (output) can also be directed to a printer or a display station. For more information about processing data on System/36, see the manual Learning About Your Computer.

The 5362 System Unit contains the main storage used for processing, and the disk used for disk storage. In addition, on the front of the system unit are:

- The diskette drive. A diskette is placed in this drive so the system unit can read data from the diskette and write data to the diskette. For more information, see Chapter 11, Using a Diskette.
- The control panel, which is used to control the operation of your system.

CONTROL PANEL

The top portion of the control panel is used primarily by the system operator. The bottom portion is used primarily by service representatives and is used occasionally by the system operator for initial program load (IPL) and for problem determination.

Bottom Portion of the Control Panel

The bottom portion of the control panel is used mainly by service representatives. The system operator can use the bottom portion for checking communications line conditions, for initial program load (IPL), and for problem determination.

The system operator does not need to use the bottom portion during normal operation.

During normal operation:

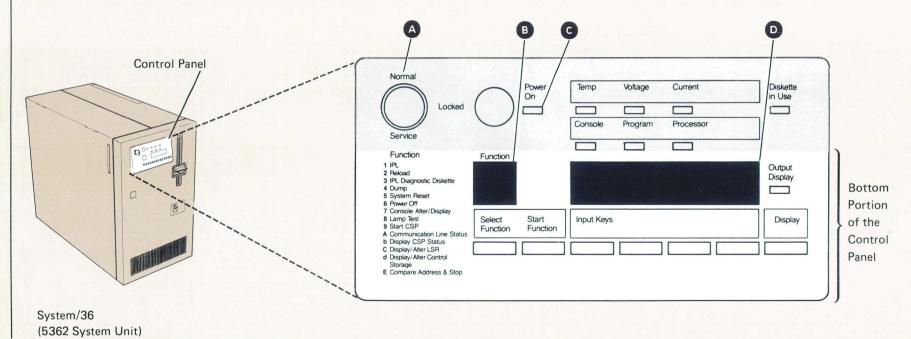
The Security switch is in the Normal position.

The Function display is blank unless a function was selected.

The Power On light is green.

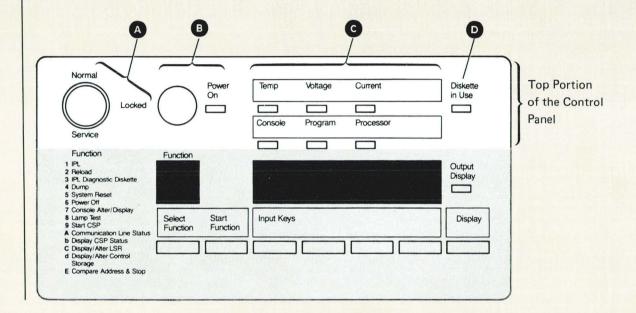
The Output display is blank.

If the system is not operating normally, refer to the manual System Problem Determination.



Top Portion of the Control Panel

The top portion of the control panel is used mainly by the system operator. The top portion can also be used by a service representative who is servicing the system.



Items (A) and (B) are used during initial program load (IPL). For more information, see Chapter 2, Starting System/36.

Security Switch: This switch has three positions: Normal, Locked, and Service. You need to use a key to change the positions.

Normal: The system can be turned on or off when the switch is in this position. If the switch is in this position when the system is turned on, an initial program load (IPL) from disk is performed automatically. Only function 1 (IPL) can be used when the switch is in this position.

Locked: The system cannot be turned on when the switch is in this position.

Service: The system can be turned on or off when the switch is in this position. Also, all functions can be used when the switch is in this position. Service representatives need to set the switch to this position before servicing the system.

Power On Key/Light: The Power On key is used to turn on the system prior to IPL and can be used to turn off the system. For more information, see Turning Off System/36 in Chapter 8.

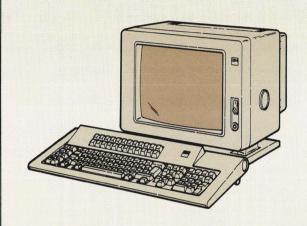
- The following information tells why each of the check lights may be on. If a check light is on, there is a problem. For an explanation of how to correct the problem, refer to Chapter 1 in the manual System Problem Determination.
 - Temp: This temperature light comes on and the system turns off when the system becomes too warm.
 - Voltage: This light comes on and the system turns off when there is too much voltage or not enough voltage for the system.
 - · Current: This light comes on and the system turns off when there is too much electric current for the system.
 - · Console: This light comes on when the system detects that the system console is not in operation.
 - Program: This light comes on when a program error is detected that the system cannot correct.
 - · Processor: This light comes on when the processing unit detects an error that the system cannot correct.
- Diskette In Use: This light comes on when the diskette drive is reserved by a program. When this light is on, you can change a diskette in the diskette drive if a program is not using the diskette. When this light is off, you can insert and remove diskettes.

Display Stations

Following are the display stations that you can use with your system. You should determine which display station you have. Then, before you operate your system, you should know the following about your display station:

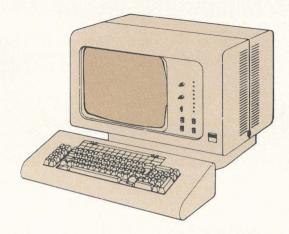
- · How to turn on and turn off your display station
- How to use the controls and switches on the display station control panel
- How to interpret the lights on the display station control panel
- · How to interpret the display indicators
- · How to use the keyboard

3180 MODEL 2 DISPLAY STATION



For operating instructions, see the 3180 Model 2 Display Station User's Guide.

5251 DISPLAY STATION

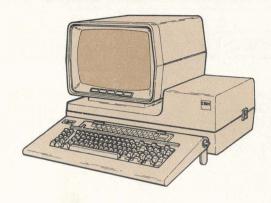


For operating instructions, see the 5251 Display Station Models 1 and 11 and 5252 Dual Display Station Operator's Guide.

Also refer to the 5251 Display Station Models 2 and 12 Operator's Guide.

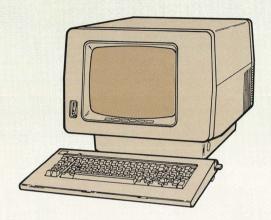
The 5251 Display Station Models 1 and 2 cannot be used with System/36.

5291 DISPLAY STATION



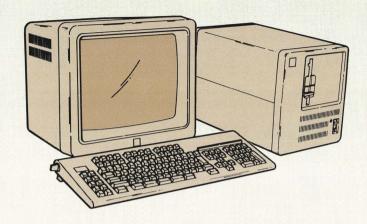
For operating instructions, see the 5291 Display Station Operator's Guide.

5292 COLOR DISPLAY STATION



For operating instructions, see the 5292 Color Display Station Operator's Guide.

5555 (MODEL B01) DISPLAY AND 5551 SYSTEM UNIT



For information about the 5555 Display and the 5551 System Unit, see the 5550 System Setup Instructions.

PERSONAL COMPUTER DISPLAY STATION

You can use your IBM personal computer like a display station with your System/36. Before you operate your System/36, you should know the following about your personal computer:

- · How to turn on and turn off your personal computer
- · How to use the controls and switches on your personal computer
- · How to interpret lights and display indicators
- · How to use the keyboard



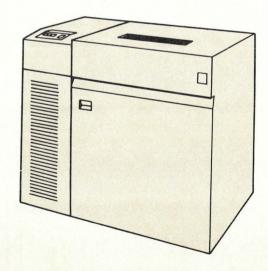
For operating instructions, see the Personal Computer 5250 Emulation Program User's Guide, Part Number 6329823.

Printers

Following are the printers that you can use with your system. You should determine which printer you have. Then, before you operate your system, you should know the following about your printer:

- · How to turn on and turn off your printer
- · How to load the paper or forms
- How to use the switches on the printer control panel (also known as the operator panel)
- How to interpret the lights on the printer control panel (also known as the operator panel)

3262 PRINTER (FOR 5360 SYSTEM UNIT ONLY)



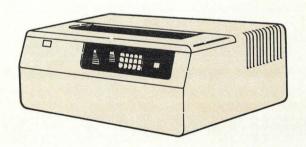
For operating instructions, see the 3262 Printer Models A1 and B1 Component Description and Operator's Guide.

5219 PRINTER



For operating instructions, see the 5219 Model D01/D02 Setup Procedures/Operator's Guide.

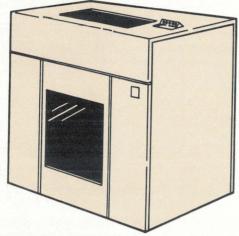
5224 PRINTER



For operating instructions, see the 5224 Printer Operator's Guide.

Note: 5224 Models 1 and 2 are nonideographic. 5224 Model 12 is ideographic capable.

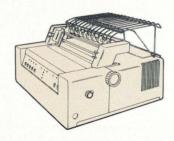
5225 PRINTER



For operating instructions, see the 5225 Printer Models 1, 2, 3, and 4 Operator's Guide.

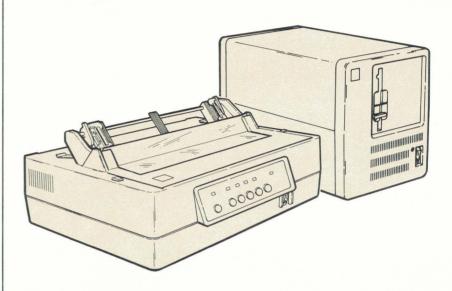
Note: 5225 Models 1 and 2 are nonideographic. 5225 Models 11 and 12 are ideographic capable.

5256 PRINTER



For operating instructions, see the 5256 Printer Operator's Guide.

5553 PRINTER AND 5551 SYSTEM UNIT



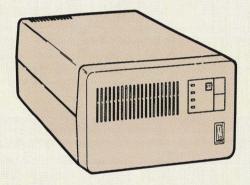
For information about the 5553 Printer, see the 5553 Printer Setup Instructions.

For information about the 5551 System Unit, see the 5550 System Setup Instructions.

Remote Work Station Controller (5294)

Before you operate your System/36, you should know the following about your 5294:

- · How to turn on and turn off your 5294
- How to use the controls and switches on the 5294 control panel
- How to interpret the lights on the 5294 control panel



For operating instructions, see the 5294 Control Unit Operator's Guide and Operating Procedures.

8809 Tape Unit (For 5360 System Unit Only)

Before you operate your system, you should know the following about your 8809 Tape Drive:

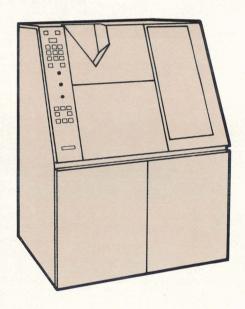
- · How to turn on and turn off your tape drive
- · How to load and unload the tape
- · How to use the switches on the tape control panel
- · How to interpret the lights on the tape control panel



For operating instructions, see the 8809 Magnetic Tape Unit Models 1C and 2C Operator's Guide.

1255 Magnetic Character Reader (For 5360 System Unit Only)

Before you operate your system, you should see the manual Using and Programming the 1255 Magnetic Character Reader for programming instructions and operating instructions for the 1255.



Types of Display Stations

A display station can be a system console, a command display station, or a data display station. When your system was defined during system configuration:

- · One display station was specified as the system console.
- One or more display stations may have been specified as command display stations.
- One or more display stations may have been specified as data display stations.

The illustration summarizes the uses of these display stations from the least to the most amount of control.

System Console

- Can be used as a command display station
- Can be used as a data display station



- Controls all jobs entered at all display stations
- Controls all printers
- Controls all jobs on the system
- Controls entire operation of the system

Command Display Station

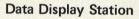
- Can be used as a data display station
- Can be an alternative system console



Controls jobs entered at this display station



- Controls jobs entered at this display station
- Controls one or more printers (subconsole)





- Controlled by a program

Command Keys and Function Keys

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

USING COMMAND KEYS

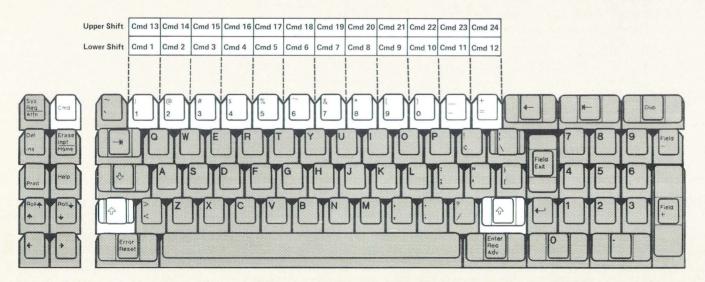
The keys on the top row of the keyboard function as command keys when used with the Command key When you use System/36 displays, the purpose of some command keys is shown on the display you are using. For example, when you use command key 3, a previous display or menu is shown. In addition, certain command keys have a special purpose if you use the Utilities Program Product or the sort utility. The special purposes are described in the respective reference manuals. Also, your programmer can decide to specify a special purpose for a command key. For example, your programmer may decide to have command key 7 end a job. The following illustration shows the relationship between the command keys and the top row keys on the 5251. 5291, and 5292 typewriter-like keyboards.

To use command keys 1 through 12:

- 1. Press and release the Command key | cmd | .
- 2. Press the top row key that corresponds to the number of the desired command key.

To use command keys 13 through 24:

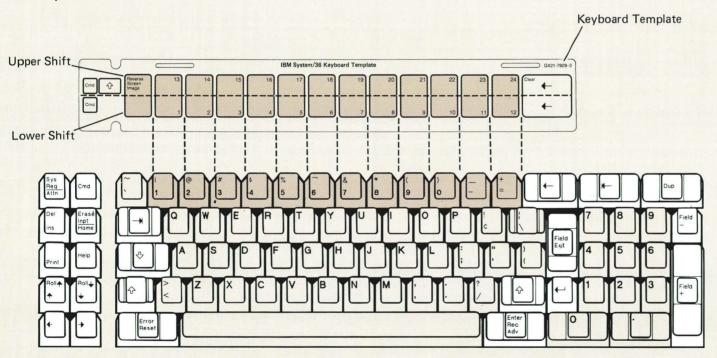
- Press and release the Command key cmd
- Press and hold the Shift key
- Press the top row key that corresponds to the number of the desired command key.



Using a Keyboard Template

A keyboard template indicates which keys to press to use the functions available for specific programs. It also indicates which keys to use for the help support that is available on System/36. The order number for the template for a 5291 or 5292 Display Station is GX21-7929; for a 5251 Display Station, the order number is GX21-7987.

Each template is divided into boxes that represent individual keys on the top row of the keyboard. When this template is placed above the keyboard, each box that represents a specific function is in the position above the appropriate top row key.



USING FUNCTION KEYS

You can use a function key to request an action. For example, you could use the Character Backspace key to move the cursor one position to the left.

The previous illustration shows (in white) the function keys on the 5251, 5291, and 5292 typewriter-like keyboards.

Function keys on the various display station keyboards generally perform the functions described in the separate operator's guides for the display stations. However, some of these keys have different purposes when the display station is used with System/36. The following summarizes those differences.

Attention (Attn) Key

You can use the Attn key to interrupt the job you are working on. For more information, see Interrupting a Job (Program) That Is Running in Chapter 5. If a program is in control of your display station, the program can determine the use of the Attn key.

Print Kev

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

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

Home Key

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

Help Key

The Help key is used to display an explanation of the display you are using. If a program is in control of your display station, the program determines the use of the Help key.

Commands

A command is a request to perform an operation or a procedure.

The two types of commands you can use to perform tasks are procedure commands and control commands.

If you know the name of the command, you can do one of the following at your display station:

- Type the name of the command and press the Enter key.
 If you use this method, you will also need to know the parameters to enter with the command. See Where Commands Are Described later in this chapter.
- Type the name of the command and press the Help key.
 If you use this method, a help display is shown that contains the parameters to enter with the command.
 Help displays are described later in this chapter.
- Type HELP, leave a blank space, type the name of the command, and press the Enter key. If you use this method, a help display is shown that contains the parameters to enter with the command. Help displays are described later in this chapter.

If you do not know the name of the command, you can use help menus to lead you to the command. Help menus are described later in this chapter.

USING PROCEDURE COMMANDS

A procedure command tells the System Support Program Product (SSP) to run a procedure. A procedure is a group of operation control language (OCL) statements that are stored in a library on disk and describe a specific job. The procedure can contain all the information necessary to run the job, or the procedure can request additional information from you. Entering one procedure command is equal to entering all the OCL statements in the procedure. See *Running a Job* in Chapter 5.

The SSP includes many procedure commands. When you use procedure commands, you can perform such tasks as initializing a diskette, displaying your history file, and saving your files and libraries. Programmers can also create a procedure for user programs and assign a name to the procedure. That name becomes a procedure command.

USING CONTROL COMMANDS

A control command is a command used by an operator to control the activity on the system. When you use control commands, you can perform tasks such as controlling jobs, communicating with other display stations, and displaying status information. The format of a control command to display a user menu is:

MENU menu name, [library name]

The brackets ([]), shown in the MENU command, indicate the library name does not have to be entered.

Abbreviations for Control Commands

Some control commands have an abbreviation. For example, the abbreviation for the control command STATUS SESSION is D S. This means you can enter either the command, STATUS SESSION, or its abbreviation, D S.

Using the STATUS Control Command to Display Status

When you are using your display station, you can find out information such as the position of your job on the job queue and where your job is to be printed. This and other information is available on status displays, which are described in Chapter 9.

WHERE COMMANDS ARE DESCRIBED

This manual shows how to use System/36 menus and displays to enter commands to perform tasks. For a detailed description of commands, their abbreviations, and their parameters, see the System Reference manual. For a summary of the commands, their abbreviations, and their parameters, see the Procedures and Commands Summary manual.

And, In Addition

Before you use your display station, you should be aware of:

- Security
- Communications
- · Problem determination
- · Help

SECURITY

If security is active on your System/36, security can affect:

- · Who can sign on
- · Which menus you can use
- Who can use programs in a library
- · Which data files and libraries you can use

The manual Learning About Your Computer describes the types of security on System/36.

COMMUNICATIONS

Before you can use the communications support on your system, you need to establish a communications link between your system and another location. The steps you should take to establish a communications link are described in Chapter 13.

Also, the displays that show communications information are described in Chapter 13.

PROBLEM DETERMINATION

The steps you can take to determine the cause of a problem for the system unit, display stations, printers, or communications lines are described in the manual System Problem Determination.

HELP

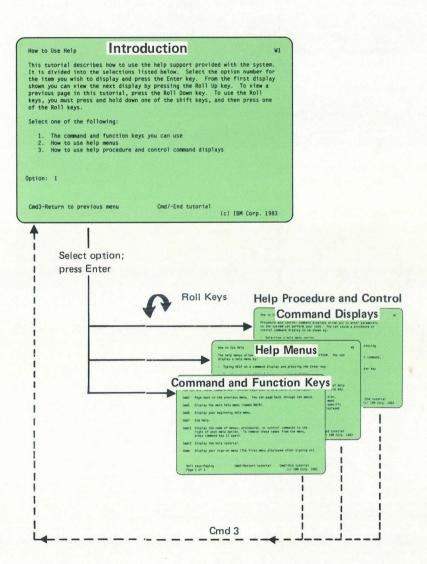
Help support is available on System/36 to aid you in using your system. Simply press the Help key to display help text for any System/36 menu or display you are using.

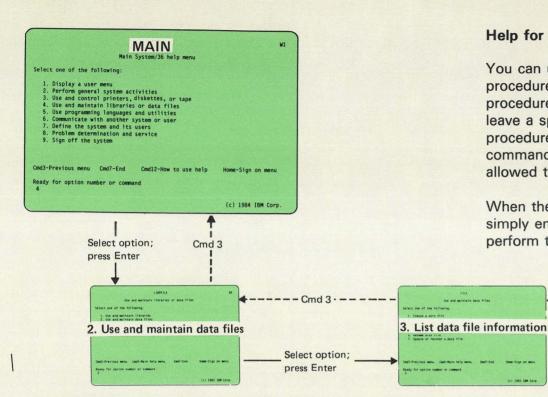
In addition, you can request:

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

Help Explanation

Press command key 12 to request a series of displays that explain how to use help. The command keys you can use, while you are using help, are also described. Press command key 7 to exit the explanation of help.





Help for Commands and Procedures

- Cmd 3 - -

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

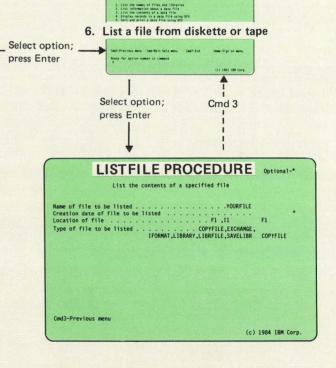
When the help for the command or procedure is shown, simply enter the parameters and press the Enter key to perform the task.

Help Menus

Use help menus to lead you to a command or procedure to perform a task. The Main System/36 Help menu is the starting point for help menus. Press command key 5 to request the Main System/36 Help menu, if it is not shown. When help menus are shown, only the options that you are allowed to use will be shown.

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

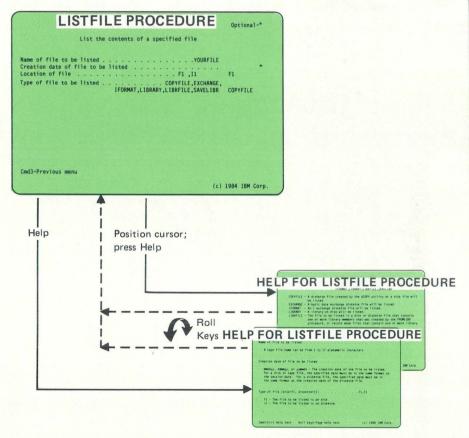
This example uses the task List the contents of a diskette exchange file. Menu options are shown that lead to the procedure (LISTFILE) where parameters can be entered to list a diskette exchange file.



Help Text for Commands and Procedures

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

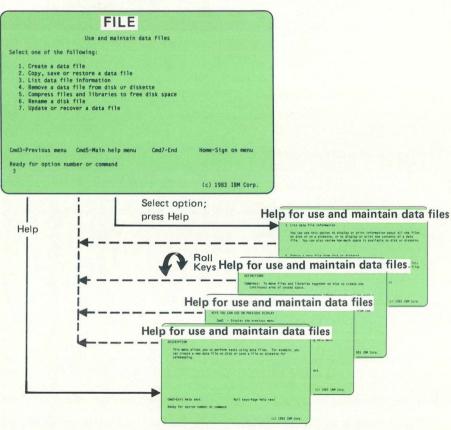
To return to the display from which you requested help, press command key 3.



Help Text for Help Menus

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

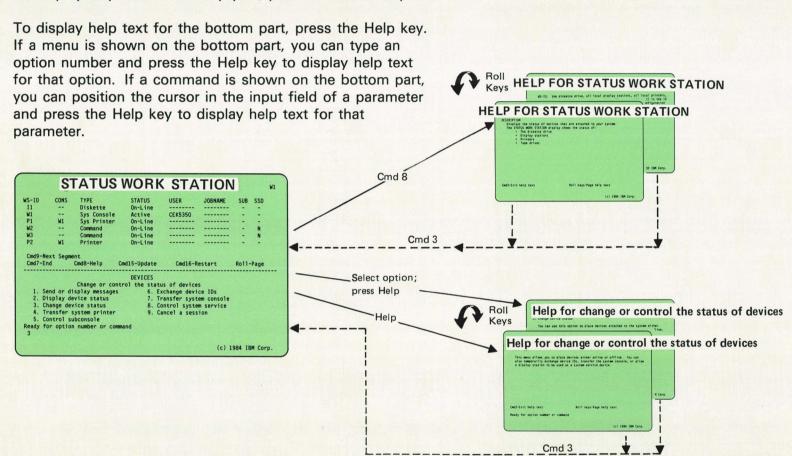
To return to the display from which you requested help, press command key 3.



Help Text for Status Displays

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

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



Chapter 2. Starting System/36

To prepare your system for operation, you must perform an initial program load (IPL). IPL causes the System Support Program Product (SSP) to be loaded into storage from either disk or diskette.

An IPL from disk is necessary:

- · Each time the system is turned on
- · After you perform an IPL from diskette

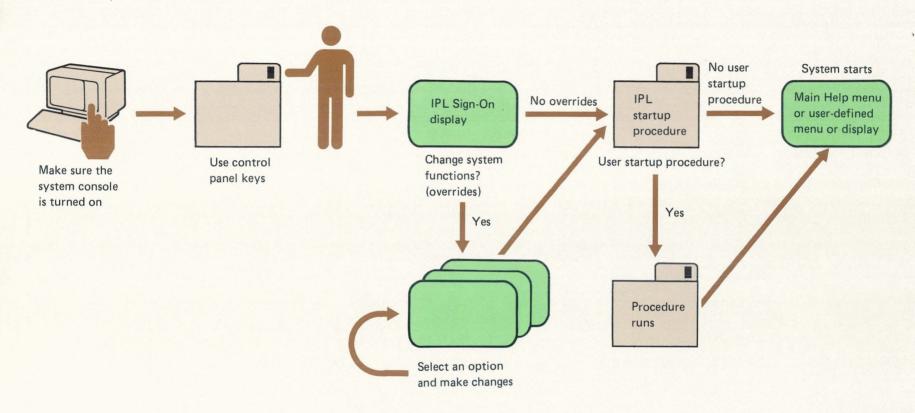
An IPL from diskette is necessary:

- · When the system is installed
- · When a new release of the SSP is installed

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IPL from Disk

The following illustration is an overview of IPL from disk.



USING THE CONTROL PANEL ON THE 5360 SYSTEM UNIT TO IPL FROM DISK

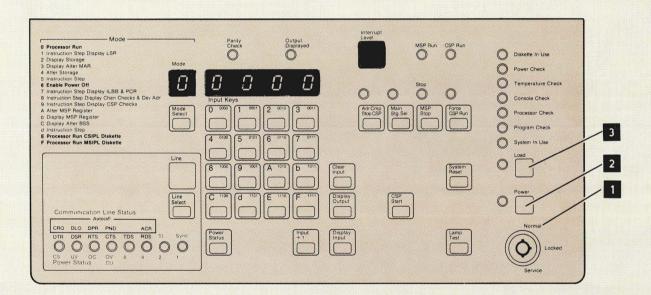
Before you start an IPL from disk, make sure the system console is turned on.

Then, use the control panel that is on the system unit.

- Make sure the Security switch is in the Normal position.
- 2 Press the Power key.

3 Press the Load key.

After a few minutes, an IPL Sign-On display, similar to the one shown in Figure 2-1, appears at the system console. If the IPL Sign-On display does not appear, refer to Chapter 1 of the manual System Problem Determination.



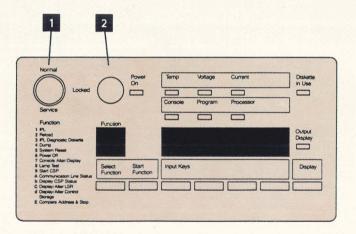
USING THE CONTROL PANEL ON THE 5362 SYSTEM UNIT TO IPL FROM DISK

Before you start an IPL from disk, make sure the system console is turned on.

Then, use the control panel that is on the system unit.

- Make sure the Security switch is in the Normal position.
- Press the Power On key.

After a few minutes, an IPL Sign-On display, similar to the one shown in Figure 2-1, appears at the system console. If the IPL Sign-On display does not appear, refer to Chapter 1 of the manual System Problem Determination.



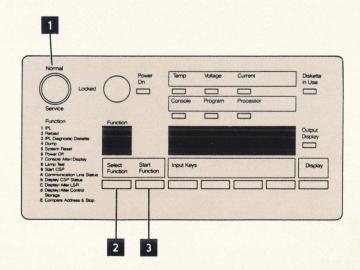
Performing a Re-IPL from Disk

Before you start a re-IPL from disk, make sure no other operators are using the system.

Then, use the control panel that is on the system unit.

- Make sure the Security switch is in the Normal position.
- Press the Select Function key; a 1 appears in the Function display.
- Press the Start Function key.

After a few minutes, an IPL Sign-On display, similar to the one shown in Figure 2-1, appears at the system console. If the IPL Sign-On display does not appear, refer to Chapter 1 of the manual System Problem Determination.



USING THE IPL SIGN-ON DISPLAY

When you perform an initial program load (IPL), you must use the IPL Sign-On display to:

- · Identify yourself to the system
- Set the system date and time

In Figure 2-1, the *Enter badge* prompt and the *Password* prompt are shown. These prompts are displayed only if badge security and password security are active on your system. For more information on these types of security, see the manual *Learning About Your Computer*.

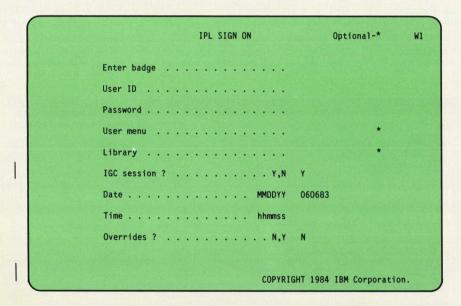


Figure 2-1. IPL Sign-On Display

Use the following information to respond to the prompts on the IPL Sign-On display.

After you type a field on the IPL Sign-On display, use the Field Advance key to advance the cursor from field to

field on the display. When you complete the fields, press the Enter key.

Enter badge: Pass your badge through the magnetic stripe reader.

User ID: Type your user ID, such as your name or initials, if the *Password* prompt is not displayed. If the *Password* prompt is displayed, type the user ID that was assigned to you by your security officer.

Password: Type the 4-character password that was assigned to you by your security officer. This password does not appear on the display when you type it.

User menu: Leave this field blank to display, following IPL, either a help menu or a default menu that was assigned to you by your security officer.

If you are not restricted to a menu, you can type:

- · A menu name to override a default menu
- · A zero (0) to display the command display

Note: You will not be able to sign on if the default menu that you are restricted to cannot be found in the library you specify during IPL, in your default library, or in the system library. If this happens, see your security officer.

Library: If a library name is displayed, you can:

- · Use the displayed library name
- · Type a different library name
- Type a zero (0) to use the system library
- Blank out the displayed library name to use either the system library or a default user library

If a library name is not displayed, you can:

- Leave this field blank to use either the system library or a default user library
- · Type the name of the library that you want to use
- Type a zero (0) to use the system library

IGC session: This prompt is displayed only if your system configuration has the ideographic version of the System Support Program Product (SSP), and if your display station is ideographic capable.

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

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

Date: The current system date is displayed. The system date format that is displayed can be YYMMDD, DDMMYY, or MMDDYY; where MM means month, DD means day, and YY means year.

You can type a different date or you can use the date that is displayed. If you type a different date, be sure to use the system date format that is shown on the display.

Time: Type the current time. The time format is hhmmss; where hh means hour, mm means minutes, and ss means seconds. Type the time in accordance with the 24-hour clock. For example, for an IPL at 4:30 p.m., type 163000 for the time.

This entry activates a timer, which establishes the time displayed on the display or printed on the printed output.

Overrides: The default value (N) is displayed. If you do not want to change any system functions, press the Enter key to continue with IPL. Figure 2-2 shows the display that appears next.

Normally, you will use the default value. However, if you have a need, you can change some system functions that were defined during system configuration.

Type a Y if you want to change some system functions; then, press the Enter key. Figure 2-3 shows the display that appears next.

Note: If you use the default value (N), the IPL Overrides – Programs to Be Run during IPL display (Figure 2-4) could appear before the display in Figure 2-2. Examples of programs to be run are: collecting diagnostic data, applying PTFs, and removing optional SSP features. These programs are described under *Displaying Programs* to Be Run during IPL later in this chapter.

IPL in Process

A display, similar to the one shown in Figure 2-2, can appear during IPL.

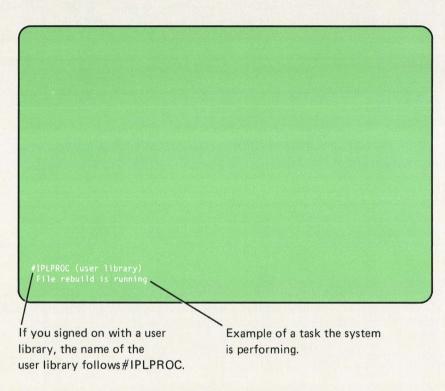


Figure 2-2. Display That Can Appear during IPL

#IPLPROC is the SSP IPL startup procedure. When the dedicated portion of the IPL startup procedure is complete, the message IPL initialization in progress is displayed on the bottom line of the display.

If you have a dedicated startup procedure (#STRTUP1), it is processed during the dedicated portion of #IPLPROC.

If you have a nondedicated startup procedure (#STRTUP2), the system processes your startup procedure after the #IPLPROC procedure has completed.

When the IPL process is complete, a help menu or a user menu is shown.

OVERRIDING IPL VALUES

The menu shown in Figure 2-3 is displayed if you specified Y for the Overrides prompt on the IPL Sign-On display. Use the IPL Overrides menu to select options to change system functions. Only the system functions that were defined during system configuration are displayed. You can select a specific option, make the change on the display that is shown, and return to the menu shown in Figure 2-3. You can then continue to select options to change system functions, or you can select the option to exit overrides and continue with IPL. Any changes that you make will affect only the current IPL.

IPL OVERRIDES MENU Select one of the following: 1. Exit overrides and continue with IPL 2. Display programs to be run during IPL 3. Change communications status 4. Change print spooling status 5. Change job queue status 6. Change IGC file status Option:

Figure 2-3. IPL Overrides Menu

To select an option, type the option number following Option and press the Enter key.

Exit overrides and continue with IPL: Select this option after you complete your changes or if you decide not to make any changes. Figure 2-2 will be displayed.

Display programs to be run during IPL: Select this option to display the programs that will be run during this IPL. Figure 2-4 will be displayed.

Change communications status: Select this option to change the status of remote work stations, the Autocall feature, or the X.21 feature. Figure 2-5 will be displayed.

Change print spooling status: Select this option to change the status of print spooling; for example, to clear the spool file or to start the spool writer. Figure 2-6 will be displayed.

Change job queue status: Select this option to change the status of the job queue; for example, to clear the job queue or to start the job queue. Figure 2-7 will be displayed.

Change IGC file status: Select this option to change the status of an IGC file; for example, to delete an IGC file(s) or to keep an IGC file(s). Figure 2-8 will be displayed.

Displaying Programs to Be Run during IPL

A display, similar to the one shown in Figure 2-4, appears if you selected option 2 (display programs to be run during IPL) on the IPL Overrides menu. The entries shown (Y, N) are the default values (those values that are used unless you change them). When the following display appears at your system console, only the prompts that correspond to a certain condition on your system are displayed. For example, if you have created a dedicated startup procedure called #STRTUP1, the #STRTUP1 – dedicated startup procedure prompt is displayed.

IPL OVERRIDES - PROGRAMS TO BE RUN DURING IPL	
To cancel a program, enter N (no).	
FILE REBUILD - examine and verify disk VTOC Y,N	Y
#STRTUP1 - dedicated startup procedure	Y
#STRTUP2 - nondedicated startup procedure Y,N	Y
APAR - collect diagnostic data	Y
PTF - apply PTFs to system	Υ
CNFIGSSP - drop system support	γ
FILE REBUILD - remove dump files	N

Figure 2-4. IPL Overrides - Programs to Be Run during IPL Display

Use the following information to respond to the prompts; then, press the Enter key to return to the IPL Overrides menu.

FILE REBUILD – examine and verify disk VTOC: This prompt is always displayed. Normally, you should use the default value (Y) to verify and correct the volume table of contents (VTOC) entries. The file rebuild procedure runs in dedicated mode, which means no other task can be started until file rebuild is complete.

Type an N if you have had a system failure and if you have not yet collected all the VTOC information.

#STRTUP1 – dedicated startup procedure: This prompt is displayed only if you have created a dedicated startup procedure called #STRTUP1. Use the default value (Y) to run this procedure. Type an N if you do not want to run the procedure during this IPL.

For more information on the dedicated startup procedure, see #STRTUP1 Procedure in the System Reference manual.

#STRTUP2 – nondedicated startup procedure: This prompt is displayed only if you have created a nondedicated startup procedure called #STRTUP2. Use the default value (Y) to run this procedure. Type an N if you do not want to run the procedure during this IPL.

For more information on the nondedicated startup procedure, see #STRTUP2 Procedure in the System Reference manual.

APAR – collect diagnostic data: This prompt is displayed if you are performing an IPL because of a processor check or a program check, and a system dump was taken prior to this IPL. Use the default value (Y) to run the authorized program analysis report (APAR procedure) to gather additional information for problem determination.

You should always run the APAR procedure when this prompt is displayed.

PTF – apply PTFs to system: This prompt is displayed if there are program temporary fixes (PTFs) to be applied to the system. Use the default value (Y) to apply the PTFs. Applying a program temporary fix is described in Chapter 10. Type an N if you do not want the PTFs applied during this IPL.

CNFIGSSP – drop system support: This prompt is displayed if, during system configuration, you specified that program products, optional System Support Program Product (SSP), or SSP features are to be dropped. Use the default value (Y) to drop the items you specified, during system configuration, from the system. Type an N if you do not want to drop the items you specified, during system configuration, from the system during this IPL.

FILE REBUILD – remove dump files: This prompt is displayed if there are dump files in the system that were created before the current IPL date. Use the default value (N) to retain the dump files in the system. Type a Y if you want the dump files removed.

Changing Communications Status

A display, similar to the one shown in Figure 2-5, appears if you selected option 3 (change communications status) on the IPL Overrides menu. The entries shown (Y, N) are the default values (those values that are used unless you change them).

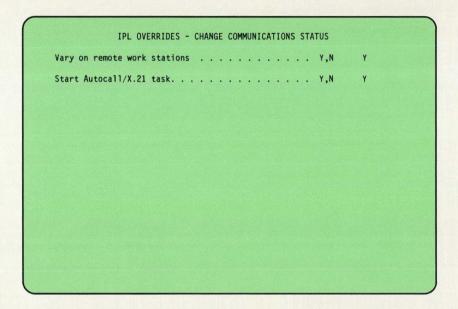


Figure 2-5. IPL Overrides - Change Communications Status Display

Use the following information to respond to the prompts; then, press the Enter key to return to the IPL Overrides menu.

Vary on remote work stations: This prompt is displayed if you specified remote work stations as automatic vary on during system configuration. Automatic vary on means the remote work stations will be started automatically during this IPL.

Type an N if you do not want the remote work stations to be started automatically during this IPL. After IPL, you must use the VARY ON command to start the remote work stations.

Start Autocall/X.21 task: This prompt is displayed if the Autocall feature or the X.21 feature is installed on your system. You can use the default value (Y) if Autocall or X.21 is to be active during this IPL. Type an N if you do not want Autocall or X.21 to be active during this IPL.

Changing Print Spooling Status

A display, similar to the one shown in Figure 2-6, appears if you selected option 4 (change print spooling status) on the IPL Overrides menu. You can use this display to change the print spool status for this IPL. The entries shown (Y, N) are the default values (those values that are used unless you change them).

	IPL OVE	ERRIDES -	CH	ANG	E P	RIN	T S	SPO	OOL	IN	G	ST	AT	US			
Cancel print	spooli	ng					٠									Y,N	N
Delete print	spool 1	file .								•				•		Y,N	N
Clear print	spool f	ile														Y,N	N
Start print	spool wi	riter(s)									•				•	Y,N	Υ

Figure 2-6. IPL Overrides - Change Print Spooling Status Display

Use the following information to respond to the prompts; then, press the Enter key to return to the IPL Overrides menu.

Note: When the display shown in Figure 2-6 appears at your system console, the *Cancel print spooling* prompt is the only prompt that is displayed.

If you use the default value (N) and press the Enter key, the Clear print spool file prompt and the Start print spool writer(s) prompt are displayed.

If you type a Y and press the Enter key, the Delete print spool file prompt is displayed.

Cancel print spooling: Type a Y to cancel print spooling for this IPL.

Delete print spool file: Type a Y to delete the print spool file from disk.

Clear print spool file: Type a Y to remove all entries that exist on the spool file. All data in the spool file is lost.

Start print spool writer(s): The default value for this prompt can be either Y (yes) or N (no), depending on your system configuration.

If the default value is Y, the spool writer(s) is started automatically during this IPL. Type an N if you do not want the spool writer(s) started automatically. After IPL, you must use the START PRT command to start the spool writer(s).

If the default value is N, the spool writer(s) is not started automatically during this IPL. If you use the default value N, you must use the START PRT command to start the spool writer(s) after IPL. Type a Y to start the spool writer(s) automatically during this IPL.

Changing Job Queue Status

A display, similar to the one shown in Figure 2-7, appears if you selected option 5 (change job queue status) on the IPL Overrides menu. You can use this display to change the job queue status for this IPL. The entries shown (Y, N) are the default values (those values that are used unless you change them).

Cancel job que	ie			•	•	•	u.				٠		lis 1	•	Y,N	N
Delete job que	ie					•		ġ.		ų.					Y,N	N
Clear job queue										٠		1			Y,N	N
Start job queue		164		٠,								Į,		·	Y,N	Y

Figure 2-7. IPL Overrides - Change Job Queue Status Display

Use the following information to respond to the prompts; then, press the Enter key to return to the IPL Overrides menu.

Note: When the display shown in Figure 2-7 appears at your system console, the *Cancel job queue* prompt is the only prompt that is displayed.

If you use the default value (N) and press the Enter key, the Clear job queue prompt and the Start job queue prompt are displayed.

If you type a Y and press the Enter key, the *Delete job* queue prompt is displayed.

Cancel job queue: Type a Y to cancel the job queue for this IPL.

Delete job queue: Type a Y to delete the job queue file from disk.

Clear job queue: Type a Y to remove all jobs from the job queue.

Start job queue: The default value for this prompt can be either Y (yes) or N (no), depending on your system configuration.

If the default value is Y, the job queue is started automatically during this IPL; however, jobs with a job queue priority of zero are not started. Type an N if you do not want the job queue started automatically. After IPL, you must use the START JOBQ command to start the job queue.

If the default value is N, the job queue is not started automatically during this IPL. If you use the default value N, you must use the START JOBQ command to start the job queue after IPL. Type a Y to start the job queue automatically during this IPL; jobs with a job queue priority of zero are not started.

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Changing IGC File Status

A display, similar to the one shown in Figure 2-8, appears if you selected option 6 (change IGC file status) on the IPL Overrides menu. The entries shown (N) are the default values (those values that are used unless you change them).

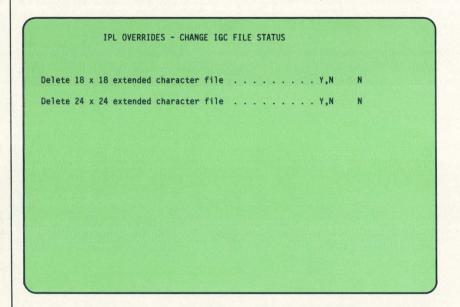


Figure 2-8. IPL Overrides - Change IGC File Status Display

Use the following information to respond to the prompts; then, press the Enter key to return to the IPL Overrides menu.

Note: When the display shown in Figure 2-8 appears at your system console, the prompt(s) that is displayed corresponds to the extended character file(s) that is on your system.

Delete 18 x 18 extended character file: Type a Y to delete the extended character file from your system.

Delete 24 x 24 extended character file: Type a Y to delete the extended character file from your system.

IPL from Diskette

An IPL from diskette is necessary:

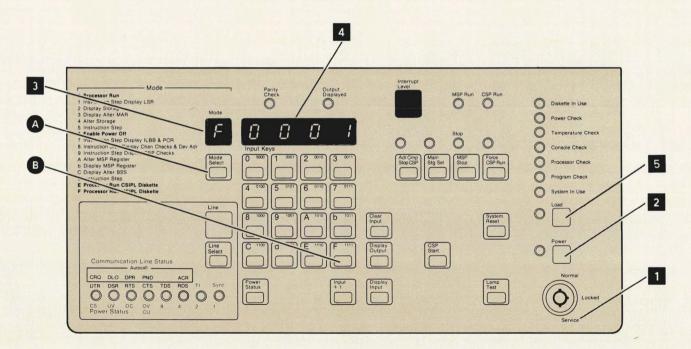
- · When the system is installed
- · When a new release of the SSP is installed

USING THE CONTROL PANEL ON THE 5360 SYSTEM UNIT TO IPL FROM DISKETTE

Before you start an IPL from diskette, make sure the system console is turned on.

Then, use the control panel that is on the system unit.

- Make sure the Security switch is in the Service position.
- 2 Press the Power key.
- Set the Mode display to F (Processor Run MSIPL Diskette) by pressing: A the Mode Select key, and B the F Input key.



If your system has a single-slot diskette drive, insert the first diskette in the diskette drive.

If your system has a diskette magazine drive, the first diskette will be selected from slot 1 of magazine 1. If you prefer to override this selection, you can perform an IPL from diskette slot 1 by setting the Input/Output display to 0001 (press the 0 Input key three times and then press the 1 Input key one time). Then, insert the diskette into diskette slot 1 or the diskette magazine into the diskette magazine drive.

Note: Refer to Chapter 11 for information about diskette handling.

5 Press the Load key.

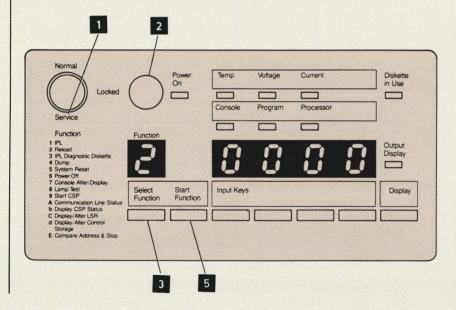
After a few minutes, the SSP Generation and Reload – Sign-On display, similar to the one shown in Figure 2-9, appears at the system console. If this display does not appear, refer to Chapter 1 of the manual System Problem Determination.

USING THE CONTROL PANEL ON THE 5362 SYSTEM UNIT TO IPL FROM DISKETTE

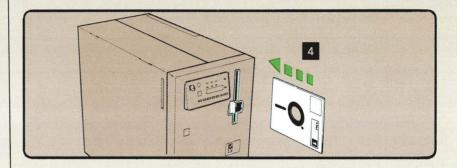
Before you start an IPL from diskette, make sure the system console is turned on.

Then, use the control panel that is on the system unit.

- Make sure the Security switch is in the Service position.
- 2 Press the Power On key.
- Press and release the Select Function key until a 2 appears in the Function display.



4 Insert the first diskette in the diskette drive.



Note: Refer to Chapter 11 for information about diskette handling.

5 Press the Start Function key.

After a few minutes, the SSP Generation and Reload - Sign-On display, similar to the one shown in Figure 2-9, appears at the system console. If this display does not appear, refer to Chapter 1 of the manual System Problem Determination.

SSP GENERATION AND RELOAD - SIGN-ON DISPLAY

SSP	GENERATION AND RELOAD - SIGN ON
User ID	
Password	
	COPYRIGHT 1983 IBM Corporation

Figure 2-9. SSP Generation and Reload - Sign-On Display

User ID: Type your user ID, such as your name or initials, if the *Password* prompt is not displayed. If the *Password* prompt is displayed, enter the user ID that was assigned to you by your security officer.

Password: Type the 4-character password that was assigned to you by your security officer. This password does not appear on the display when you type it. If security is not active, the *Password* prompt is not displayed.

After you type the information on the SSP Generation and Reload – Sign-On display, press the Enter key.

SSP GENERATION AND RELOAD – INPUT/OUTPUT DISPLAY

The display shown in Figure 2-10 informs the operator to perform an action, such as insert a diskette. After you perform the action that is requested, press the Enter key.

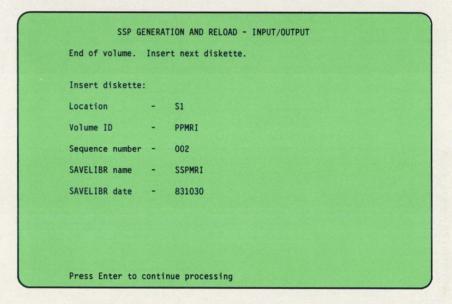


Figure 2-10. SSP Generation and Reload - Input/Output Display

SSP GENERATION AND RELOAD – MESSAGES DISPLAY

A display, similar to the one shown in Figure 2-11, informs the operator when the last diskette has been processed.

SSP GENERATION AND RELOAD - MESSAGES

SSP reload complete, remove diskettes.

SSP generation complete, MSIPL from disk required.

Figure 2-11. SSP Generation and Reload - Messages Display

Perform the following action for the 5360 System Unit:

- 1. Remove the diskette or the diskette magazine.
- 2. Set the Mode display on the control panel to 0 (Processor Run) by pressing:
 - a. The Mode Select key, and
 - b. The 0 Input key
- 3. Press the Load key.

After a few minutes, the IPL Sign-On display is shown. For more information about the IPL Sign-On display, refer to Figure 2-1.

Perform the following action for the 5362 System Unit:

- Remove the diskette.
- 2. Turn the Security switch to the Normal position; a 1 should appear in the Function display.
- 3. Press the Start Function key.

After a few minutes, the IPL Sign-On display is shown. For more information about the IPL Sign-On display, refer to Figure 2-1.

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

This chapter describes how to:

- · Sign on
- · Use the following displays after you sign on:
 - Command display that has a menu
 - Command display that does not have a menu
 - Standby display
 - Input-output display
 - Console display
 - Subconsole display
- · Change your session date
- Change your session library
- · Display the history file
- · Sign off

Signing On

After the system is started and after you turn on your display station, a Sign-On display is shown. If a Sign-On display is not shown, see the manual System Problem Determination.

Use the Sign-On display to:

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

The Enter badge prompt and the Password prompt are shown on the following display. These prompts are displayed only if badge security and password security are active on your system. For more information on these types of security, see the manual Learning About Your Computer.

The *User menu* prompt and the *Library* prompt are not shown if you are using a data display station.

The *IGC* session prompt is shown on the following display. This prompt is displayed only if your system configuration has the ideographic version of the System Support Program Product (SSP), and if your display station is ideographic capable.

	SIGN O				Optional-*	Wa
Enter badge	 			_		
User ID	 					
Password	 	2004				
User menu	 • • • • •				*	
Library					•	
IGC session ?	 • • •		. Y,N	Y		

Display Station

Identification (ID)

Use the following information to respond to the prompts on the Sign-On display. After you enter a field on the Sign-On display, use the Field Advance key to advance the

cursor from field to field on the display. To complete your sign-on, press the Enter key.

Enter badge: Pass your badge through the magnetic stripe reader.

User ID: Type your user ID, such as your name or initials, if the Password prompt is not displayed. If the Password prompt is displayed, type the user ID that was assigned to you by your security officer.

Password: Type the 4-character password that was assigned to you by your security officer. This password does not appear on the display when you type it.

User menu: Leave this field blank to display either a help menu or a default menu that was assigned to you by your security officer.

If you are not restricted to a menu, you can:

- · Type the name of the menu that you want to use
- Type a zero (0) to display the Command display

Note: You will not be able to sign on if the default menu that you are restricted to cannot be found in the library you specify, in your default library, or in the system library. If this happens, see your security officer.

Library: If a library name is displayed, you can:

- · Use the library name
- · Type a different library name
- Type a zero (0) to use the system library
- · Blank out the displayed library name to use either the system library or a default user library

If a library name is not displayed, you can:

- · Leave this field blank to use either the system library or a default user library
- . Type the name of the library that you want to use
- Type a zero (0) to use the system library

IGC session: Use the default value (Y) if you want ideographic characters shown on system messages and displays.

Type an N if you want Katakana or alphameric characters shown on system messages and displays.

Using Displays after Sign-On

After you sign on at the system console (IPL Sign-On display) or at a command or data display station (Sign-On display):

- The menu you specified or the default menu assigned to you by your security officer is displayed. See *Using a Menu* under *Running a Job* in Chapter 5 for an explanation of menus.
- A help menu is displayed if you did not specify a menu and you do not have a default menu assigned to you.
- The Command display that does not have a menu is displayed if you entered a zero for the *User Menu* prompt on the Sign-On display.

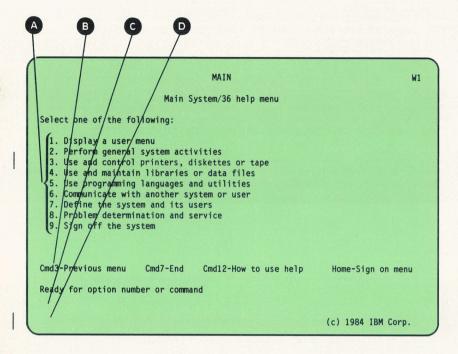
USING A COMMAND DISPLAY THAT HAS A MENU

Displays that have menus are also called command displays because you can enter control commands, procedure commands, and operation control language (OCL) statements on these displays. The prompt, Ready for option number or command, is shown near the bottom of a command display. For example, the Main System/36 Help menu could also be called a command display.

Using the Main System/36 Help Menu

You can use the Main System/36 Help menu to:

- Request help support that is available on System/36
- · Select an option
- Enter commands, procedures, or OCL statements
- · Sign off the system



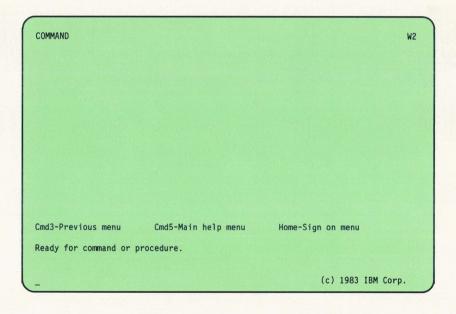
- The options you can choose when you know the general task you want to perform, but you do not know the name of the command or procedure that performs the task. When you select an option, another help menu is displayed. As you continue to select options, you will proceed to the command or procedure that performs the task.
- The command keys that you can use. These and other keys that you can use are described in Chapter 4.
- The command area on the display where you can enter an option number, a control command, a procedure command, or OCL statements. This area has two entry lines.
- The area on the display where messages are shown.

USING THE COMMAND DISPLAY THAT DOES NOT HAVE A MENU

Use the following display to enter commands, procedures, and operation control language (OCL) statements.

To request this Command display, type a zero (0) when you are using a display that has the prompt. Ready for option number or command, and press the Enter key.

Note: If Console appears in the lower-right corner of the display, you cannot use option 0.



After you use the Command display, press command key 3 to return to the previous display that you were using, press command key 5 to display the Main Help menu, or press the Home key to display your sign-on menu.

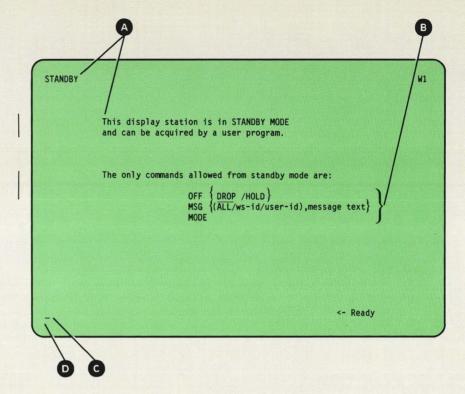
USING THE STANDBY DISPLAY

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

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

If you are using a display station that was specified as a data display station when your system was configured, you cannot use command displays.

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

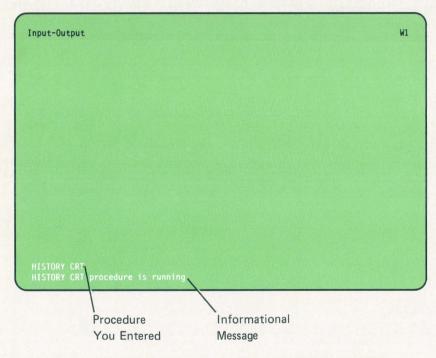


- A Indicates that you are using a data display station or that you entered the MODE command at a command display station.
- B The commands you can use.
- The area on the display where you can enter input. This area has two entry lines.
- **D** The area on the display where messages are shown.

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

UNDERSTANDING THE INPUT-OUTPUT DISPLAY

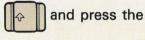
The Input-Output display is shown when the system is processing a procedure that you entered. The display will contain an informational message that tells you which procedure is running. For example, if you type HISTORY CRT and press the Enter key to display your history file, the system displays the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



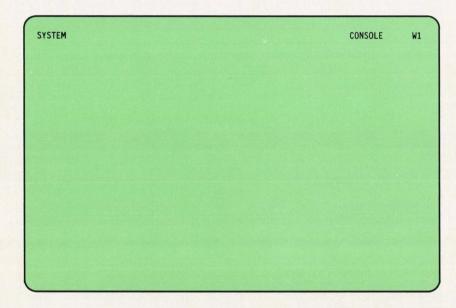
After the Input-Output display is shown, the system displays your history file. After you view your history file, press command key 7 to return to the display on which you typed the name of the procedure.

USING THE CONSOLE DISPLAY

The Console display can be displayed only at the system console. To request this display:



- · Release these keys.
- Press the Enter key; a display similar to the following Console display is shown.



You can use the Console display to receive and send messages, and to enter all control commands except JOBQ, MENU, MODE, and OFF. The control commands enable you to control system activity.

You cannot use the Console display, or any display that has the word Console in the upper-right corner or the lower-right corner, to enter procedure commands. These commands must be entered on a command display.

To return to a display after using the Console display:

- Hold down the Shift key and press the Sys Req key
- · Release these keys.
- · Press the Enter key.

Requesting a Help Menu from the Console Display

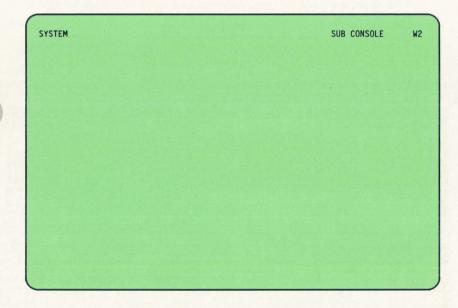
To request a help menu when the Console display is shown:

- Press command key 5, or type HELP and press the Enter key, to display the System Console menu, or
- Type the name of a help menu and press the Help key, or
- Type HELP, leave one space, and type the name of a help menu; then, press the Enter key.

USING THE SUBCONSOLE DISPLAY

The Subconsole display can be displayed only at a subconsole (a display station that controls one or more printers). To request this display:

- Hold down the Shift key and press the Sys Req key
- Release these keys.
- · Press the Enter key; a display similar to the following Subconsole display is shown.



You can use the Subconsole display to receive and send messages, and to enter control commands except JOBO, MENU, MODE, and OFF. You cannot enter control commands that are restricted to the system console, such as START SYSTEM and STOP SYSTEM.

You cannot use the Subconsole display, or any display that has the word Subconsole in the upper-right corner or the lower-right corner, to enter procedure commands. These commands must be entered on a command display.

To return to a display after using the Subconsole display:

- Hold down the Shift key and press the Sys Req key
- · Release these keys.
- · Press the Enter key.

Requesting a Help Menu from the Subconsole Display

To request a help menu when the Subconsole display is shown:

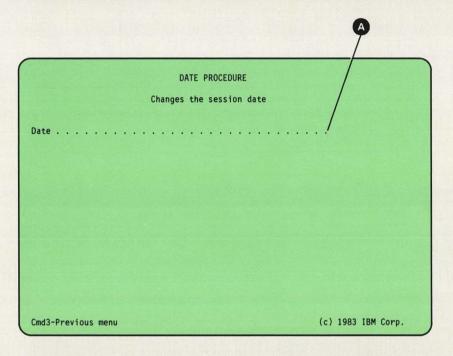
- Press command key 5, or type HELP and press the Enter key, to display the Subconsole menu, or
- Type the name of a help menu and press the Help key, or
- · Type HELP, leave one space, and type the name of a help menu; then, press the Enter key.

Changing Your Session Date

You can change the date for your session if you know the system date format that was used when your system was started. The system date format that was used could be YYMMDD, DDMMYY, or MMDDYY; where YY means year, MM means month, and DD means day.

To change the date when you know the system date format:

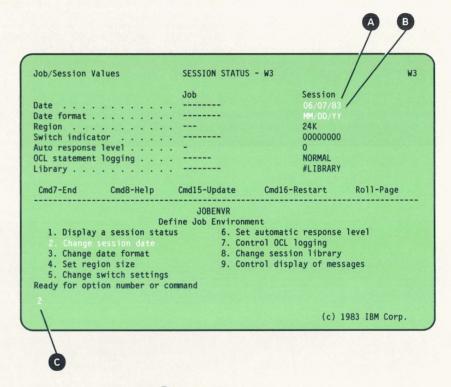
- Type DATE on the entry line of a command display.
- Press the Help key; the following display is shown.



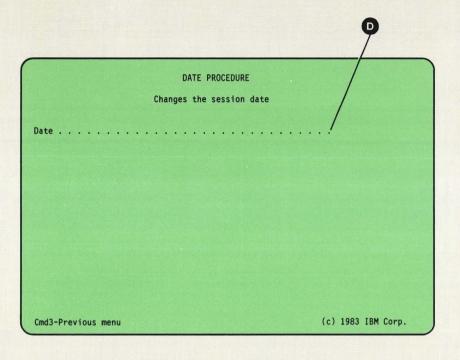
- Type the date you want to use for your session A.
- Press the Enter key to change the date and to return to the display that you were using.

To change the date when you do not know the system date format:

- . Type D S (or STATUS SESSION) on the entry line of a command display.
- · Press the Enter key; the following display is shown.



- The session date is shown.
- The date format B is shown.
- Type a 2 c to select the option to change the session date.
- · Press the Enter key; the following display is shown.



- Type the date for your session **D** using the format shown on the previous display.
- Press the Enter key to change your session date.

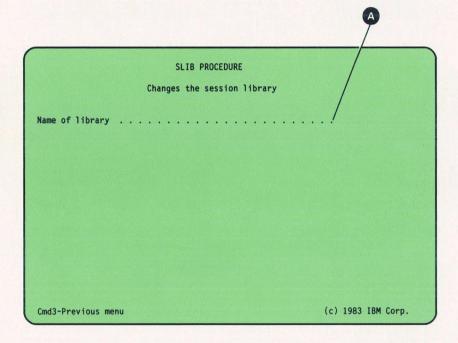
Note: The *System Reference* manual contains additional information about the DATE procedure.

Changing Your Session Library

Your session library is the default library or the library that you specified when you signed on to your display station.

To change your session library:

- Type SLIB on the entry line of a command display.
- · Press the Help key; the following display is shown.



- · Type the name of the library you want to use for your session A.
- · Press the Enter key to change the library and to return to the previous display that you were using.

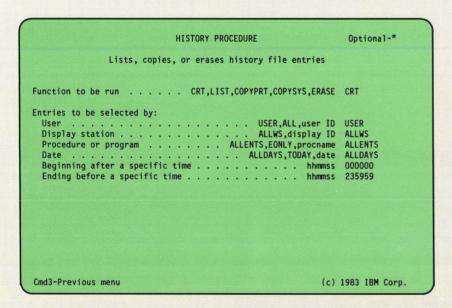
Note: The System Reference manual contains additional information about the SLIB procedure.

Displaying the History File

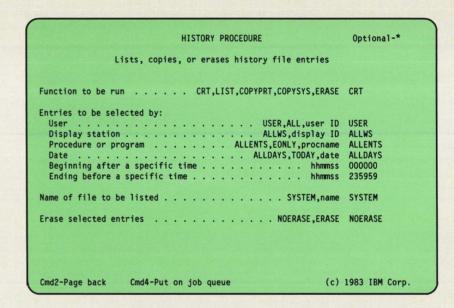
The history file contains a log of everything that has occurred in the system, in the order in which it occurred.

To display the history file:

- Type HISTORY on the entry line of a command display.
- · Press the Help key; the following display is shown.

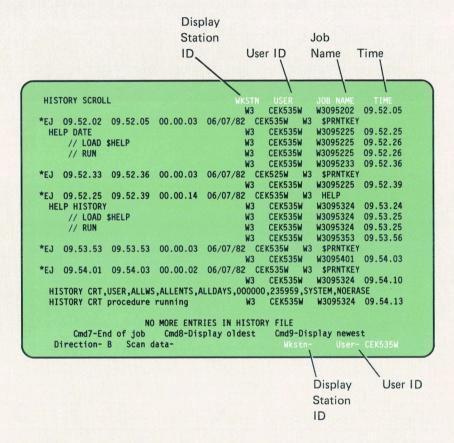


- · Press the Enter key to display additional parameters.
- · The following display is shown.



Note: This example uses the default values that are shown for the parameters for the HISTORY procedure. You can press the Help key to view an explanation of the parameters.

· Press the Enter key to display the history file. Following is an example of the history file.



· After you have viewed the history file, press command key 7 to return to the display that you were using.

Note: The System Reference manual contains additional information about the HISTORY procedure.

Signing Off

When you have completed your session, you can sign off in one of two ways:

- Type OFF on the entry line of a command display (with or without a menu) and press the Enter key.
- Type a 9 if the Main System/36 Help menu is displayed and press the Enter key.

If you are using a remote display station, you may need to sign off by using the OFF DROP command or the OFF HOLD command. The System Reference manual contains information about these commands.

Chapter 4. Learning About Messages

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

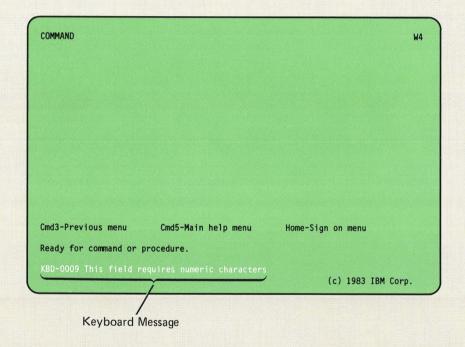
- A blinking 4-digit number appears in the lower-left corner of your display, and the Input Inhibited light is on at your display station. You have a keyboard message waiting to be displayed. See Displaying Keyboard Messages later in this chapter.
- A message appears and an alarm may sound. A
 procedure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

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

DISPLAYING KEYBOARD MESSAGES

Keyboard messages are indicated by a blinking 4-digit number in the lower-left corner of the display, and the Input Inhibited light is on at your display station. If you know the cause of the error, press the Error Reset key and enter the required data again.

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



UNDERSTANDING THE KINDS OF MESSAGES THAT ARE DISPLAYED

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

- Not require a response (it is an informational message)
- · Instruct you to perform an action
- Require a response

Informational Messages

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

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

Specifying That Informational Messages Are Not to Be Displayed

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



- Type INFOMSG NO A on a command display.
- · Press the Enter key.

If you are using the system console, enter the INFOMSG NO command on a command display. Then, if you do not want to use the REPLY command to reply to informational messages when they appear at the console display:

- Type INFOMSG NO (on the console display).
- · Press the Enter kev.

Notes:

- 1. After you enter the INFOMSG NO command, informational messages that are responses to a command such as CANCEL command successful are displayed. An informational message such as Payroll procedure is running is not displayed.
- 2. If an alarm sounds and no apparent message has been sent to the console display, the job that sent the message has ended and the message was removed. This happens if, during system configuration, the option to keep informational messages was not selected.
- 3. After you have used the INFOMSG NO command to prevent most informational messages from being displayed, you can use the INFOMSG command to indicate that most informational messages are to be displayed.

Messages That Instruct You to Perform an Action

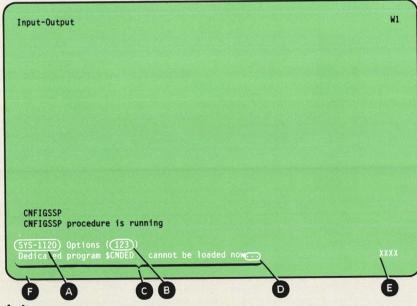
System/36 may display messages that instruct you to perform an action such as:

- End of volume-insert next diskette
- · Printer P1 is not ready

To respond to these messages, perform the action that is required.

Messages That Require a Response

System/36 displays a message for various reasons. For example, you might use a command or a procedure that requests System/36 to perform an action that is not allowed. When this happens, you need to enter a response to the message. The message has an identifier, options that you can enter, and text that explains the message. Following is an example of a message that requires a response.



You can have the system respond to some messages for you. This is called automatic response. For more information on automatic response, see NOHALT Procedure in the System Reference manual.

 The message identifier A is 3 or 4 alphabetic characters followed by a dash and four numbers. Each message that has an identifier, other than USER, is described in a messages manual. The following table shows the character code, the code meaning, and the manual where the messages are described.

Code	Meaning	Manual
ASM	Assembler	Assembler Messages
BAS	BASIC	BASIC Messages
CBL	COBOL	COBOL Messages
CGU	Character generator utility	Character Generator Utility Guide
CNFG	Configuration	System Messages
DFU	Data file utility	Utilities Messages
DSNX	Distributed system node	Communications and
	executive	Systems Management Guide
EMU,	3270 device emulation	3270 Device
ESU		Emulation Messages
FORT	FORTRAN	FORTRAN IV
KDD	Variable	Messages
KBD	Keyboard	System Messages
RJE	Remote job entry	MSRJE Messages
RPG	RPG II	RPG II Messages
SDA	Screen design aid	Utilities Messages
SEU	Source entry utility	Utilities Messages
SORT	Sort program	System Messages
SRTX	IGC sort utility	Ideographic Sort Guide
SYS	System support program product	System Messages
WSU	Work station utility	Utilities Messages

The messages are listed in sequence within each manual by the 4-digit number. This number is called a message identification code.

The options
 B you can use to respond to the message
 are shown within the parentheses. Each message shows
 only the options that are allowed.

The following describes what generally happens when you select an option to respond to a message. Because each message has a different description, always refer to the *Options* part of each message description in the appropriate messages manual for specific details.

Option 0: When you select this option, generally the error is ignored and the job continues.

Option 1: When you select this option, generally the operation that caused the error is retried and you can continue the job.

Option 2: When you select this option, generally the job step is ended. If this option ends the job step, the job continues with the next job step.

Option 3: When you select this option, the job is canceled.

Option D: This option is available when option 3 is displayed; however, option D is not displayed and is not described in the message description. When you select this option, the contents of main storage and control storage are copied into the dump area on disk. The system actions described for option 3 occur.

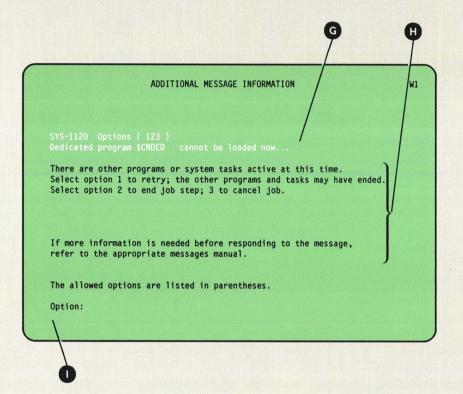
Option H: This option is available when option 3 is displayed if you are using a help display. When you select this option, the display where you made the error is shown again. You can then correct the error and continue your job.

- The message text C.
- Three periods
 at the end of the message text indicate
 there is additional information that you can display for the
 message. If you press the Enter key or the Help key
 without typing an option number, the additional message
 information display is shown.
- If a 4-character system reference code is displayed E, use the message identifier A to refer to the message description in the appropriate messages manual. If you need to call for service, record the system reference code, press the Print key, and give the code and the printout to your service representative.
- If you do not display the additional message information display, type your response on the entry line pand press the Enter key.

If you are using the Console display, you must respond to the message with the REPLY command, which is described later in this chapter.

Additional Information for a Message

Following is an example of an Additional Message Information display.



- The message G is shown again.
- Type an option number 1.
- Press the Enter key to respond to the message.

DISPLAYING MESSAGES THAT ARE WAITING

Displaying Messages at the System Console or a Subconsole

To display a message that was sent to the Console display when you are using a command display or when you are running a job, switch to the Console display or a subconsole display. To switch:

- · Hold down the Shift key and press the Sys Reg key.
- · Release these keys.
- · Press the Enter key; the message is displayed.

To display messages when you are using the Console display, press the Enter key; the messages are displayed. If the Message Waiting indicator stays on:

- The display is full of messages that have not been replied to. See Replying to Messages at the System Console or a Subconsole later in this chapter.
- · A job that is running may have displayed a message. Return to the command display.

Replying to messages at the system console and at a subconsole is explained later in this chapter.

Displaying Messages at a Command Display Station or a **Data Display Station**

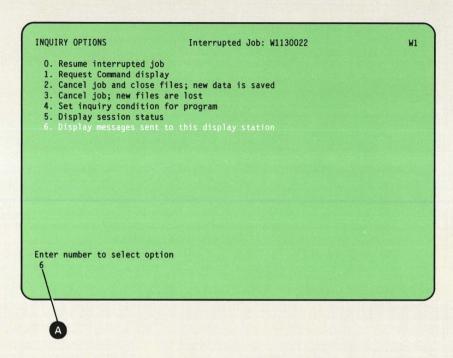
Messages sent to a display station that is not signed on are displayed automatically after sign-on if security is active on vour system.

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

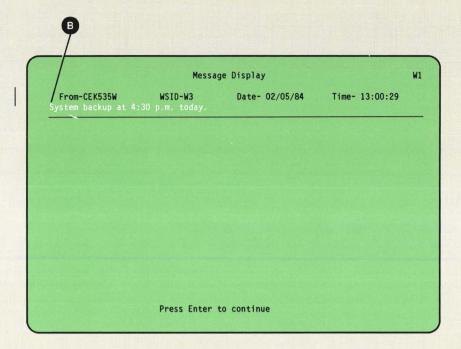
- · Type MSG on the entry line.
- Press the Enter key: the message is displayed.
- · Press the Enter key to exit the message display.

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

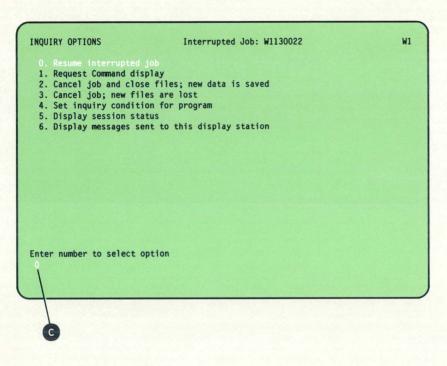
When you sign off, any messages that were waiting to be displayed at your display station are displayed automatically. To display a message when you are running a job, press the Attn key. A display similar to the following is shown.



- Type a 6 A.
- Press the Enter key; the message is shown on a display similar to the following.



 After you read the message B, press the Enter key to return to the Inquiry Options display.



- Type a zero (0) C.
- Press the Enter key to return to your interrupted job.

SENDING A MESSAGE

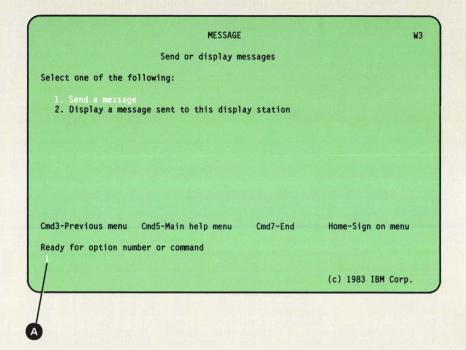
You can send a message to:

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

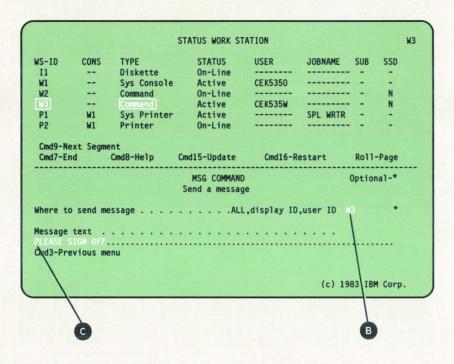
The message that you send can have as many as 75 characters of message text. If you need to send a message that is longer than 75 characters, you will have to send more than one message. If you send a message to another operator and that operator is signed on at more than one display station, the message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

To send a message to another display station:

- Type MSG on the entry line of a command display.
- Press the Help key; the following menu is shown.



- Type a 1 A.
- · Press the Enter key; the following display is shown.



- Type the ID of the display station B that is to receive the message. This ID is shown in the WS-ID column.
- Type the message c that you want to send.
- · Press the Enter key to send the message.
- Press command key 3 to return to the previous menu.

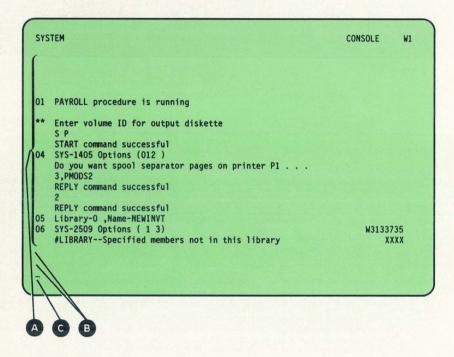
Notes:

- 1. If you want to send another message, type over the entries you made when you sent the first message.
- 2. If you send a message to the system console, you do not need to specify the ID of the system console.

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REPLYING TO MESSAGES AT THE SYSTEM CONSOLE OR A SUBCONSOLE

The display you use when you reply to a message at the Console display and the Subconsole display contains a console roll area, message lines, and entry lines. Following is an example of a console display.



• The console roll area A can contain messages sent from the system or another operator, and information that you have entered on the console display. When this area is full, the old (top) entries roll up and off the display and the new entries appear at the bottom of the display.

Messages that require a reply, which you have not replied to, will not roll off the display. A message is displayed if the display is full of messages that you have not replied to. You must reply to some of the messages to get any new messages. If you do not reply to any of the messages, the system saves the messages that are waiting to be displayed.

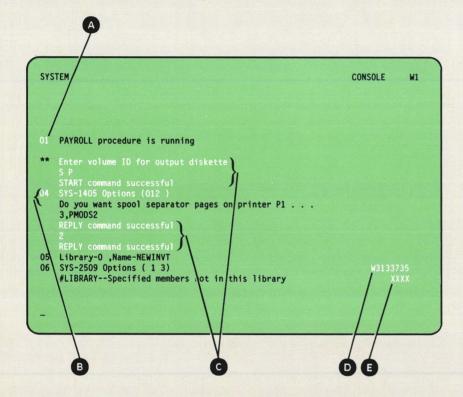
- The message lines
 B contain the most recently displayed messages.
- The entry lines are two lines on which you type commands and reply to messages.

After a message is displayed on the Console display or the Subconsole display, you can:

- · Reply to a message that has a reply ID
- Reply to a message that has a reply ID and response options
- · Reply to all informational messages so they can be removed from the display
- Clear the display of all messages that you have replied to

A reply ID is a 2-digit number that appears in the first two columns on the left side of the display. After you reply to a message, the reply ID is replaced by two asterisks (**).

Following is an example of messages displayed on the Console display, and how to reply to the messages.



 Message A is an informational message. No options are displayed. The message has a reply ID of 01.

To reply to message 01, type:

REPLY 01 or R 1 or 1

To reply to all informational messages that have a reply ID, type:

REPLY I or R I

If you do not want informational messages to be displayed, use the INFOMSG NO command. See Specifying That Informational Messages Are Not to Be Displayed earlier in this chapter.

Message
 B (SYS-1405) has a reply ID of 04 and requires you to type an option (012) when you reply. The three periods (...) indicate there is additional information for this message.

To reply to this message with a 1 option, type:

REPLY 04,1 or R 4,1 or 4,1

To display the additional information for this message, before you reply to it, type 04 or 4 and press the Enter key.

Possible options that could be displayed for a message and their meanings are explained under Messages That Require a Response earlier in this chapter.

• These messages c are responses to messages or messages that do not require a response. To clear (remove from the display) these messages and messages that have been replied to, type:

REPLY C or R C

- This is the 8-character ID of the job that received this message. This field shows SYSTEM if a message was issued by a system function.
- If a 4-character system reference code is displayed [], use the message identifier to refer to the message description in the appropriate messages manual. If you need to call for service, record this code and the message by pressing the Print key; give the printout to your service representative.

Chapter 5. Running, Interrupting, Stopping, and Starting Jobs

On System/36, you can:

- Run a job
- · Interrupt a job that is running (Attn key)
- Cancel a job(s) that is running (CANCEL control command)
- Assign a processing priority to the next job you run (PRTY control command)
- Change the processing priority of a job that is running (PRTY control command)
- Start a job(s) that you stopped (START JOB control command)
- Start a display station(s) that you stopped (START WORKSTN control command)
- Stop a job(s) that is running (STOP JOB control command)
- Prevent a job(s) from being started at a display station (STOP WORKSTN control command)

RUNNING A JOB

A job is a unit of work to be done by a system. You can run jobs by:

- · Entering an option from a menu
- · Entering a procedure name
- Entering operation control language (OCL) statements

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

ww = the 2-character ID of your display station

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

mm = the minute you requested the job

ss = the second you requested the job

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

For more information about jobs, see the manual *Learning* About Your Computer.

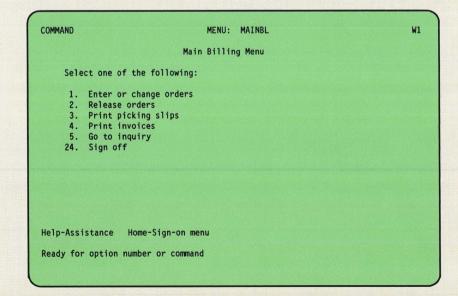
Using a Menu

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

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

See the System Reference manual for a description of the MENU command.

Following is an example of a menu.



Using Procedures

If you know the procedure name, you can enter the name to run a job. The procedure represents a set of OCL statements.

You can enter a procedure name on a command display. Refer to Chapter 2 for information about command displays.

Using OCL Statements

A programmer can enter OCL statements to run a job. OCL statements are described in the System Reference manual.

INTERRUPTING A JOB (PROGRAM) THAT IS RUNNING

You may want to interrupt a job to cancel that job, run another job, enter commands, or display a message. Press the Attn key to interrupt a job; one of two displays is shown. The display that is shown depends on the type of job that you interrupt.

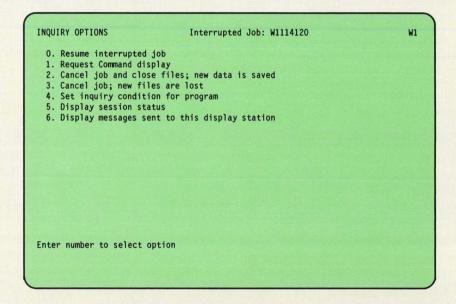
- If you interrupt a program that can process requests from only one display station, you are interrupting a single requester terminal (SRT) program.
- If you interrupt a program that can process requests from more than one display station, you are interrupting a multiple requester terminal (MRT) program.

After you interrupt a job and finish with the display, you can resume running the interrupted job.

Interrupting an SRT Program

If the program you interrupt is an SRT program, the system stops the job that is running.

The following display shows all the options that could appear when you interrupt an SRT program. However, when the display appears at your display station, only the options that your programmer or the system allows you to use are shown.



At times, the system or a program will not allow you to select option 1, 2, or 3. If the program you are working on does not allow one or all of these options, the line showing the option will not appear on the display.

Use the following explanations to select an option.

- · Resume interrupted job. When you select this option, the interrupted job will be run.
- · Request Command display. When you select this option, a command display is shown. You can run any number of jobs before you return to the interrupted job. You can interrupt your second job by pressing the Attn key, but you will not be able to run a third job because option 1 will not be available.

When a program is interrupted and option 1 is chosen, some parameters and values, such as the message members, the menu members, and the user library that were active prior to the start of the interrupted program, are active while the job is interrupted.

For example, if a procedure containing the statement //LIBRARY NAME-JOBLIB is interrupted, the active library during the interruption is the library that was active before the procedure started (not JOBLIB).

- · Cancel job and close files; new data is saved. When you select this option, your job is canceled immediately. Updates to the file are saved.
- · Cancel job; new files are lost. When you select this option, the interrupted job is canceled immediately. New files created by the current job step are lost. Files created by previous job steps are closed.
- · Set inquiry condition for program. Select this option only upon programming request.
- · Display session status.
- Display messages sent to this display station.

Note: When you select option 2 or 3, the contents of the data files being processed by the canceled program may be unpredictable.

If an asterisk (*) appears next to an option, it means the option will be delayed. This means the program will continue until the option can be processed. If you select one of these options, there may be a short delay.

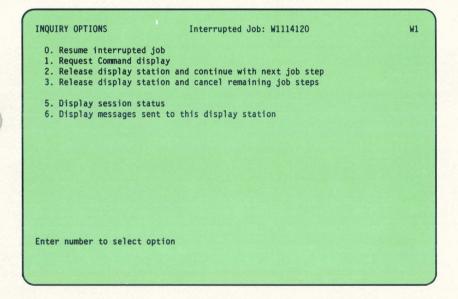
To return to the interrupted job, select option 0 or press command key 1.

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Interrupting an MRT Program

If the program you interrupt is an MRT program, the system stops processing information from your display station but does not stop the program that is running. Information continues to be processed from the other display stations attached to the MRT program.

The following display shows all the options that could appear when you interrupt an MRT program. However, when the display appears at your display station, only the options that the programmer allows you to use are shown.



Use the following explanations to select an option.

- Resume interrupted job. When you select this option, the system restarts processing information from your display station.
- · Request Command display. When you select this option, a command display is shown. You can run any number of jobs before you return to the interrupted job, but you may not attach to the same MRT you interrupted. You can interrupt your second job by pressing the Attn key, but you will not be able to run a third job because option 1 will not be available.
- · Release display station and continue with next job step.
- Release display station and cancel remaining job steps.
- · Display session status.
- Display messages sent to this display station.

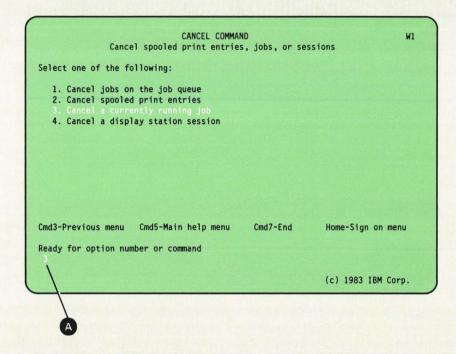
To return to the interrupted job, select option 0 or press command key 1.

CANCELING A JOB THAT IS RUNNING

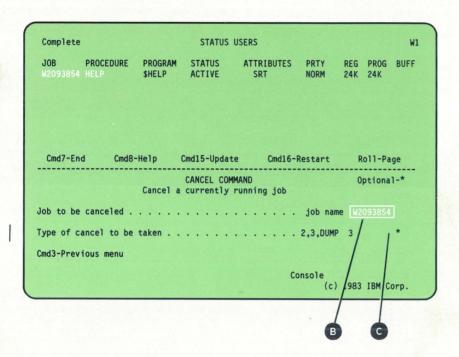
A job that is running can be canceled with the CANCEL command only from the system console.

To Cancel a Job

- 1. Type a C (or CANCEL) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Type a 3 A.
- 4. Press the Enter key; the following display is shown.



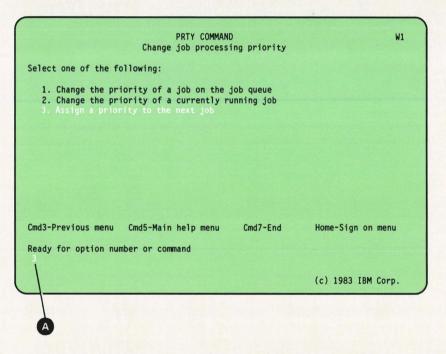
- 5. Type the name of the job B to be canceled. This name is shown in the JOB column.
- Use the default value (3) or type a 2, a D, or DUMP c. Following is an explanation of the types of cancel:
 - a. 2 indicates a controlled cancel. All files used by the job are closed. The remaining job steps do not run.
 - b. 3 indicates an immediate cancel. Old files used by the current job step are saved, and new files created by the current job step are lost. Remaining job steps do not run.
 - c. D or DUMP indicates an immediate cancel. Also, main storage and control storage assigned to the job are written to a dump file on disk. You can use the DUMP procedure to print or display the dump file. This procedure is explained in the System Reference manual.
- 7. Press the Enter key.
- 8. Press command key 3 to return to the previous menu.

ASSIGNING PROCESSING PRIORITY TO THE NEXT JOB YOU RUN

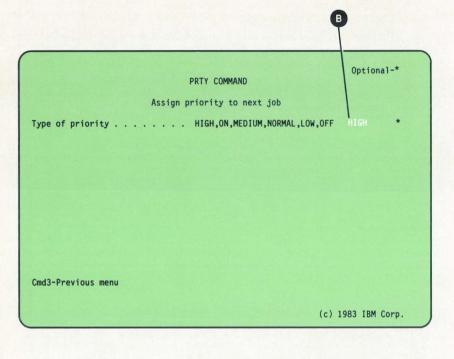
You can assign a processing priority to a job before you run the job.

To Assign a Processing Priority

- 1. Type PRTY on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- 3. Type a 3 A.
- 4. Press the Enter key; the following display is shown.



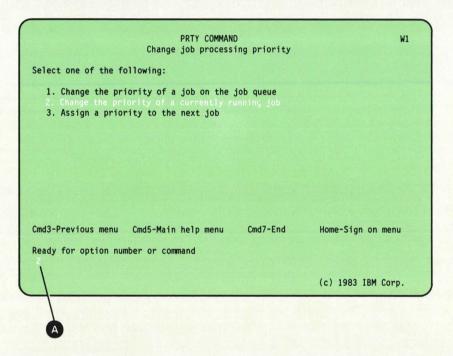
- Use the default value (HIGH) or type ON, MEDIUM, NORMAL, LOW, or OFF B. Following is an explanation of the types of priority:
 - a. HIGH indicates that system resources are assigned to the job before they are assigned to a lower-priority (MEDIUM, NORMAL, LOW, or OFF) job.
 - b. ON indicates the same priority as HIGH.
 - c. MEDIUM indicates that system resources are assigned to the job before they are assigned to a lower-priority (NORMAL, LOW, or OFF) job.
 - d. NORMAL indicates that system resources are assigned to the job before they are assigned to a LOW-priority job.
 - e. LOW indicates that system resources are assigned to the job after all other higher-priority jobs have been assigned system resources.
 - f. OFF changes the job processing priority to NORMAL. The next job run is not affected by the PRTY command.
- 6. Press the Enter key.
- Press command key 3 to return to the previous menu, where you can enter the name of the procedure that you want to run.

CHANGING THE PROCESSING PRIORITY OF A JOB THAT IS RUNNING

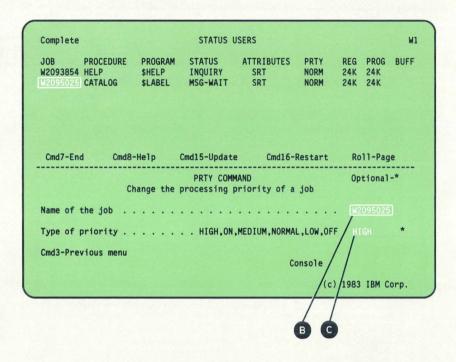
The processing priority of a job that is running can be changed only at the system console.

To Change the Processing Priority

- 1. Type PRTY on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- Type a 2 A.
- 4. Press the Enter key; the following display is shown.



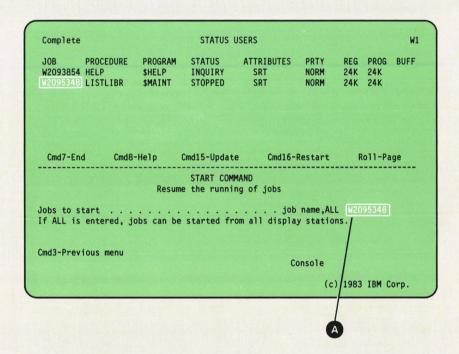
- 5. Type the name of the job B that is to have the processing priority changed. This name is shown in the JOB column.
- Use the default value (HIGH) or type ON, MEDIUM, NORMAL, LOW, or OFF c. Following is an explanation of the types of priority:
 - a. HIGH indicates that system resources are assigned to the job that you specify before they are assigned to a lower-priority (MEDIUM, NORMAL, LOW, or OFF) job.
 - b. ON indicates the same priority as HIGH.
 - c. MEDIUM indicates that system resources are assigned to the job that you specify before they are assigned to a lower-priority (NORMAL, LOW, or OFF) job.
 - d. NORMAL indicates that system resources are assigned to the job that you specify before they are assigned to a LOW-priority job.
 - e. LOW indicates that system resources are assigned to the job that you specify after all other higher-priority jobs have been assigned system resources.
 - f. OFF changes the job processing priority to NORMAL.
- 7. Press the Enter key.
- 8. Press command key 3 to return to the previous menu.

STARTING A JOB THAT WAS STOPPED BY A STOP COMMAND

A job that has been stopped can be started only from the system console. When a job is started with the START JOB command, it starts at the place in the job where it was stopped.

To Start a Job

- Type S JOB (or START JOB) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



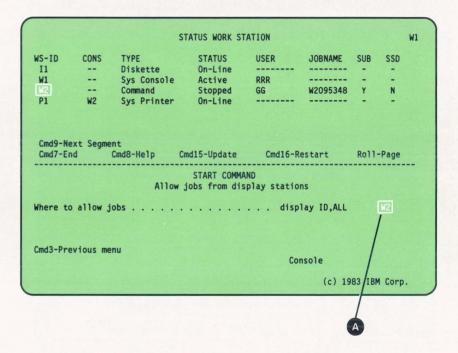
- 3. Type the name of the job (A) to be started (shown in the JOB column), or type ALL to start all jobs.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

STARTING A DISPLAY STATION THAT WAS STOPPED BY A STOP WORKSTN COMMAND

A display station that has been stopped by a STOP WORKSTN command can be started only from the system console. The START WORKSTN command enables one or all display stations to start jobs.

To Start One or All Display Stations

- Type S W (or START WORKSTN) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Type the name of the display station (a) to be started (shown in the WS-ID column), or type ALL to start all display stations.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

STOPPING A JOB THAT IS RUNNING

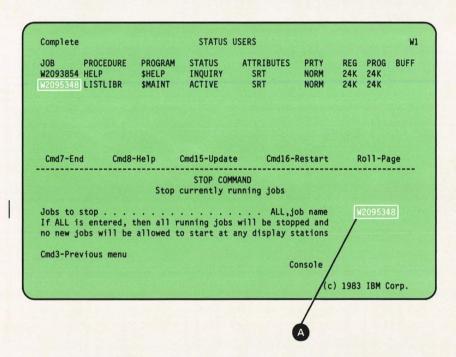
A job that is running can be stopped only from the system console. When you stop a job, it is not canceled; it can be started with the START JOB command.

You may want to stop:

- · A job that appears to be holding control of the system
- · A job or all jobs in order to run a more important job
- All jobs from starting; that is, if you stop all jobs, no new jobs can be run except from the system console

To Stop One or All Jobs

- Type P JOB (or STOP JOB) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



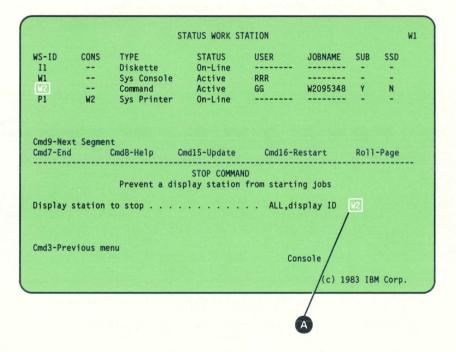
- 3. Type the name of the job A to be stopped (shown in the JOB column), or type ALL to stop all jobs.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

PREVENTING JOBS FROM BEING STARTED AT A DISPLAY STATION

If you are using the system console, you can prevent jobs from being started at other display stations; jobs still can be started from the system console. This will also prevent jobs from being placed on the job queue (with the JOBQ OCL statement) from one or all display stations. Jobs that are running are not stopped.

To Prevent Jobs from Being Started

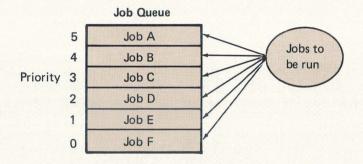
- Type P W (or STOP WORKSTN) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Type the name of the display station (shown in the WS-ID column), or type ALL to prevent jobs from being started at all display stations.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

Chapter 6. Using the Job Queue

If a job does not require input from an operator while the job is running, the job can be placed on the job queue. The job queue is a list of jobs to be processed by your system. When you place a job on the job queue, you can continue to use your display station for other work instead of waiting for your job to complete. You would normally place long-running jobs and jobs that do not need to be run immediately on the job queue.



The number of jobs that can be placed on the job queue is defined during system configuration. During initial program load (IPL), you can cancel the job queue, remove all jobs from the job queue, and specify whether or not jobs are to be started running automatically from the job queue. Refer to Changing Job Queue Status in Chapter 2 for an explanation of how to override the current job queue parameters.

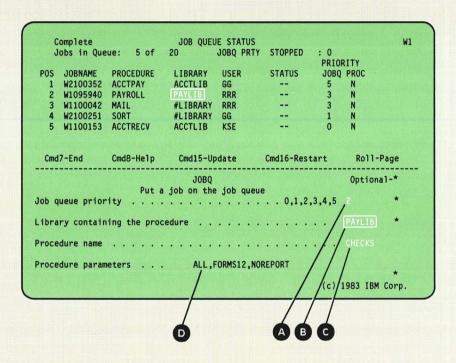
This chapter presents the control commands that you can use to:

- Put a job on the job queue (JOBQ control command)
- · Change the position of a job on the job queue (CHANGE JOBO control command)
- Change the processing priority of a job on the job queue (PRTY control command)
- Hold a job on the job queue (HOLD JOBQ control command)
- Release a job that was held on the job queue (RELEASE JOBQ control command)
- Prevent jobs on the job queue from starting (STOP JOBQ) control command)
- Start to run jobs from the job queue (START JOBQ control command)
- Cancel a job that is on the job queue (CANCEL JOBQ) control command)

PUTTING A JOB ON THE JOB QUEUE

To Put a Job (Procedure) on the Job Queue

- 1. Type JOBQ on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



3. Use the default value (3) or type a 0, 1, 2, 4, or 5 A to specify where (job queue priority) a job should be put on the job queue. All job queue priority 5 jobs are put ahead of job queue priority 4, 3, 2, 1, and 0 jobs.

Note: Use the PRTY command to specify the processing priority of a job that is already on the job queue. The PRTY command is described in Chapter 5 under Assigning Processing Priority to the Next Job You Run.

4. Type the name of the library B that contains the procedure. If you do not specify a library name, the current library is assumed. The system searches the library you specify or the current library, and then the system library, for the procedure and program to be run in this job.

Note: If resource security is active, you must have authority to use the library that you specify.

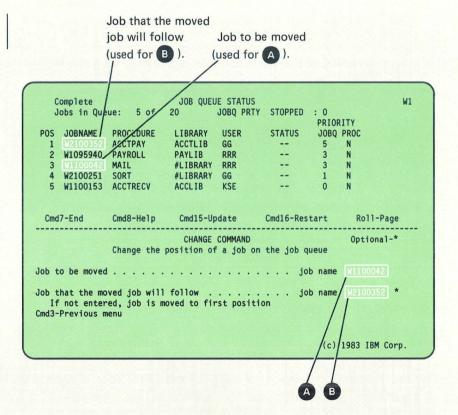
- 5. Type the name of the procedure c that defines the job to be placed on the job queue.
- 6. Type the parameters **D** that are required by the procedure. Separate the parameters with commas.
- 7. Press the Enter key to put the job on the job queue. Pressing the Enter key several times causes several copies of the job to be put on the job queue.
- 8. Press command key 3 to return to the previous menu.

CHANGING THE POSITION OF A JOB ON THE JOB QUEUE

The position of a job on the job queue can be changed only at the system console.

To Change the Position of a Job on the Job Queue

- Type G J (or CHANGE JOBQ) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- Type the name of the job hat you want to move.
 This name is shown in the JOBNAME column.
- 4. Type the name of the job B that the moved job is to follow. This name is shown in the JOBNAME column. The job that you move will have the same priority as the job that you specify for this parameter.

Note: If you do not specify a job name for this parameter, the job that you move will be put at the front of the job queue and will have a priority of 5.

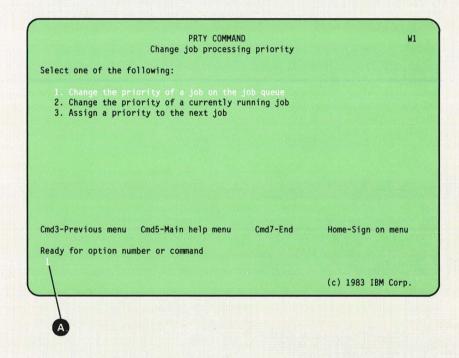
- 5. Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

CHANGING THE PROCESSING PRIORITY OF A JOB ON THE JOB QUEUE

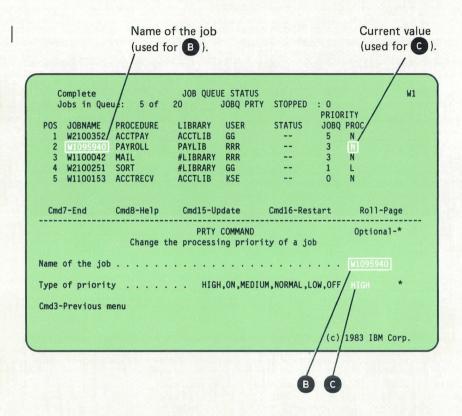
To make a job run before or after most other jobs, change the position of the job on the job queue and then change the processing priority of that same job on the job queue. The processing priority of a job on the job queue can be changed only at the system console.

To Change the Processing Priority

- 1. Type PRTY on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Type a 1 A.
- 4. Press the Enter key; the following display is shown.



- 5. Type the name of the job B that is to have the processing priority changed. This name is shown in the JOBNAME column.
- 6. Use the default value (HIGH) or type ON, MEDIUM, NORMAL, LOW, or OFF c. The processing priority that the job has is shown in the PROC column. Following is an explanation of the types of priority:
 - a. HIGH indicates that system resources are assigned to the job that you specify before they are assigned to a lower-priority (MEDIUM, NORMAL, LOW, or OFF) job.
 - b. ON indicates the same priority as HIGH.
 - c. MEDIUM indicates that system resources are assigned to the job that you specify before they are assigned to a lower-priority (NORMAL, LOW, or OFF) job.
 - d. NORMAL indicates that system resources are assigned to the job that you specify before they are assigned to a LOW-priority job.
 - e. LOW indicates that system resources are assigned to the job that you specify after all other higher-priority jobs have been assigned system resources.
 - f. OFF indicates the same priority as NORMAL.
- 7. Press the Enter key.
- 8. Press command key 3 to return to the previous menu.

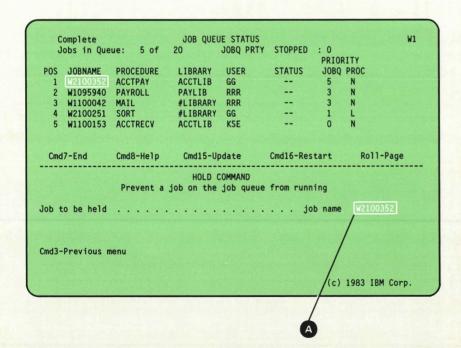
HOLDING A JOB ON THE JOB QUEUE

When you hold a job on the job queue, you prevent that job from being processed. You can hold only the jobs that you placed on the job queue. If you are using the system console, you can hold any jobs that are on the job queue.

Jobs that are held on the job queue can be released. See Releasing a Job That Was Held on the Job Queue.

To Hold a Job on the Job Queue

- Type H J (or HOLD JOBQ) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



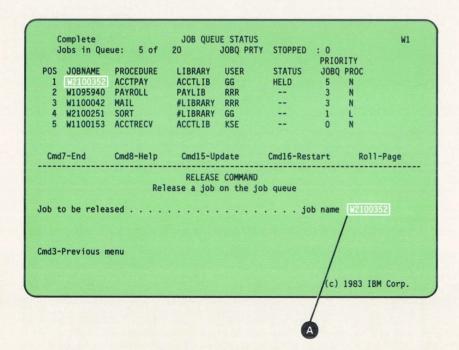
- 3. Type the name of the job A to be held. This name is shown in the JOBNAME column.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

RELEASING A JOB THAT WAS HELD ON THE JOB QUEUE

If you have held a job on the job queue (with the HOLD JOBQ command), you can release that job for processing. You can release only the jobs that you have put on the job queue, unless you are using the system console. If you are using the system console, you can release any jobs from the job queue. The job that you release is not run until it is the first job on the job queue.

To Release a Job from the Job Queue

- 1. Type L J (or RELEASE JOBQ) on the entry line of a command display, a subconsole display, or a console display.
- Press the Help key; the following display is shown.



- Type the name of the job (A) to be released. This name is shown in the JOBNAME column.
- Press the Enter key.
- Press command key 3 to return to the previous menu.

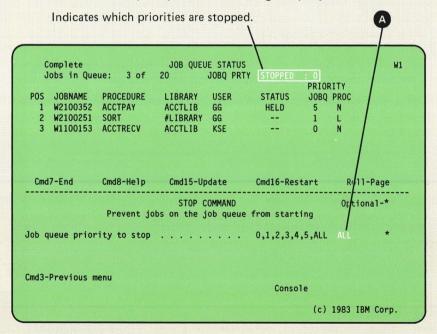
PREVENTING JOBS ON THE JOB QUEUE FROM STARTING

If you are using the system console, you can prevent jobs on the job queue from starting. You can stop all jobs, or you can stop jobs with a specific priority. If a job is running when you enter the STOP JOBQ command, the job continues to run until it completes.

Note: To prevent a specific job that is on the job queue from starting, use the HOLD JOBQ command which is described earlier in this chapter.

To Prevent Jobs from Starting

- Type P J (or STOP JOBQ) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



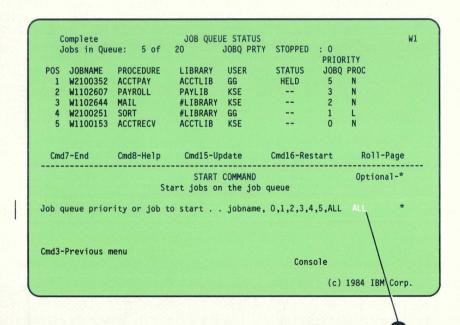
- 3. Do one of the following:
 - a. Use the default value ALL (A) to prevent all jobs on the job queue from being started.
 - b. Type the job queue priority (0, 1, 2, 3, 4, or 5) A to prevent jobs with a specific job queue priority on the job queue from being started. The job queue priority is shown in the JOBQ column.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

STARTING TO RUN JOBS FROM THE JOB QUEUE

Jobs that have been stopped from running from the job queue can be started only from the system console. You can start a specific job, or all jobs, or you can start jobs with a specific priority. If the job queue becomes empty, running of jobs begins automatically when one or more jobs are placed on the job queue.

To Start Running Jobs from the Job Queue

- Type S J (or START JOBQ) on the entry line of a console display or a command display at the system console.
- 2. Press the Help key; the following display is shown.



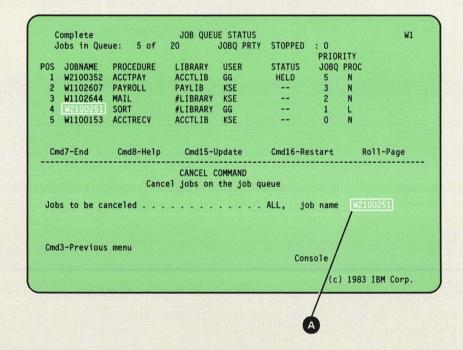
- 3. Do one of the following:
 - a. Use the default value ALL A to start running jobs from the job queue.
 - b. Type the name of a specific job to be run from the job queue. The name of the job is shown in the JOBNAME column. The job you specify is run immediately, even if another job (from the job queue) is running. There is no effect on normal job queue processing.
 - c. Type the job queue priority (0, 1, 2, 3, 4, or 5) A to start running jobs with a specific job queue priority. The job queue priority is shown in the JOBQ column.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

CANCELING A JOB THAT IS ON THE JOB QUEUE

You can cancel (remove) a job from the job queue if you placed that job on the job queue. If you are using the system console, you can cancel any jobs that are on the job queue.

To Cancel a Job That Is on the Job Queue

- Type C J (or CANCEL JOBQ) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



- 3. Do one of the following:
 - a. Type ALL A if you are using the system console and want to cancel all jobs.
 - b. Type the name of the job A to be canceled. This name is shown in the JOBNAME column.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

If spooling is active on your system, the output from your job is placed on the spool file as a spool file entry. When the printer is available and your output is ready to be printed, the spool writer takes the spool file entry from the spool file and sends it to a printer for printing.

For more information about spooling, see the manual Learning About Your Computer.

This chapter describes:

- · The control commands you can use to control spool file entries
- · The control commands you can use to control the spool writer, if your display station controls one or more printers
- The procedure commands you can use to change the characteristics of your printed output and the Print key output

Chapter 7. Printing the Output from Jobs

Controlling Spool File Entries in the Spool File

This section describes the control commands that you can use to perform the following tasks:

- · Cancel spool file entries (CANCEL PRT control command)
- Hold spool file entries (HOLD PRT control command)
- Release spool file entries (RELEASE PRT control command)
- Change the number of printed copies of a spool file entry (CHANGE COPIES control command)
- Change the printer ID for spool file entries (CHANGE ID) control command)
- Change the position of a spool file entry (CHANGE PRT control command)
- Change the defer status of a spool file entry (CHANGE DEFER control command)
- · Change the forms number for a spool file entry (CHANGE FORMS control command)

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CANCELING SPOOL FILE ENTRIES

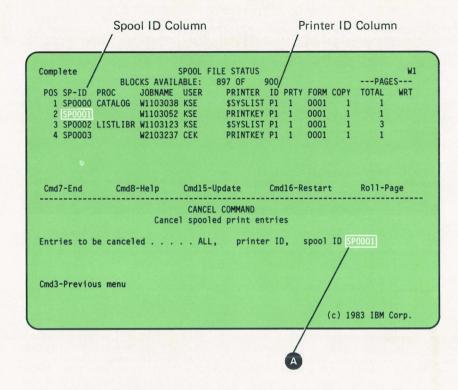
When you use the CANCEL PRT command, the system removes the entries that you specify from the spool file; that is, the entries will not be printed. If you specify a CANCEL PRT command for an entry while it is printing. printing of that entry stops immediately and the next entry on the spool file is printed. You can cancel:

- · A spool file entry that you have placed on the spool file
- · Someone else's spool file entry, if your display station controls the printer
- · All spool file entries for a specific printer, if your display station controls the printer
- All spool file entries for all printers that your display station controls

You cannot cancel any entries that are still being created or are being copied by the COPYPRT procedure. For more information about the COPYPRT procedure, see the System Reference manual.

To Cancel One or More Spool File Entries

- Type C P (or CANCEL PRT) on the entry line of a command display, a subconsole display, or a console display.
- Press the Help key; the following display is shown.



- To specify a spool file entry A, do one of the following:
 - a. Type the ID of the spool file entry to be canceled (shown in the spool ID column).
 - b. Type the ID of the printer (shown in the printer ID column). Use this ID to cancel all entries for the specific printer. You must be using the system console or a subconsole.
 - c. Type ALL to cancel all entries for all printers you control. You must be using the system console or a subconsole.
- Press the Enter key.
- Press command key 3 to return to the previous menu.

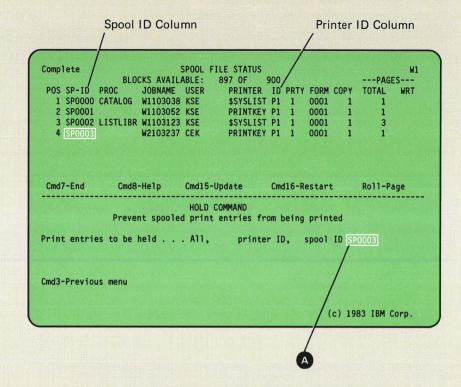
HOLDING SPOOL FILE ENTRIES

When you use the HOLD PRT command, the spool file entry that you specify is held on the spool file and cannot be printed. If you specify an entry that is being printed, printing of that entry stops immediately. You can hold:

- · Your spool file entry
- Someone else's spool file entry, if your display station controls the printer
- All spool file entries for a specific printer, if your display station controls the printer
- All spool file entries for all the printers your display station controls

To Hold One or More Spool File Entries

- Type H P (or HOLD PRT) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



- 3. To specify a spool file entry A, do one of the following:
 - a. Type the ID of the spool file entry to be held (shown in the spool ID column).
 - b. Type the printer ID to hold all entries for a specific printer you control. The ID is shown in the printer ID column. You must be using the system console or a subconsole.
 - c. Type ALL to hold all entries for all printers you control. You must be using the system console or a subconsole.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

Considerations

- · If you specify a HOLD PRT command for an entry while it is printing, the spool writer no longer prints that entry but begins printing the next entry on the spool file. The held entry is not printed until a RELEASE PRT command is entered for the held entry; printing starts at the beginning of the spool file entry.
- · If you specify a HOLD PRT command for all spool file entries for a printer, or all printers you control, while the spool writer is printing an entry on that printer(s), the spool writer will no longer print that entry nor any other entry for that printer in the spool file. As new entries are added to the spool file for that printer, they may be printed; but, entries that were in the spool file when the HOLD PRT command was entered cannot be printed until they are released by the RELEASE PRT command.

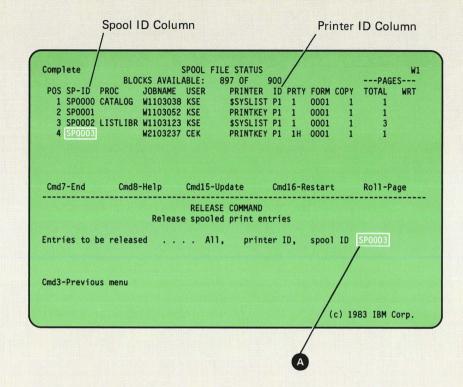
RELEASING SPOOL FILE ENTRIES

You can use the RELEASE PRT command to release spool file entries that were held by the HOLD PRT command or by the PRINTER OCL statement. When a spool file entry is released, printing is started from the beginning of the entry. You can release:

- · Your spool file entry
- Someone else's spool file entry, if your display station controls the printer
- All spool file entries for a specific printer, if your display station controls the printer
- All spool file entries for all the printers your display station controls

To Release One or More Spool File Entries

- Type L P (or RELEASE PRT) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



- 3. To specify a spool file entry (A), do one of the following:
 - a. Type the ID of the spool file entry to be released (shown in the spool ID column).
 - b. Type the printer ID to release all entries for a specific printer you control. The ID is shown in the printer ID column. You must be using the system console or a subconsole.
 - c. Type ALL to release all entries for all printers you control. You must be using the system console or a subconsole.
- 4. Press the Enter key.
- 5. Press command key 3 to return to the previous menu.

CHANGING THE NUMBER OF PRINTED COPIES OF A SPOOL FILE ENTRY

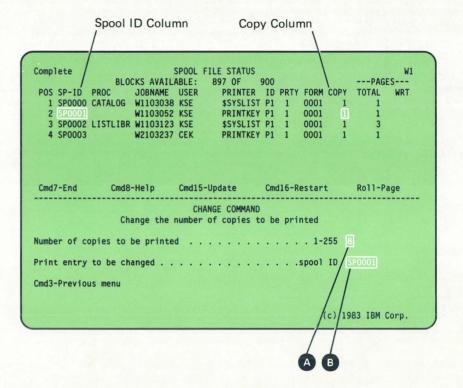
You can use the CHANGE COPIES command to change the number of copies of printed output for:

- · A spool file entry that you have placed on the spool file
- · Someone else's spool file entry, if your display station controls the printer for the spool file entry

You can change the number of copies to be printed while the spool file entry is being printed.

To Change the Number of Printed Copies

- 1. Type G COPIES (or CHANGE COPIES) on the entry line of a command display, a subconsole display, or a console display.
- Press the Help key; the following display is shown.



- Type the number of copies A to be printed. Use the numbers 1 through 255.
- 4. Type the ID of the spool file entry B that you will be printing. This ID is shown in the spool ID column.
- Press the Enter key.
- Press command key 3 to return to the previous menu.

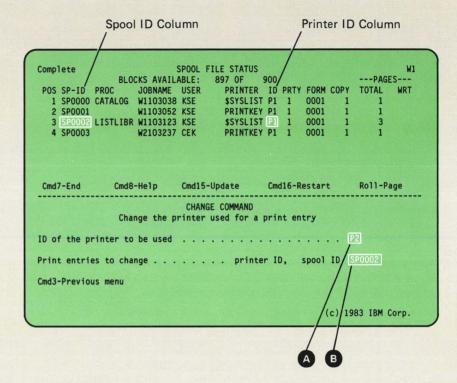
CHANGING THE PRINTER ID FOR SPOOL FILE ENTRIES

You can use the CHANGE ID command to change the printer for:

- · A spool file entry that you have placed on the spool file.
- Someone else's spool file entry, if your display station controls the printer that is currently scheduled to print the spool file entry. Your display station does not need to control the printer that you are changing to.
- All spool file entries for a specific printer, if your display station controls the printer. Your display station does not need to control the printer that you are changing to. If a spool file entry is being printed when you enter the CHANGE ID command, the spool file entry is not affected by the command.

To Change the Printer for One or More Spool File Entries

- Type G ID (or CHANGE ID) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



- 3. Type the ID of the new printer A to be used. Your display station does not need to control this printer.
- 4. Do one of the following B:
 - a. Type the ID of the spool file entry, if you are changing the printer for a specific spool file entry. The ID is shown in the spool ID column.
 - b. Type the printer ID that is currently scheduled to print the spool file entry. The ID is shown in the printer ID column. Your display station must control the printer that you specify.
- 5. Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

Considerations

- If a spool file entry is being printed when you enter the CHANGE ID command, that spool file entry is not affected by the command.
- Entries that are added to the spool file after you enter the CHANGE ID command are not affected by the command.

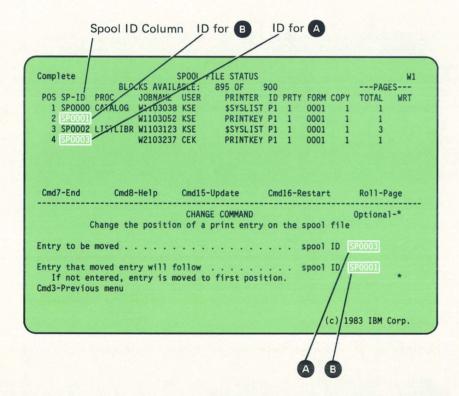
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CHANGING THE POSITION OF A SPOOL FILE ENTRY

If you are using the system console or a subconsole, you can use the CHANGE PRT command to change the position of an entry in the spool file.

To Change the Position of an Entry

- 1. Type G P (or CHANGE PRT) on the entry line of a command display, a subconsole display, or a console display.
- Press the Help key; the following display is shown.



3. Type the ID of the spool file entry A that you want to move. The ID is shown in the spool ID column. You must control the printer that is currently scheduled to print this spool file entry.

Note: Do not type an entry for item B if you want to move the spool file entry A to the front of the spool file and have it assume a priority of 5.

4. Type the ID of the spool file entry (B) that the moved spool file entry is to follow. The ID is shown in the spool ID column. You do not have to control the printer for the spool file entry that you specify.

The spool file entry that you move A will have the same priority as the spool file entry that you specify for item B.

- Press the Enter key.
- Press command key 3 to return to the previous menu.

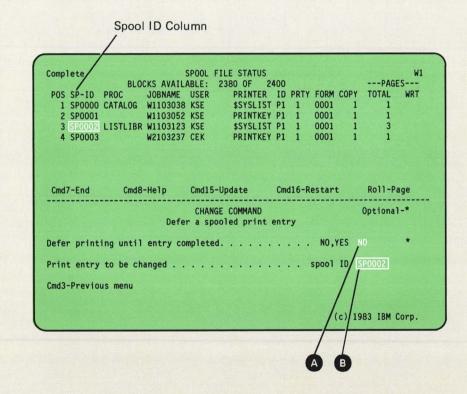
CHANGING THE DEFER STATUS OF A SPOOL FILE ENTRY

You can use the CHANGE DEFER command to indicate whether the spool file entry can be printed while it is being created, or only after it has been created. When you use the default value NO, the spool file entry can be printed while it is being created. You can change the defer status of:

- · A spool file entry that you have placed on the spool file
- Someone else's spool file entry (spool ID), if you control the printer for the spool file entry

To Change the Defer Status for Printing a Spool File Entry

- Type G DEFER (or CHANGE DEFER) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



- 3. To change the defer status (A), do one of the following:
 - a. Use the default value NO to allow a spool file entry to be printed while it is being created.
 - b. Type YES to stop printing a spool file entry that is being both created and printed. The next entry in the spool file will be printed.

You can also change the defer status to YES for a spool file entry that is being created, but has not yet begun to print because another spool file entry is being printed. This prevents the entry from printing while it is being created.

Note: The entry for which you change the defer status can be printed after it is created, or if you change the defer status back to NO. Printing will start from the beginning of the entry.

- 4. Type the ID of the spool file entry **B** for which you want to change the defer status. The ID is shown in the spool ID column.
- 5. Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

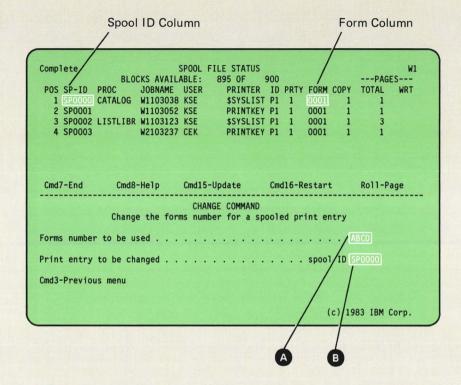
CHANGING THE FORMS NUMBER FOR A SPOOL FILE ENTRY

You may have a specific form you want to use when your output is printed. If the form you will be using has a specific forms number, you can use the CHANGE FORMS command to specify that forms number (1 to 4 characters). The forms number is used for:

- · A spool file entry that you have placed on the spool file
- Someone else's spool file entry, if you control the printer for the spool file entry

To Change the Printout Forms Number for a Spool File Entry

- Type G FORMS (or CHANGE FORMS) on the entry line of a command display, a subconsole display, or a console display.
- 2. Press the Help key; the following display is shown.



- Type the forms number A to be used when the spool file entry is printed. The forms number is shown in the form column. You cannot change the forms number if the spool file entry is being printed.
- 4. Type the ID of the spool file entry **B** for which you are changing the forms number. The ID is shown in the spool ID column.
- 5. Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

Controlling the Spool Writer for a Printer(s)

This section describes the control commands that you can use to perform the following tasks:

- Start the spool writer for a printer (START PRT control command)
- Stop the spool writer for a printer (STOP PRT control command)
- Restart the spool writer for a printer (RESTART PRT control command)
- Change the priority of the spool writer for a printer (CHANGE PRTY control command)
- Change the number of separator pages printed before each spool file entry (CHANGE SEP control command)

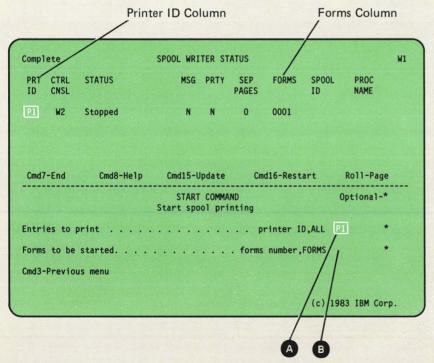
You can use the control commands to perform these tasks, if you are using a display station that controls printers or if you are using the system console.

STARTING THE SPOOL WRITER FOR A PRINTER

If you are using the system console or a subconsole, you can use the START PRT command to start the spool writer for one or all printers that you control. Spool file entries can then be printed on the printer(s) that you specify. You can also specify that only spool file entries with a certain forms number are to be printed.

To Use the START PRT Command

- Type S P (or START PRT) on the entry line of a subconsole display, a console display, a command display at a subconsole, or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. To specify a printer A, do one of the following:
 - a. Type the ID of that printer.
 - b. Type ALL for all printers.
 - c. Leave this field blank. The spool writer for the system printer is started (if you control it).
- 4. To specify a forms number **B**, do one of the following:
 - a. Type a forms number (from 1 to 4 characters can be specified). Only the spool file entries that use the specified form are printed. If you use a forms number, you will need to enter another START PRT command each time you print spool file entries that require a different form.
 - b. Type FORMS. All the available spool file entries that require the form currently being used in the printer(s) you specify will be printed, regardless of the entry's position in the spool file. After all these entries are printed, the spool file entry with the highest spool file priority will be printed. You will be asked to change the forms, and all jobs using the next batch of forms are printed.
 - c. Leave this field blank. All the available entries for the printer(s) that you specify will be printed according to the entry's position in the spool file. You will be asked to change the forms each time an entry requires a different form.
- 5. Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

Considerations

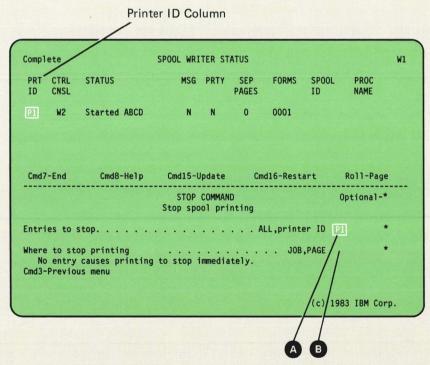
- If the spool writer is not started automatically during initial program load (IPL), use the START PRT command to start the spool writer for the printers that you control.
- If a STOP PRT command was entered to stop the spool writer, use the START PRT command to start the spool writer for the printers that you control. When the spool writer is started, printing begins according to which parameter you specify with the START PRT command. The parameters are described in item 4.
- If the START PRT command is entered from a subconsole when the system has been stopped by the STOP SYSTEM command, then printing of the spool file entries will not begin until the START SYSTEM command is entered.

STOPPING THE SPOOL WRITER FOR A PRINTER

If you are using the system console or a subconsole, you can use the STOP PRT command to stop the spool writer for one or all printers that you control. The entries on the spool file cannot be printed until you enter the START PRT command or the RESTART command; however, entries can be added to the spool file while the spool writer is stopped.

To Use the STOP PRT Command

- Type P P (or STOP PRT) on the entry line of a subconsole display, a console display, a command display at a subconsole, or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. To stop the spool writer A, do one of the following:
 - a. Type the ID of that printer.
 - b. Type ALL for all printers that you control.
 - c. Leave this field blank. The spool writer for the system printer is stopped, if you control it.
- 4. To specify where to stop printing **B**, do one of the following:
 - a. Type JOB. The printer(s) that you specify will stop printing after the current spool file entry has printed.
 - b. Type PAGE. The printer(s) that you specify will stop printing after the current page has printed.
 - c. Leave this field blank. The printer(s) that you specify stops printing immediately.
- 5. Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

Considerations

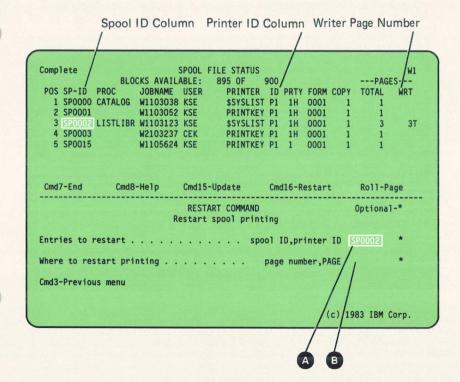
If the spool writer for a printer is stopped while a spool file entry is being printed, that spool file entry will be printed if the RESTART PRT command is entered and a printer ID is specified.

RESTARTING THE SPOOL WRITER FOR A PRINTER

If you are using the system console or a subconsole, you can use the RESTART PRT command to restart a spool writer that has been stopped by the STOP PRT command, and to restart printing a spool file entry. You can restart printing at the beginning of a specific entry or from the top of a specific page of that entry.

To Use the RESTART PRT Command

- Type T P (or RESTART PRT) on the entry line of a subconsole display, a console display, a command display at a subconsole, or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. To restart the spool writer A, do one of the following:
 - a. Type the ID of that printer.
 - b. Type the ID of the spool file entry. The ID is shown in the spool ID column.
 - c. Leave this field blank. The spool writer for the system printer is restarted, if you control it.
- 4. To specify where to restart printing **B**, do one of the following:
 - a. Type the number of the page where printing is to begin. The maximum page number you can specify is 65535. Printing begins at the top of the page.
 - b. Type PAGE.
 - If the spool file entry had been partially printed, printing begins at the top of the last partially printed page. The number in the WRT column indicates which page.
 - If a part of the spool file entry had not been previously printed, printing begins at the top of the spool file entry. There is no number in the WRT column.
 - c. Leave this field blank. Printing begins at the top of the spool file entry.
- Press the Enter key.
- 6. Press command key 3 to return to the previous menu.

Considerations

- If you enter the RESTART command while a spool file entry is being printed on the affected printer, printing of that entry stops immediately. Printing will be restarted using the spool file entry determined by the parameters you specify in the RESTART command:
 - If you specify a spool ID, that entry will be printed.
 - If you specify a printer ID (or use the default value), printing will restart using the same spool file entry that was being printed when the RESTART command was entered.
- If you enter the RESTART command without a spool ID, and a spool file entry is not being printed, printing begins with the last spool file entry that was being printed when the spool writer was stopped (indicated by a T in the WRT column).

If you enter the RESTART command with a spool ID, that spool file entry is printed immediately. If another spool file entry is being printed when the RESTART command is entered, printing of that spool file entry stops immediately.

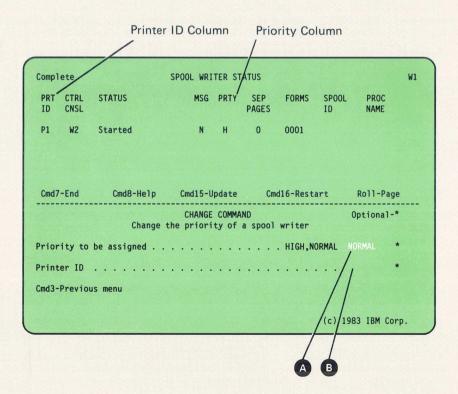
 If the RESTART command is entered from a subconsole when the system has been stopped by the STOP SYSTEM command, and the spool file entry being printed is different than the entry currently being printed (if any), then printing of the spool file entries will not begin until the START SYSTEM command is entered.

CHANGING THE PRIORITY OF THE SPOOL WRITER FOR A PRINTER

If you are using the system console or a subconsole, you can use the CHANGE PRTY command to change the priority of a spool writer to HIGH or NORMAL for a printer that you control.

To Use the CHANGE PRTY Command

- Type G PRTY (or CHANGE PRTY) on the entry line of a subconsole display, a console display, a command display at a subconsole, or a command display at the system console.
- 2. Press the Help key; the following display is shown.



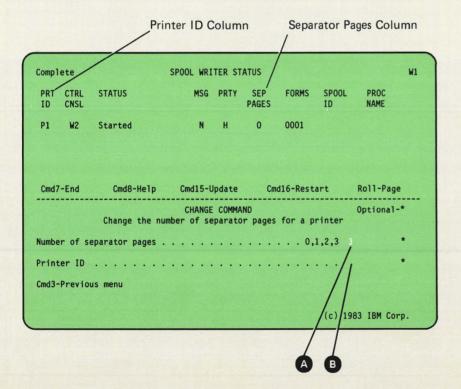
- 3. Use the default value (NORMAL) or type HIGH to change the priority of the spool writer for the printer that you specify. If you specify HIGH, you may receive your printed output sooner than if you specify NORMAL. However, when you use the HIGH parameter, other jobs on the system may run slower.
- 4. Type the ID of the printer **B** whose spool writer priority is to be changed. If you do not specify a printer ID, the system printer is assumed (if you control it).

CHANGING THE NUMBER OF SEPARATOR PAGES PRINTED BEFORE EACH SPOOL FILE ENTRY

If you are using the system console or a subconsole, you can use the CHANGE SEP command to change the number of separator pages printed before each spool file entry.

To Use the CHANGE SEP Command

- Type G SEP (or CHANGE SEP) on the entry line of a subconsole display, a console display, a command display at a subconsole, or a command display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Use the default value (0) or type a 1, 2, or 3 A to specify the number of separator pages to be printed between spool file entries.
- 4. Type the ID of the printer B whose separator pages are to be changed. If you do not specify a printer ID, the system printer is assumed (if you control it).

Changing Printer Characteristics

This section describes the procedure commands that you can use to perform the following tasks:

- Change printer characteristics for printed output (PRINT procedure command)
- Change printer characteristics for the Print key output (PRINTKEY procedure command)

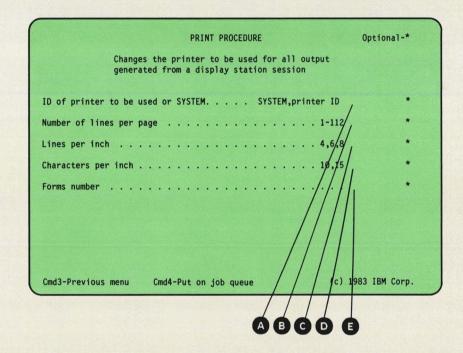
CHANGING PRINTER CHARACTERISTICS FOR PRINTED OUTPUT

You can use the PRINT procedure command to specify the following:

- The printer to be used for all printed output created during your session
- · The number of lines per page to be printed
- The number of lines per inch and characters per inch to be printed
- · The forms number to be used for your printed output

To Use the PRINT Procedure

- 1. Type PRINT on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



Note: Steps 3 through 7 are optional.

- 3. Type the ID of the printer A to be used for your session.
- 4. Type the number of lines B to be printed per page. You can specify a maximum of 112.
- 5. Type the number of lines per inch c to be printed. You can specify 4, 6, or 8. You can specify this parameter only if you are using a 5224 Printer or a 5225 Printer.
- 6. Type the number of characters per inch **D** to be printed. You can specify 10 or 15. You can specify this parameter only if you are using a 5224 Printer or a 5225 Printer.

Note: 15 characters per inch does not apply to a 5224 or 5225 Printer that is ideographic capable.

- 7. Type the forms number (E) to be used when your output is printed. The forms number can be any 4 characters except commas (,), single quotes ('), question marks (?), slashes (/), dashes (-), and blanks.
- 8. Press the Enter key to run the PRINT procedure.
- Press command key 3 to return to the previous menu or to a command display.

For more information about the PRINT procedure, refer to the System Reference manual.

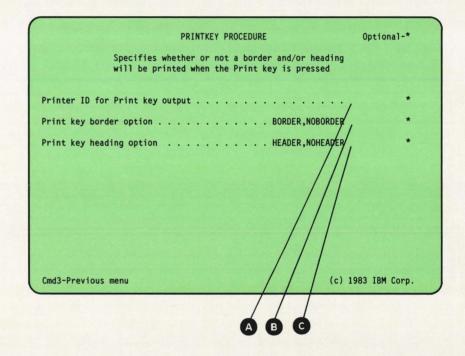
CHANGING PRINTER CHARACTERISTICS FOR PRINT KEY OUTPUT

You can use the PRINTKEY procedure command to specify the following:

- The printer to be used for Print key output during your session
- Whether or not a border should be printed around the display image
- Whether or not a heading should be printed before the display image

To Use the PRINTKEY Procedure

- 1. Type PRINTKEY on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



Note: Steps 3 through 5 are optional.

- 3. Type the ID of the printer A to be used to print the display image when the Print key is pressed.
- 4. Type BORDER B to specify that a border should be printed around the display image when it is printed. Type NOBORDER B if you do not want a border printed around the display image.
- 5. Type HEADER c to specify that a heading should be printed above the display image. Type NOHEADER c if you do not want a header printed.
- 6. Press the Enter key to run the PRINTKEY procedure.
- 7. Press command key 3 to return to the previous menu.

For more information about the PRINTKEY procedure, refer to the System Reference manual.

Chapter 8. Controlling System Devices and System Activity

This chapter describes the control commands that you can use to control system devices and system activity. These control commands can be entered only at the system console, with the exception of the CONSOLE TAKE control command, which can also be entered at an alternative system console. Use the following control commands to:

- · Transfer the system console function to an alternative system console (CONSOLE GIVE control command and CONSOLE TAKE control command)
- Cancel a display station session (CANCEL SESSION control command)
- · Place local and remote devices online or offline (VARY control command)
- · Exchange printer and display station IDs, and activate or deactivate subconsole support for a display station (ASSIGN control command)
- Stop system activity (STOP SYSTEM control command)
- · Resume system activity (START SYSTEM control command)
- Turn off System/36 (POWER OFF control command)

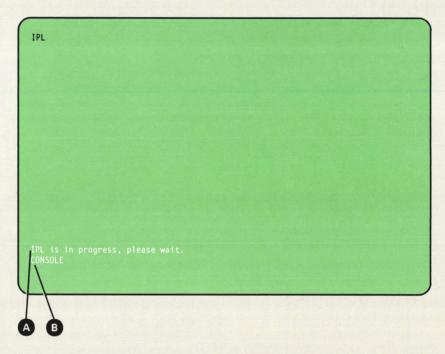
TRANSFERRING THE SYSTEM CONSOLE FUNCTION TO AN ALTERNATIVE SYSTEM CONSOLE

The system console and the alternative system consoles are specified during system configuration. You can transfer the system console function to an alternative system console:

- During IPL
- If you are using the system console but find it necessary to leave the system console (you may want another operator to control the system in your absence)
- · If the system console does not work

Transferring the System Console Function during IPL

Turn on the display station that was designated as an alternative system console and is to become the system console. The message, IPL is in progress, please wait., appears (A).



- Type CONSOLE B.
- 2. Press the Enter key; the IPL Sign-On display is shown.
- 3. Complete the IPL Sign-On display. See Figure 2-1 in Chapter 2.
- 4. Press the Enter key; the display station can now be operated as the system console.

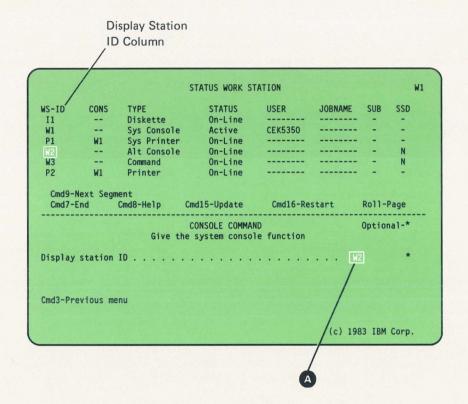
Transferring the System Console Function When the System Console Is in Operation

To transfer the system console function to an alternative system console, the CONSOLE GIVE command must be entered at the system console and the CONSOLE TAKE (or CONSOLE) command must be entered at an alternative system console.

Note: If the CONSOLE GIVE command is entered at the system console and then the CONSOLE TAKE command is entered at the system console, the CONSOLE GIVE command is canceled

To Transfer the System Console Function to an **Alternative System Console**

- Type CONSOLE GIVE on either a command display or a console display at the system console.
- Press the Help key; the following display is shown.



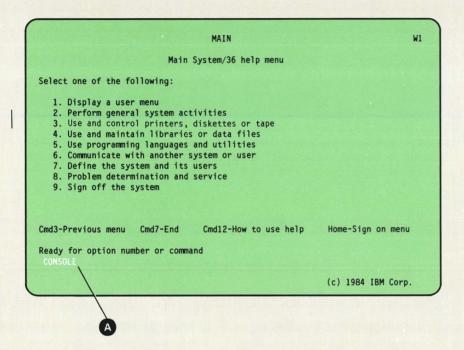
3. Type the ID of the display station that was designated as an alternative system console A and is to become the system console. The ID is shown in the WS-ID column, and the alternative system console (Alt Console) is shown in the TYPE column.

Note: If you do not type the ID, any display station that was defined as an alternative system console during system configuration can become the system console.

4. Press the Enter key.

To Have an Alternative System Console Become the System Console

To have an alternative system console become the system console, use a command display at the alternative system console. For this example, the Main System/36 Help menu is used.



1. Type CONSOLE (or CONSOLE TAKE) A on a command display at an alternative system console.

Note: If a display station ID was entered with the CONSOLE GIVE command at the system console, only the alternative system console with that display station ID can be used to enter the CONSOLE or CONSOLE TAKE command.

If a display station ID was not entered with the CONSOLE GIVE command at the system console, any alternative system console can be used to enter the CONSOLE or CONSOLE TAKE command.

Press the Enter key; the Console display is shown. The console display is described in Chapter 3.

Note: The system console function will be transferred if a command display is being used at the system console or if the system console is signed off, in error, or turned off.

Transferring the System Console Function When the System Console Is Not in Operation

When the system console does not work, type CONSOLE or CONSOLE TAKE on the command display at any alternative system console. The alternative system console can then operate as the system console.

Note: If you have interrupted a job (Inquiry Options display), you cannot use the CONSOLE command.

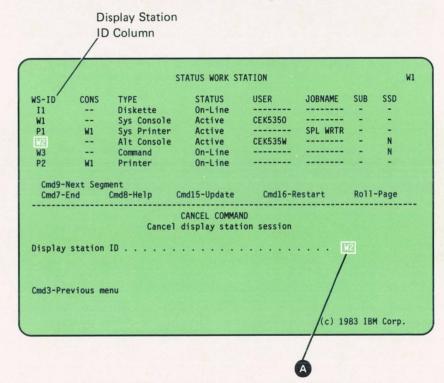
CANCELING A DISPLAY STATION SESSION

A display station session can be canceled with the CANCEL SESSION command only from the system console. You may want to use the CANCEL SESSION command to sign off an operator who has left a display station unattended.

To cancel a display station session if a job is being run at the display station, use the CANCEL command (described in Chapter 5) to cancel the job that is running; then, use the CANCEL SESSION command to cancel the display station session.

To Cancel a Display Station Session

- Type C S (or CANCEL SESSION) on the entry line of a console display or a command display at the system console.
- Press the Help key; the following display is shown.



- Type the name of the display station A for which the session is to be canceled. The name of the display station is shown in the WS-ID column.
- Press the Enter key.
- Press command key 3 to return to the previous menu.

PLACING LOCAL AND REMOTE DEVICES ONLINE OR OFFLINE

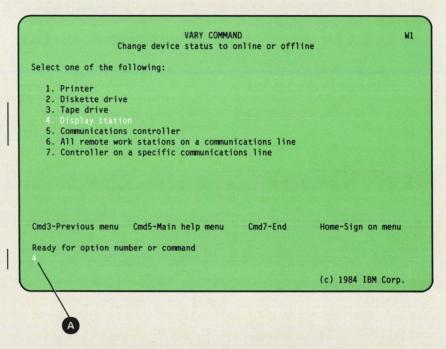
If you are using the system console, you can use the VARY command to change the status of local and remote devices from online to offline or from offline to online. When a device is online, it is controlled by the system and it can communicate with the system. When a device is offline, it is not controlled by the system and it cannot communicate with the system.

You cannot use the VARY command to place an active local or remote device offline. For example, if an operator is signed on at a display station or if a printer is printing, these devices are active and they cannot be placed offline with the VARY command.

The VARY command can be used to change the status of the following devices: printer, diskette drive, tape drive, display station, control unit, all remote display stations and printers on a communications line, and any single control unit or all control units on a communications line.

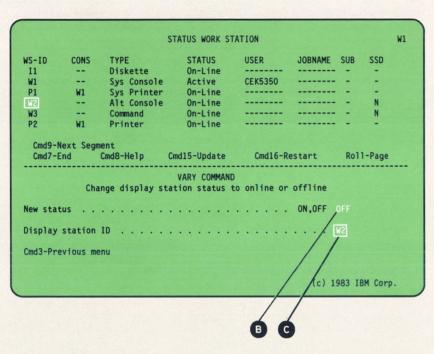
To Place a Local Device Online or Offline

- 1. Type V (or VARY) on the entry line of a command display or a console display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Type the option number of the device to be placed online or offline A.
- 4. Press the Enter key; the following display is shown.

Note: On the VARY Command display, you could select other options to take different devices online or offline.



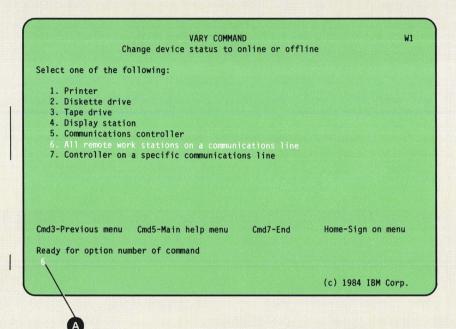
- 5. Type ON B to place a device online, or type OFF B to place a device offline.
- 6. Type the ID of the device c. The ID is shown in the WS-ID column. Check the STATUS column to make sure the device is not active.
- 7. Press the Enter key.
- Press command key 3 to return to the previous menu.

Considerations

- If you vary off a subconsole (shown in the SUB column), any messages that are sent to the subconsole will be sent to the system console.
- During normal operation of the system, the system printer and the diskette drive (indicated by I1 in the WS-ID column) should remain online.
- If a device is not successfully placed online or offline by using the VARY command, return to the Main System/36 Help menu and select option 8 (Problem determination and service).

To Place All Remote Devices (Controllers, Display Stations, and Printers) on a Communications Line Offline

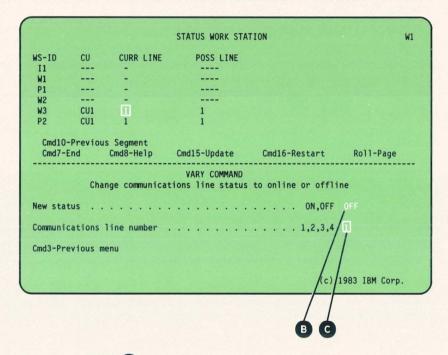
- 1. Type V (or VARY) on the entry line of a command display or a console display at the system console.
- 2. Press the Help key; the following display is shown.



- 3. Type a 6 A.
 - 4. Press the Enter key; the following display is shown.

		3	TATUS WORK STA	ALTON				W1
WS-ID	CONS	TYPE	STATUS	USER	JOBNAME	SUB	SSD	
I1	(A. (1 A.)	Diskette	On-Line			-		
W1		Sys Console	Active	CEK5350		-		
P1	W1	Sys Printer	On-Line			-	·	
W2		Alt Console	On-Line			- 1	N	
W3		Command	On-Line			-	N	
P2	W1	Printer	On-Line			-	-	
Vou cts		nge communicatio						
New sta								
	itus		• • • • •		ON,OFF			

Press command key 9 to find out the line number; the following display is shown.



- Type OFF B.
- Type the communications line number **G** of the devices that you want placed offline.
- Press the Enter key.
- Press command key 3 to return to the previous menu.

EXCHANGING DEVICE IDS

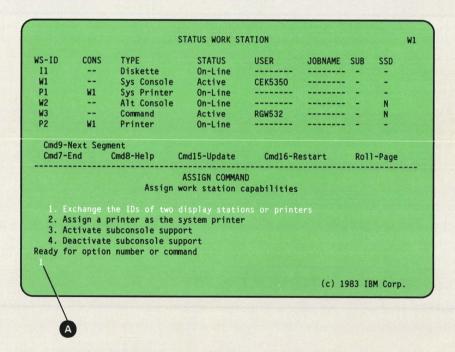
If you are using the system console, you can use the ASSIGN command to temporarily:

- · Exchange the IDs of two display stations
- · Exchange the IDs of two printers
- · Assign a printer as the system printer
- Deactivate (take away) the subconsole function from a display station
- Activate (return) the subconsole function to a display station at which it has been deactivated

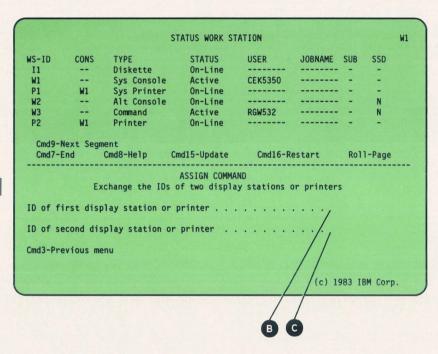
Before you use the ASSIGN command to exchange device IDs or activate and deactivate the subconsole function, the devices must be offline. See *Placing Local and Remote Devices Online or Offline* earlier in this chapter. The original IDs are restored the next time you do an initial program load (IPL).

To Exchange the IDs of Two Display Stations or Two Printers

- Use the VARY command to place both display stations or both printers offline. See Placing Local and Remote Devices Online or Offline earlier in this chapter.
- 2. Type ASSIGN on the entry line of a command display or a console display at the system console.
- 3. Press the Help key; the following display is shown.



- 4. Type a 1 A.
- 5. Press the Enter key; the following display is shown.



- Type the ID of the first display station or printer B to be exchanged. The ID is shown in the WS-ID column.
- Type the ID of the second display station or printer C to be exchanged. The ID is shown in the WS-ID column.
- Press the Enter key.
- Press command key 3 to return to the previous menu.
- 10. Use the VARY command to place both display stations or both printers online. See Placing Local and Remote Devices Online or Offline earlier in this chapter.

Considerations

If the display stations that you exchange control one or more printers, those printers will be controlled by the new display station.

Suppose, for example, that display station W2 controls printers P1 and P2, and display station W3 controls printer P3, and you exchange IDs for display stations W2 and W3. The new display station W2 will control printers P1 and P2, and the new display station W3 will control printer P3.

If two printer IDs are exchanged, a subconsole that controls one of the printers will continue to control the same printer but the printer will have a new printer ID.

STOPPING SYSTEM ACTIVITY

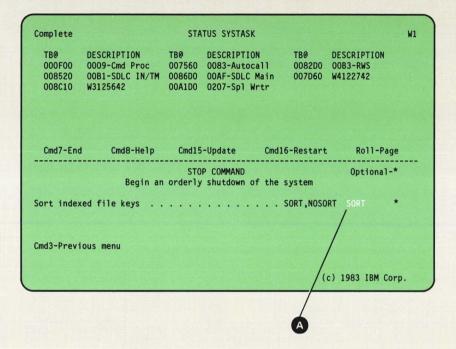
If you are using the system console, you can use the STOP SYSTEM control command to prepare your system to be turned off or to be available for a dedicated program. This control command:

- Prevents jobs from being started or placed on the job queue at all display stations, except for the system console
- · Prevents jobs from being run from the job queue
- · Prevents spool file entries from being printed

The STOP SYSTEM control command also causes a condition code, which indicates that STOP SYSTEM has been requested, to be returned to a program, along with the input data with each input operation. Programs can check for this condition, save their data files, and end as soon as possible.

To Stop the System

- Type P S (or STOP SYSTEM) on the entry line of a command display or a console display at the system console.
- 2. Press the Help key; the following display is shown.



Use the default value (SORT) that is shown A or type NOSORT.

If you use SORT, index keys are sorted as part of the system shutdown.

If you use NOSORT, index keys are not sorted as part of the system shutdown.

4. Press the Enter key to stop system activity.

Considerations

After you enter the STOP SYSTEM command at the system console:

- Jobs complete at other display stations. While the jobs are completing, no jobs can be started at the system console or any other display station.
- A message is displayed at the system console when system activity stops.
- The System In Use light on the system unit control panel is turned off.
- · Jobs can now be started but only at the system console.

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RESUMING SYSTEM ACTIVITY

If you are using the system console, you can use the START SYSTEM control command to resume the system activity that was stopped by a STOP SYSTEM control command. The STOP SYSTEM control command is described in *Stopping System Activity* earlier in this chapter.

To Start System Activity

- Type S S (or START SYSTEM) on the entry line of a command display or a console display at the system console.
- 2. Press the Enter key.

Considerations

If you turned your system off (POWER OFF command) after you entered the STOP SYSTEM control command, you must perform an IPL to resume system activity. The START SYSTEM control command is not required after you perform an IPL.

TURNING OFF SYSTEM/36

If you are using the system console, you can use a suggested sequence for turning off your system or, if necessary, you can use an emergency step.

Suggested Sequence for Turning Off System/36

Use the following steps:

- Send a message (using the MSG command) to all display station operators stating when the system is going to be turned off.
- 2. Display and respond to any messages that are sent to you by display station operators.
- Type P S (or STOP SYSTEM) on the entry line of a command display or a console display at the system console.
- 4. Press the Enter key.
- 5. When the STOP SYSTEM command is complete and the System In Use light on the system unit control panel is off, type POWER OFF on the entry line of a command display or a console display at the system console.
- 6. Press the Enter key.

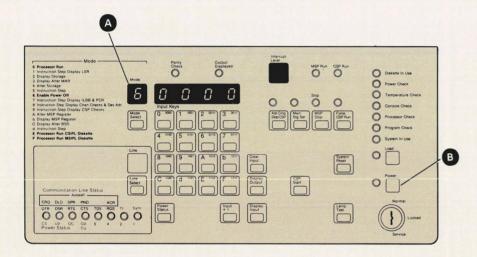
If no jobs are running and if no programs are running that should not be interrupted by turning off the system, the system is turned off immediately.

If jobs are running or if system tasks are active that cannot be interrupted, a message informing the system operator of this is displayed at the console. You must respond to the message before the system can be turned off. See the appropriate messages manual for an explanation of the option to use to respond to the message.

Emergency Steps for Turning Off the 5360 System Unit

- Type POWER OFF on the entry line of a command display or a console display at the system console.
- 2. Press the Enter key.

If the system does not turn off when you enter the POWER OFF command, use the system unit control panel to turn off the system.



CAUTION

Steps 3 and 4 are for emergency use only; unpredictable results may occur with your data files.

- 3. Set the Mode display (A) to 6 (Enable Power Off) by pressing the Mode Select key and the 6 Input key.
- 4. Press the Power key B.

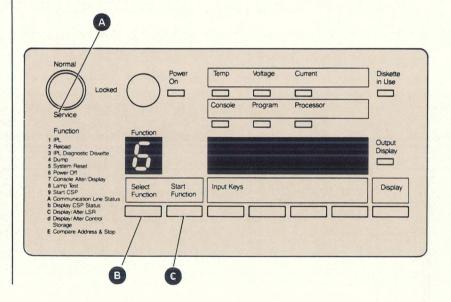
Considerations

The system is turned off immediately, and any jobs that are running are canceled. No files are closed.

Emergency Steps for Turning Off the 5362 System Unit

- 1. Type POWER OFF on the entry line of a command display or a console display at the system console.
- Press the Enter key.

If the system does not turn off when you enter the POWER OFF command, use the system unit control panel to turn off the system.



CAUTION

Steps 3, 4, and 5 are for emergency use only; unpredictable results may occur with your data files.

- Turn the Security switch A to the Service position.
- Press and hold the Select Function key B until a 6 appears in the Function display.
- Press the Start Function key C.

Considerations

The system is turned off immediately, and any jobs that are running are canceled. No files are closed.

Chapter 9. Displaying Status

This chapter describes the commands that you can use to display the status of your system devices and your system activity. Status of communications information and communications support is presented in Chapter 13, Establishing a Communications Link.

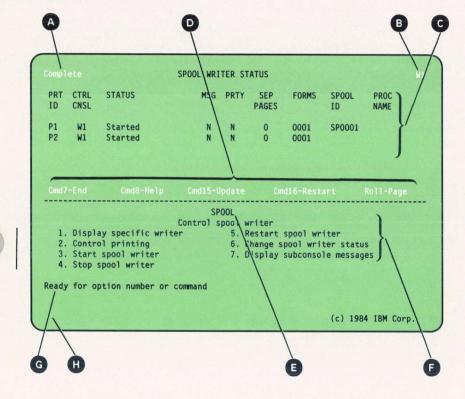
- · The control command to display the status of your system devices is:
 - STATUS WORKSTN (status of devices attached to your system)
- The control commands to display the status of your system activity are:
 - STATUS JOBQ (status of jobs on the job queue)
 - STATUS MESSAGE (status of messages sent to one or all subconsoles)
 - STATUS PRT (status of spool file entries)
 - STATUS SESSION (status of a display station session)
 - STATUS SYSTASK (status of tasks in the system)
 - STATUS USERS (status of user jobs running on the system)
 - STATUS WRT (status of the spool writer for one or all printers)

Note: You can display a list of the status commands if you type STATUS on the entry line of a command display, a subconsole display, or a console display, and press the Help key.

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USING A STATUS DISPLAY

Each status display contains two parts: the status part C and the menu part . Following is an example of a status display.



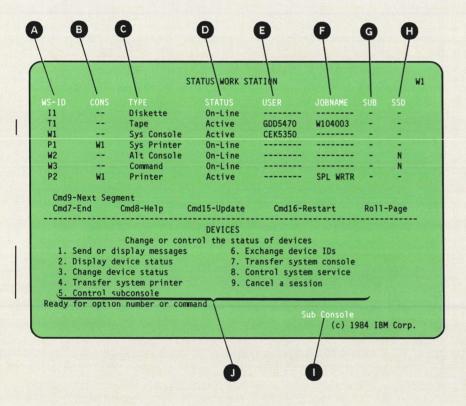
- Complete A is shown if this is the last page of entries for this display station. If Complete is not shown, you can use the Roll Up key Roll to display the next page of entries.
- The display station ID B.
- The status part c shows information about a specific item. For example, if you entered the STATUS WRT command, the status part would contain all the information about the spool writers.
- The command keys **D** that you can use when a specific status display is shown.
- The menu name **E**. When you are using a command display, you can type the name of the menu and press the Help key. The menu you requested is displayed.
- The menu part contains the options that you can choose to perform the task that is shown. Only the options that you are allowed to use are displayed.
- The command area where you can enter an option number, a control command, a procedure command, or OCL. This area is called the entry line.
- The area on the display H where messages are shown.

Note: If a status display is shown for a while, you may need to press command key 15 to display current status information.

Displaying the Status of System Devices

There are two segments of the status display that show the status of the diskette drive, the display stations, and the printers. To display the first segment:

- Type D W (or STATUS WORKSTN) on the entry line of a command display, a subconsole display, or a console display.
- Press the Enter key; following is an example of the display that is shown.



- A WS-ID: The diskette drive, all local display stations, all local printers, the tape drives, all online or pending remote devices, and all offline remote devices. I1 is the ID for the diskette drive. T1 and T2 are the IDs for the tape drives. The other IDs are assigned during system configuration.
- B CONS: The display station ID of the console that is receiving messages for each printer.
- C TYPE: Indicates the device type:

Diskette: The diskette drive

Tape: A tape drive

Sys Printer: The system printer

Printer: A printer other than the system printer

Command: A command display station Sys Console: The system console

Alt Console: An alternative system console

Data: A data display station

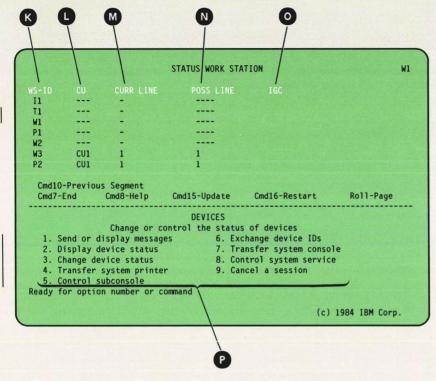
- **D** STATUS: The current status of each device. Possible entries are:
 - On-Line: The device is online but is not being used.
 - Off-Line: The device has been varied offline by the system operator.
 - · Active: The device is currently being used.
 - Pending: The remote device is being varied online or offline.
 - Stopped: The device was stopped by the system console operator.

- USER: The ID that the user specified at sign-on for each active display station. Fields for inactive display stations, printers, tape drives, and the diskette drive show dashes (- -) for the user ID.
- JOBNAME: Indicates the name of the job that is being run at the display station, or the name of the job that is using a printer, a tape drive, or the diskette drive.
- SUB: Shows whether a display station is configured as a subconsole and is currently active as a subconsole; that is, the display station can receive messages about a printer(s) and can control a printer(s). Possible entries are:
 - Y: The display station is configured as a subconsole and is active as a subconsole.
 - N: The display station is configured as a subconsole but is not active as a subconsole. The subconsole may not be active because:
 - An operator is not signed on at the subconsole.
 - An operator is signed on at the subconsole but does not have the authority of a subconsole operator.
 - The system console operator entered the ASSIGN NOSUB command, which caused the subconsole to be not active.
 - - (dash): The display station is not configured as a subconsole, or this is not a display station.

- SSD: Shows whether a display station can be a system service device (SSD) and is currently active as an SSD. Possible entries are:
 - Y: The display station can be an SSD and is active as an SSD.
 - · N: The display station can be an SSD but is not active as an SSD.
 - (dash): The display station cannot be an SSD, or this is not a display station.
- The options you can choose to perform a specific task.
- Sub Console: If Sub Console is displayed, it indicates that the STATUS WORKSTN control command was issued from a subconsole display. If Console is displayed, it indicates that the STATUS WORKSTN control command was issued from a console display. If this field is blank, it indicates that the STATUS WORKSTN control command was issued from a command display.

After you view the first segment of the Status Work Station display, you can:

- · Use any of the command keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 9 to display the second segment of the Status Work Station display.



- WS-ID: The diskette drive, all local display stations, all local printers, the tape drives, all online or waiting remote devices, and all offline remote devices. I1 is the ID for the diskette drive. T1 and T2 are the IDs for the tape drives. The other IDs are assigned during system configuration.
- CU: The ID of the control unit (remote controller) for the remote devices.
- CURR LINE: If the device is online and attached by a communications line, shows the line number (line 1, 2, 3, or 4).

- POSS LINE: If the device is not varied on, POSS LINE indicates which lines the device will be able to communicate on; that is, which lines the device is currently configured for. If the device is varied on, POSS LINE indicates the lines the device can communicate on; that is, which lines it is currently varied on to.
- IGC: This column is displayed only if you have the ideographic version of the SSP. Possible entries are:
 - D: The display station is ideographic capable.
 - Y: The display is ideographic capable with a large ideographic keyboard attached, or the device is an ideographic printer.
 - · N: The device is not ideographic.
 - -: The device is a diskette drive or a tape drive.
- P The options you can choose to perform a specific task.

After you view the second segment of the Status Work Station display, you can:

- Use any of the command keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 10 to return to the first segment of the Status Work Station display.

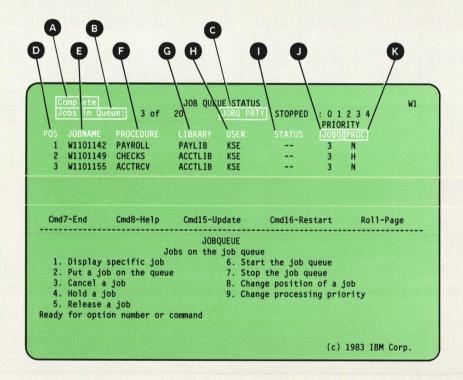
Displaying the Status of System Activity

Following are the commands that you can use to display the status of your system activity:

- STATUS JOBQ (status of jobs on the job queue)
- · STATUS MESSAGE (status of messages sent to one or all subconsoles)
- · STATUS PRT (status of spool file entries)
- · STATUS SESSION (status of a display station session)
- STATUS SYSTASK (status of tasks in the system)
- · STATUS USERS (status of user jobs running on the system)
- · STATUS WRT (status of the spool writer for one or all printers)

DISPLAYING THE STATUS OF JOBS ON THE JOB QUEUE

- Type D J (or STATUS JOBQ) on the entry line of a command display, a subconsole display, or a console display.
- Press the Enter key; following is an example of the display that is shown.



- Complete: Is shown if this is the last page of entries for this display station. If Complete is not shown, you can use the Roll Up key to display the next page of entries. If you are using the system console, Complete appears if all entries that are on the job queue are displayed.
- B Jobs in Queue: The number of jobs on the queue, out of the total number of jobs that can be on the queue.
- JOBQ PRTY STOPPED: The job queue priorities that are stopped. Jobs with these priorities will not run. If only STOPPED is shown, all priorities are stopped and no jobs will run from the job queue.
- POS: The relative position of the job on the queue.
- **B** JOBNAME: The assigned name of this job.
- PROCEDURE: The procedure name of this job.
- G LIBRARY: The optional user library that is searched for the procedure. If the procedure is not in the user library, the system library is searched.
- USER: The user ID of the operator who placed this job on the job queue.

- STATUS: Indicates if a job is held or not held on the job queue. If HELD is displayed, the job cannot be run. If dashes (- -) are displayed, the job can be run.
- JOBQ: The priority of a job on the job queue. Jobs with a job queue priority of 5 are the first to be taken from the job queue for processing.
- PROC: Indicates the processing priority for a job:
 - H = High priority
 - M = Medium priority
 - N = Normal priority
 - L = Low priority

Jobs with high priority are run with the least number of interruptions. High priority jobs may cause other jobs to run more slowly.

After you view the Job Queue Status display, you can:

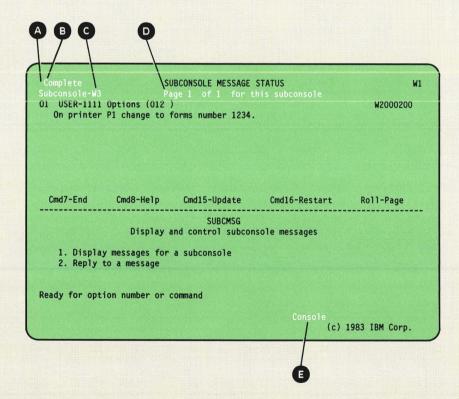
- · Use any of the command keys that are shown on the display.
- · Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- · Press command key 3 to return to the display on which you entered the STATUS JOBQ command.

DISPLAYING THE STATUS OF MESSAGES SENT TO A SUBCONSOLE(S)

You can display the status of messages that were sent to all the subconsoles or a specific subconsole. These messages have not been replied to. If you are using the system console, you can reply to the messages.

Displaying the Messages

- Type D G (or STATUS MESSAGE) on a command display or a console display at the system console.
- Press the Enter key; following is an example of a display that could be shown.



Note: Press the Roll Up key to display all the

messages for a specific subconsole. If there is more than one subconsole, continue to press the Roll Up key to display the messages for each subconsole.

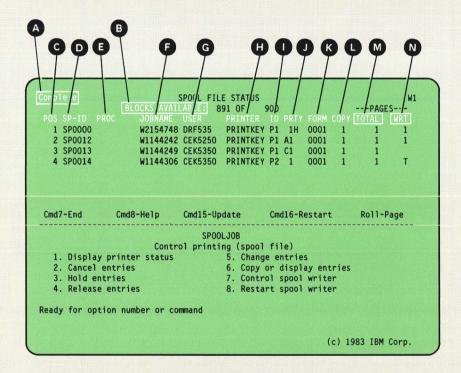
- A The reply ID of the message. Use this ID to reply to the message.
- B Complete: Is shown when all the messages at all the subconsoles have been displayed.
- The display station ID of the subconsole whose messages you are displaying. The Subconsole Message Status display shows the messages for one subconsole at a time.
- The number of the page that is displayed and the number of pages that can be displayed. Each subconsole has one or more pages.
- Console: Indicates that the STATUS MESSAGE control command was issued from a console display at the system console.

After you view the Subconsole Message Status display, you can:

- Use any of the command keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 3 to return to the display on which you entered the STATUS MESSAGE command.

DISPLAYING THE STATUS OF SPOOL FILE ENTRIES

- Type D P (or STATUS PRT) on the entry line of a command display, a subconsole display, or a console display.
- Press the Enter key; following is an example of the display that is shown.



- Complete: Is shown if this is the last page of entries for this display station. If Complete is not shown, you can use the Roll Up key of entries.
- BLOCKS AVAILABLE: The number of blocks available in the spool file or the extents that can still be reserved on disk, out of the total number that can be reserved if space is available. The spool file is full when the first number is zero.
- **c** POS: The relative position of the entry in the spool file.

Note: The SP-ID, PROC, JOBNAME, USER, and PRINTER columns are displayed only for spool file entries you created or for entries to be printed on a printer that your display station controls. The columns are always displayed if you are using the system console.

- SP-ID: The name assigned by the system to this spool file entry. This is the spool ID used with the spool control commands.
- PROC: The outermost procedure name associated with this entry. This entry is blank if no procedure was used.
- F JOBNAME: The job name assigned by the system (work station ID and time).
- G USER: The user ID associated with this entry.

- PRINTER: The printer file name associated with this entry. For information about printing output, refer to Chapter 7.
- ID: The ID of the printer that output is to be sent to.
- PRTY: The priority of this entry. A spool file entry with a priority of 5 is positioned in the spool file before a spool file entry with a priority of 4, 3, 2, or 1. A spool file entry is printed according to its position in the spool file. For information about assigning priority, see PRINTER OCL Statement in the System Reference manual. For information about changing the position of a spool file entry, refer to Chapter 7 of this manual.

An A indicates that the spool writer is currently printing this entry. A C indicates that the spool file entry is being copied from the spool file to a disk file by the COPYPRT procedure. An H indicates that the spool file entry is held.

- FORM: The forms number assigned to this entry. For information about forms number, refer to Chapter 7.
- COPY: The number of copies remaining to be printed. The default value is 1 unless changed on a PRINTER statement or by the CHANGE command. If the entry is being printed, this value includes the copy being printed.
- If there are one or more asterisks (*) before the number, the print entry is still being created and the number indicates which page is being created. If there are one or more dashes (- -) before the number, an initial program load (IPL) was performed before the spool file entry was completed.

WRT: The page number that is being printed. If a spool file entry is being printed by the spool writer, this column indicates the page number that is being printed. If the spool writer was stopped or restarted while printing, or if a spool file entry was held or its defer status was changed to yes while it was being printed, this column indicates the page number that was last being printed. A T is shown following this number if this entry was the last entry for this printer that printing was interrupted for. If a spool ID entry is not specified when the spool writer is restarted, this entry will be printed.

After you view the Spooled Print Status display, you can:

- Use any of the command keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 3 to return to the display on which you entered the STATUS PRT command.

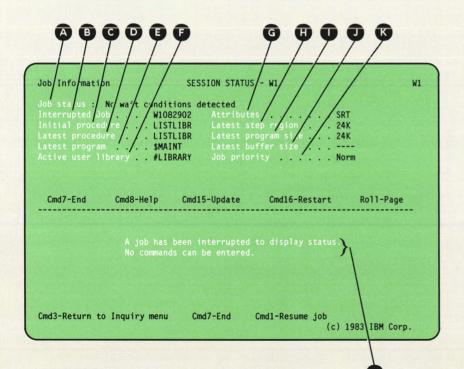
DISPLAYING THE STATUS OF AN INTERRUPTED JOB OR A DISPLAY STATION SESSION

You can display the status of:

- A job that you have interrupted. See Interrupting a Job (Program) That Is Running in Chapter 5.
- · Your display station session.
- · Someone else's display station session.

Status of an Interrupted Job

Following is an example of a display that is shown if you selected option 5 (*Display session status*) on the Interrupted Job display.



- A Job status: The status of the job that was interrupted or is being run. Following is a list of the possible job status messages:
 - · Job is in termination
 - · Job is in initiation
 - · Job is being canceled
 - · No wait conditions detected
 - · Stopped by system operator
 - Stopped by I/O error
 - · Waiting for task work area
 - · Suspended by SETDUMP procedure
 - · Waiting for printer
 - Waiting for communications line (only if communications is on system)
 - · Waiting for diskette drive
 - · Waiting for disk space
 - · Initiator waiting for resources
 - Waiting on multiple requester program: maximum users reached
 - Waiting for file extension
 - · OCL WAIT statement

- Interrupted job: The name of the job that was interrupted or is being run.
- c Initial procedure: The first-level procedure that was active at the time of the interruption.
- **D** Latest procedure: The name of the procedure that was active at the time of the interruption.
- **E** Latest program: The name of the program that was active at the time of the interruption.
- Active user library: The name of the library that is being used.
- G Attributes: Can contain three fields of data. The first field if not blank, indicates that the job is a never-ending program (NEP). The second field indicates which type of program is running (MRT, SRT, or NRT). The third field appears only for MRT programs, and it indicates the number of MRT requesters.
- H Latest step region: The region size for this step.
- Latest program size: The size of the program that was active.
- Latest buffer size: The size (in K-bytes) of disk buffer space that has been added to the program, but is not included within its region in main storage. This buffer space resides on disk.

- Job priority: The priority of the job that was interrupted. Possible entries are High, Medium, Norm, and Low.
- There are no menu options to select; instead, there is an explanation of why the display was shown.

After you have viewed this display, you can:

- Press command key 3 to return to the interrupted job display.
- Press command key 1 to resume the interrupted job.
- Press the Roll Up key information.



to display additional

Status of a Display Station Session

There is a series of session status displays that you can use to display information about your display station session. You can also display the status of other display station sessions.

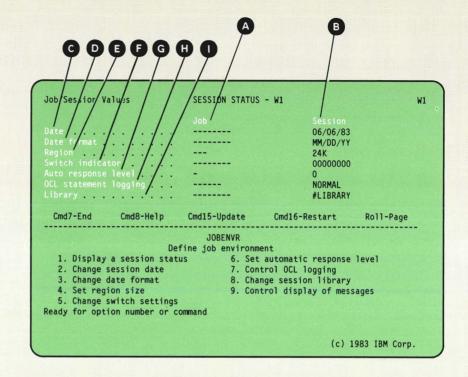
To display the status of your session:

 Type D S (or STATUS SESSION) on the entry line of a command display, a subconsole display, or a console display.

Note: If you want to display the status of a specific display station session, use D S, display station-id. For example, if the name of the display station is W2, type: D S,W2.

 Press the Enter key; following is an example of the first Session Status display.

Note: Only the options that you can use are displayed.



- A Job: The values for this job. If dashes (- -) are shown, a job is not being run.
- B Session: The values for this session.
- C Date: The date that is being used for this job and this session.
- Date format: YYMMDD, MMDDYY, or DDMMYY; where YY means year, MM means month, and DD means day.
- Region: The region size for this job and this session.

- Switch indicator: The current switch setting as set by the SWITCH OCL statement or program you ran. To see the current switch setting while a program is running, see Interrupting a Job (Program) That Is Running in Chapter 5.
- G Auto response level: Indicates the severity level of messages that are displayed at the display station. If the default value (0) is displayed, all messages are displayed at the display station. If the automatic response level is not 0, messages with a severity level less than or equal to the value shown are automatically responded to.
- OCL statement logging: A value of ON, OFF, or NORMAL is displayed.
 - ON: Indicates that all OCL statements in procedures are logged to the history file. All selections of options on user and help menus are also logged.
 - OFF: Indicates that no OCL statements in procedures are logged to the history file.
 - NORMAL: Indicates that all OCL statements in procedures are logged to the history file, based on the logging attribute of each procedure.
- Library: The name of the library that is being used for the job and the session.

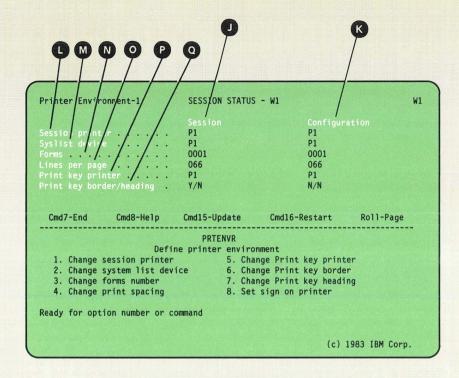
After you view this display, you can:

- Use any of the command keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.

For this example, press the Roll Up key the following Session Status display.



to proceed to



- Session: The values that are current for this session. The session values are the same as the configuration values when you sign on. You can change the session values, but if you sign off and then sign on, the session values are again the same as the configuration values.
- Configuration: The values that are found in the display station configuration record.
- Session printer: The printer ID.

- Syslist device: The output device used for the system list. Possible values include SYSTEM PRINTER, CRT, OFF, or the ID of the printer.
- N Forms: The 4-character default value for the forms number.
- Lines per page: The number of lines that will be printed per page.
- Print key printer: The ID of the printer that is to print output when the Print key is pressed.
- Print key border/heading: Indicates whether a border will be printed around the display image when it is printed. Also indicates whether a heading will be printed above the display image. Y indicates yes, N indicates no.

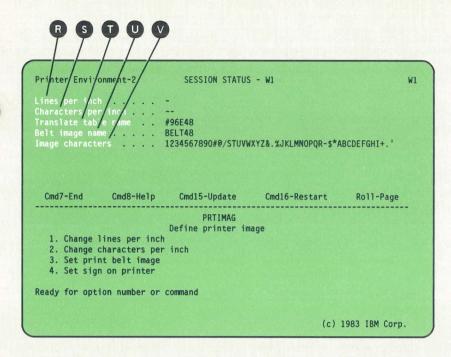
After you view this display, you can:

- Use any of the keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.

For this example, press the Roll Up key the following Session Status display.



to proceed to



- R Lines per inch: The number of lines per inch that will be printed.
- S Characters per inch: The number of characters per inch that will be printed.

Note: Items T, U, and V are displayed only if you have a 3262 Printer.

- Translate table name: The name of the source member that contains the translate table.
- **U** Belt image name: The name of the source member that contains the following print image characters.
- Image characters: The characters in this session's print image.

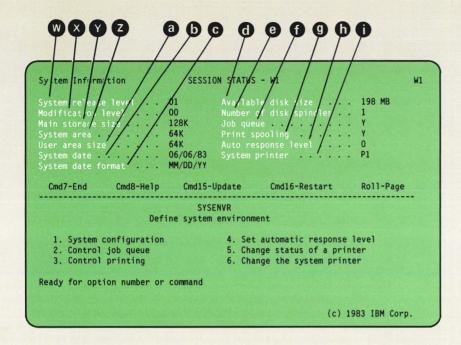
After you view this display, you can:

- · Use any of the keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key if you want to change the values that are shown.

For this example, press the Roll Up key the following Session Status display.



to proceed to



The following values for system information are shown:

- System release level: The level of the SSP that is currently on the system.
- Modification level: The level of change to the SSP that is made between releases.
- Main storage size: The number of bytes of main storage in units of K (K = 1024 bytes).
- System area: The amount of main storage used by the system programs.

- a User area size: The amount of main storage available for user programs.
- **b** System date: The date that was entered on the IPL Sign-On display.
- System date format: YYMMDD, MMDDYY, or DDMMYY; where YY mean year, MM means month, and DD means day.
- d Available disk size: The total disk size for the system.
- Number of disk spindles: The number of disk spindles that are on the system. A value of 1, 2, 3, or 4 is displayed.
- Job queue: Y indicates the job queue is active. N indicates the job queue is not active.
- Print spooling: Y indicates that print spooling is active. N indicates that print spooling is not active.
- Auto response level: Indicates the severity level of message that are displayed at all display stations. If the default value (0) is displayed, all messages are displayed at the display stations. If the automatic response level is not 0, messages with a severity level less than or equal to the value shown are automatically responded to.
- System printer: The ID of the system printer.

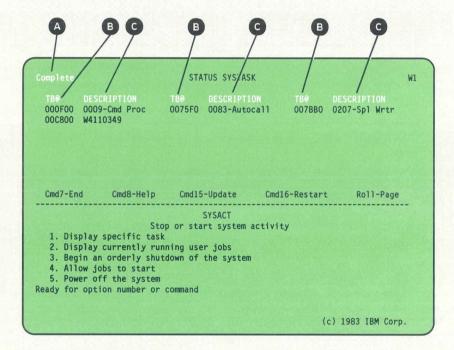
After you view this display, you can:

- · Use any of the keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 3 to return to the display on which you entered the STATUS SESSION command.

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DISPLAYING THE STATUS OF TASKS IN THE SYSTEM

- Type D T (or STATUS SYSTASK) on the entry line of a command display, a subconsole display, or a console display.
- Press the Enter key; following is an example of the display that is shown.



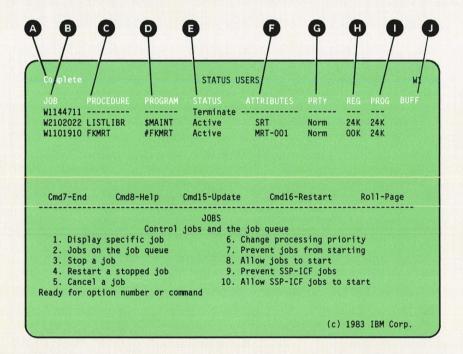
- Complete: Is shown if this is the last page of entries for this display station. If Complete is not shown, you can use the Roll Up key of entries.
- B TB@: The task block addresses active in the system.
- c DESCRIPTION: Indicates the user job name or the system task description that is associated with the task block. The system task description contains the 4-character ID of the system task.

After you view this display, you can:

- · Use any of the keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 3 to return to the display on which you entered the STATUS SYSTASK command.

DISPLAYING THE STATUS OF USER JOBS THAT ARE RUNNING ON THE SYSTEM

- Type D U (or STATUS USERS) on the entry line of a command display, a subconsole display, or a console display.
- Press the Enter key; following is an example of the display that is shown.



Complete: Is shown if this is the last page of entries for this display station. If Complete is not shown, you can use the Roll Up key of entries.

B JOB: The system-assigned job name for each user task in the system. The job name is of the format WWHHMMSS where:

WW = work station ID of the display station that started this job
HHMMSS = the time in hours, minutes, and seconds (according to the 24-hour clock) when the job was started.

- **C** PROCEDURE: The first-level procedure name if the job was run from a procedure.
- PROGRAM: The currently active program name. This changes from one job step to another.
- **STATUS:** One of the following is displayed:
 - Active: The job is either currently active, or the job is swapped out. No wait conditions were detected.
 - Initiator: The job is in the initiator starting the next step. Because some of the job status data, such as PROCEDURE and PROGRAM, is not predictable when the job is in the initiator, these fields will contain dashes (- -).
 - I/O error: The job has been suspended due to an input/output error.
 - Stopped: The job has been stopped because the STOP control command was entered.
 - Setdump: The job has been suspended by the SETDUMP procedure.

- Terminate: The job is ending. As with Initiator, some of the other data is not predictable and the fields will contain dashes (- -).
- Inquiry: The user was running the job and interrupted it with the Attn key.
- In cancel: The job has been canceled, but the cancel is not yet complete.
- TWA-wait: The job is waiting for space in the task work area so the job can run.

Note: If this condition occurs frequently, it may be necessary to expand the size of the task work area by configuring the system again and performing an IPL from diskette.

- · PRT-wait: The job is waiting to reserve the printer.
- Line-wait: The job is waiting for a communications line.
- I1-wait: The job is waiting for the diskette drive.
- Disk-wait: The job is waiting for disk space.
- INIT-wait: The initiator is waiting for resources (this also causes dashes in some of the other fields).
- MSG-wait: The job is waiting for a message response from the system operator.
- EDF-wait: File extension is currently taking place.
- OCL-wait: The job is waiting for a WAIT OCL statement.

- F ATTRIBUTES: Contains three fields of data. The first field, if it is not blank, indicates the job is a never-ending program (NEP). The second field indicates which type of program is running (MRT, SRT, NRT, or JBQ). The third field appears only for MRT programs, and it indicates the number of MRT requesters.
- **PRTY:** The priority of the job. High indicates the program is running with user-defined high priority; Med indicates the program is running with medium priority; Norm indicates the program is running with normal priority; Low indicates the program is running with low priority.

Note: If a job is a batch job, the system may change a job from normal to medium-low priority. (Medium-low priority cannot be assigned by an operator.)

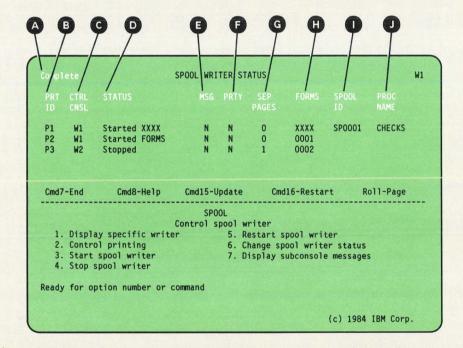
- REG: The size (in K-bytes) of the region being used by this task. This value is the actual amount of region reserved by the task.
- PROG: The size (in K-bytes) of the actual storage being used by this program. This size can include disk and printer buffer space that has been added to the program in main storage within its region.
- BUFF: The size (in K-bytes) of disk buffer space that has been added to the program, but is not included within its region in main storage. This buffer space resides on disk.

After you view this display, you can:

- Use any of the keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 3 to return to the display on which you entered the STATUS USERS command.

DISPLAYING THE STATUS OF THE SPOOL WRITER FOR ONE OR ALL PRINTERS

- Type D WRT (or STATUS WRT) on the entry line of a command display, a subconsole display, or a console display.
- Press the Enter key; following is an example of the display that is shown.



A Complete: Is shown if this is the last page of entries for this display station. If Complete is not shown, you can use the Roll Up key of entries.

- B PRT ID: The ID of the printer.
- **C** CTRL CNSL: The ID of the display station (console) that controls the printer.
- **D** STATUS: Indicates one of the following for the status of the spool writer:
 - · Started: Indicates the spool writer is started.
 - Started forms number: Indicates the spool writer is started and will print only the spool file entries that require the forms number that was specified with the START PRT control command.
 - Started FORMS: Indicates the spool writer is started and all available spool file entries that require the form currently being used in the printer will be printed before any entries requiring a different form.
 - · Stopped: Indicates the spool writer is stopped.
 - Stop page: Indicates the spool writer will stop when it finishes printing the current page because the STOP PRT control command was entered with the PAGE parameter.
 - Stop job: Indicates the spool writer will stop when it finishes printing the current job because the STOP PRT control command was entered with the JOB parameter.
 - Stop system: Indicates the spool writer is stopped because the STOP SYSTEM control command was entered. The spool writer will be started when a START SYSTEM control command is entered.

- MSG: Y indicates a spool writer message is waiting for a response at the display station that controls the printer, or printer action is required. N indicates no spool writer messages are waiting and no printer action is required.
- PRTY: Indicates the priority assigned to this spool writer: H indicates high priority, N indicates normal priority.
- G SEP PAGES: Indicates the number of separator pages that are printed before each spool file entry.
- FORMS: Indicates the forms number that the spool writer is currently using for printing.
- SPOOL ID: The 6-character system-assigned name of the spool file entry that the spool writer is printing or is to print.
- PROC NAME: The name of the procedure that created the spool file entry that the spool writer is printing or is to print.

Notes:

- 1. The spool ID and the procedure name are both blank if the spool writer is not printing a spool file entry.
- The spool ID and the procedure name are both displayed for all printers you control that are printing a spool file entry, and for any printer that is printing a spool file entry you created.
- 3. Dashes (- -) are displayed instead of the spool ID and the procedure name, if the spool writer is printing a spool file entry that you did not create on a printer that you do not control.

After you view this display, you can:

- Use any of the command keys that are shown on the display.
- Press the Help key to display an explanation of the options.
- Type an option number on the entry line and press the Enter key.
- Press command key 3 to return to the display on which you entered the STATUS WRT command.

Chapter 10. Saving and Maintaining Files and Libraries

This chapter describes the procedure commands that you can use to save and maintain files, libraries, and the system library:

- Saving files (SAVE procedure command)
- Restoring files (RESTORE procedure command)
- Saving libraries (SAVELIBR procedure command)
- Restoring libraries (RESTLIBR procedure command)
- Making space available on disk (COMPRESS procedure command)
- Making space available in libraries (CONDENSE procedure command)

For a detailed description of the parameters for these procedure commands and an example of each procedure command, see the System Reference manual.

This chapter also describes the steps you can follow to apply a program temporary fix (PTF) from an IBM PTF diskette to the appropriate libraries.

SAVING FILES

You can use the SAVE procedure command to:

- Copy a single disk file to diskette or tape.
- · Copy selected records within a disk file to diskette.
- · Copy all disk files to diskette or tape.
- Copy all disk files that are not members of a file group to diskette or tape.
- Copy all members of a specified file group to diskette or tape.

Note: The receiving diskette or tape must not contain active files when you copy all disk files, all members of a specified file group, or all files that are not members of a file group. For information on preparing a diskette, see *Initializing a Diskette* in Chapter 11. For information on preparing a tape, see *Initializing a Tape* in Chapter 12.

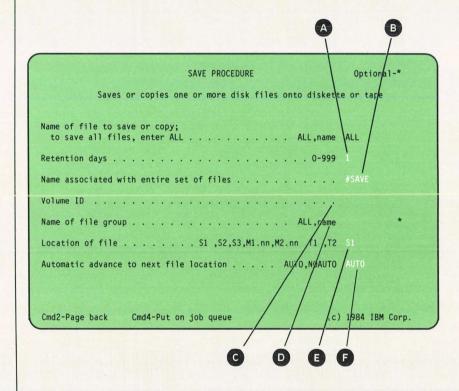
You cannot use the SAVE procedure command to:

- Copy a file that is being used by any other job on the system.
- Copy a library. Use the SAVELIBR procedure command to copy a library. This procedure is described in the System Reference manual.

For a detailed description and examples of the SAVE procedure command, see the System Reference manual.

To Save All Files on Diskette

- 1. Type SAVE ALL on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- 3. Use the default value 1 A or specify the number of days the file is to be retained. You can specify a number from 0 through 999. If you specify 999, the file becomes a permanent file.
- 4. Use the default value #SAVE B or specify a name to be associated with the entire set of files.

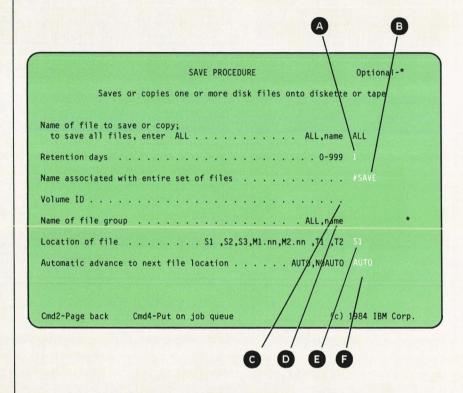
- Specify the volume ID of the diskette C. Use the volume ID that was specified when the diskette was initialized.
- This parameter is optional . You can specify ALL or the name of a specific file group.
- Use the default value S1 (E) or specify one of the diskette locations that is shown. If you have a single-slot diskette drive, S1 is the only diskette location that is shown. If you have a diskette magazine drive, diskette locations S1,S2,S3,M1.nn, M2.nn are shown.

Note: Item (a) is displayed only if the system has a diskette magazine drive or a tape drive(s).

- Use the default value AUTO f to have processing begin at the location of the diskette specified in []. Specify NOAUTO if you want the diskette to be processed only from the location that you specified in 3.
- Press the Enter key; all files are saved on diskette.

To Save All Files on Tape

- Type SAVE ALL on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- 3. Use the default value 1 or specify the number of days the file is to be retained. You can specify a number from 0 through 999. If you specify 999, the file becomes a permanent file.
- 4. Use the default value #SAVE B or specify a name to be associated with the entire set of files.

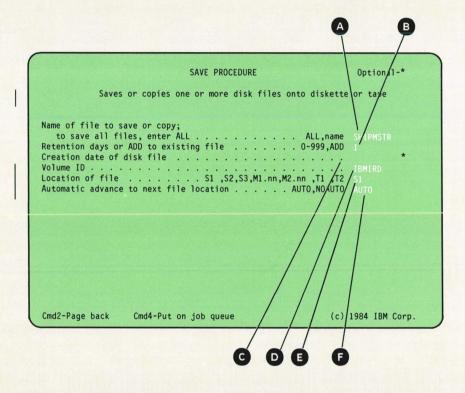
- 5. Specify the volume ID of the tape **c**. Use the volume ID that was specified when the tape was initialized.
- 6. This parameter is optional **D**. You can specify ALL or the name of a specific file group.
- 7. Type T1 or T2 depending on where the tape is located. T1 is tape drive 1; T2 is tape drive 2.
- 8. Use the default value AUTO **F** to have processing begin at the location of the tape specified in **E**. Specify NOAUTO if you want the tape to be processed only from the location that you specified in **E**.
- 9. Press the Enter key; the following display, to specify an additional parameter, is shown.

	SAVE PROCEDURE	Optional-*
Saves or copi	ies one or more disk files onto o	liskette or tape
ame of file to save or o to save all files, ente	copy; er ALL ALI	_,name ALL
etention days		0-999 1
ame associated with ent	ire set of files	#SAVE
olume ID		
ame of file group	ALI	.,name *
ocation of file \dots	S1 ,S2,S3,M1.nn,M2.nn ,	T1 ,T2 T1
utomatic advance to nex	t file location AUTO,	NOAUTO OTUA
nd position of tape dri	ve REWIND, LEAVE,	JNLOAD REWIND
md2-Page back Cmd4-	Put on job queue	(c) 1984\IBM Corp.

- 10. Use the default value REWIND G to rewind the tape to the beginning of the tape. Specify LEAVE to position the tape after the last record processed. Specify UNLOAD to rewind and unload the tape after processing.
- 11. Press the Enter key; all files are saved on tape.

To Save a Specific File on Diskette

- Type SAVE, leave a space, and type the name of the file you want saved (on the entry line of a command display).
- 2. Press the Help key; the following display is shown.



- 3. The name of the file that you specified is shown A.
- 4. Use the default value 1 B or specify the number of days the file is to be retained. You can specify a number from 0 through 999. If you specify 999, the file becomes a permanent file.

- This parameter is optional c. If you type the creation date of the disk file that you are saving, use the same date format (MMDDYY, DDMMYY, or YYMMDD) as your session date.
- 6. Type the volume ID of the diskette **D**. Use the volume ID that was specified when the diskette was initialized.
- 7. Use the default value S1 or specify one of the diskette locations that is shown. If you have a single-slot diskette drive, S1 is the only diskette location that is shown. If you have a diskette magazine drive, diskette locations S1,S2,S3,M1.nn,M2.nn are shown.

Note: Item **(F)** is displayed only if the system has a diskette magazine drive or a tape drive(s).

- 8. Use the default value AUTO **F** to have processing begin at the location of the diskette specified in **E**. Specify NOAUTO if you want the diskette to be processed only from the location that you specified in **E**.
- 9. Press the Enter key; the following display, to specify additional parameters, is shown.

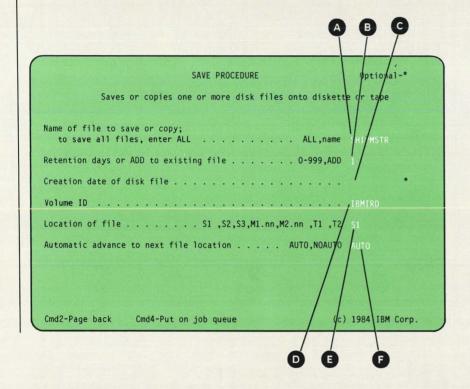
	SAVE PROCEDURE	Optional-*
Save	s or copies one or more disk fil	es onto diskette or tape
Retention days o	iles, enter ALL	0-999,ADD 1
Volume ID Location of file Automatic advance	disk file	IBMIRD nn,M2.nn ,T1 ,T2 S1
deleted recor Include or omit	ds	. INCLUDE,OMIT/, *
Condition for re	on of comparison characters ecord selection EQuaters	* ,NE,GE,GT,LE,YT/1,
compar 13011 chare		*
		////

10. Use the default value NOREORG G to save any deleted records and to save the records in the file in the order in which they occur in the file. Specify REORG to remove any deleted records. If the file to be saved is an indexed file, the records are to be saved in sequence by key.

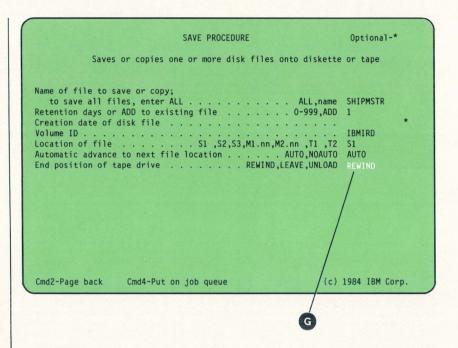
- 11. The following parameters (H) through (K) are optional. For additional information about these parameters, see the System Reference manual.
 - a. The INCLUDE and OMIT parameters (H) work with the **n** and **n** parameters.
 - b. Use this parameter 1 to specify the starting position in each record to be compared with the starting position of the comparison characters. You can specify any number from 1 through 4096.
 - c. Use the condition parameters 1 to compare characters in the record indicated in 1.
 - d. Use this parameter k to specify the comparison characters.
- 12. Press the Enter key; the file that you specified is saved on diskette.

To Save a Specific File on Tape

- Type SAVE, leave a space, and type the name of the file you want saved (on the entry line of a command display).
- 2. Press the Help key; the following display is shown.



- 3. The name of the file that you specified is shown A.
- 4. Use the default value 1 B or specify the number of days the file is to be retained. You can specify a number from 0 through 999. If you specify 999, the file becomes a permanent file.
- 5. This parameter is optional **c**. If you type the creation date of the disk file that you are saving, use the same date format (MMDDYY, DDMMYY, or YYMMDD) as your session date.
- 6. Type the volume ID of the tape **D**. Use the volume ID that was specified when the tape was initialized.
- 7. Type T1 or T2 depending on where the tape is located. T1 is tape drive 1; T2 is tape drive 2.
- 8. Use the default value AUTO **F** to have processing begin at the location of the tape specified in **E**. Specify NOAUTO if you want the tape to be processed only from the location that you specified in **E**.
- 9. Press the Enter key; the following display, to specify an additional parameter, is shown.



- 10. Use the default value REWIND to rewind the tape to the beginning of the tape. Specify LEAVE to position the tape after the last record processed. Specify UNLOAD to rewind and unload the tape after processing.
- 11. Press the Enter key; the file that you specified is saved on tape.

RESTORING FILES

You can use the RESTORE procedure command to copy all your files or a specific file on diskette or tape back to the disk; however, you must have put your files(s) on diskette or tape by using the SAVE procedure command or the \$COPY utility program.

This procedure command and the program are described in the System Reference manual.

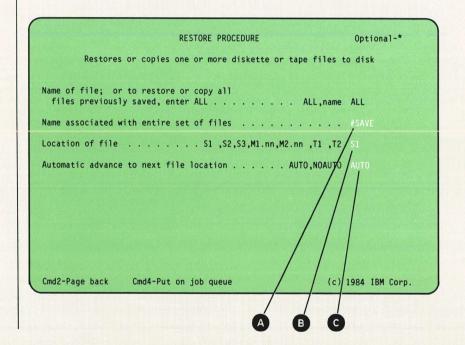
Note: When you are copying all files from diskette or tape back to disk, the copying must start with the first file on the first diskette or tape.

For a detailed description and examples of the RESTORE procedure command, see the System Reference manual.

To Restore All Files Back to Disk from Diskette

Note: The files that you are restoring to disk must have been placed on diskette by using the SAVE procedure command or the \$COPY utility program.

- 1. Type RESTORE ALL on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- Use the default value #SAVE A or specify the name associated with the entire set of files. This is the name that was specified when you used the SAVE ALL procedure.
- Use the default value S1 B or specify one of the diskette locations that is shown. If you have a single-slot diskette drive, S1 is the only diskette location that is shown. If you have a diskette magazine drive, diskette locations \$1,\$2,\$3,M1.nn,M2.nn are shown.

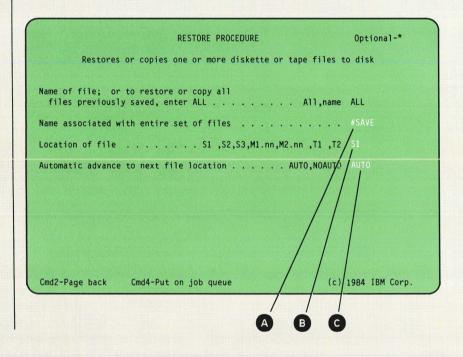
Note: Item © is displayed only if the system has a diskette magazine drive or tape drive(s).

- Use the default value AUTO c to have processing begin at the location of the diskette specified in B. Specify NOAUTO if you want the diskette to be processed only from the location that you specified in B.
- Press the Enter key; all files are restored to disk.

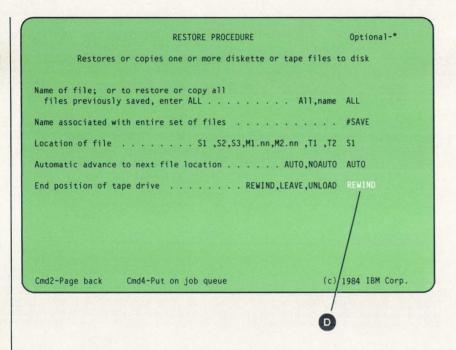
To Restore All Files Back to Disk from Tape

Note: The files that you are restoring to disk must have been placed on tape by using the SAVE procedure command or the \$COPY utility program.

- 1. Type RESTORE ALL on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



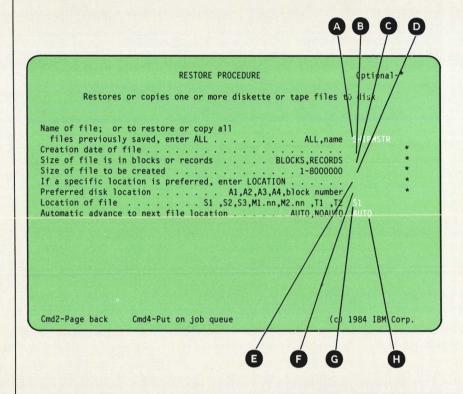
- 3. Use the default value #SAVE A or specify the name associated with the entire set of files. This is the name that was specified when you used the SAVE ALL procedure.
- 4. Type T1 or T2 B depending on where the tape is located. T1 is tape drive 1; T2 is tape drive 2.
- 5. Use the default value AUTO c to have processing begin at the location of the tape specified in B. Specify NOAUTO if you want the tape to be processed only from the location that you specified in B.
- 6. Press the Enter key; the following display, to specify an additional parameter, is shown.



- Use the default value REWIND to rewind the tape to the beginning of the tape. Specify LEAVE to position the tape after the last record processed. Specify UNLOAD to rewind and unload the tape after processing.
- Press the Enter key; all files are restored to disk.

To Restore a Specific File Back to Disk from Diskette

- Type RESTORE, leave a space, and type the name of the file you want to restore (on the entry line of a command display).
- 2. Press the Help key; the following display is shown.



The name of the file that you specified is shown A.

Note: You do not need to change the default values that are shown or enter any parameters in the optional fields (indicated by an *) to restore the file that is shown in A.

- 4. The following parameters (B) through F) are optional. For additional information about these parameters, see the System Reference manual.
 - a. If you type the creation date B of the diskette file that you are restoring, use the same date format (MMDDYY, DDMMYY, or YYMMDD) as your session date.
 - b. If you type BLOCKS **c**, you indicate that the disk file is to be made large enough to contain the number of blocks that you specify in **D**.

If you type RECORDS **c**, you indicate that the disk file is to be made large enough to contain the number of records that you specify in **D**.

c. You can type the number of blocks or records **D** for which you want to reserve file size.

If you typed BLOCKS for item **c**, you can type any number from 1 through 312,815.

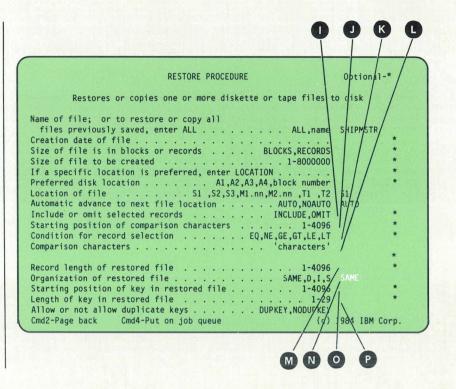
If you typed RECORDS for item **c**, you can type any number from 1 through 8,000,000.

- d. If you type LOCATION **E**, you indicate that you prefer a specific disk location for the file.
- e. You can specify the preferred disk placement or the first block number for the file **F**.
 - 1) Type A1 to indicate that placement on the first disk is preferred.
 - 2) Type A2 to indicate that placement on the second disk is preferred.
 - 3) Type A3 to indicate that placement on the third disk is preferred.
 - 4) Type A4 to indicate that placement on the fourth disk is preferred.
 - 5) Type the beginning block number of the new disk file.

Use the default value S1 G or specify one of the diskette locations that is shown. If you have a single-slot diskette drive, S1 is the only diskette location that is shown. If you have a diskette magazine drive, diskette locations \$1.\$2.\$3.M1.nn.M2.nn are shown.

Note: Item III is displayed only if the system has a diskette magazine drive or a tape drive(s).

- Use the default value AUTO (H) to have processing begin at the location of the diskette specified in G. Specify NOAUTO if you want the diskette to be processed only from the location that you specified in E.
- Press the Enter key; the following display, to specify additional parameters, is shown.



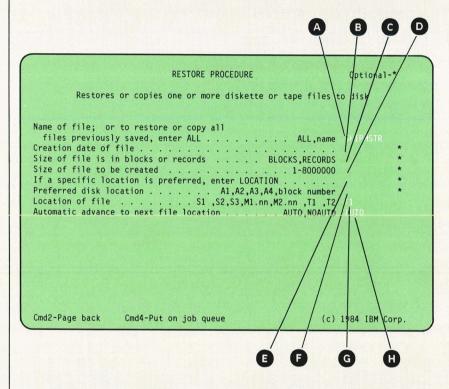
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- The following parameters (through) are optional. For additional information about these parameters, see the System Reference manual.
 - a. The INCLUDE and OMIT parameters
 work with the parameters in items (I), (K), and (I).
 - b. Use this parameter 1 to specify the starting position in each record to be compared with the starting position of the comparison characters. You can specify any number from 1 through 4096.
 - c. Use the condition parameters (K) to compare characters in the record indicated in item 1.
 - d. Use this parameter (to specify the comparison characters.
 - e. You can specify any number from 1 through 4096 M to indicate the record length of the restored file. If this parameter is not entered, the record length of the file to be copied is used for the record length of the restored file.
 - f. Use the default value SAME N to specify that the restored file is to have the same organization as when the file was saved, or do one of the following:
 - 1) Type D to specify that the restored file is to be organized as a direct file.
 - 2) Type I to specify that the restored file is to be organized as an indexed file.
 - 3) Type S to specify that the restored file is to be organized as a sequential file.

- g. You can specify any number from 1 through 4096 o to specify the starting position of the key for the restored file. The key position can be specified only if the restored file is to be organized as an indexed file. If a value is not specified, the key position for the file being restored is assumed.
- h. You can specify any number from 1 through 29 P. The key length can be specified only if the restored file is to be organized as an indexed file. If a value is not specified, the key length for the file being restored is assumed.
- i. Type DUPKEY on to indicate that duplicate keys are to be allowed in the indexed file being created. Type NODUPKEY of to indicate that duplicate keys are not to be allowed in the indexed file being created.
- Press the Enter key; the file that you specified is restored to disk.

To Restore a Specific File Back to Disk from Tape

- Type RESTORE, leave a space, and type the name of the file you want to restore (on the entry line of a command display).
- 2. Press the Help key; the following display is shown.



3. The name of the file that you specified is shown A.

Note: You do not need to change the default values that are shown or enter any parameters in the optional fields (indicated by an *) to restore the file that is shown in A.

- 4. The following parameters (B through F) are optional. For additional information about these parameters, see the System Reference manual.
 - a. If you type the creation date B of the tape file that you are restoring, use the same date format (MMDDYY, DDMMYY, or YYMMDD) as your session date.
 - b. If you type BLOCKS **c**, you indicate that the disk file is to be made large enough to contain the number of blocks that you specify in **D**.

If you type RECORDS **c**, you indicate that the disk file is to be made large enough to contain the number of records that you specify in **D**.

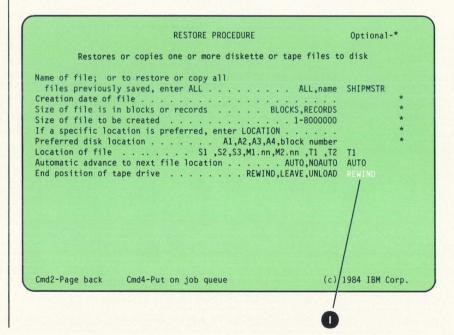
c. You can type the number of blocks or records **D** for which you want to reserve file size.

If you typed BLOCKS for item **©**, you can type any number from 1 through 312,815.

If you typed RECORDS for item **C**, you can type any number from 1 through 8,000,000.

- d. If you type LOCATION **E**, you indicate that you prefer a specific disk location for the file.
- e. You can specify the preferred disk placement or the first block number for the file .
 - 1) Type A1 to indicate that placement on the first disk is preferred.
 - 2) Type A2 to indicate that placement on the second disk is preferred.
 - 3) Type A3 to indicate that placement on the third disk is preferred.
 - 4) Type A4 to indicate that placement on the fourth disk is preferred.
 - 5) Type the beginning block number of the new disk file.

- Type T1 or T2 @ depending on where the tape is located. T1 is tape drive 1; T2 is tape drive 2.
- Use the default value AUTO (H) to have processing begin at the location of the tape specified in G. Specify NOAUTO if you want the tape to be processed only from the location that you specified in G.
- Press the Enter key; the following display, to specify an additional parameter, is shown.



- Use the default value REWIND

 to rewind the tape to the beginning of the tape. Specify LEAVE to position the tape after the last record processed. Specify UNLOAD to rewind and unload the tape after processing.
- Press the Enter key; the file that you specified is restored to disk.

SAVING LIBRARIES IF YOUR SYSTEM DOES NOT HAVE A MAGNETIC TAPE UNIT

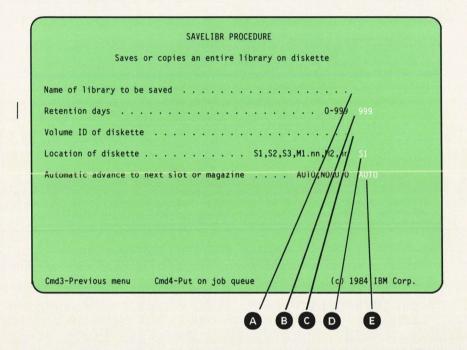
You can use the SAVELIBR procedure command to:

- · Copy all members in a library to diskette.
- Copy the members that are in the system library (#LIBRARY) to diskette. To determine the number of diskettes required to contain a library, see the manual Changing Your System Configuration, SC21-9052.

For a detailed description and examples of the SAVELIBR procedure command, see the *System Reference* manual.

To Save a Library on Diskette

- 1. Type SAVELIBR on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- Type the name of the library to be saved A. The new diskette file is given the same name as the library. If you do not specify a library name, the current library is used.
- 4. Use the default value 999 B or specify the number of days that the file is to be retained. If you use the default value, the file will be a permanent file. You can specify a number from 0 through 999.
- Specify the volume ID of the diskette C. Use the volume ID that was specified when the diskette was initialized.

Note: Items D and B are displayed only if the system has a diskette magazine drive.

- Use the default value S1 or specify one of the values shown.
- 7. Use the default value AUTO

 to have processing begin at the location of the diskette specified in D. Specify NOAUTO if you want diskettes to be processed only from the location that you specified in D.
- Press the Enter key; the library that you specified is saved.

SAVING LIBRARIES IF YOUR SYSTEM HAS A MAGNETIC TAPE UNIT

You can use the SAVELIBR procedure command to:

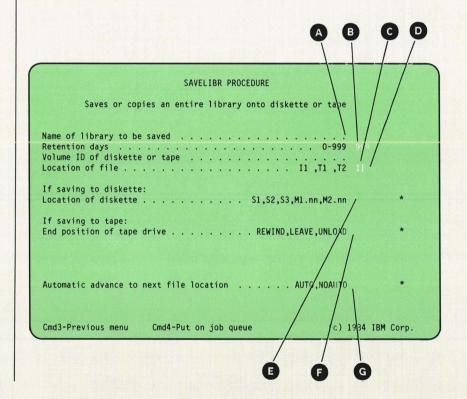
- · Copy all members in a library to diskette or tape.
- Copy the members that are in the system library (#LIBRARY) to diskette. To determine the number of diskettes required to contain a library, see the manual Changing Your System Configuration, SC21-9052.

For a detailed description and examples of the SAVELIBR procedure command, see the System Reference manual.

To Save a Library on Diskette or Tape

If you have a tape drive, use the following steps:

- 1. Type SAVELIBR on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- Type the name of the library to be saved A. The new diskette or tape file is given the same name as the library. If you do not specify a library name, the current library is used.
- Use the default value 999
 or specify the number of days that the file is to be retained. If you use the default value, the file will be a permanent file. You can specify a number from 0 through 999.
- Specify the volume ID of the diskette or tape C. Use the volume ID that was specified when the diskette or tape was initialized.
- Use the default value I1 **(D)** to specify that the library is to be saved on diskette. Type T1 or T2 to save the library on tape. T1 indicates the tape is mounted on tape drive 1. T2 indicates the tape is mounted on tape drive 2.

Note: Item (E) is displayed only if the system has a diskette magazine drive.

If you are saving a library on diskette, specify one of the values shown. S1, S2, and S3 are diskette slots. M1 and M2 are diskette magazines. nn is a number from 01 through 10 that identifies the location of the diskette in the magazine. If you do not type a value, S1 is assumed.

If you are saving a library on tape, specify one of the values shown. Specify REWIND to rewind the tape to the beginning of the tape. Specify LEAVE to position the tape after the last record processed. Specify UNLOAD to rewind and unload the tape after processing. If you do not type a value, REWIND is assumed.

Note: Item (a) is not displayed if you have a single-slot diskette drive. Also, item G is not displayed if you have only one tape drive.

- Use the default value AUTO (a) to have processing begin at the location of the diskette or tape that you specified. Specify NOAUTO if you want diskettes or tape to be processed only from the location that you specified.
- 10. Press the Enter key; the library that you specified is saved.

RESTORING LIBRARIES IF YOUR SYSTEM DOES NOT HAVE A MAGNETIC TAPE UNIT

You can use the RESTLIBR procedure command to:

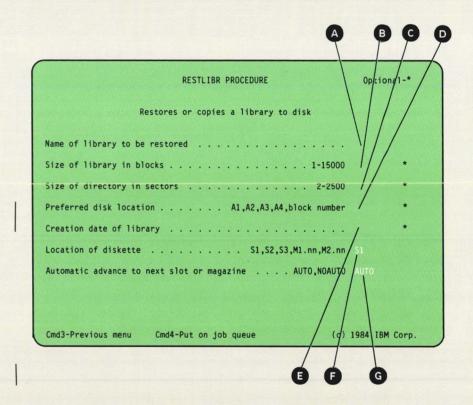
- Restore the library that was copied to diskette using the SAVELIBR procedure command.
- Restore the system library (#LIBRARY) that was copied to diskette using the SAVELIBR procedure command.

Note: When you restore your library, you can change the size of your library or the directory size of your library.

For a detailed description and examples of the RESTLIBR procedure command, see the System Reference manual.

To Restore a Library from Diskette

- Type RESTLIBR on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



3. Type the name of the library to be restored A. If you do not specify a library name, the system library (#LIBRARY) is used.

- The following parameters (B, C, D, and B) are optional. For additional information about these parameters, see the System Reference manual.
 - a. You can specify any number from 1 through 15,000 B to indicate the number of blocks that will be the new size of the library. If a number is not specified, the library size is not changed.
 - b. You can specify any number from 2 through 2500 C to indicate the number of sectors that will be the new size of the directory. If a number is not specified, the directory size is not changed.
 - c. You can specify the preferred location for the library . If you do not specify a location and the system has more than one disk drive, the system places the library on the least-used disk.
 - 1) Type A1 to indicate that the library is to be placed on the first disk. If space is available, the system places the library on the first disk. Otherwise, the library is placed on the least-used disk.
 - 2) Type A2 to indicate that the library is to be placed on the second disk. If space is available, the system places the library on the second disk. Otherwise, the library is placed on the least-used disk.
 - 3) Type A3 to indicate that the library is to be placed on the third disk. If space is available, the system places the library on the third disk. Otherwise, the library is placed on the least-used disk.
 - 4) Type A4 to indicate that the library is to be placed on the fourth disk. If space is available, the system places the library on the fourth disk. Otherwise, the library is placed on the least-used disk.

d. Specify the creation date of the library to be restored . The date you specify must be in the same format as the creation date of the diskette file. The format could be YYMMDD, DDMMYY, or MMDDYY; where YY means year, MM means month, and DD means day.

Note: Items
and
are displayed only if the system has a diskette magazine drive.

- e. Use the default value S1 p or specify one of the values shown.
- f. Use the default value AUTO (G) to have processing begin at the location of the diskette specified in []. Specify NOAUTO if you want diskettes to be processed only from the location that you specified in 🖪.
- Press the Enter key; the library that you specified is restored.

RESTORING LIBRARIES IF YOUR SYSTEM HAS A MAGNETIC TAPE UNIT

You can use the RESTLIBR procedure command to:

- Restore the library that was copied to diskette or tape using the SAVELIBR procedure command.
- Restore the system library (#LIBRARY) that was copied to diskette using the SAVELIBR procedure command.

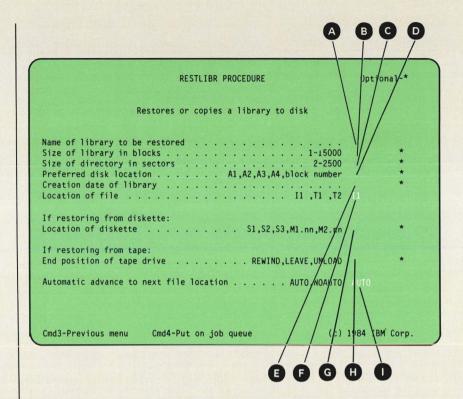
Note: When you restore your library, you can change the size of your library or the directory size of your library.

For a detailed description and examples of the RESTLIBR procedure command, see the System Reference manual.

To Restore a Library from Diskette or Tape

If you have a tape drive, use the following steps:

- 1. Type RESTLIBR on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



3. Type the name of the library to be restored A. If you do not specify a library name, the system library (#LIBRARY) is used.

- The following parameters (B, C, D, and E) are optional. For additional information about these parameters, see the System Reference manual.
 - a. You can specify any number from 1 through 15,000 B to indicate the number of blocks that will be the new size of the library. If a number is not specified, the library size is not changed.
 - b. You can specify any number from 2 through 2500 C to indicate the number of sectors that will be the new size of the directory. If a number is not specified, the directory size is not changed.
 - c. You can specify the preferred location for the library **D**. If you do not specify a location and the system has more than one disk drive, the system places the library on the least-used disk.
 - 1) Type A1 to indicate that the library is to be placed on the first disk. If space is available, the system places the library on the first disk. Otherwise, the library is placed on the least-used disk.
 - 2) Type A2 to indicate that the library is to be placed on the second disk. If space is available, the system places the library on the second disk. Otherwise, the library is placed on the least-used disk.
 - 3) Type A3 to indicate that the library is to be placed on the third disk. If space is available, the system places the library on the third disk. Otherwise, the library is placed on the least-used disk.
 - 4) Type A4 to indicate that the library is to be placed on the fourth disk. If space is available, the system places the library on the fourth disk. Otherwise, the library is placed on the least-used disk.

- d. Specify the creation date of the library to be restored **1**. The date you specify must be in the same format as the creation date of the diskette or tape file. The format could be YYMMDD, DDMMYY, or MMDDYY; where YY means year, MM means month, and DD means day.
- Use the default value I1 (1) to specify the library is to be restored from diskette. Type T1 or T2 to restore the library from tape. T1 indicates that the tape is mounted on tape drive 1. T2 indicates that the tape is mounted on tape drive 2.

Note: Item **G** is displayed only if the system has a diskette magazine drive.

- If you are restoring a library from diskette, specify one of the values @ shown. S1, S2, and S3 are diskette slots. M1 and M2 are diskette magazines. nn is a number from 01 through 10 that identifies the location of the diskette in the magazine. If you do not type a value, S1 is assumed.
- 7. If you are restoring a library from tape, specify one of the values (H) shown. Specify REWIND to rewind the tape to the beginning of the first record on the tape. Specify LEAVE to position the tape after the last record processed. Specify UNLOAD to rewind and unload the tape after processing. If you do not type a value, REWIND is assumed.

Note: Item is not displayed if you have a single-slot diskette drive. Also, item is not displayed if you have only one tape drive.

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- Use the default value AUTO
 to have processing begin at the location of the diskette or tape that you specified. Specify NOAUTO if you want diskettes or tape to be processed only from the location that you specified.
 - Press the Enter key; the library that you specified is restored.

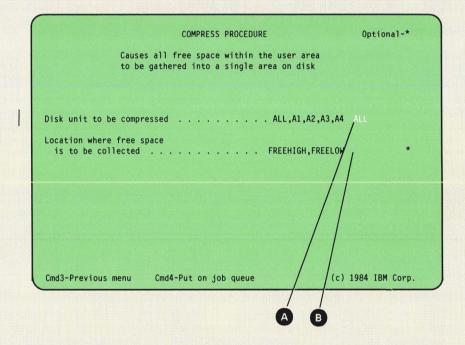
MAKING SPACE AVAILABLE ON DISK

You can use the COMPRESS procedure command to take all unused space within the user area on disk and gather that free space on disk. If you are getting messages that there is not enough space for your files on disk, you may want to use the COMPRESS procedure. When you run the COMPRESS procedure, it cannot be interrupted, and no other jobs can be run until the COMPRESS procedure completes.

For a detailed description and examples of the COMPRESS procedure command, see the System Reference manual.

To Use the COMPRESS Procedure Command

- 1. Type COMPRESS on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- 3. Use the default value ALL A or specify one of the following:
 - a. If you specify A1, only the first disk drive is compressed. If you do not specify a second parameter, FREEHIGH is assumed.
 - b. If you specify A2, only the second disk drive is compressed. If you do not specify a second parameter, FREELOW is assumed.
 - c. If you specify A3, only the third disk drive is compressed. If you do not specify a second parameter, FREELOW is assumed.
 - d. If you specify A4, only the fourth disk drive is compressed. If you do not specify a second parameter, FREELOW is assumed.
- This is an optional parameter B. You can specify one of the following:
 - a. If you specify FREEHIGH, the free space on the specified disk drive is collected at the highest block numbers of the unit.
 - b. If you specify FREELOW, the free space on the specified disk drive is collected at the lowest block numbers of the unit.
- Press the Enter key; the COMPRESS procedure is run.

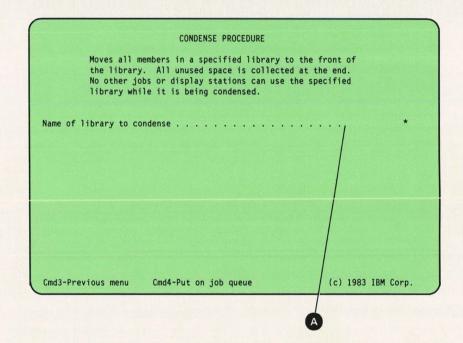
MAKING SPACE AVAILABLE IN LIBRARIES

You can use the CONDENSE procedure command to move all members in a specified library to the front of the library. All unused space is collected at the end of the library. When you condense one of your libraries, no jobs or display stations can use the library until the CONDENSE procedure completes.

For a detailed description and examples of the CONDENSE procedure command, see the System Reference manual.

To Use the CONDENSE Procedure Command

- Type CONDENSE on the entry line of a command display.
- 2. Press the Help key; the following display is shown.



- The name of the current library is displayed A. If you do not change the library name, the library that you are using is condensed.
- Press the Enter key; the library that you specify is condensed or the library that you are using is condensed.

Applying a Program Temporary Fix (PTF)

A program temporary fix (PTF) is a solution to a problem that exists in an IBM-supplied program. PTFs are supplied by IBM on a PTF diskette(s) that is brought to you by a service representative. Your service representative will tell you if there are any special considerations to make before or during the process of applying PTFs. If there are no special considerations, the process of applying PTFs consists of:

- · Making a copy of the IBM PTF diskette
- Copying the contents of your PTF diskette to the PTF libraries
- Using the PTF libraries to apply the PTFs to the appropriate libraries (during this step, PTF backup libraries are created)
- Initializing a diskette for the PTF backup libraries
- Saving the PTF backup libraries on the initialized diskette
- · Deleting the PTF backup libraries from your system

Note: This process of applying PTFs uses only one IBM PTF diskette.

MAKING A COPY OF THE IBM PTF DISKETTE

The process of making a copy of the IBM PTF diskette consists of:

- Determining the volume ID (name) of the IBM PTF diskette (CATALOG procedure)
- Initializing your diskette (INIT procedure)
- Copying the contents of the IBM PTF diskette to your initialized diskette (COPYI1 procedure)

Determining the Volume ID of the IBM PTF Diskette

Remove the IBM PTF diskette from its protective envelope and insert the diskette into the diskette drive.

If your system has a single-slot diskette drive, insert the diskette into the diskette drive.

If your system has a diskette magazine drive, insert the diskette into slot 1 of the diskette magazine drive.

Note: If you need more information about diskette handling, refer to Chapter 11.

- Type SYSLIST CRT on the entry line of a command display at the system console.
- Press the Enter key.
- Type CATALOG ALL, I1 on the entry line of a command display at the system console.
- Press the Enter key; the volume ID is shown in the upper-left corner of the display.
- Write the volume ID on a piece of paper.
- Type a zero (0) on the entry line.
- Press the Enter key. 8.

- 9. Type SYSLIST PRINTER on the entry line of a command display at the system console.
- 10. Press the Enter key.
- 11. Remove the IBM PTF diskette from the diskette drive or the diskette magazine drive and put the diskette in its protective envelope.

Initializing Your Diskette

The number of initialized diskettes that you will need depends on the number of IBM PTF diskettes that contain the PTFs. For example, if the PTFs are on one IBM PTF diskette that is a diskette 2D, you should initialize one diskette 2D. If you are going to initialize a diskette that has been used previously, you should use the following steps to ensure that you will be initializing a diskette that contains information you no longer need.

1. Remove the diskette from its protective envelope and insert the diskette into the diskette drive.

If your system has a single-slot diskette drive, insert the diskette into the diskette drive.

If your system has a diskette magazine drive, insert the diskette into slot 2 of the diskette magazine drive.

Note: If you need more information about diskette handling, refer to Chapter 11.

- Type SYSLIST CRT on the entry line of a command display at the system console.
- 3. Press the Enter key.
- If your system has a single-slot diskette drive, type CATALOG ALL,I1 on the entry line of a command display at the system console.

If your system has a diskette magazine drive, type CATALOG ALL, I1, S2 on the entry line of a command display at the system console.

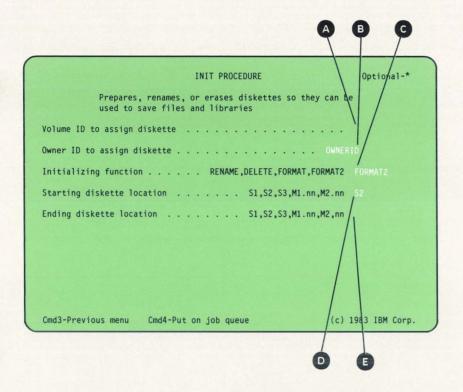
Press the Enter key; the display that is shown indicates the files that are contained on the diskette that you will be initializing.

If there is information on the diskette that you do not want to lose:

- Type a zero (0) on the entry line.
- Press the Enter key.
- Remove the diskette from the diskette drive or the diskette magazine drive and put the diskette in its protective envelope.
- Use a different diskette and follow steps 1 through 5 of *Initializing Your Diskette*.

If you no longer need the information contained on the diskette and you want to initialize the diskette, continue with step 6.

- 6. Type a zero (0) on the entry line.
- Press the Enter key.
- Type SYSLIST PRINTER on the entry line of a command display at the system console.
- 9. Press the Enter key.
- 10. Type INIT on the entry line of a command display at the system console.
- 11. Press the Help key; the following display is shown.



- 12. Type the volume ID A. The volume ID that you specify MUST be the same as the volume ID of the IBM PTF diskette. This is the volume ID that you wrote on a piece of paper in step 6 of Determining the Volume ID of the IBM PTF Diskette earlier in this chapter.
- 13. Use the default value OWNERID B, or type from 1 to 14 alphabetic or numeric characters to indicate who owns the diskette.

14. Type FORMAT2 @ to indicate that the diskette 2D you are initializing will be formatted in the 1024 bytes-per-sector format.

Note: Items
and
are displayed only if your system has a diskette magazine drive.

- 15. Type S2 for the starting diskette location. You do not need to specify an ending diskette location [a].
- 16. Press the Enter key; the diskette is initialized.

If your system has a diskette magazine drive, DO NOT REMOVE the initialized diskette from slot 2. You are ready to start the process of copying the contents of the IBM PTF diskette to the diskette that you have just initialized.

If your system has a single-slot diskette drive:

- Remove the initialized diskette from the diskette drive and put the diskette in its protective envelope.
- · Write the volume ID on the temporary label that is on the diskette. Write your name, or a name that identifies the diskette, on the temporary label so that your initialized diskette is not mistaken for the IBM PTF diskette.

Copying the Contents of the IBM PTF Diskette to Your Initialized Diskette

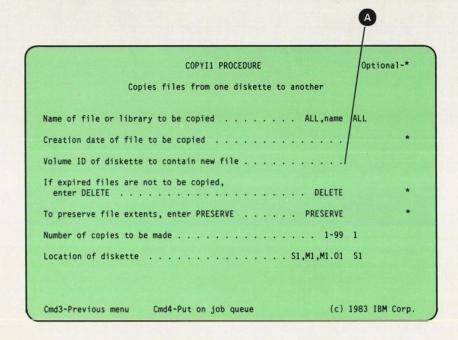
 Remove the IBM PTF diskette from its protective envelope and insert the diskette into the diskette drive.

If your system has a single-slot diskette drive, insert the IBM PTF diskette into the diskette drive.

If your system has a diskette magazine drive, insert the IBM PTF diskette into slot 1 of the diskette magazine drive.

Note: If you need more information about diskette handling, refer to Chapter 11.

- Type COPYI1 on the entry line of a command display at the system console.
- 3. Press the Help key; the following display is shown.



- 4. Type the volume ID (A). The volume ID that you specify MUST be the same as the volume ID of the IBM PTF diskette and the diskette that you initialized.
- 5. Press the Enter key.

If your system has a single-slot diskette drive, a message is displayed that instructs you to insert the next diskette. When this message appears:

- a. Remove the IBM PTF diskette from the diskette drive and put the diskette in its protective envelope. Keep this diskette in a safe place for your service representative.
- b. Insert the diskette that you initialized into the diskette drive. Respond to the message, and the contents of the IBM PTF diskette will be copied to your initialized diskette.

You are now ready to copy the contents of your PTF diskette to the PTF libraries.

If your system has a diskette magazine drive, the contents of the IBM PTF diskette are copied to your initialized diskette. After the contents are copied:

- a. Remove the IBM PTF diskette from slot 1 of the diskette magazine drive and put the diskette in its protective envelope. Keep this diskette in a safe place for your service representative.
- b. Remove your diskette from slot 2 of the diskette magazine drive and insert your diskette into slot 1 of the diskette magazine drive.

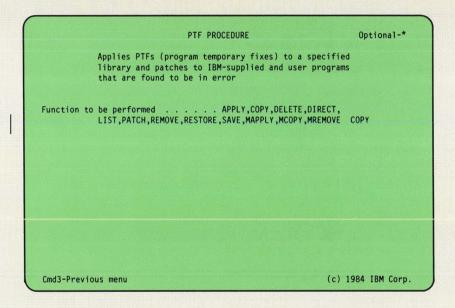
You are now ready to copy the contents of your PTF diskette to the PTF libraries.

COPYING THE CONTENTS OF YOUR PTF DISKETTE TO THE PTF LIBRARIES

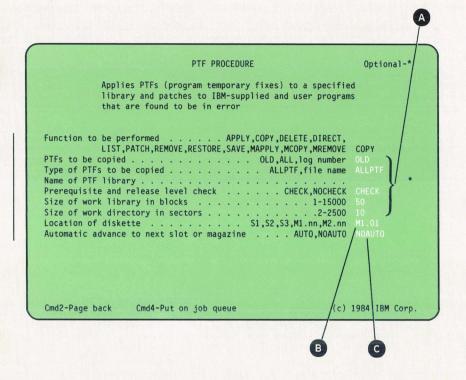
If your system has a single-slot diskette drive, your PTF diskette is in the diskette drive (step 5 of Copying the Contents of the IBM PTF Diskette to Your Initialized Diskette).

If your system has a diskette magazine drive, your PTF diskette is in slot 1 of the diskette magazine drive (step 5 of Copying the Contents of the IBM PTF Diskette to Your Initialized Diskette).

- 1. Type PTF COPY on the entry line of a command display at the system console.
- 2. Press the Help key; the following display is shown.



3. Press the Enter key; the following display, to specify additional parameters, is shown.



Use the default values A that are shown.

Note: When you use ALLPTF for the parameter Type of PTFs to be copied, the PTF procedure copies the PTFs to the appropriate PTF libraries. For example, if there are PTFs for assembler and BASIC on your PTF diskette, the PTF for assembler is copied to the PTF library for assembler and the PTF for BASIC is copied to the PTF library for BASIC. If the PTF diskette contains a PTF for a language or utilities program product that you do not have on your system, that specific PTF is not copied into a PTF library on your system.

Note: Items B and C are displayed only if the system has a diskette magazine drive.

- 5. Type M1.01 B to copy the contents of the PTF diskette that is located in diskette slot 1 of the diskette magazine drive.
- 6. Type NOAUTO c to use only the diskette that is located in diskette slot 1.
- 7. Press the Enter key; the contents of a PTF diskette are copied to the PTF libraries.
- Remove the PTF diskette from the diskette drive or the diskette magazine drive and put the diskette in its protective envelope.
- 9. If you have not labeled your PTF diskette, write the volume ID on the temporary label that is on the diskette. Also write your name, or a name that identifies the diskette, on the temporary label, as well as the current date.
- 10. Put this diskette with the backup diskettes that were processed during system configuration.

You are now ready to use the PTF libraries to apply the PTFs to the appropriate libraries.

USING THE PTF LIBRARIES TO APPLY THE PTFs TO THE APPROPRIATE LIBRARIES

After you have copied the contents of your PTF diskette to the PTF libraries, you can either:

- · Apply the PTFs immediately, or
- Apply the PTFs the next time you start your system (IPL from disk).

Applying the PTFs Immediately

If you want to apply the PTFs immediately, you must have a dedicated system. That means no jobs can be currently running on the system. Also, after you apply the PTFs, you should perform an IPL from disk to ensure a complete PTF application. To apply the PTFs immediately:

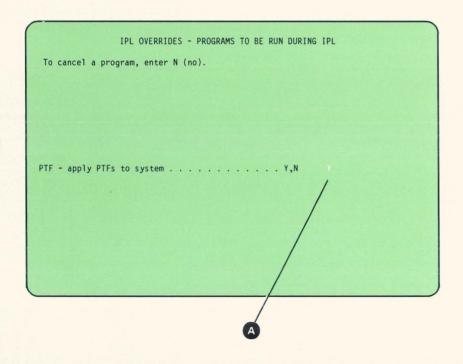
- 1. Type PTF APPLY on the entry line of a command display at the system console.
- 2. Press the Enter key; the PTFs are applied to the appropriate libraries, and the Main Help menu or your beginning menu is displayed.
- To perform an IPL from disk, press the Load key on the control panel of the system unit; an IPL Sign-On display will appear at the system console.
- Type the required information on the IPL Sign-On display and press the Enter key; the Main Help menu or your beginning menu is displayed. For more information on the IPL Sign-On display, refer to Chapter 2.

Now that you have applied the PTFs to the appropriate libraries, you should initialize a diskette and save the PTF backup libraries on that initialized diskette. See *Initializing a Diskette for the PTF Backup Libraries* later in this chapter.

Note: The PTF libraries (except CSPTFLIB) are deleted by the PTF APPLY procedure after the PTFs are applied to the appropriate libraries.

Applying the PTFs the Next Time You Start Your System

If you did not apply the PTFs immediately after you copied the contents of your PTF diskette to the PTF libraries, the next time you start your system (IPL from disk) the following display will appear after you have responded to the IPL Sign-On display:



- 1. Use the default value Y A that is shown.
- 2. Press the Enter key; the PTFs are applied to the appropriate libraries, and the Main Help menu or your beginning help menu is displayed.
- 3. To ensure a complete PTF application, you should perform an IPL from disk again; therefore, press the Load key on the control panel of the system unit; an IPL Sign-On display will appear at the system console.
- 4. Type the required information on the IPL Sign-On display and press the Enter key. During IPL, messages are displayed to inform you of IPL progress. When the IPL is complete, the Main Help menu or your beginning menu is displayed.

Now that you have applied the PTFs to the appropriate libraries, you should initialize a diskette and save the PTF backup libraries on that initialized diskette. See Initializing a Diskette for the PTF Backup Libraries later in this chapter.

Note: The PTF libraries (except CSPTFLIB) are deleted by the PTF APPLY procedure after the PTFs are applied to the appropriate libraries.

INITIALIZING A DISKETTE FOR THE PTF BACKUP LIBRARIES

Initialize the same number of diskettes as you did before you copied the contents of the IBM PTF diskette to your initialized diskette. For example, if you initialized one diskette 2D then, you should now initialize one diskette 2D. If you are going to initialize a diskette that has been used previously, use the following steps to ensure that you will be initializing a diskette that contains information you no longer need.

1. Remove your diskette from its protective envelope and insert the diskette into the diskette drive.

If your system has a single-slot diskette drive, insert the diskette into the diskette drive.

If your system has a diskette magazine drive, insert the diskette into slot 1 of the diskette magazine drive.

Note: If you need more information about diskette handling, refer to Chapter 11.

- Type SYSLIST CRT on the entry line of a command display at the system console.
- 3. Press the Enter key.
- 4. Type CATALOG ALL,I1 on the entry line of a command display at the system console.

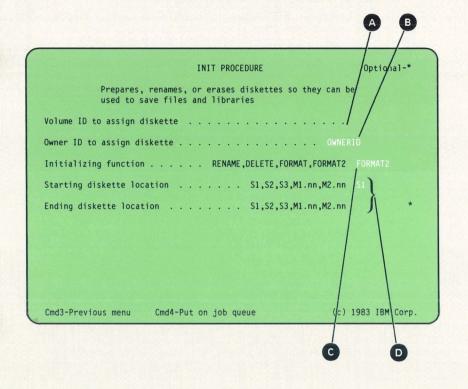
Press the Enter key; the display that is shown indicates the files that are contained on the diskette that you will be initializing.

If there is information on the diskette that you do not want to lose:

- Type a zero (0) on the entry line.
- Press the Enter key.
- Remove the diskette from the diskette drive or the diskette magazine drive and put the diskette in its protective envelope.
- Use a different diskette and follow steps 1 through 5 of Initializing a Diskette for the PTF Backup Libraries.

If you no longer need the information contained on the diskette and you want to initialize the diskette, continue with step 6.

- 6. Type a zero (0) on the entry line.
- 7. Press the Enter key.
- 8. Type INIT on the entry line of a command display at the system console.
- 9. Press the Help key; the following display is shown.



- 10. Type the the volume ID (from 1 to 6 alphabetic or numeric characters). For example, you could name the diskette PTFBAK.
- 11. Record the volume ID on a piece of paper so that you can write the volume ID on the temporary label of the diskette after the diskette is initialized. You will need to know the volume ID when you save the PTF backup library on this initialized diskette.
- 12. Use the default value OWNERID B, or type from 1 to 14 alphabetic or numeric characters to indicate who owns the diskette.

- 13. Type FORMAT2 C to indicate that the diskette 2D you are initializing will be formatted in the 1024 bytes-per-sector format.
- 14. The parameters shown for item **D** are displayed only if your system has a diskette magazine drive. Use the default value S1 D to initialize one diskette and do not specify an ending location.
- 15. Press the Enter key; the diskette is initialized.
- 16. DO NOT REMOVE the diskette from the diskette drive or the diskette magazine drive.

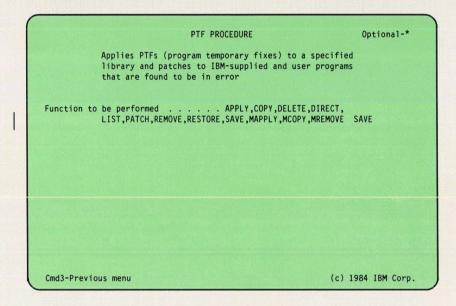
Your are now ready to save the PTF backup libraries on the initialized diskette.

SAVING THE PTF BACKUP LIBRARIES ON THE INITIALIZED DISKETTE

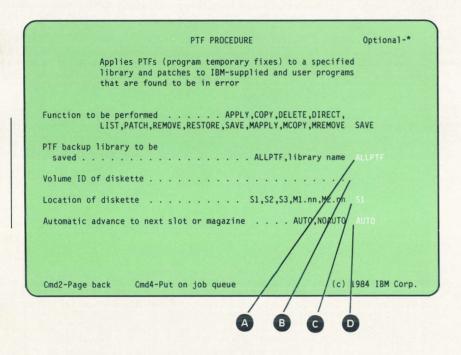
If your system has a single-slot diskette drive, your initialized diskette is in the diskette drive (step 16 of *Initializing a Diskette for the PTF Backup Libraries*).

If your system has a diskette magazine drive, your initialized diskette is in slot 1 of the diskette magazine drive (step 16 of *Initializing a Diskette for the PTF Backup Libraries*).

- 1. Type PTF SAVE on the entry line of a command display at the system console.
- 2. Press the Help key; the following display is shown.



3. Press the Enter key; the following display is shown.



- 4. Type ALLPTF A. The ALLPTF parameter also was used when you applied the PTFs to the appropriate libraries.
- 5. Type the volume ID (use the same volume ID that you used when you initialized the diskette. The example PTFBAK was used then).

Note: Items @ and @ are displayed only if the system has a diskette magazine drive.

Use the default value S1 c to save the PTF backup libraries on the initialized diskette that is located in slot 1 of the diskette magazine drive.

- 7. Type NOAUTO **D** to use only the diskette that is located in slot 1.
- 8. Press the Enter key; the PTF backup libraries are saved on diskette.
- Remove the diskette from the diskette drive or the diskette magazine drive and put the diskette in its protective envelope.
- 10. Label the diskette by writing the volume ID and the current date on the temporary label of the diskette.
- 11. Put this diskette with the backup diskettes that were processed during system configuration and with your PTF diskette.

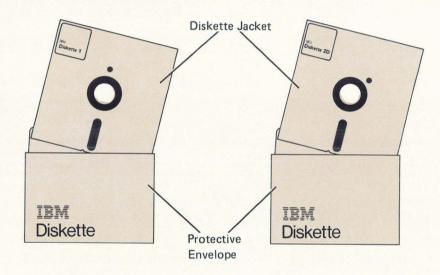
Now that you have saved the PTF backup libraries on diskette, you can delete the PTF backup libraries from your system.

DELETING THE PTF BACKUP LIBRARIES FROM YOUR SYSTEM

- 1. Type PTF DELETE on the entry line of a command display at the system console.
- Press the Enter key; the PTF backup libraries are deleted from your system.

Chapter 11. Using a Diskette

One of the storage devices available for System/36 is a diskette. A diskette is a thin, flexible disk permanently enclosed in a plastic jacket. When the diskette is used by System/36, the disk turns freely within the jacket. The diskette jacket contains a liner material that cleans the diskette as it turns. When the diskette is not in use, it should be kept in its protective envelope.



System/36 can use the following types of diskettes:

- IBM diskette 1 (single-sided)
- IBM diskette 2D (double-sided, double density)

For information about ordering IBM diskettes, see Workbook 1, General Planning Activities in the manual What to Do Before Your Computer Arrives.

This chapter tells you how to:

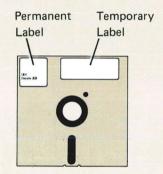
- · Label a diskette
- · Handle a diskette
- Use a diskette in the single-slot diskette drive (5362 System Unit)
- Use a diskette in the single-slot diskette drive (5360 System Unit)
- Use a diskette in the diskette magazine drive (5360 System Unit)
- Use a magazine in the diskette magazine drive (5360 System Unit)
- · Initialize a diskette
- Copy a diskette

11-1

LABELING A DISKETTE

A permanent label is attached to the diskette jacket of each diskette before it is shipped. This label indicates the type of diskette and provides space for you to write information describing the diskette, such as:

- The date the diskette was first used
- The condition of the diskette



You can order temporary labels to record changing items, such as:

- · The name you give to the diskette
- What data is stored on the diskette (job numbers, names, and dates)
- Who entered the data
- The date the data was verified

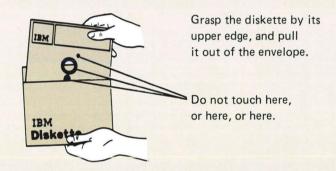
When you write information on the labels, do not press hard; you may want to write on the temporary label before you place it on the diskette jacket.

You can attach the temporary labels next to the permanent label on the diskette jacket. The labels also serve as an aid so that you can position the diskette properly in the diskette magazine, the single-slot diskette drive, or the diskette magazine drive.

HANDLING A DISKETTE

IBM diskettes are designed to take the stress of normal and frequent handling. However, there are some precautions that you should note as you handle your diskettes. If you follow these precautions carefully, your diskettes will last longer.

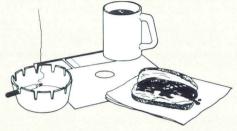
The proper way to remove a diskette from its protective envelope is shown in the following illustration.



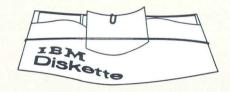
Be sure to keep the protective envelope and return the diskette to the envelope every time you remove the diskette from the diskette drive or the magazine. As its name implies, the protective envelope is provided to help prevent damage to the diskette. Damage to a diskette can cause problems that range from occasional reading or writing errors to a permanent loss of the information on the diskette.

When a diskette is damaged or not handled properly, the information on that diskette can be lost or altered. The following paragraphs and illustrations point out some of the more common handling mistakes. These mistakes are almost always the result of not being careful. Diskettes are not, in themselves, costly; but the information they contain can be very costly if it is lost.

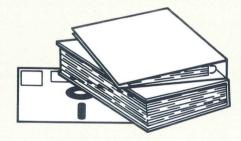
Do not lay a diskette near smoke or other things that can cause the diskette to be contaminated.



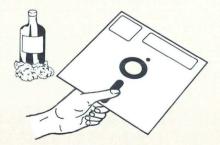
Do not use clips or rubber bands on a diskette.



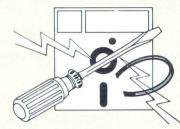
Do not place heavy books on a diskette.



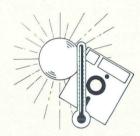
Do not touch or attempt to clean a diskette surface. A contaminated diskette will not work correctly.



Do not place a diskette near magnetic material. Data can be lost from a diskette exposed to a magnetic field.



Do not expose a diskette to heat greater than 51.5°C (125°F) or to direct sunlight.



Do not write outside the label area on a diskette.

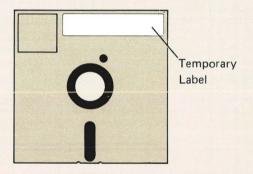


USING A DISKETTE IN THE SINGLE-SLOT DISKETTE DRIVE (5362 SYSTEM UNIT)

Using a diskette in the single-slot diskette drive consists of:

- · Selecting the correct diskette
- · Inserting the diskette
- · Removing the diskette

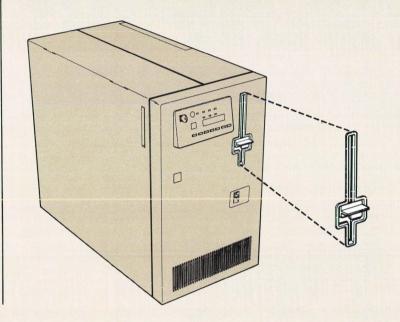
Selecting the Correct Diskette



The temporary label on each diskette that you use should contain information that identifies the data that is on the diskette. Before you use a diskette to perform a task, check the label to ensure that you are using the correct diskette.

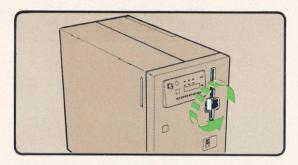
Inserting the Diskette into the Single-Slot Diskette Drive

The following illustration shows the single-slot diskette drive and its location on the 5362 System Unit.

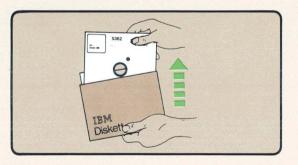


To insert the diskette into the single-slot diskette drive:

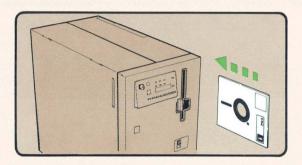
 Make sure the Diskette In Use light on the system unit control panel is off. Then, turn the locking lever counterclockwise so the diskette can be inserted into the slot.



2. Remove the diskette from its protective envelope.

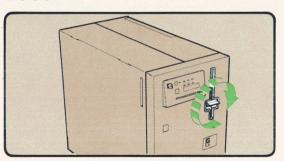


3. Insert the diskette into the slot with the diskette label facing left (facing the system unit control panel).



Make sure the diskette is in the slot all the way. If it is not, the diskette can be damaged and data may be lost.

 Turn the locking lever clockwise to lock the diskette in the slot.

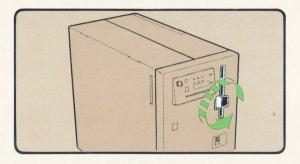


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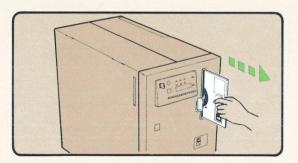
Removing the Diskette from the Single-Slot Diskette Drive

To remove the diskette from the single-slot diskette drive:

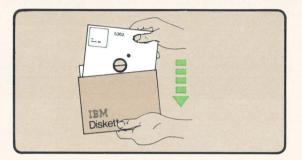
 Make sure the Diskette In Use light on the system unit control panel is off. Then, turn the locking lever counterclockwise so the diskette can be removed from the slot.



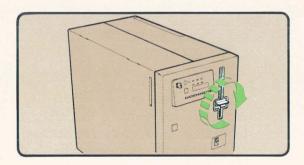
2. Pull the diskette from the slot.



3. Put the diskette in its protective envelope and label the diskette.



4. Turn the locking lever clockwise.

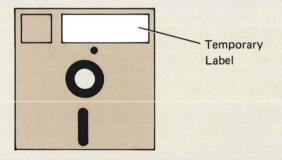


USING A DISKETTE IN THE SINGLE-SLOT DISKETTE DRIVE (5360 SYSTEM UNIT)

Using a diskette in the single-slot diskette drive consists of:

- · Selecting the correct diskette
- · Inserting the diskette
- · Removing the diskette

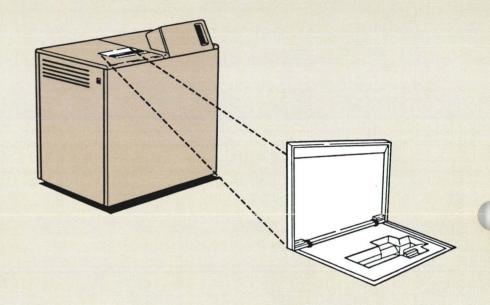
Selecting the Correct Diskette



The temporary label on each diskette that you use should contain information that identifies the data that is on the diskette. Before you use a diskette to perform a task, check the label to ensure that you are using the correct diskette.

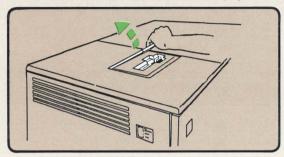
Inserting the Diskette into the Single-Slot Diskette Drive

The following illustration shows the single-slot diskette drive and its location on the 5360 System Unit.

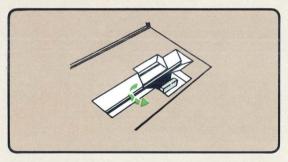


To insert the diskette into the single-slot diskette drive:

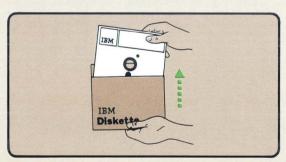
Make sure the Diskette In Use light on the system unit control panel is off. Then, open the cover on the diskette drive. Make sure the slot is empty.



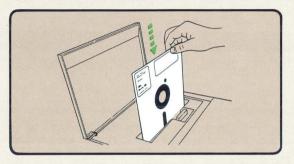
Turn the locking lever counterclockwise so the diskette can be inserted into the slot.



Remove the diskette from its protective envelope.

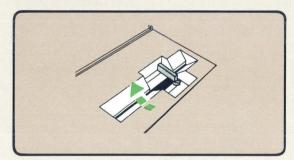


4. Insert the diskette into the slot with the diskette labels facing you. A label at the top of the slot shows how to insert the diskette.

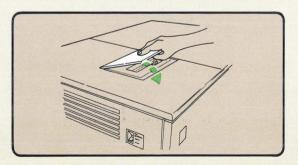


Make sure the diskette is in the slot all the way. If it is not, the diskette can be damaged and data may be lost.

Turn the locking lever clockwise to lock the diskette in the slot.



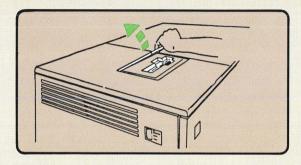
Close the cover on the diskette drive.



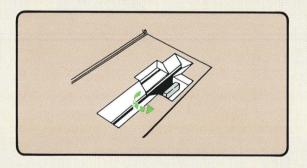
Removing the Diskette from the Single-Slot Diskette Drive

To remove the diskette from the single-slot diskette drive:

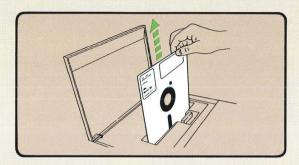
1. Make sure the Diskette In Use light on the system unit control panel is off. Then, open the cover on the diskette drive.



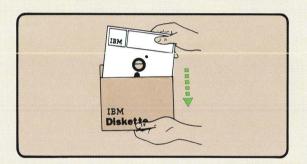
2. Turn the locking lever counterclockwise so the diskette can be removed from the slot.



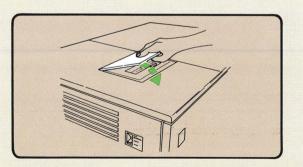
3. Pull the diskette from the slot.



4. Put the diskette in its protective envelope and label the diskette.



5. Close the cover on the diskette drive.

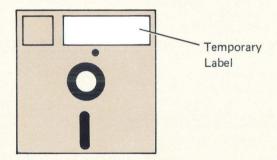


USING A DISKETTE IN THE DISKETTE MAGAZINE DRIVE (5360 SYSTEM UNIT)

Using a diskette in the diskette magazine drive consists of:

- · Selecting the correct diskette
- · Inserting the diskette
- · Removing the diskette
- · Clearing a diskette slot jam

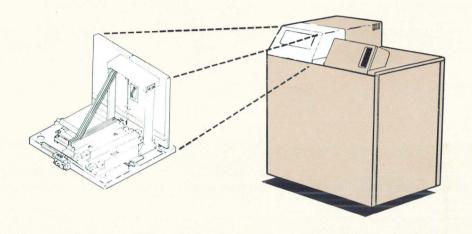
Selecting the Correct Diskette



The temporary label on each diskette that you use should contain information that identifies the data that is on the diskette. Before you use a diskette to perform a task, check the label to ensure that you are using the correct diskette.

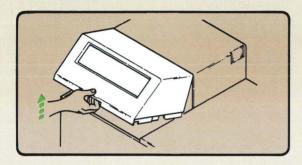
Inserting the Diskette into the Diskette Magazine Drive

The following illustration shows the diskette magazine drive and its location on the 5360 System Unit.

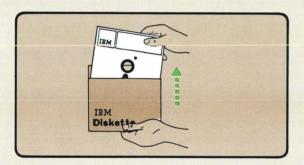


To insert the diskette into the diskette magazine drive:

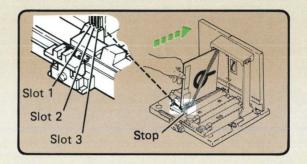
 Make sure the Diskette In Use light on the system unit control panel is off. Then, open the cover on the diskette drive.



2. Remove the diskette from its protective envelope.

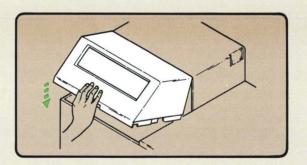


3. Insert the diskette between the guide wires of the selected slot. The diskette must be placed in the slot with the diskette labels facing to the right. Make sure that the slot you select corresponds with the slot number that you specify in the procedure you are using.



Note: Push the diskette in until the diskette clears the stop; then, pull the diskette back until the edge of the diskette touches the stop.

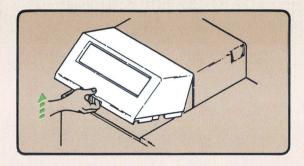
4. Close the cover on the diskette drive.



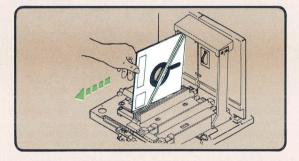
Removing the Diskette from the Diskette Magazine Drive

To remove the diskette from the diskette magazine drive:

 Make sure the Diskette In Use light on the system unit control panel is off. Then, open the cover on the diskette drive.

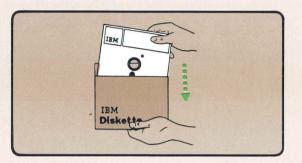


2. Remove the diskette from the slot.

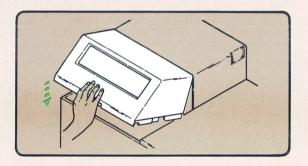


Note: Pull the diskette back until the edge of the diskette touches the stop. Then lift the diskette slightly, to clear the stop, and remove the diskette from the slot.

3. Put the diskette in its protective envelope and label the diskette.



4. Close the cover on the diskette drive.

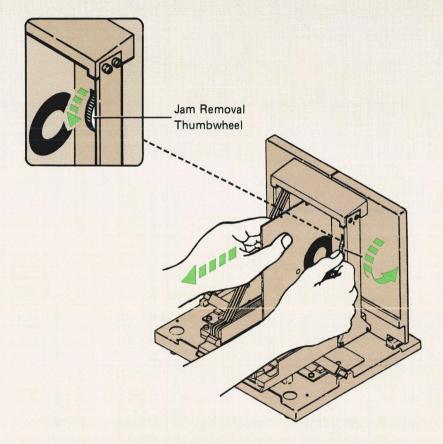


Clearing a Diskette Slot Jam

If you cannot easily remove your diskette from the slot, check to see why the diskette is jammed. For example, the diskette label might be sticking to a guide wire. If so, remove the label from the guide wire and then gently remove the diskette from the slot.

If the diskette is jammed for some other reason, and you cannot easily remove the diskette, use the following steps to remove the diskette:

- 1. Send a message (using the MSG command) to all display station operators, informing them that the system is going to be turned off.
- Enter the STOP SYSTEM control command at the system console.
- 3. Wait for the message Stop system completed to be displayed at the system console.
- 4. Enter the POWER OFF control command at the system console.
- 5. Push in on the jam removal thumbwheel and turn it in a downward direction until the jammed diskette starts to move forward.
- 6. Release the thumbwheel and pull the diskette out.
- 7. Refer to Chapter 2, Starting System/36.

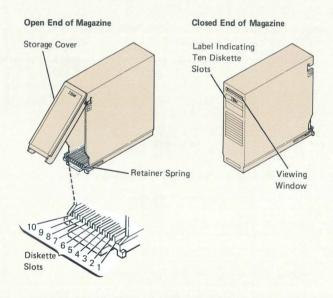


If the problem occurs again, call your hardware service representative and report that the drive is failing.

USING A MAGAZINE IN THE DISKETTE MAGAZINE DRIVE (5360 SYSTEM UNIT)

A diskette magazine is a container for diskettes that are used in the diskette magazine drive. Diskettes are held in the magazine by slots at the top and bottom of the magazine. These slots are numbered 1 through 10 from right to left when facing the open end of the magazine.

A diskette from one magazine can be used in another magazine. For the diskette drive to work properly, you must be sure that the diskettes are inserted correctly in the magazine. The diskette is properly placed in the magazine when its top and bottom edges are inserted in the slots at the top and bottom of the magazine that have the same slot number.

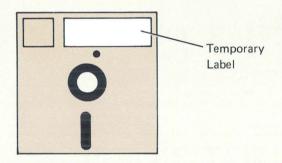


For information about ordering IBM diskette magazines, see Workbook 1, General Planning Activities in the manual What to Do Before Your Computer Arrives.

Using a magazine in the diskette magazine drive consists of:

- Selecting the correct diskette(s)
- · Inserting diskettes into the magazine
- · Removing diskettes from the magazine
- · Inserting the magazine into the diskette magazine drive
- · Removing the magazine from the diskette magazine drive
- · Clearing a magazine jam

Selecting the Correct Diskette(s)

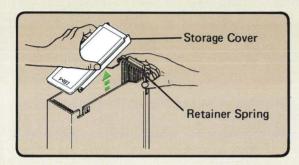


The temporary label on each diskette that you use should contain information that identifies the data that is on the diskette. Before you use a diskette to perform a task, check the label to ensure that you are using the correct diskette.

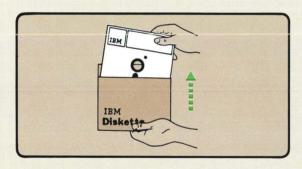
Inserting the Diskette into the Magazine

To insert the diskette into the magazine:

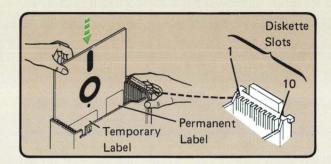
1. Pull back and hold the retainer spring; then, remove the storage cover from the magazine.



2. Remove the diskette from its protective envelope.



 With the retainer spring held back, gently push the diskette in until the rear edge of the diskette clears the retainer spring. The spring will restore itself, and the diskette will be locked in place.



Note: This example uses slot 1. When you are inserting your diskette, make sure the slot you select corresponds with the slot number that you specify in the procedure you are using.

Removing the Diskette from the Magazine

To remove the diskette from the magazine:

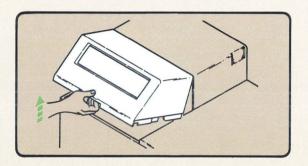
- 1. Pull the diskette retainer spring away from the diskette and then pull the diskette out.
- 2. Put the diskette in its protective envelope.
- 3. Place the storage cover on the diskette magazine.

Inserting the Magazine into the Diskette Magazine Drive

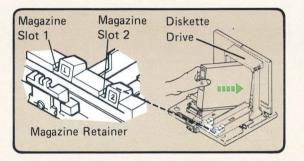
Before you insert the magazine into the diskette magazine drive, remove the storage cover from the magazine. Also, make sure you have the correct diskette(s) in the proper position in the magazine.

Then, to insert the magazine into the diskette magazine drive:

 Make sure the Diskette In Use light on the system unit control panel is off. Then, open the cover on the diskette drive.

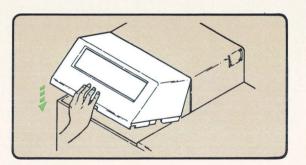


 Place the magazine between the guide rails of the selected slot, with the open end of the magazine facing the diskette drive. Make sure the slot you select (M1 or M2) corresponds with the number that you specify in the procedure you are using.



Note: Push the magazine in toward the diskette drive until the magazine retainer locks the magazine in place.

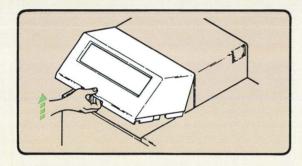
3. Close the cover on the diskette drive.



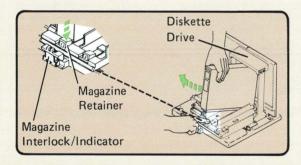
Removing the Magazine from the Diskette Magazine Drive

To remove the magazine from the diskette magazine drive:

 Make sure the Diskette In Use light on the system unit control panel is off. Then, open the cover on the diskette drive.



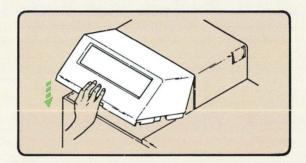
2. Press the magazine retainer to release the magazine.



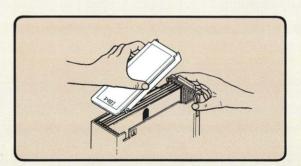
Note: Lift the closed end of the magazine slightly to clear the stop, and remove the magazine from the diskette drive.

If the magazine does not release, press the magazine interlock/indicator down to move the magazine away from the carriage bed. Press the magazine retainer and remove the magazine.

3. Close the cover on the diskette drive.



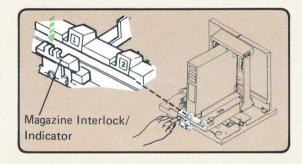
4. Put the storage cover on the magazine.



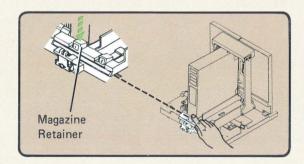
Clearing a Magazine Jam

To remove a jammed magazine:

1. Press the magazine interlock/indicator down to move the diskette magazine away from the carriage bed.



2. Press the magazine retainer and remove the magazine.



Note: If a diskette is jammed when you remove the magazine, see *Clearing a Diskette Slot Jam* earlier in this chapter.

INITIALIZING A DISKETTE

When you initialize a diskette, you prepare the diskette so it can be used to save files and libraries.

You can initialize:

- A single diskette, if you have a single-slot diskette drive
- Up to three single diskettes in the diskette magazine drive
- Up to 20 diskettes (placed in two magazines) in the diskette magazine drive

Before you initialize a diskette that has been used previously, use the CATALOG procedure to ensure that you are initializing the correct diskette. This procedure lists, on the system list device assigned to the requesting display station, either a diskette volume table of contents (VTOC) or a VTOC entry.

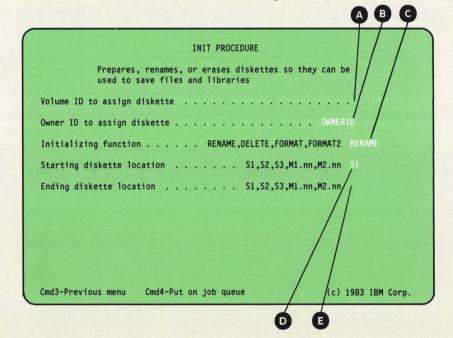
For a detailed description and examples of the CATALOG procedure, see CATALOG Procedure in the System Reference manual.

To Initialize a Diskette

 Insert the diskette(s) to be initialized in either the single-slot diskette drive or the diskette magazine drive. If you are using a magazine that contains the diskette(s), insert the magazine into the diskette magazine drive.

For instructions on how to insert a diskette or a magazine, refer to one of the following earlier in this chapter: Inserting the Diskette into the Single-Slot Diskette Drive, Inserting the Diskette into the Diskette Magazine Drive, or Inserting the Magazine into the Diskette Magazine Drive.

- 2. Type INIT on the entry line of a command display.
- 3. Press the Help key; the following display is shown.



4. Type the volume ID A (from 1 to 6 alphabetic or numeric characters). The volume ID is the name you give the diskette that identifies the diskette to the system. If you do not type a volume ID, the program date (job step date) becomes the volume ID. The format of the program date is YYMMDD (year-month-day).

Note: Record the volume ID on a piece of paper so that you can write the volume ID on the temporary label of the diskette after the diskette is initialized. You will need to know the volume ID for certain tasks that you may perform, such as saving a file (SAVE procedure) or saving a library (SAVELIBR procedure).

- 5. Use the default value OWNERID **B** or type from 1 to 14 alphabetic or numeric characters to indicate who owns the diskette.
- 6. Do one of the following C:
 - a. Use the default value RENAME to indicate that the diskette is to be renamed. The volume ID and the OWNERID that you specified are the new values.
 - Type DELETE to remove any active files on the diskette.
 - c. Type FORMAT to indicate how the surface of the diskette is to be initialized. For a diskette 1, the diskette is formatted in the 128 bytes-per-sector format. For a diskette 2D, the diskette is formatted in the 256 bytes-per-sector format.
 - d. Type FORMAT2 to indicate how the surface of the diskette is to be initialized. For a diskette 1, the diskette is formatted in the 512 bytes-per-sector format. For a diskette 2D, the diskette is formatted in the 1024 bytes-per-sector format.

Note: Items **D** and **E** are displayed only if the system has a diskette magazine drive.

- 7. Use the default value S1 or type the starting location of the diskette slot to be used. The starting location must not be greater than the ending location.
- 8. Type the ending location of a diskette slot to be used. If you do not type a location, the starting location is assumed. If you specified a diskette slot (S1, S2, or S3) for a starting location, do not specify a magazine slot (M1.nn or M2.nn) for an ending location. If you type an ending location, that location must not be less than the starting location.
- 9. Press the Enter key to run the INIT procedure.

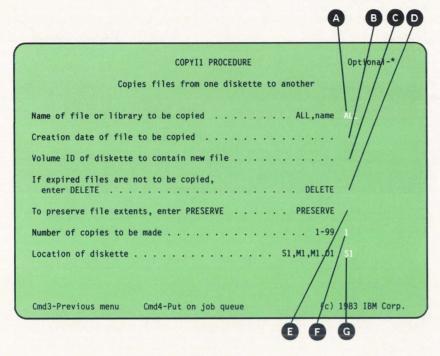
COPYING A DISKETTE

You can use the COPYI1 procedure to copy files from one or more diskettes onto one or more other diskettes. The COPYI1 procedure can also be used to create an extra copy of a diskette file or to gather all unused space on one diskette into a single free area on another diskette. Because diskettes can wear out as they are used, it is a good idea to copy important files soon after they are created.

When you copy a diskette, the output diskette must be in the same format as the diskette being copied, either a diskette 1 or a diskette 2D, and with the same format. Use the INIT procedure to make the output diskette the same format as the diskette that you are copying from.

To Copy a Diskette

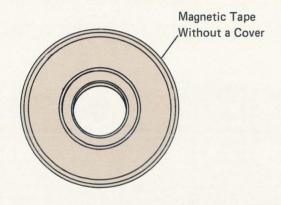
- 1. Do one of the following:
 - a. If your system has a single-slot diskette drive, insert the diskette that is to be copied into the single-slot diskette drive. The System Support Program Product (SSP) reads the data to be copied from the diskette and then instructs you to insert the diskette that is to receive the data into the single-slot diskette drive.
 - b. If your system has a diskette magazine drive and you want to copy a single diskette, place the diskette that is to be copied in slot S1 and place the diskette that is to receive the data in slot S2.
 - c. If your system has a diskette magazine drive and you want to copy a magazine of diskettes, place the magazine that is to be copied in magazine slot M1 and place the magazine that is to receive the data in magazine slot M2.
- 2. Type COPYI1 on the entry line of a command display.
- 3. Press the Help key; the following display is shown.

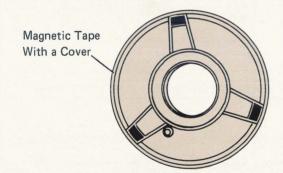


- 4. Do one of the following A:
 - a. Use the default value ALL to copy all files on a diskette to another diskette. If you specify M1 or M1.01 for item G, the contents of the diskette in magazine slot M1 are to be copied onto the diskettes in magazine slot M2.
 - b. Type the name of a file to be copied to another diskette. You cannot specify a name if you specify M1 or M1.01 for item G.
- 5. Type the creation date B of the file to be copied. If you use the default value ALL for item A, you cannot specify a creation date. The specified date is used to verify that the correct file is on the diskette to be copied.

- Type the volume ID c (from 1 to 6 alphabetic or numeric characters). The volume ID is the name you gave the one or more diskettes that will receive the copy.
 - **Note:** If you specify M1 or M1.01 for item **G**, all the diskettes in magazine M2 must have the same volume IDs as the diskettes in magazine M1.
- 7. Type DELETE **D** if you do not want to copy the files that have an expiration date that is less than the current date. You can use DELETE only when you specify ALL for item **A**.
- 8. Type PRESERVE **(E)** to copy the entire file; that is, all the sectors reserved for the file are preserved (even if some of the sectors contain no data).
 - If you do not specify PRESERVE, only the sectors that contain data are copied.
- Use the default value 1 to indicate that you want only one copy of the diskette. You can specify any number from 1 through 99.
- Note: Item **G** is displayed only if the system has a diskette magazine drive.
- 10. Do one of the following G:
 - a. Use the default value S1 to indicate that data from the diskette in slot S1 is to be copied onto the diskette in slot S2.
 - b. Type M1 or M1.01 to indicate that data from the diskettes in magazine M1 is to be copied onto the diskettes in magazine M2.
- 11. Press the Enter key to run the COPYI1 procedure.

Magnetic tape is a storage device that is available for System/36 with a 5360 System Unit. You can use tape for permanent storage or backup of files and libraries that you now have on your system. For information about ordering IBM magnetic tapes and accessories, see Workbook 1, General Planning Activities in the manual What to Do Before Your Computer Arrives.





Chapter 12. Using a Magnetic Tape

The 8809 Magnetic Tape Unit Models 1C and 2C Operator's Guide tells you how to:

- Operate the 8809 Magnetic Tape Unit (Models 1C and 2C)
- · Handle a tape
- · Store a tape
- · Load a tape
- · Unload a tape
- · Clean the tape unit

This chapter tells you how to:

- · Label a tape
- · Initialize a tape
- · Print or display statistical information about the tape volumes

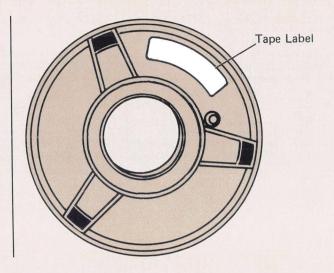
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LABELING A TAPE

When you store data on tape, you should label the tapes. You can order labels to record information such as:

- The name or number of the tape
- · What data is stored on the tape
- · The date the data was stored on tape
- · Who stored the data on tape

When you write information on the label, you may want to write the information on the label before you place it on the tape.

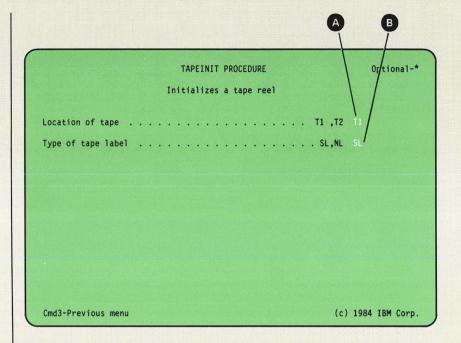


INITIALIZING A TAPE

When you initialize a tape, you prepare the tape so it can be used to save files and libraries.

To Initialize a Tape

- Load the tape on your magnetic tape unit. For instructions on loading a tape, refer to the 8809 Magnetic Tape Unit Models 1C and 2C Operator's Guide.
- 2. Type TAPEINIT on the entry line of a command display.
- 3. Press the Help key; the following display is shown.



- 4. Type T1 or T2 A depending on where you loaded the tape (T1 means tape unit 1; T2 means tape unit 2).
- 5. Type SL B to indicate that you want a tape with IBM standard labels, or type NL B to indicate that you want an unlabeled tape.
- 6. Press the Enter key; the following display is shown.

	TAPEINIT PROCEDUR		Optional-
	Initializes a tape re	ee1	
Location of tape		Т1 ,Т2 Т	
Type of tape label		SL,NL S	./
Volume ID to assig	gn tape		
Check for expired	files	CHECK,CLEAR	
Owner ID to assign	n tape		
Erase data on tape		NOERASE, ERASE	
End position of ta	ape drive	REWIND, UNLOAD	
		//\	
Cmd2-Page back	Cmd4-Put on job queue	/ (c) 1	984 IBM Corp

Note: Item **(c)** is displayed only if you specified SL for *Type* of tape label (item B).

7. Type the volume ID (1 to 6 alphabetic or numeric characters). The volume ID is the name you gave the tape that identifies the tape to the system.

Note: Record the volume ID on a piece of paper so that you can write the volume ID on the label of the tape after the tape is initialized.

Use the default value CHECK **D** to check the file protection date of the first data file on the tape. If the file is expired, a new volume label is created. Type CLEAR to create a new volume label without checking the file protection date of the first data file.

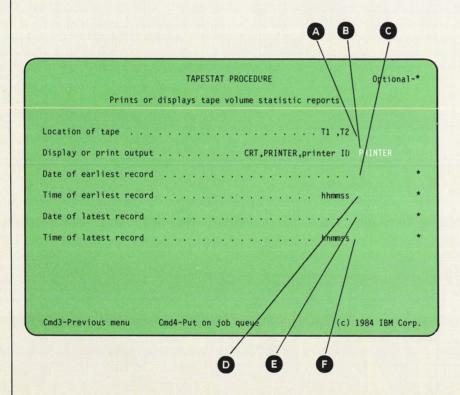
Note: Item (B) is displayed only if you specified SL for Type of tape label (item B).

- 9. You can leave this field blank (E) or you can type 1 to 14 alphabetic or numeric characters to indicate who owns the tape.
- 10. Use the default value NOERASE (F) to create a new volume label but not erase the data. Type ERASE to create a new volume label and erase the data to the end of the tape.
- 11. Use the default value REWIND (a) to rewind the tape to the beginning of the tape after the tape has been initialized. Specify UNLOAD to rewind and unload the tape after the tape has been initialized.

PRINTING OR DISPLAYING STATISTICAL INFORMATION ABOUT THE TAPE VOLUMES

To Print or Display Information

- Load the tape on your magnetic tape unit. For instructions on loading a tape, refer to the 8809 Magnetic Tape Unit Models 1C and 2C Operator's Guide.
- 2. Type TAPESTAT on the entry line of a command display.
- 3. Press the Help key; the following display is shown.



4. Type T1 or T2 A depending on where you loaded the tape (T1 means tape unit 1; T2 means tape unit 2).

5. Use the default value PRINTER **B** to print a detailed volume statistic report on the system printer.

If you specify CRT, a report that shows error counts by volume is displayed.

If you specify a printer ID, a detailed volume statistic report is printed on the printer that you specify.

Note: Items C, D, E, and F are optional.

- 6. You can specify the date **c** of the earliest record that you want to display or print. Use the system date format if you specify a date.
- 7. If you specified a date for item **c**, you can also specify the time **o** of the earliest record. Valid values for hours (hh) are 00 through 23. Valid values for minutes (mm) and seconds (ss) are 00 through 59.
- 8. You can specify the date
 of the latest record that you want to display or print. Use the system date format if you specify a date.
- 9. If you specified a date for item **E**, you can also specify the time **F** of the latest record. Valid values for hours (hh) are 00 through 23. Valid values for minutes (mm) and seconds (ss) are 00 through 59.
- 10. Press the Enter key; the information that you specified is either displayed or printed.

Chapter 13. Establishing a Communications Link

To use the communications support on your system, you need to establish a communications link between your system and another location. The action required, at a display station or the system console, to establish the communications link depends upon which of the following communications support is on your system:

- Batch binary synchronous communications (batch BSC)
- · Communications and systems management, change management
- Multiple session remote job entry (MSRJE)
- Remote work station support (RWS)
- Remote Operation/Support Facility (ROSF)
- System Support Program Product-Interactive Communications Feature (SSP-ICF)
- · 3270 device emulation

This chapter contains a form(s) that your programmer or system manager should fill in so you know the steps to use to establish a communications link with the communications support that is on your system. Copies of the forms that are shown in this chapter also appear in the appropriate communications reference manuals, which give examples of how to fill in the form with information such as telephone numbers, procedure names, and dial or answer procedures.

This chapter also describes how to use switched network backup (SNBU) and how to display the status of:

- A subsystem
- · The SSP-ICF subsystem sessions
- Multiple session remote job entry (MSRJE)
- · Remote work stations
- Communications information

The steps you can take to determine the cause of a problem for communications lines are described in the manual System Problem Determination.

USING BATCH BINARY SYNCHRONOUS COMMUNICATIONS

Form to be filled in by your programmer or system manager.

-	F-4-1-12-1-	41	O	
10	Establish	The	Communication	ins link

jo	At the system console or the display station where the bb is being run, one of the following messages may lisplayed:
а	n.SYS-3295 BSC (line number) Operator dial is required
	This message is displayed because you have a switched line, and you must call a remote location. Perform the following steps:

b.	SYS-3290 BSC (line number) Operator answer is required
	This message is displayed because you have a switched line, and you must answer a call from a remote location. Perform the following steps:

To End the Communications Link

c. Other message

The procedure or program will end the communications link.

See the System Messages manual for an explanation of the message and the steps that you should follow.

USING COMMUNICATIONS AND SYSTEMS MANAGEMENT, CHANGE MANAGEMENT

To Establish the Communications Link

	the system console, one of the following messages be displayed:
	YS-3401 SDLC (line number) Operator dial is equired
S	This message is displayed because you have an SDLC switched line, and you must call a remote ocation. Perform the following steps:

Form to be filled in by your programmer or system manager.

USING MULTIPLE SESSION REMOTE JOB ENTRY

To Establish the Communications Link

1.	At a display station, perform the following steps:		<pre>b. SYS-3401 SDLC (line number) Operator dial is required</pre>
			This message is displayed because you have an SDLC switched line, and you must call a remote location. Perform the following steps:
2.	At the system console, one of the following messages may be displayed:		
	a. RJE-4631 Line (line number) Operator dial is required		
	This message is displayed because you have a BSC switched line, and you must call a remote location.	1	C. RJE-4632 Line (line number) Operator answer is required
	Perform the following steps:		This message is displayed because you have a BSC switched line, and you must answer a call from a remote location. Perform the following steps:
		1	

Form to be filled in by your programmer or

system manager.

<pre>d.SYS-3400 SDLC (line required</pre>	number) Operator answer is
SDLC switched line, a	ayed because you have an and you must answer a call n. Perform the following steps:
e. Other message	
	ages manual for an explanation

Form to be filled in by your programmer or system manager.

IO EIIG CIIO COMMINICATIONIO EMI	End the Communicat	tions	Lin	K
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Perform the following steps:						

USING REMOTE WORK STATION SUPPORT

To Establish the Communications Link

 At the system console, enter the VARY ON command either for each line or each device that is to be varied online:

For each line, enter VARY ON,,X where X is the line number.

For each device, enter VARY ON,XX where XX is the device ID.

- 2. You may receive one of the following messages:
 - a. SYS-3401 SDLC (line number) Operator dial is required

This message is displayed because you have an SDLC switched line, and you must call a remote location. Perform the following steps:

Form to be filled in by your programmer or system manager.

b. SYS-3400 SDLC (line number) Operator answer is required

This message is displayed because you have an SDLC switched line, and you must answer a call from a remote location. Perform the following steps:

c. Other message

See the System Messages manual for an explanation of the message and the steps that you should follow.

Form to be filled in by your programmer or system manager.

To End the Communications Link

At the system console, enter the VARY OFF command either for each line or each device that is to be varied offline:

For each line, enter VARY OFF,,X where X is the line number.

For each device, enter VARY OFF,XX where XX is the device ID.

VARY OFF will not be performed if all display stations on the line are not signed off or if the spool writers for remote printers are not stopped.

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USING THE REMOTE OPERATION/SUPPORT FACILITY

To Establish the Communications Link

At the system console, enter the VARY ON command. For parameters, use one of the following IDs: #D (for display station), #P (for printer), CFE (for controller); or, type the line number.

or VARY ON,,_____(line_number) VARY ON,

- At the system console, one of the following messages may be displayed:
 - a. SYS-3401 SDLC (line number) Operator dial is required

This message is displayed because you have an SDLC switched line, and you must call a remote location (system service device).

- Call the remote location. The telephone number is: _

OR

- Perform the following steps:

Form to be filled in by your programmer or system manager.

b. Other message

See the System Messages manual for an explanation of the message and the steps that you should follow.

- 3. A person at the system service device signs on.
- 4. At the system console, type START SERVICE, #D and press the Enter key.

To End the Communications Link

- 1. At the system console, type STOP SERVICE, #D and press the Enter key.
- 2. A person at the system service device signs off. If a person does not sign off, type CANCEL SESSION, #D and press the Enter key.
- 3. At the system console, enter the VARY OFF command. Use the same parameters that you used with the VARY ON command.

VARY OFF, or VARY OFF,, (line number)

USING THE SYSTEM SUPPORT PROGRAM PRODUCT-INTERACTIVE COMMUNICATIONS FEATURE

To Establish the Communications Link

t the system console, one of the following message
ay be displayed: SYS-8105 Line (line number) Operator dial is required
This message is displayed because you have a BS switched line, and you must call a remote location Perform the following steps:

Form to be filled in by your programmer or system manager.

b.	SYS-3401 SDLC (line number) Operator dial is required
	This message is displayed because you have an SDLC switched line, and you must call a remote location. Perform the following steps:
C.	SYS-8104 Line (line number) Operator answer is required
	This message is displayed because you have a BSC switched line, and you must answer a call from a remote location. Perform the following steps:
	American School

d.	SYS-3400 SDLC (line number) Operator answer is required
	This message is displayed because you have an SDLC switched line, and you must answer a call from a remote location. Perform the following steps:
e.	Other message
	See the System Messages manual for an explanation of the message and the steps that you should follow.

Form to be filled in by your programmer or system manager.

To End the Commu	inications Link
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Perform the following steps:		

USING 3270 DEVICE EMULATION

To Establish the Communications Link and Request 3270 Device Emulation

nest 3270 device emulation for one device, the following steps:

Form to be filled in by your programmer or system manager.

3. To log on the host communications subsystem:

Use step a or b depending upon if you will be logging on a display station (step a) or a printer (step b). If you will be using a display station and a printer, use step a and step b.

- a. At a display station, enter the following log on:
- b. For a printer, have the remote location (host) log on the printer.
- 4. At the system console, one of the following messages may be displayed:
 - a. SYS-3401 SDLC (line number) Operator dial is required

This message is displayed because you have a switched line, and you must call a remote location. Perform the following steps:

Form to be filled in by your programmer or system manager.

b.SYS-3400 SDLC (line number) Operator answer is required

This message is displayed because you have a switched line, and you must answer a call from a remote location. Perform the following steps:

c. Other message

See the System Messages manual for an explanation of the message and the steps that you should follow.

To End 3270 Device Emulation and End the Communications Link

1. To log off the host communications subsystem:

Use step a or b depending upon if you will be logging off a display station (step a) or a printer (step b). If you will be logging off a display station and a printer, use step a and step b.

- a. At a display station, enter the following log off:
- b. For a printer, have the remote location (host) log off the printer.

Form to be filled in by your programmer or system manager.

	nust repeat th you end 327			each device
То ех	it the commu	nications li	nk:	
At a	display station	, perform	the follow	ing steps:

USING SWITCHED NETWORK BACKUP

Switched network backup (SNBU) enables you to use a switched line if the nonswitched line you normally use is not working.

To Establish the Communications Link

1. At a display station, type the following ALTERCOM procedure and press the Enter key:

ALTERCOM ,,,,,SNBU

(type 11 commas) (line number)

Perform the following steps:

ı				

Form to be filled in by your programmer or system manager.

To End the Communications Link

Perform the following steps:					

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DISPLAYING THE STATUS OF A SUBSYSTEM

To display the status of a subsystem, type D I (or STATUS SUBSYS) and press the Enter key. If you need an explanation of the display that is shown, see the manual Interactive Communications Feature: Guide and Examples. SC21-7911.

DISPLAYING THE STATUS OF THE SSP-ICF SUBSYSTEM SESSIONS

To display the status of the SSP-ICF subsystem sessions, type D N (or STATUS SUBSESS) and press the Enter key. If you need an explanation of the display that is shown, see the manual Interactive Communications Feature: Guide and Examples, SC21-7911.

Preventing Incoming SSP-ICF Subsystem Sessions from Starting Jobs on This System

If you are using the system console, type P N (or STOP SESSION) and press the Enter key to prevent incoming SSP-ICF subsystem sessions from starting jobs. For more information about the STOP SESSION command, see the System Reference manual.

Starting SSP-ICF Subsystem Sessions That Were Stopped

If you are using the system console, type S N (or START SESSION) and press the Enter key to allow jobs to be started through the SSP-ICF sessions. For more information about the START SESSION command, see the System Reference manual.

DISPLAYING THE STATUS OF MSRJE

To display the status of MSRJE, type D M (or STATUS MSRJE) and press the Enter key. If you need an explanation of the display that is shown, see the manual Multiple Session Remote Job Entry Guide, SC21-7909.

DISPLAYING THE STATUS OF REMOTE WORK **STATIONS**

To display the status of remote display stations and printers, type D W (or STATUS WORKSTN) and press the Enter key. If you need an explanation of the display that is shown, see Displaying the Status of System Devices in Chapter 9.

Displaying and Changing Communications Information

If you have a System/36 with a 5360 System Unit, certain communications information was defined by IBM when your system was manufactured. If you have a System/36 with a 5362 System Unit, certain communications information was defined by you when you set up your system.

DISPLAYING COMMUNICATIONS INFORMATION

You can display the status of the system communications information and the display station communications information that was defined for each of the communications lines on your system. You can also display the status of the activity of each of the communications lines on your system.

Following are the names of the status displays, described later in this chapter, that show communications information:

- System Communications Configuration Line X
- Display Station Communications Configuration Line X
- Communications Line X Activity

Note: The X in the name of each status display represents the line number for which you are viewing communications information. The line number would be 1, 2, 3, or 4.

CHANGING COMMUNICATIONS INFORMATION

You can use the SETCOMM procedure to change system communications information that is shown on the System Communications Configuration Line X display. You can use the ALTERCOM procedure or the SETCOMM procedure to change display station communications information that is shown on the Display Station Communications Configuration Line X display. Which procedure to use to change specific communications information is described later in this chapter, where the communications displays are presented.

When you use the ALTERCOM procedure, you change communications information for a specific communications line. The change is effective only for your display station. The change is effective after you enter the ALTERCOM procedure.

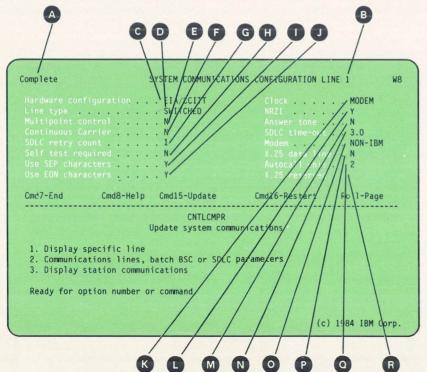
When you use the SETCOMM procedure, you change the communications information for a specific communications line. The change is effective for all display stations. The change is effective only after you perform an initial program load (IPL) from disk.

For more information about the ALTERCOM procedure and the SETCOMM procedure, see the System Reference manual.

DISPLAYING THE STATUS OF SYSTEM COMMUNICATIONS INFORMATION

To display the status of the system communications information that was defined for each of the communications lines on your system:

- Type D H (or STATUS COMCNFIG) on the entry line of a command display, a subconsole display, or a console display. To display information for a specific line, type D H, X where X is 1, 2, 3, or 4.
- Press the Enter key; following is an example of the display that is shown.



- A LINE: The line number for which you are viewing communications information. Use the Roll keys to view similar information for each communications line. The line numbers are 1, 2, 3, and 4.
- B Complete: Indicates that this is the last display for the last communications line on the system.
- C Hardware configuration: Indicates the hardware configuration for this communications line. Possible entries for the 5360 System Unit and the 5362 System Unit are: EIA/CCITT (Electronic Industries Association/Consultative Committee on International Telegraphy and Telephone), DDSA (digital data service adapter), V.35, X.21, and Autocall unit.

Possible entries for the 5360 System Unit only are X.25 reserved and 1200 IM (integrated modem).

Possible entries for the 5362 System Unit only are DDSA 2400, DDSA 4800, DDSA 9600, and DDSA 56K; these parameters can be changed by the SETCOMM procedure. The remaining system hardware configuration parameters cannot be changed by either the ALTERCOM procedure or the SETCOMM procedure.

Line type: SWITCHED, NONSWITCHED, MULTIPOINT, or NONE indicates the line type being used. You can use the SETCOMM procedure to change the line type.

- Multipoint control: Specifies whether (Y = yes, N = no) this display station is acting as a multipoint control station. You can use the SETCOMM procedure to change the multipoint control parameter.
- Continuous carrier: Specifies whether (Y = yes, N = no) the modem is to supply a continuous carrier. You can use the SETCOMM procedure to change the continuous carrier parameter.
- SDLC retry count: Indicates the number of primary SDLC retries attempted after a time-out. The number can be from 1 through 5. You can use the SETCOMM procedure to change the SDLC retry count parameter.
- H Self test required: Specifies whether (Y = yes, N = No) the operator has placed the Modern Cable switch in the Test position.
- Use SEP characters: Displayed only when autocall is on your system. N (no) indicates separator characters are to be removed from the telephone number before being presented to the autocall unit. The system provides a 3-second spacing before sending the next digit. Y (yes) indicates separator characters are not removed. You can use the SETCOMM procedure to change the use SEP characters parameter.
- Use EON characters: Displayed only when autocall is on your system. N (no) indicates the end-of-number characters are to be automatically removed from the telephone number before being presented to the autocall unit. Y (yes) indicates the end-of-number characters are not removed. You can use the SETCOMM procedure to change the use EON characters parameter.

- by the modem or by another external source.

 INTERNAL specifies that the clocking is provided by the System/36 internal clock feature. You can use the SETCOMM procedure to change the clock parameter.
- NRZI: Specifies if the communications line uses NRZI (non-return-to-zero inverted) data encoding when using SDLC protocol. You can use the SETCOMM procedure to change the NRZI parameter.
- M Answer tone: Y specifies that a non-U.S. (United States) answer tone is required for manual answer and automatic answer. N specifies that a non-U.S. answer tone is not required. You can use the SETCOMM procedure to change the answer tone parameter.
- SDLC time-out: Indicates the value of the primary SDLC time-out timer value. The value can be from 0.5 to 8 seconds in half-second increments. You can use the SETCOMM procedure to change the SDLC time-out parameter.
- Modem: Indicates the type of modem being used on the communications line. IBM386X indicates an IBM 3863, 3864, or 3865 external modem. IBM387X indicates an IBM 3872, 3874, or 3875 external modem. NON-IBM indicates non-IBM modems being used with an EIA/CCITT interface adapter. OTHER indicates another interface adapter such as 1200-bps integrated modem, DDSA, X.21, autocall, V.35, or X.25. You can use the SETCOMM procedure to change the modem parameter.

- X.25 data line: Specifies whether (Y = yes, N = no) X.25 is on the line. This is the line on which data is sent. For the 5362 System Unit, you can use the SETCOMM procedure to change the X.25 data line parameter.
- Autocall unit: Displayed only if the line for which you are displaying information is an autocall data line. Indicates the line number on which the autocall unit is installed and used. The number can be 2 or 4.
- X.25 reserved: (For the 5360 System Unit only) Displayed only if the line is an X.25 data line. Indicates the line number that is reserved by the system for use with the X.25 data line. The number can be 2 or 4.
- · When you are done with the display for the last communications line, press command key 3 to return to the display on which you entered D H or STATUS COMCNFIG.

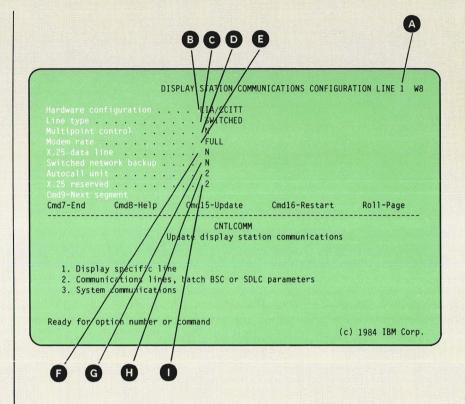
DISPLAYING THE STATUS OF DISPLAY STATION COMMUNICATIONS INFORMATION

For each communications line that is not an autocall unit line, an X.25 data line, or an X.25 reserved line, there are three displays that show communications information for that line. The first display shows general communications information, the second display shows batch BSC information, and the third display shows SDLC information.

For each communications line that is an X.25 data line, you can display general communications information. For each communications line that is an Autocall unit line or an X.25 reserved line, you can display information about the associated data line. See items (1) and (1) in the following descriptions for more information.

To display the status of the display station communications information:

- Type D C (or STATUS COMM) on the entry line of a command display, a subconsole display, or a console display. To display information for a specific line, type D C, X where X is 1, 2, 3, or 4.
- Press the Enter key; following is an example of the first display, which shows how a communications line for your display station is defined and how a communications line will be used from your display station.



LINE: The line number for which you are viewing communications information. Use the Roll keys to view similar information for each communications line. The line numbers are 1, 2, 3, and 4.

Hardware configuration: Indicates the hardware configuration for this communications line. Possible entries for the 5360 System Unit and the 5362 System Unit are: EIA/CCITT (Electronic Industries Association/Consultative Committee on International Telegraphy and Telephone), DDSA (digital data service adapter), V.35, X.21, and Autocall unit.

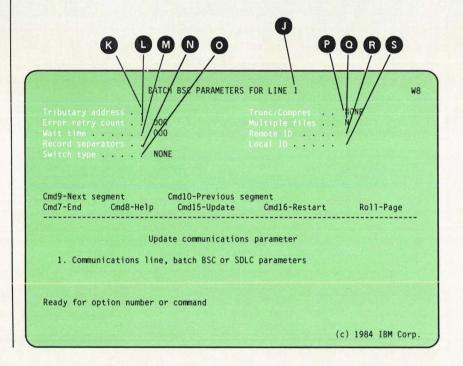
Possible entries for the 5360 System Unit only are X.25 reserved and 1200 IM (integrated modem).

Possible entries for the 5362 System Unit only are DDSA 2400, DDSA 4800, DDSA 9600, and DDSA 56K; these parameters can be changed by the SETCOMM procedure. The remaining system hardware configuration parameters cannot be changed by either the ALTERCOM procedure or the SETCOMM procedure.

- Line type: SWITCHED, NONSWITCHED, MULTIPOINT, or NONE indicates the line type being used. You can use either the ALTERCOM procedure or the SETCOMM procedure to change the line type.
- Multipoint control: Specifies whether (Y = ves, N = no)this display station is acting as a multipoint control station. You can use either the ALTERCOM procedure or the SETCOMM procedure to change the multipoint control parameter.

- Modem rate: If FULL, the full rated speed of the modem is used; if HALF, half the rated speed of the modem is used. You can use the ALTERCOM procedure to change the rate.
- \blacksquare X.25 data line: Specifies whether (Y = yes, N = no) X.25 is on the line. This is the line on which data is sent. For the 5362 System Unit, you can use the SETCOMM procedure to change the X.25 data line parameter.
- G Switched network backup: Specifies whether (Y = yes, N = no) the line is switched network backup.
- Autocall unit: Displayed only if the line for which you are displaying information is an autocall data line. Indicates the line number on which the autocall unit is installed and used. The number can be 2 or 4.
- 1 X.25 reserved: (For the 5360 System Unit only) Displayed only if the line is an X.25 data line. Indicates the line number that is reserved by the system for use with the X.25 data line. The number can be 2 or 4.

 Press command key 9 to proceed to the following display, which shows how batch BSC is set up for your display station.

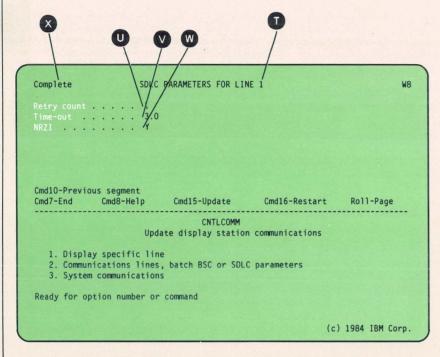


- LINE: The line number for which you are viewing communications information. Use the Roll keys to view similar information for each communications line. The line numbers are 1, 2, 3, and 4.
- Tributary address: The address of this display station on the multipoint line. If an address is not displayed, the address in the user program is used. You can use the ALTERCOM procedure to change the tributary address.
- Error retry count: The number of times a transmission is attempted if an error occurs on BSC. If zeros are displayed, the error retry count in the user program is used. You can use the ALTERCOM procedure to specify or change the error retry count.
- Wait time: Indicates how long a user program can wait before the BSC line is disconnected. If zeros are displayed, the wait time in the user program is used. You can use the ALTERCOM procedure to specify or change the wait time.
- Record separators: The character used to separate records. If a character is not displayed, the record separator specified in the user procedure is being used. You can use the ALTERCOM procedure to change the record separators parameter.

- Switch type: AUTOANSWER, MANUAL ANSWER, or MANUAL CALL indicates the switch type being used. NONE indicates that the switch type has not been specified. You can use the ALTERCOM procedure to change the switch type.
- Trunc/Compres: NONE indicates that neither truncation nor compression is used. COMPRESSION indicates that embedded blanks are to be compressed before data is transmitted. TRUNCATION indicates that trailing blanks are to be truncated before the data is transmitted. You can use the ALTERCOM procedure to change the trunc/compres parameter.
- Multiple files: Indicates whether or not IBM 3740 Data Entry System multiple files are supported by batch BSC data communications. You can use the ALTERCOM procedure to change the multiple files parameter.
- Remote ID: The identification of the remote system on the switched line. If a remote ID is not displayed, the ID is not specified. You can use the ALTERCOM procedure to specify or change the remote ID.
- Local ID: The identification of the system on the switched line. If a local ID is not displayed, the ID is not specified. You can use the ALTERCOM procedure to specify or change the local ID.

This page is intentionally left blank.

 Press command key 9 to proceed to the following display, which shows how SDLC is set up for your display station.



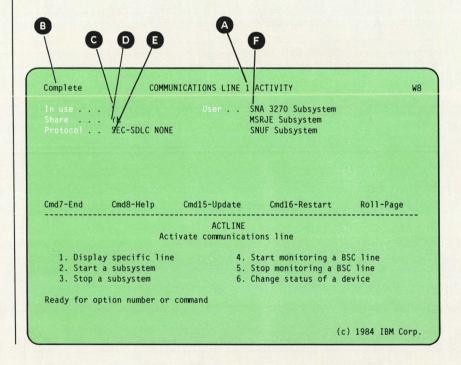
- *LINE:* The line number for which you are viewing communications information. Use the Roll keys to view similar information for each communications line. The line numbers are 1, 2, 3, and 4.
- Retry count: Indicates the number of primary SDLC retries attempted after a time-out. The number can be from 1 through 5. You can use either the ALTERCOM procedure or the SETCOMM procedure to change the retry count parameter.

- Time-out: Indicates the value of the primary SDLC time-out timer value. The value can be from 0.5 to 8 seconds in half-second increments. You can use either the ALTERCOM procedure or the SETCOMM procedure to change the time-out parameter.
- NRZI: Specifies if the communications line uses NRZI (non-return-to-zero inverted) data encoding when using SDLC protocol. You can use the SETCOMM procedure to change the NRZI parameter.
- Complete: Indicates that this is the last display for the last communications line.
- When you are done with this display, press command key 3 to return to the display on which you entered D C or STATUS COMM.

DISPLAYING THE STATUS OF COMMUNICATIONS LINE ACTIVITY

You can find out if your communications lines are being used and if the lines can be shared. To display the status of the communications lines:

- Type D L (or STATUS LINE) on the entry line of a command display, a subconsole display, or a console display. To display information for a specific line, type D L, X where X is 1, 2, 3, or 4.
- Press the Enter key; following is an example of the display that is shown.



- A LINE: The line number for which you are viewing communications information. Use the Roll keys to view similar information for each communications line. The line numbers are 1, 2, 3, and 4.
- B Complete: Indicates that this is the last display for the last communications line.
- In use: Specifies whether (Y = yes, N = no) the communications line is being used. If N is displayed, the line is available for use.
- Share: Specifies whether (Y = yes, N = no) the communications line can be shared. If this field is blank, the communications line is available for use.

- Protocol: Specifies that the communications line is being used by a data link protocol, by X.25, or by an autocall unit. Possible entries are:
 - · PRI-SDLC indicates the line can be shared if the line is configured as a nonswitched line. The line can be shared by: remote work station, finance subsystem, peer subsystem (primary), and link station test.
 - · SEC-SDLC indicates the line can be shared by: SNA upline subsystem facility, SNA 3270 subsystem, and MSRJE.
 - X.25 indicates all the users of PRI-SDLC or SEC-SDLC can share an X.25 line regardless of whether they are configured as switched or leased.
 - · BSC indicates the line is being used by BSC protocol and cannot be shared.
 - · AC-UNIT indicates the line supports an autocall unit and cannot be used.
 - X-25 RESERVED (5360 System Unit only) indicates the line supports an X.25 data line and cannot be used
 - NONE indicates the line is available for use with SDLC or BSC.

- User: Identifies the communications program that is currently being used on the line. Possible entries are:
 - NONE indicates the line is available for use.
 - · Batch BSC indicates the line is being used by batch BSC programs.
 - · Automonitor indicates the line is monitored and can be used for BSC.
 - · Multiple Session RJE indicates the line is being used by multiple session remote job entry.
 - · BSC 3270 Subsystem indicates the line is being used by a BSC 3270 subsystem.
 - · IMS Subsystem indicates the line is being used by an IMS (Information Management Control System) subsystem.
 - · CICS Subsystem indicates the line is being used by a CICS (Customer Information Control System) subsystem.
 - · CCP Subsystem indicates the line is being used by a CCP (Communications Control Program) subsystem.
 - · BSCEL Subsystem indicates the line is being used by a BSCEL (BSC Equivalence Link) subsystem.
 - · Finance Subsystem indicates the line is being used by the Finance subsystem.
 - · Peer Subsystem (PRIMARY) indicates the line is being used by a primary peer subsystem.

- Peer Subsystem (SECONDARY) indicates the line is being used by a secondary peer subsystem.
- Remote Work Station Support indicates the line is being used by a remote work station.
- Link Station Test indicates the line is being used by the link station test.
- SNUF Subsystem indicates the line is being used by the SNUF (SNA Upline Facility) subsystem.
- SNA 3270 Subsystem indicates the line is being used by SNA 3270.
- Associated with Line X indicates the line is associated with data line X (X can be 1 or 3).
- When you are finished with the display for the last communications line, press command key 3 to return to the display on which you entered D L or STATUS LINE.

Glossary

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

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

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

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

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

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

alphameric: Consisting of letters, numbers, and often other symbols, such as punctuation marks and mathematical symbols.

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

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

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

ANSI: See American National Standards Institute.

APAR: See authorized program analysis report.

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

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

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

attribute: A characteristic. For example, an attribute for a displayed field could be blinking.

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

autoanswer: In data communications, the ability of a station to receive a call over a switched line without operator action. Contrast with *manual answer*.

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

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

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

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

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

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

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

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

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

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

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

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

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

block: (1) A group of records that is recorded or processed as a unit. Same as *physical record*. (2) Ten sectors (2560 bytes) of disk storage. (3) In data communications, a group of records that is recorded, processed, or sent as a unit.

BSC: See binary synchronous communications.

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

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

C & SM: See Communications and Systems Management

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

cancel: To end a task before it is completed.

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

CCITT: Consultative Committee on International Telegraphy and Telephone.

CGU: See character generator utility.

character: A letter, digit, or other symbol.

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

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

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

close: To end the processing of a file.

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

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

command: A request to perform an operation or a procedure.

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

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

command keys: The keys on the display station keyboard that are used to request specific programmed actions. Compare with *character key* and *function key*.

Communications and Systems Management (C & SM): A feature of the SSP that has the Change Management support (also referred to as DSNX) that allows System/36 to be connected to a Distributed Systems Executive (DSX) network.

communications link: See data link.

compress: (1) To move files and libraries together on disk to create one continuous area of unused space. (2) To delete a series of duplicate characters in a character string.

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

condition: An expression in a program or procedure that can be evaluated to a value of either true or false when the program or procedure is running.

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

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

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

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

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

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

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

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

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

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

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

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

cursor: A movable symbol (such as an underline) on a display, usually used to indicate to the operator where to type the next character.

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

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

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

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

data mode: In data communications, a time during which BSC is sending or receiving characters on the communications line.

DDSA: See Digital Data Service Adapter.

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

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

delete: To remove. For example, to delete a file.

DFU: See data file utility.

Digital Data Service Adapter (DDSA): In data communications, a device used when transmitting data using the digital data service. Compare with *modulator-demodulator*.

direct file: (1) A disk file in which records are referenced by the relative record number. Contrast with *indexed file* and *sequential file*. (2) See *relative file*.

disable: In interactive communications, to end a subsystem and free the area of main storage used by that subsystem. Contrast with *enable*.

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

disk drive: The mechanism used to read and write information on disk.

disk file: A set of related records on disk that are treated as a unit.

diskette: A thin, flexible magnetic plate that is permanently sealed in a protective cover. It can be used to store information copied from the disk or to exchange information with other computers.

diskette drive: The mechanism used to read and write information on diskettes.

diskette magazine drive: A diskette drive that holds up to two magazines plus three individual diskettes.

diskette 1: A diskette that contains information on only one side.

diskette 2D: A diskette that contains information on both sides, and with two times the amount of information stored in the same space as a diskette 1. Therefore, a diskette 2D holds approximately four times the amount of information as a diskette 1.

display: (1) A visual presentation of information on a display screen. (2) To show information on the display screen.

display screen: The part of the display station on which information is displayed.

display station: A device that includes a keyboard from which an operator can send information to the system and a display screen on which an operator can see the information sent to or the information received from the system.

Distributed Systems Executive (DSX): A program product available for IBM host systems (System/370, 43xx, and 30xx) that allows the host system to get, send, and remove files, programs, formats, and and procedures in a network of computers.

Distributed Systems Node Executive (DSNX): Another name for the Change Management support offered by the Communications and Systems Management feature.

DSNX: See Distributed Systems Node Executive

DSX: See Distributed Systems Executive

dump: (1) To copy the contents of all or part of storage, usually to an output device. (2) Data that has been dumped.

EIA: Electronic Industries Association.

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

enable: In interactive communications, to load and start a subsystem. Contrast with *disable*.

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

expiration date: The date after which a diskette file is no longer protected from being automatically erased by the system.

extended character file: An area on disk that contains the extended ideographic character set.

extended ideographic character set: An ideographic character set, residing in auxiliary storage, that contains 3483 IBM-supplied ideographic characters and up to 4370 user-defined ideographic characters. Contrast with *basic ideographic character set*; see also *ideographic character set*.

extent: A continuous space on disk or diskette that is occupied by, or reserved for, a particular file.

feature: A programming or hardware option, usually available at an extra cost.

field: One or more characters of related information (such as a name or an amount).

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

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

format: (1) A defined arrangement of such things as characters, fields, and lines, usually used for displays, printouts, or files. (2) To arrange such things as characters, fields, and lines.

formatted message: A two-line display in which the first line (format line) provides information about the message, and the second line (message text line) contains the message itself.

FORTRAN (formula translation): A high-level programming language used primarily for scientific, engineering, and mathematical applications.

function key: A keyboard key that requests an action but does not display or print a character. The cursor movement and Help keys are examples of function keys. Compare with *command keys* and *character key*.

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

help support: See system help support.

hex: See hexadecimal.

hexadecimal: Pertaining to a system of numbers to the base sixteen; hexadecimal digits range from 0 (zero) through 9 (nine) and A (ten) through F (fifteen).

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

host system: The primary or controlling computer in the communications network. See also *control station*.

I/O: See input/output.

ID: Identification.

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

ideographic character set: The combination of the basic and extended ideographic character sets; see also basic ideographic character set and extended ideographic character set.

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

ideographic sort utility: A program that sorts ideographic data.

ideographic support: The hardware and programming elements that allow processing of ideographic data.

IGC: See ideographic

indexed file: A file in which the key and the position of each record is recorded in a separate portion of the file called an index. Contrast with *direct file* and *sequential file*.

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

initial program load (IPL): The process of loading the system programs and preparing the system to run jobs.

initialize: To prepare for use. For example, to initialize a diskette.

initiator: The part of the System Support Program Product that reads and processes operation control language statements from the system input device.

input: Data to be processed.

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

inquiry: (1) A request for information in storage. (2) A request that puts a display station into inquiry mode. (3) In data communications, a request for information from another system.

inquiry mode: A mode during which the job currently running from a display station is interrupted so that other work can be done. The operator puts the display station in inquiry mode by pressing the Attn key.

inquiry program: (1) A program that allows an operator to get information from a disk file. (2) A program that runs while the system is in inquiry mode.

interactive: Pertains to activity involving requests and replies as, for example, between an operator and a program or between two programs.

Interactive Communications Feature (SSP-ICF): A feature of the System Support Program Product that allows a program to interactively communicate with another program or system.

interactive processing: A processing method in which each operator action causes a response from the program or the system. Contrast with *batch processing*.

interrupt: (1) To temporarily stop a process. (2) In data communications, to take an action at a receiving station that causes the sending station to end a transmission.

IPL: See initial program load.

job: (1) A unit of work to be done by a system. (2) One or more related procedures or programs grouped into a procedure.

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

job region: The amount of main storage reserved by the System Support Program Product for use by a job.

job step: A unit of work represented by a single program or a procedure that contains a single program. A job consists of one or more job steps.

K-byte: 1024 bytes.

Kanji: (1) The ideographic character set used by the Japanese to represent their native language. (2) A single character in the ideographic character set.

Katakana: A native Japanese character set that is used primarily to write foreign words phonetically.

key: One or more characters used to identify the record and establish the record's order within an indexed file.

Keylock feature: A security feature in which a lock and key can be used to restrict the use of the display station.

label: (1) The name in the disk or diskette volume table of contents that identifies a file. See also *file name*. (2) The name that identifies a statement.

library: (1) A named area on disk that can contain programs and related information (not files). A library consists of different sections, called library members. (2) The set of publications for a system.

library member: A named collection of records or statements in a library. The types of library members are *load member*, *procedure member*, *source member*, and *subroutine member*.

licensed program: An IBM-written program that performs functions related to processing user data.

load: (1) To move data or programs into storage. (2) To place a diskette into a diskette drive or a magazine into a diskette magazine drive. (3) To insert paper into a printer.

load member: A library member that contains information in a form that the system can use directly, such as a display format. Contrast with *source member*.

load module: A program in a form that can be loaded into main storage and run. The load module is the output of the overlay linkage editor.

local: Pertaining to a device that is directly connected to your system without the use of a communications line. Contrast with *remote*.

log: To record; for example, to log all messages on the system printer.

magazine: A container that holds up to 10 diskettes.

magnetic ink: An ink that contains particles of a magnetic substance whose presence can be detected by magnetic sensors.

magnetic ink character recognition: The identification of characters through the use of magnetic ink.

magnetic stripe reader: A device, attached to a display station, that reads data from a magnetic stripe on a badge before allowing an operator to sign on.

magnetic tape: See tape (magnetic)

magnetic tape unit: A device for reading or writing data from or on magnetic tape.

main storage: The part of the processing unit where programs are run. Contrast with *control storage*.

manual answer: In data communications, a line type requiring operator actions to receive a call over a switched line. Contrast with autoanswer.

manual call: In data communications, a line type requiring operator actions to place a call over a switched line. Contrast with autocall.

master security officer: A person who is designated to control all of the security tasks that are provided with the System Support Program Product. A master security officer can, for example, deactivate password, badge, or resource security, or add, change, or remove security information about any system operator. Contrast with security officer.

member: See library member.

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

menu security: A System Support Program Product option that restricts an operator to selecting items from a particular menu.

message: (1) Information sent to one or more users or display stations from a program or another user. A message can be either displayed or printed. (2) For IMS/IRSS, a unit of data sent over the communications line.

message identification: A field in the display or printout of a message that directs the user to the description of the message in a message guide or a reference manual. This field consists of up to four alphabetic characters, followed by a dash, followed by the message identification code.

message identification code (MIC): A four-digit number that identifies a record in a message member. This number can be part of the message identification.

MIC: See message identification code.

modem: See modulator-demodulator.

modulator-demodulator (modem): A device that converts data from the computer to a signal that can be transmitted on a communications line, and converts the signal received to data for the computer.

MRT program: See multiple requester terminal program.

MSRJE: See multiple session remote job entry.

multiple requester terminal (MRT) program: A program that can process requests from more than one display station or SSP-ICF session at the same time using a single copy of the program. Contrast with *single requester terminal (SRT) program*.

multiple session remote job entry (MSRJE): A feature of the System Support Program Product that allows one or more remote job entry sessions at the same time.

multipoint: In data communications, pertains to a network that allows two or more stations to communicate with a single system on one line.

NEP: See never-ending program.

network: A collection of data processing products connected by communication lines for information exchange between locations.

never-ending program (NEP): A long-running program that does not share system resources, except for shared files and the spool file.

non-return-to-zero inverted (NRZI): On System/36, a method of data transmission where the signal is changed to transmit a 0 bit. For the 1 bit the signal stays the same. This ensures that the signal does not stay the same for an extended period of time.

nonlabeled tape: A tape that has no labels. Tape marks are used to indicate the end of the volume and the end of each data file.

nonstandard labeled tape: A tape that has labels but does not follow the IBM standard labeling conventions.

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

NRZI: See non-return-to-zero inverted.

nucleus: That portion of main storage that is used by the System Support Program Product.

numeric: Pertaining to any of the digits 0 through 9.

OCL: See operation control language.

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

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

open: To prepare a file for processing.

operation control language (OCL): A language used to identify a job and its processing requirements to the System Support Program Product.

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

output: The result of processing data.

override: (1) A parameter or value that replaces a previous parameter or value. (2) To replace a parameter or value.

page: A 2048-byte segment of main storage.

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

password: A string of characters that, when entered along with a user identification, allows an operator to sign on to the system.

password security: A System Support Program Product option that helps prevent the unauthorized use of a display station, by checking the password entered by each operator at sign-on.

pending: Waiting, as in an operation is pending.

physical record: (1) A group of records that is recorded or processed as a unit. Same as *block*. (2) A unit of data that is moved into or out of the computer.

primary index: The index that is built when a file is created. Contrast with *alternative index*.

print image: A character set that corresponds to the characters on a print belt.

printout: Information from the computer that is produced by a printer.

priority: The relative ranking of items. For example, a job with high priority will be run before one with medium or low priority.

problem determination: The process of identifying why the system is not working. Often this process identifies programs, equipment, data communications facilities, or user errors as the source of the problem.

procedure: A set of related operation control language statements (and, possibly, utility control statements and procedure control expressions) that cause a specific program or set of programs to be performed.

procedure command: A command that runs a procedure.

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

program: (1) A sequence of instructions for a computer. See *source program* and *load module*. (2) To write a sequence of instructions for a computer. Same as *code*.

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

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

program status register: A register that contains conditions that can be tested by branch or jump instructions.

program temporary fix (PTF): A temporary solution to or bypass of a defect in a current release of a licensed program.

prompt: A displayed request for information or operator action.

protocol: In data communications, the rules for transferring data.

PTF: See program temporary fix.

queue: A line or list formed by items waiting to be processed.

relative file: Same as direct file.

remote: Pertaining to a system or device that is connected to your system through a communications line. Contrast with *local*.

remote controller: A device, attached to a communications line, that controls the operation of one or more remote display stations and printers.

Remote Operation/Support Facility (ROSF): An implementation that allows an operator at a remote support group to use a remote display station (and an optional remote printer) to provide operational and technical assistance.

requester: A display station or interactive communications session that requests a program to be run.

resource security: A System Support Program Product option that restricts the use of information in files and libraries to specified operators.

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

ROSF: See Remote Operation/Support Facility.

RPG: A programming language specifically designed for writing application programs that meet common business data processing requirements.

screen design aid (SDA): The part of the Utilities Program Product that helps the user design, create, and maintain displays and menus. Additionally, SDA can generate specifications for RPG and WSU work station programs.

SDA: See screen design aid.

SDLC: See synchronous data link control.

sector: (1) An area on a disk track or a diskette track reserved to record information. (2) The smallest amount of information that can be written to or read from a disk or diskette during a single read or write operation.

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

security officer: A person who is designated to control many of the system security tasks that are provided with the System Support Program Product. A security officer can, for example, add, change, or remove security information about system console operators, subconsole operators, and display station operators. A security officer cannot, however, deactivate password, badge, or resource security. Contrast with *master security officer*.

separator character: In data communications, the character that is used with some autocall units to separate the digits to be dialed.

separator page: A printed page used to show the end of output for one job and the start of output for another job.

sequence number: A five-digit entry on specifications that indicates the order of the specifications.

sequential file: A file in which records occur in the order in which they were entered. Contrast with *direct file* and *indexed file*.

session: (1) The logical connection by which a System/36 program or device can communicate with a program or device at a remote location. (2) The length of time that starts when an operator signs on the system and ends when the operator signs off the system.

session date: The date associated with a session. See also *creation date, program date,* and *system date.*

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

SEU: See source entry utility.

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

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

sign on: (Verb) To begin a session at a display station.

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

single requester terminal (SRT) program: A program that can process requests from only one display station or SSP-ICF session from each copy of the program. Contrast with *multiple requester* terminal program.

SNA: See systems network architecture.

SNA Upline Facility (SNUF): The SSP-ICF subsystem that allows System/36 to communicate with CICS/VS and IMS/VS application programs.

SNBU: See switched network backup.

SNUF: See SNA Upline Facility.

sort utility: The part of the System Support Program Product used to arrange records (or their relative record numbers) in a sequence determined by data contained in one or more fields within the records.

source entry utility (SEU): The part of the Utilities Program Product used by the operator to enter and update source and procedure members.

source member: A library member that contains information in the form in which it was entered, such as RPG specifications. Contrast with *load member*.

source program: A set of instructions that are written in a programming language and that must be translated to machine language before the program can be run.

spool file: A disk file that contains output that has been saved for later printing.

spool-writer: The part of the System Support Program Product that prints output that has been saved in the spool file.

spooling: The part of the System Support Program Product that saves output on disk for later printing.

SRT program: See single requester terminal program.

SSP: See System Support Program Product.

SSP-ICF: See Interactive Communications Feature.

standard label tape: A tape that follows the IBM standard labeling conventions.

standby display: A display that allows an operator to enter data only. When a standby display appears, the display station can be acquired by a program. Contrast with *command display*.

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

subconsole: A display station that controls a printer or printers.

subconsole display: A display that can be requested only from a command display that appears on a subconsole. From a subconsole display an operator can display and send messages, and enter all control commands except those that can be entered only at the system console. See also *console display*.

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

subsystem: A part of the SSP-ICF that handles the requirements of the remote system, isolating most system-dependent considerations from the application program.

swapping: The process of temporarily removing an active job from main storage, saving it on disk, and processing another job in the area of main storage formerly occupied by the first job.

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

switched network backup (SNBU): In data communications, a technique that provides a switched line connection when a nonswitched line fails.

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

system: The computer and its associated devices and programs.

system configuration: A process that specifies the machines, devices, and programs that form a particular data processing system.

system console: A display station from which an operator can keep track of and control system operation.

system date: The date assigned by the system operator during the initial program load procedure. See also *creation date*, *program date*, and *session date*.

system dump: A dump of all active programs (and their associated data) recorded after an error stops the system. Contrast with *task dump*.

system help support: The part of the System Support Program Product that uses menus, prompts, and descriptive text to aid an operator.

system library: The library, provided with the system, that contains the System Support Program Product and is named #LIBRARY.

system list device: The device that receives output for most System Support Program Product utility programs and service aids.

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

system reference code: A four-character code that contains information for a service representative. This code either is provided as part of a message or is displayed on the control panel.

system service display station: A display station that can use all the procedures, programs, and commands needed to service the system.

System Support Program Product (SSP): A group of licensed programs that manage the running of other programs and the operation of associated devices, such as the display station and printer. The SSP also contains utility programs that perform common tasks, such as copying information from diskette to disk.

system unit: The part of the system that contains the processing unit, the control panel, the disk drive and the disk, and either a diskette drive, or a diskette magazine drive.

systems network architecture (SNA): A set of rules for controlling the transfer of information in a data communications network.

tape (magnetic): A tape with a magnetic surface on which data can be stored. It can be used to store information copied from the disk.

tape drive: The mechanism used to read and write information on magnetic tapes.

tape mark: A mark on the tape that indicates the beginning or end of a file or tape.

tape volume: A single reel of magnetic tape.

task: A unit of work (such as a user program) for the main storage processor.

task dump: A dump of a program that failed (and its associated data). Contrast with *system dump*.

terminal: In data communications, a device, usually equipped with a keyboard and a display device, capable of sending and receiving information over a communications line.

tributary station: In data communications, a secondary device on a multipoint line.

truncate: To shorten a field or statement to a specified length.

unique: The only one.

unprotected field: A displayed field for which operators can enter, modify, or delete data.

UPSI switch: See user program status indicator switch.

user area: The parts of main storage and disk that are available to the user.

user ID: See user identification.

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

user program status indicator (UPSI) switch: One of a set of eight switches that can be set by and passed between application programs and procedures.

Utilities Program Product: A program product that contains the data file utility (DFU), the source entry utility (SEU), the work station utility (WSU), and the screen design aid (SDA).

utility program: A System Support Program Product program that allows you to perform a common task, such as copying information from diskette to disk.

variable: A name used to represent a data item whose value can change while the program is running. Contrast with *constant*.

verify: To confirm the correctness of something.

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

VTOC: See volume table of contents.

work station: A device that lets people transmit information to or receive information from a computer; for example, a display station or printer.

work station utility (WSU): The part of the Utilities Program Product that helps you to write programs for data entry, editing, and inquiry.

WSU: See work station utility.

X.21: In data communications, a specification of the CCITT that defines the connection of data terminal equipment to an X.21 (public data) network.

X.21 feature: The feature that allows System/36 to be connected to an X.21 network.

X.25: In data communications, a specification of the CCITT that defines the interface to an X.25 (packet switching) network.

X.25 feature: The feature that allows System/36 to connect to an X.25 network.

1024-byte format: A format for diskette 2D diskettes with 1024 bytes per sector and 8 sectors per track.

1255 Magnetic Character Reader: A device that reads documents printed with magnetic ink characters.

128-byte format: A format for diskette 1 diskettes with 128 bytes per sector and 26 sectors per track.

256-byte format: A format for diskette 2D diskettes with 256 bytes per sector and 26 sectors per track.

3270 BSC Support Subsystem: The subsystem that provides program-to-program communications with IMS/VS, CICS/VS, TSO, VM, or system application programs using 3270 BSC protocols, and provides support for the BSC portion of the 3270 Device Emulation feature.

3270 Device Emulation: A feature of the System Support Program Product that allows a System/36 local or remote device to appear as a 3270 device to another system.

3270 SNA Support Subsystem: The subsystem that provides support for the SNA portion of the 3270 Device Emulation feature.

512-byte format: A format for diskette 1 diskettes with 512 bytes per sector and 8 sectors per track.

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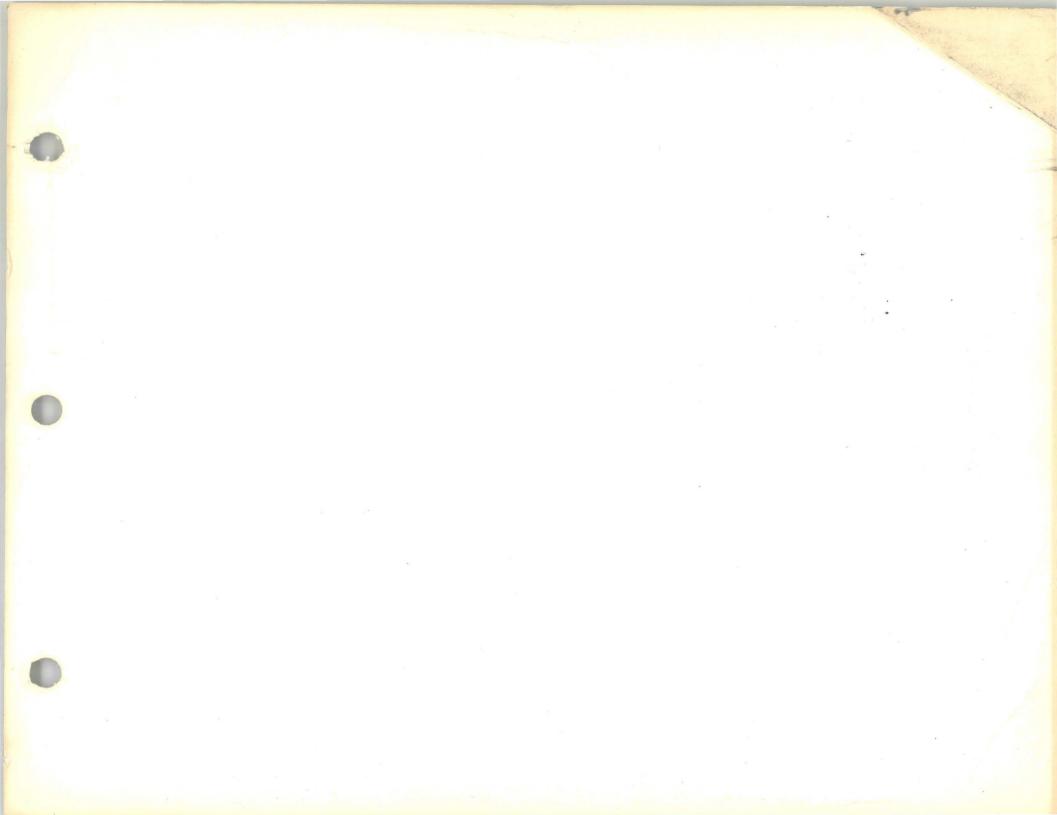


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