

IBM System/36

Operating Your Computer--5363

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This manual, *Operating Your Computer—5363*, SC21-9685, is used with the manual, *Using Your Display Station—5363*, SC21-9692.

This edition applies to Release 5, Modification Level 1, of IBM System/36 System Support Program Product (Program 5727-SS6), 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 system operator who operates a System/36 from the system console. A subconsole operator may also want to read this manual for subconsole operation.

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, you can:

- Use a system console to operate a System/36 with a 5363 System Unit.
- Identify displays, keys, lights, and the Security switch on the control panel of the 5363 System Unit.
- Perform an initial program load (IPL) from disk and diskette.
- Use commands to:
 - Control jobs
 - Control printing of jobs
 - Control devices
 - Display status
 - Use data communications
- Start and stop the system.
- Use a diskette.
- Use a magnetic tape.

How this manual is arranged . . .

Introducing System/36

Chapter 1 introduces you to System/36.

Starting System/36

Chapter 2 tells you how to start System/36.

Using System/36 console and subconsole

Chapter 3 explains how to use subconsole and console displays.

Chapter 4 explains how to display console and subconsole messages.

Using commands and procedures

Chapter 5 explains which commands and procedures you can use to do tasks.

Chapter 6 explains how to turn off (power off) the System/36.

Chapter 7 explains how to use diskettes and tapes.

Chapter 8 explains how to apply a program temporary fix (PTF).

Chapter 9 explains how to establish communications link for remote work stations.

Understanding terms used in this manual

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

What you should know . . .

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.

If you need more information . . .

You may need to refer to other IBM manuals for more specific information about a particular topic. For more information about System/36 and its IBM manuals, refer to the *Guide to Publications*, SC21-9015.

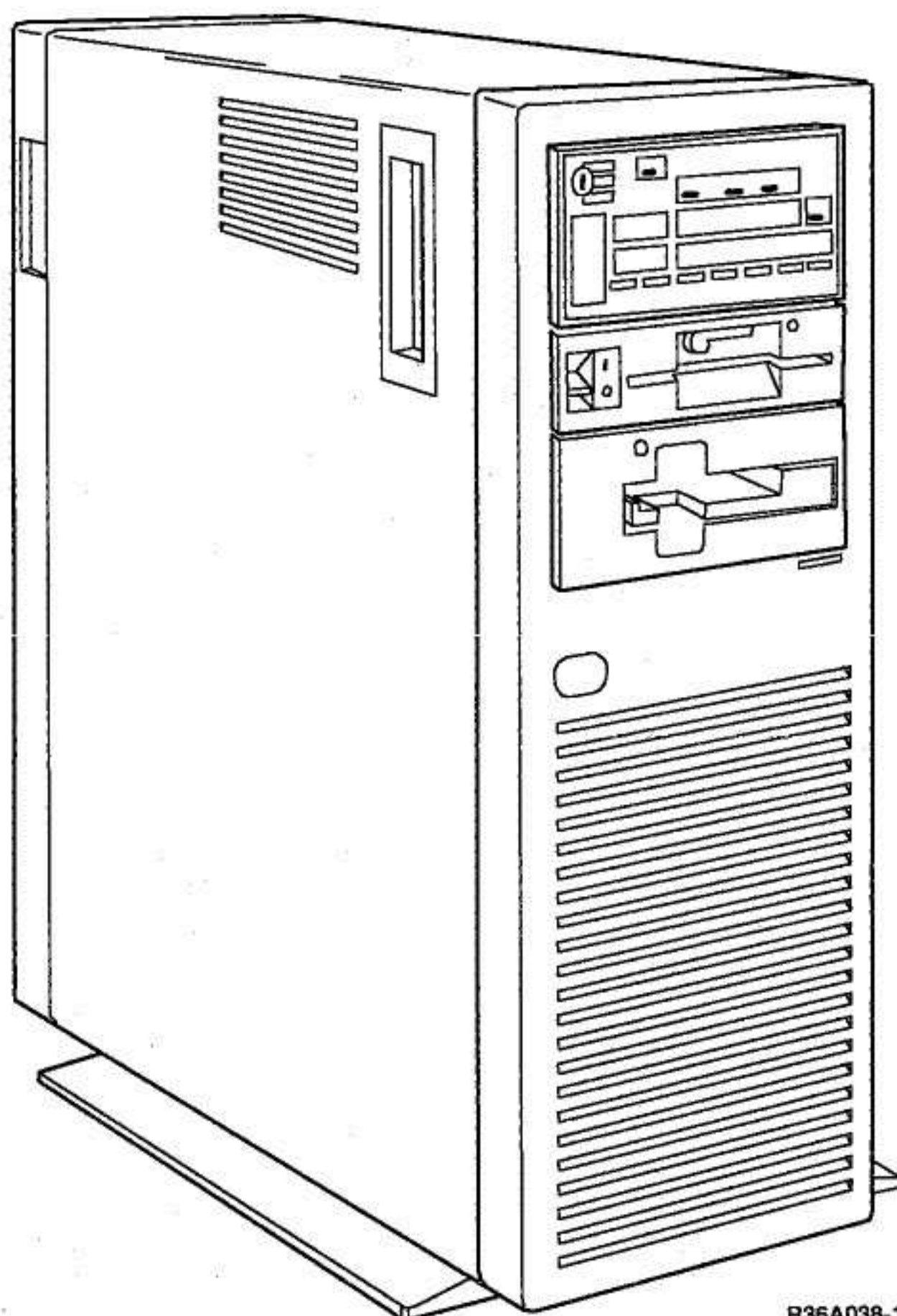
If you need a copy of any manuals, contact your marketing representative.

The following manuals are referenced in this manual:

- *IBM System/36 System Messages*, SC21-7938
- *IBM System/36 Learning About Your Computer*, SC21-9018
- *IBM System/36 Presenting the System/36 Family*, GC21-9016
- *IBM System/36 Using Your Display Station—5363*, SC21-9692
- *IBM System/36 System Problem Determination—5363*, SC21-9684
- *IBM System/36 System Security Guide*, SC21-9042
- *IBM System/36 System Reference*, SC21-9021
- *IBM System/36 Guide to Publications*, GC21-9015

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

To become more comfortable with operating your system, please take a few minutes to review the information that is presented in this chapter.



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Your System/36 can also have printers, display stations, remote controllers, and personal computers attached to it. For more information about which devices you can attach to your system, refer to the manual *Presenting the System/36 Family*. For information about operating each of the attached devices, refer to the operator's guide for a specific device. For information about performing System/36 display station operator tasks, refer to the manual *Using Your Display Station—5363*.

System/36 with a 5363 System Unit

Your system receives data (input) from a display station(s), from disk, from diskette(s), and from a tape. The processing unit (in the system unit) processes the data and stores the data on disk, diskette, or 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 5363 System Unit contains the main storage used for processing, and also the disk used for disk storage. Each system unit also has a diskette drive. On the front of the 5363 System Unit is a diskette drive. In addition each system has a control panel.

Diskettes are placed in this drive so that the system unit can read data from the diskettes and write data to the diskettes. For more information, see Chapter 7, "Using a Diskette or a Tape," in this manual.

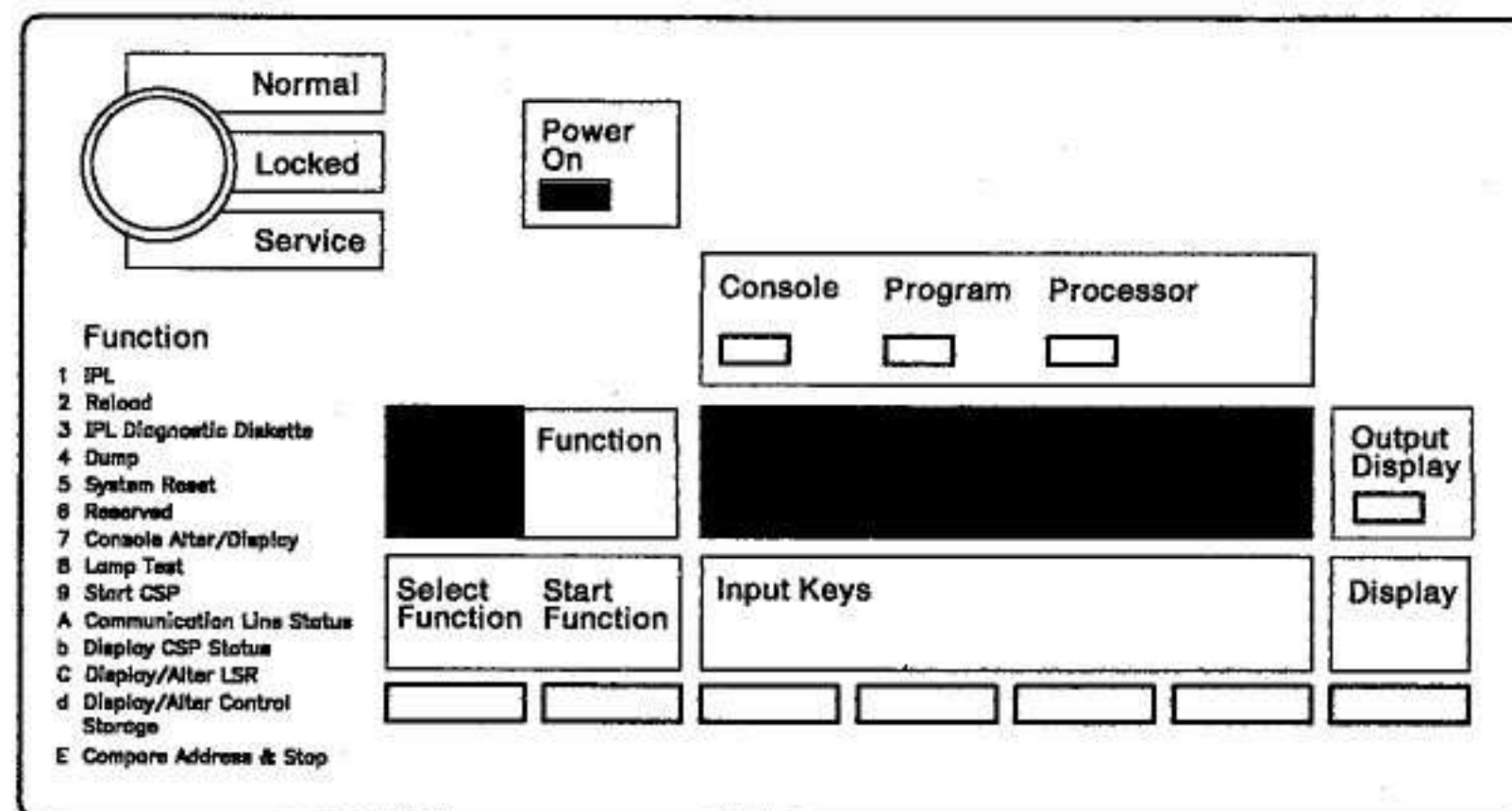
The control panel is used to control the operation of your system. For more information about operating the control panel on your system unit, refer to the appropriate section later in this manual.

The 5363 System Unit Control Panel

The control panel is made up of a top portion and a bottom portion.

Bottom Portion of the 5363 System Unit Control Panel

The bottom portion of the control panel is used mainly by service representatives. However, you can use the bottom portion for checking communications line conditions, for performing an initial program load (IPL), and for using problem determination. For more information about when you should use the bottom portion of the control panel, see the manual *System Problem Determination—5363*.



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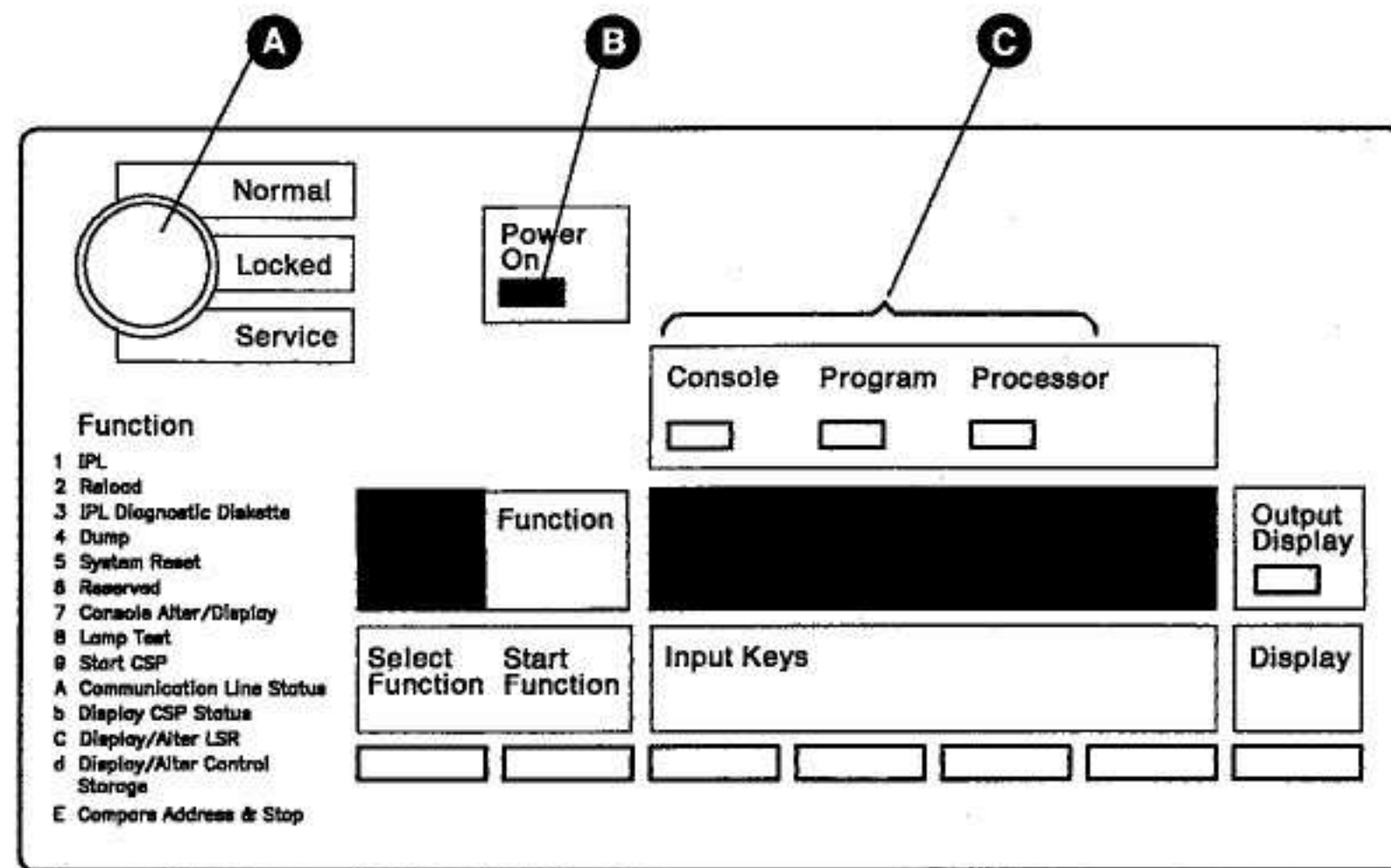
During normal operation:

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—5363*.

Top Portion of the 5363 System Unit Control Panel

The top portion of the control panel is used mainly by the system operator. However, the top portion can also be used by a service representative who is servicing the system. For more information about when you should use the top portion of the control panel, see the manual *System Problem Determination—5363*.



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

- A** *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 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 the control panel cannot be used when the switch is in this position.

Service: All system 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.

- B** *Power On Light:* The Power On light indicates the system is powered on. For more information, see "Turning Off System/36" in Chapter 6.

- C** 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 the manual *System Problem Determination—5363*.

Console: This light comes on when the system detects that the system console is not in operation.

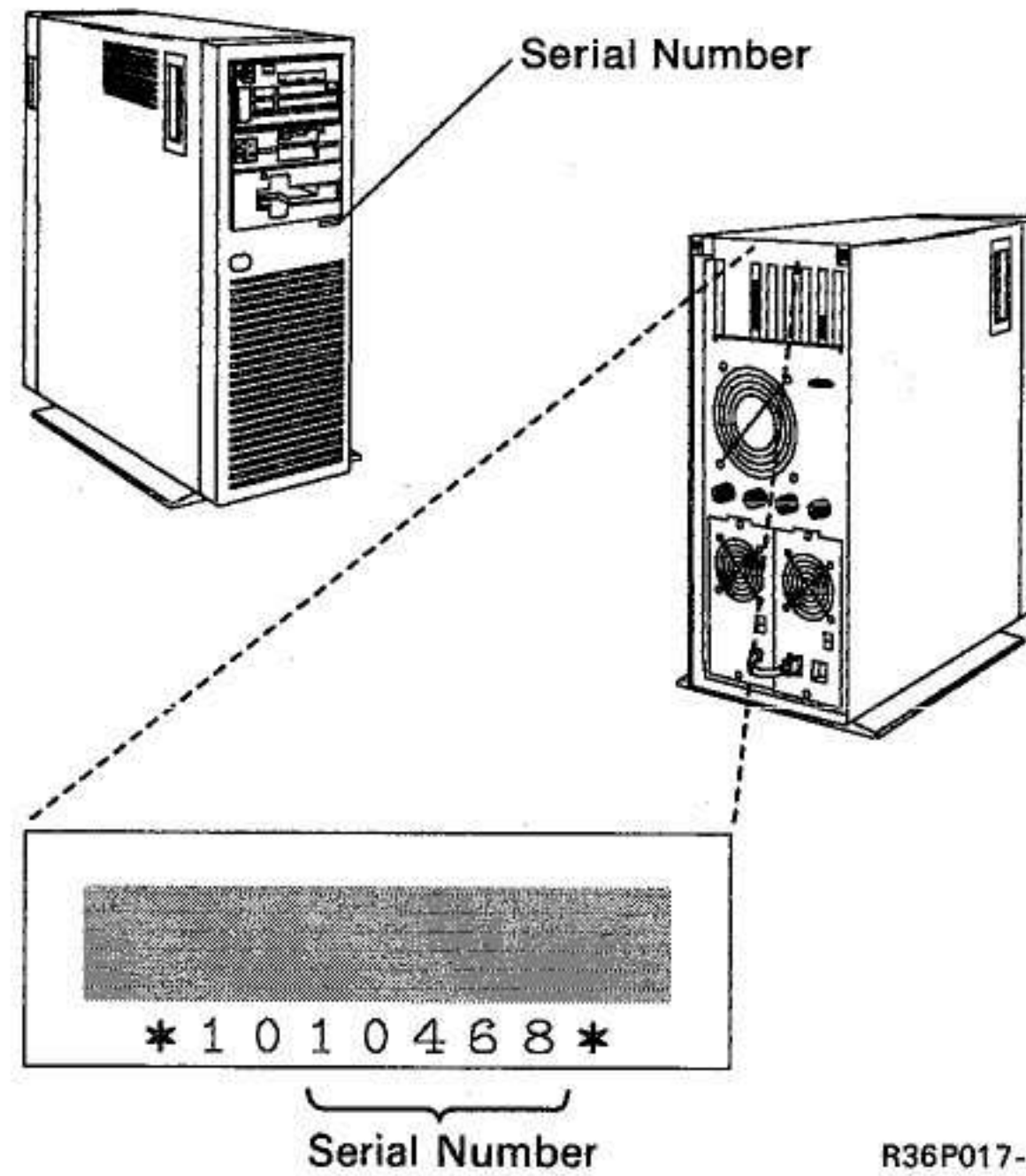
Program: This light comes on when a program error is detected that the system cannot correct.

Processor: This light comes on when the processing unit detects an error that the system cannot correct.

System Unit Serial Number

You may be required to give the system unit serial number to your service representative or marketing representative to ensure that you receive the proper service and products.

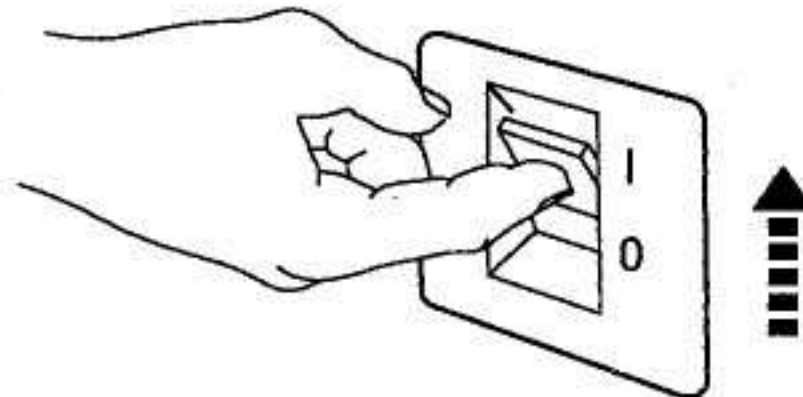
The following illustration shows the location of the serial number on the 5363 System Unit back panel:



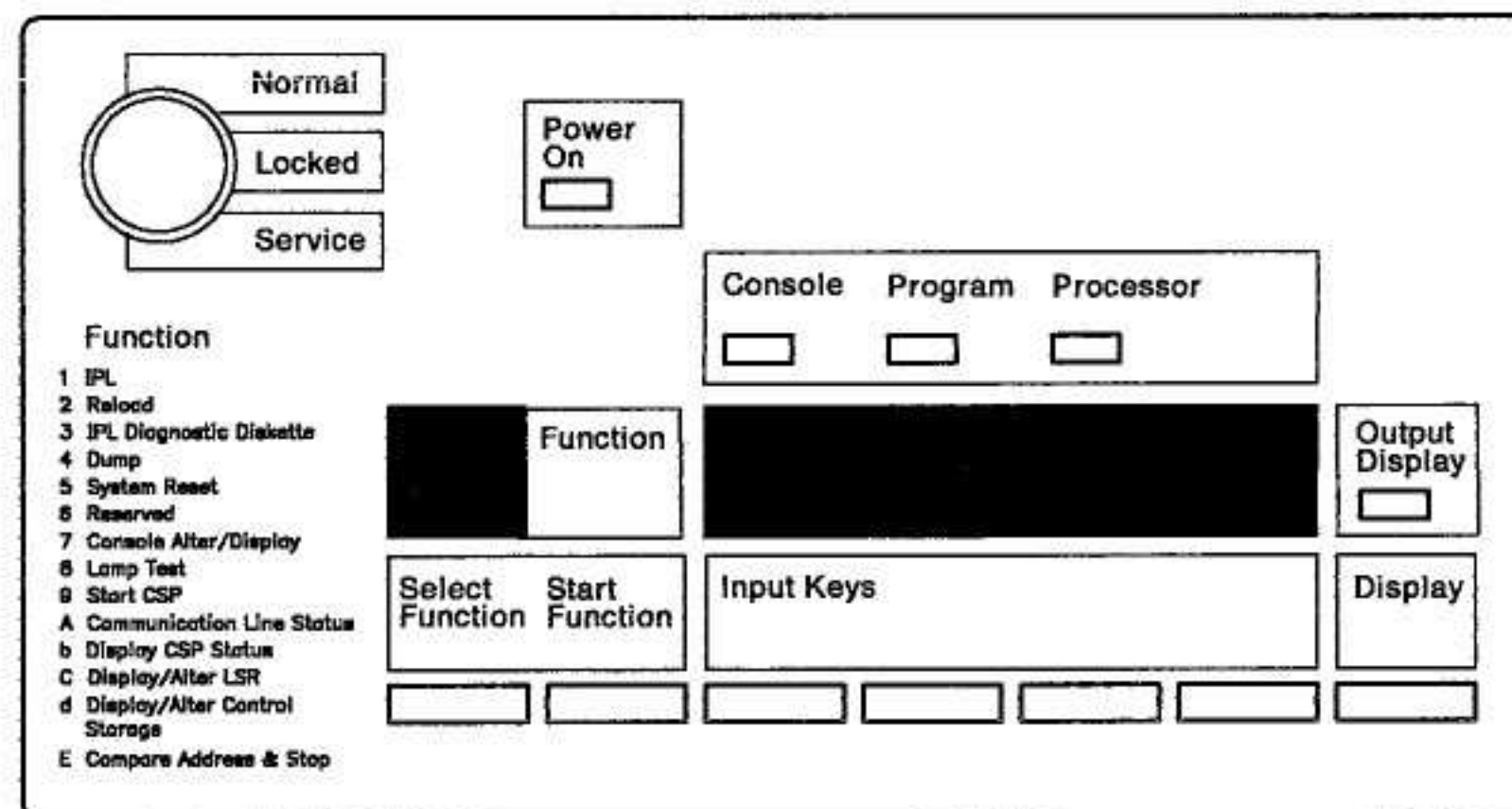
Chapter 2. Starting System/36

Using the Control Panel on the 5363 System Unit to Perform an IPL from Disk

Before you start to perform an IPL from disk when the System/36 has been turned off, make sure that the system console is turned on.



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Use the control panel to perform the following:

1. Make sure the Security switch is in the Normal position.
2. Set the Power switch to | (On) if not already on.
3. Press the Select Function key until a 1 appears in the Function display.
4. Press the Start Function key.

After 5 to 18 minutes, depending on the number of communications lines you have configured, an IPL Sign On display appears at the system console. Continue the IPL by next referring to "Using the IPL Sign On Display." If the IPL Sign On display does not appear, refer to the manual *System Problem Determination—5363*.

Before you start an IPL from disk when the System/36 has been turned on, you should make sure:

- No other operators are on the system by using the STATUS WORKSTN (or D W) or STATUSF WORKSTN (or DF W) control command. If someone is signed on the system, send them a message to sign off and inform them that all jobs or programs they have running will be canceled; then, use the above commands to make sure that they did sign off.
- No jobs are running on the system by using the STATUS JOBQ (or D J) control command. If jobs are running on the system, you should select the option on the Job Queue Status display to cancel the jobs.
- No programs are running on the system by using the STATUS SYSTASK (or D T) control command. If jobs (or programs) are running on the system, you should select the option on the Status User's display to cancel the jobs or programs.

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.

The *Enter badge* prompt is shown only if badge security is active on your system, and the *Password* prompt is displayed only if password security is active on your system. For more information on these types of security, see the manual *Learning About Your Computer*, or the *System Security Guide*.

```

                                IPL SIGN ON                                Optional-*   W1
Enter badge . . . . .
User ID . . . . .
Password . . . . .
User menu . . . . . *
Library . . . . . *
Procedure . . . . . *
IGC session ? . . . . . Y,N   Y
Date . . . . . MDDYY  060683
Time . . . . . hhmmss
Overrides ? . . . . . N,Y   N

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```

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 if you have badge security active on your system.

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 your user ID.

Password: If you have password security active on your system, type your 4-character password. This password does not appear on the display when you type it.

User menu: Following an IPL, leave this field blank to display either a help menu or a default menu that was assigned to you.

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 an 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.

Procedure: Leave this field blank to run a default procedure that was assigned to you. This procedure will run following the IPL.

If you are not restricted to a default procedure, you can:

- Type a procedure name to override a default procedure.
- Type a zero (0) to avoid running the default procedure.

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

You can leave this field blank if you do not have a default procedure. If you have not specified a library or a menu, the IPL Sign On display will be shown.

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 date is displayed. This date could be different from the current system date. The system date format that is displayed can be YYYYMMDD, 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.

Note: The system date displayed will not be the same as the actual calendar date if you turn off the System/36 for one or more days before performing an IPL on the system.

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 the IPL. Refer to "IPL in Process" later in this chapter.

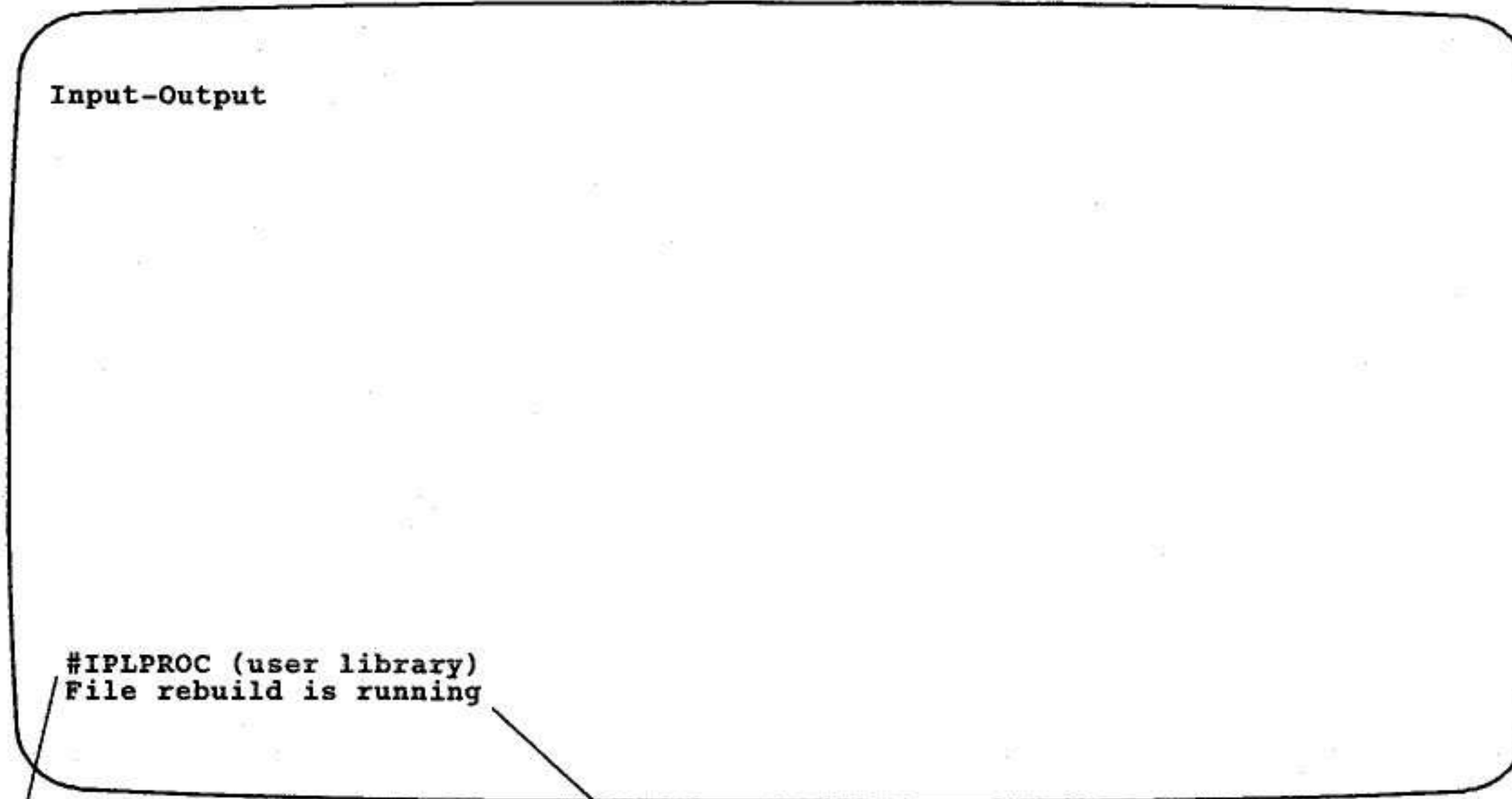
Normally, you will use the default value. However, if you have a need, you can change some system functions that were defined during system configuration.

Type a Y if you want to change some system functions; then, press the Enter key. Refer to "Overriding IPL Values" later in this chapter.

Note: If you use the default value (N), the IPL Overrides – Programs to Be Run During IPL display could appear before the display in "IPL in Process." 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 following can appear during an IPL.



If you signed on with a user library, the name of the user library follows #IPLPROC.

Example of a task the system is performing.

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#IPLPROC is the SSP IPL procedure. When the dedicated portion of the IPL 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 IPL Overrides Menu 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 next display that is shown, and return to the IPL Overrides Menu. You can then continue to select options to change system functions, or you can select the option to exit overrides and continue with the 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: 1

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

1. Exit overrides and continue with IPL: Select this option after you complete your changes or if you decide not to make any changes. The display shown in "IPL in Process" will be displayed.

2. Display programs to be run during IPL: Select this option to display the programs that will be run during this IPL. The IPL Overrides – Programs to be Run During IPL display appears.

3. Change communications status: Select this option to change the status of remote work stations. The IPL Overrides – Change Communications Status display appears.

4. 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. The IPL Overrides – Change Print Spool Status display appears.

5. 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. The IPL Overrides – Change Job Queue Status display appears.

6. Change IGC file status: Select this option to change the status of one or more IGC ideographic-capable files; for example, you may want to delete or keep one or more IGC files. The IPL Overrides – Change IGC File Status display appears.

Displaying Programs to Be Run during IPL

A display, similar to the following display, 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 one of the programs listed, enter N (no).		
FILE REBUILD - examine and verify disk VTOC	Y,N	Y
#STRTUP1 - dedicated startup procedure	Y,N	Y
#STRTUP2 - nondedicated startup procedure	Y,N	Y
APAR - collect diagnostic data	Y,N	Y
PTF - apply PTFs to system	Y,N	Y
CNFIGSSP - drop system support	Y,N	Y
FILE REBUILD - remove dump files	Y,N	N

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 that no other task can be started until the file rebuild is complete.

Type an N if you do not want to run the file rebuild procedure; however, this is not recommended. Do not type an N if you are performing an IPL after a system failure.

#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 after taking a system dump. Use the default value (Y) to run the authorized program analysis report (APAR) 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 8. 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. One may select Y and encounter an error in the drop process. In this case, the prompt would be displayed during the next IPL. Type an N if you do not want to drop the items you specified, during system configuration from the system during this IPL. This prompt will be displayed until all specified support has been dropped.

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 following display, 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).

```
IPL OVERRIDES - CHANGE COMMUNICATIONS STATUS

Vary on remote work stations . . . . . Y,N  Y
```

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.

Changing Print Spooling Status

A display, similar to the following display, 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 OVERRIDES - CHANGE PRINT SPOOLING STATUS		
Cancel print spooling	Y,N	N
Delete print spool file	Y,N	N
Clear print spool file	Y,N	N
Start print spool writer(s)	Y,N	Y

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

Note: When the IPL Overrides – Change Print Spooling Status display 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 following display, 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).

IPL OVERRIDES - CHANGE JOB QUEUE STATUS		
Cancel job queue	Y,N	N
Delete job queue	Y,N	N
Clear job queue	Y,N	N
Start job queue	Y,N	Y

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

Note: When the IPL Overrides – Change Job Queue Status display 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.

Changing IGC File Status

A display, similar to the following display, 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).

```
IPL OVERRIDES - CHANGE IGC FILE STATUS

Delete 18 x 18 extended character file . . . . . Y,N  N
Delete 24 x 24 extended character file . . . . . Y,N  N
```

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

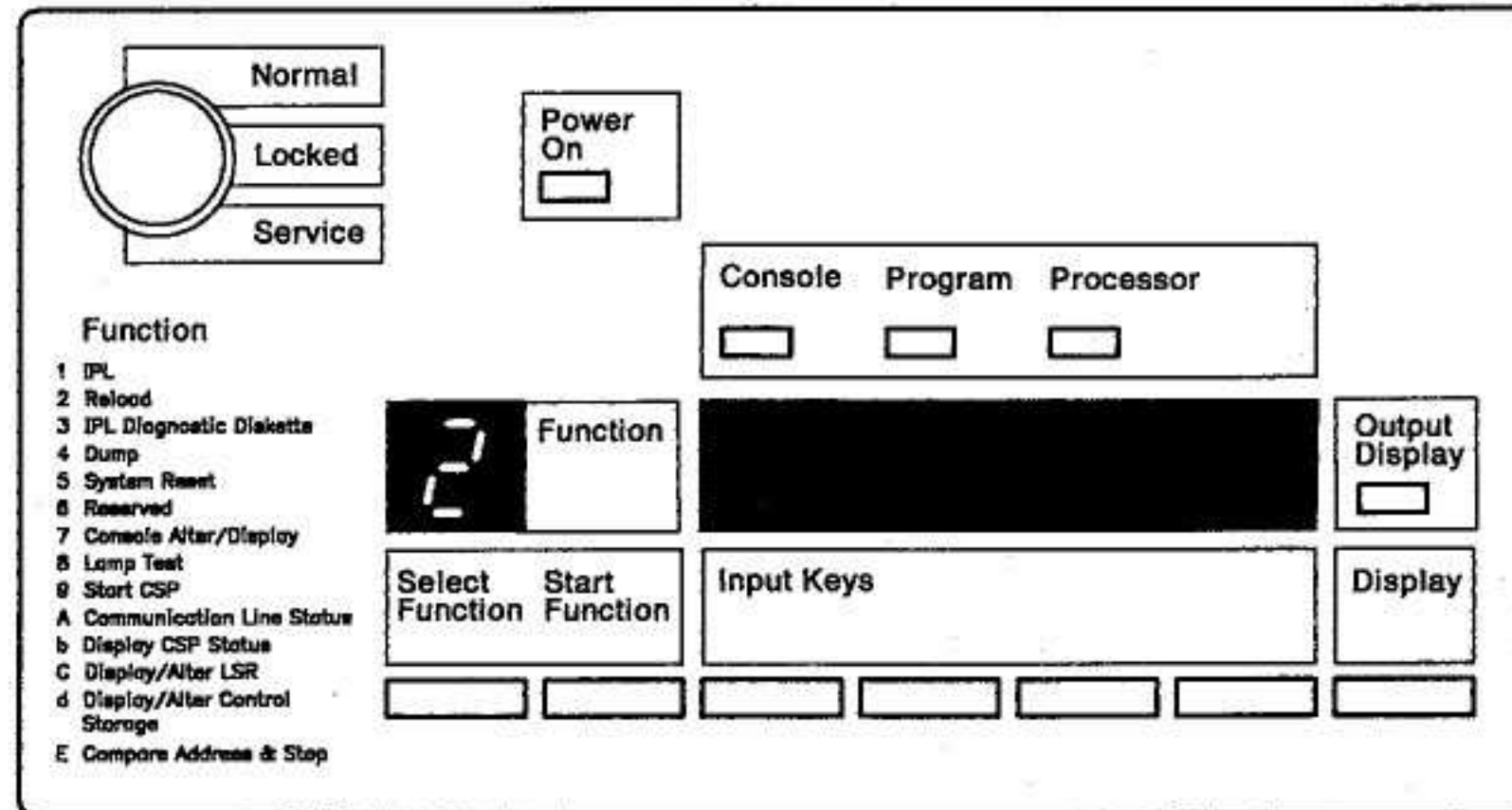
Note: When the IPL Overrides – Change IGC File Status display appears at your system console, the prompt(s) that is displayed corresponds to the extended character file(s) that is on your system.

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.

Performing an IPL from Diskette or Tape

Before you start an IPL from diskette or tape when the 5363 System Unit has been *turned off*, make sure the system console is turned on.



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Use the control panel to perform the following:

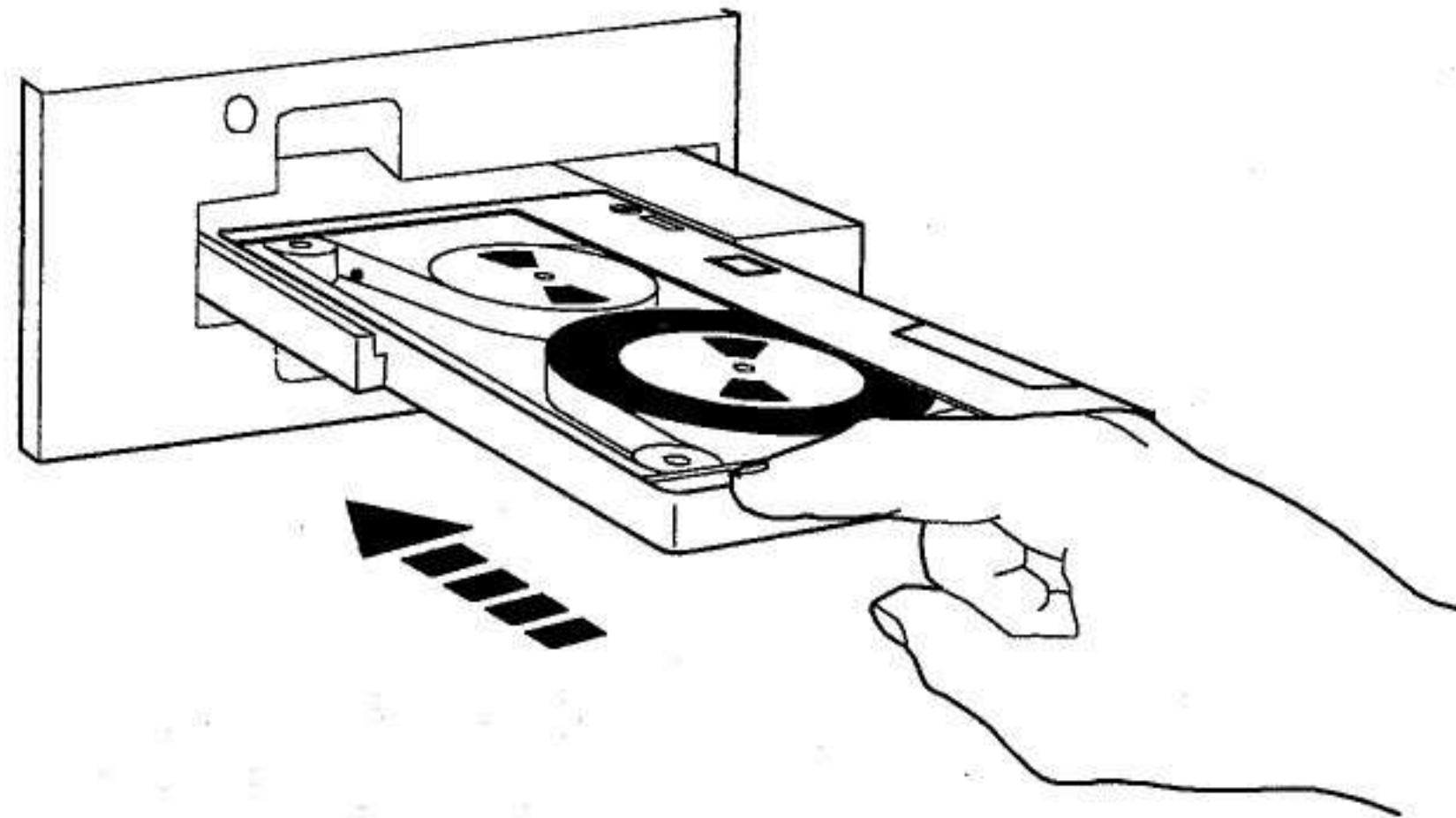
1. Make sure the Security switch is in the Service position.
2. Place the Power switch to (on).
3. Press and release the Select Function key until a 2 appears in the Function display.
4. Determine whether you want to perform an IPL from diskette or tape.

If you have a tape drive and want to perform an IPL from diskette, make sure the tape cartridge is removed from the tape drive.

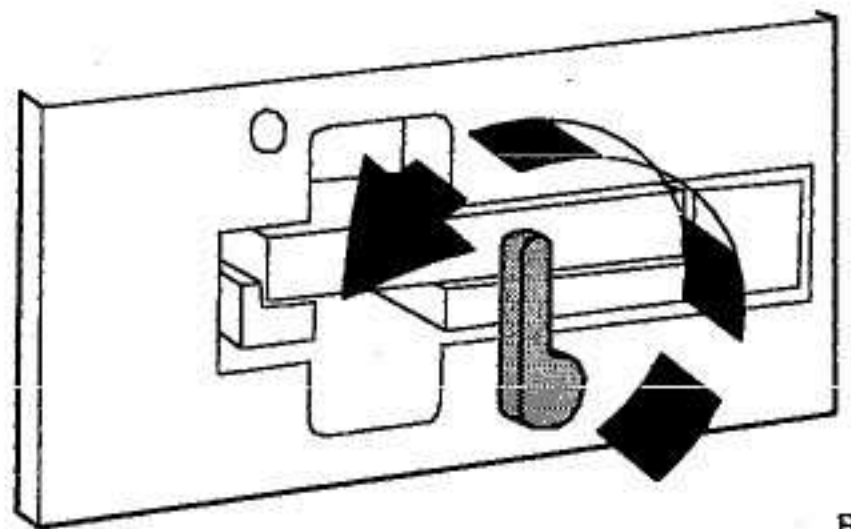
To perform an IPL from diskette, remove the diskette from its protective envelope and insert the first SSP diskette in the diskette drive.

Use the input keys to enter 0000 in input display.

Note: Refer to Chapter 7 for information about diskette handling.



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If you want to perform an IPL from the tape drive:

- a. Insert the tape cartridge in the tape drive.
- b. Use the input keys to enter 0000 in the input display.

Notes:

- 1) If the system has a tape drive and you insert a tape, the system will perform the IPL from tape.
- 2) If the system is not able to perform the IPL from tape, the system will attempt to perform the IPL from diskette if the default value 0000 is contained in the input display.
- 3) Refer to Chapter 7 for information about labeling tape.

5. Press the Start Function key.

If you are performing an IPL from diskette, you will be prompted for any additional diskettes that are needed. When you are prompted for the next diskette, you must:

- a. Remove the diskette that is in the diskette drive.
- b. Place that diskette in its protective envelope.
- c. Remove the next diskette from its protective envelope.
- d. Insert the diskette you were prompted for into the diskette drive.
- e. You should continue to remove and insert diskettes as you are prompted for them as explained above.

Note: Refer to Chapter 7 for information about diskette handling.

After the system has processed all the data, the SSP Generation and Reload – Sign On display will appear at the system console. If this display does not appear, refer to the manual *System Problem Determination—5363*.

SSP Generation and Reload – Sign On Display

SSP GENERATION AND RELOAD - SIGN ON

User ID SYSSSP_

Password _____

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User ID: Type your user ID (SYSSSP is the default), such as your name or initials, if the *Password* prompt is not displayed. If the *Password* prompt is displayed, enter your user ID.

Password: Type your 4-character password. 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.

Note: After approximately 30 seconds, the Reload – Sign On display will be shown.

SSP Generation and Reload – Input/Output Display

A display, similar to the following display, informs the operator to perform an action, such as insert a diskette. After you perform the action that is requested, press the Enter key.

```
                SSP GENERATION AND RELOAD - INPUT/OUTPUT

End of volume.  Insert next diskette.

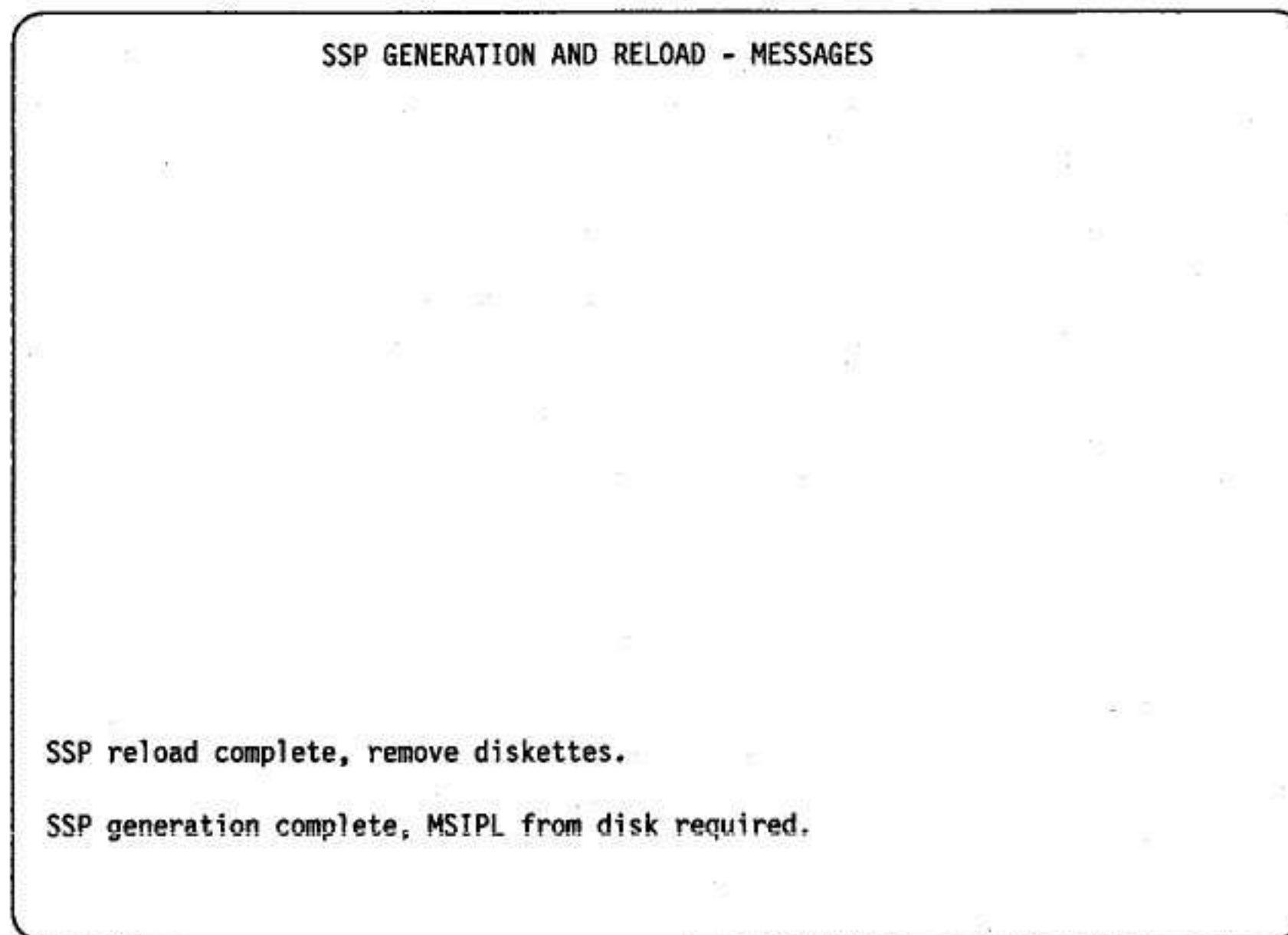
Insert diskette:

Location        -   S1
Volume ID       -   PPMRI
Sequence number -   002
SAVELIBR name   -   SSPMRI
SAVELIBR date   -   831030

Press Enter to continue processing
```

SSP Generation and Reload – Messages Display

A display, similar to the following display, informs the operator when the last of the data has been processed.



Perform an IPL from disk for the 5363 System Unit as follows:

1. Remove the tape or diskette.
2. Turn the Security switch to the Normal position.
3. Press the Select Function key until a 1 appears in the Function display.
4. Press the Start Function key.

After 5 to 18 minutes, depending on the number of communications lines you have configured, the IPL Sign On display is shown. For more information about the IPL Sign On display, refer to "Using the IPL Sign On Display" earlier in this chapter.

Chapter 3. Operating the Console and Subconsole

This chapter describes how to use the console and subconsole after you sign on. You can:

- Transfer the system console function to an alternative system console
- Use the subconsole display (CONSOLE GIVE control command and CONSOLE TAKE control command).
- Use the console display.

For information about the differences among data displays, command displays, subconsole displays, and console displays, refer to the manual *Using Your Display Station—5363*.

The Console:

A Way of Controlling the System/36

A console, like other display stations, is made up of a keyboard and a display. Using the keyboard and display, the console operator can enter information into and retrieve information from the System/36. But in addition to this, you can also monitor and control System/36 activity, because during system configuration, this display station was selected to serve as the system console. As a system console operator, you will be able to:

- Use it as a data display station that is controlled by a program
- Use it as a console to:
 - Control all jobs entered at all display stations
 - Control all printers from this display station
 - Control all jobs on the system
 - Control the entire operation of the system

You can also transfer control of the console to someone else's command display station or subconsole, provided their display station was configured as an alternative console. For example, you may want to do this if you are planning to be out of the office for some time. For more information about transferring the control of the console to an alternative console, refer to "Transferring the System Console Function to an Alternative System Console" later in this chapter.

The Subconsole:

A Way of Controlling Printers

During system configuration, you may have had one or more display stations configured as a subconsole. A subconsole operator may then use the subconsole:

- As a data display station controlled by a program
- As a command display station to control jobs entered at this display station

- As a subconsole to control one or more printers from this display station

For more information about data display stations and command display stations, refer to the manual *Using Your Display Station—5363*.

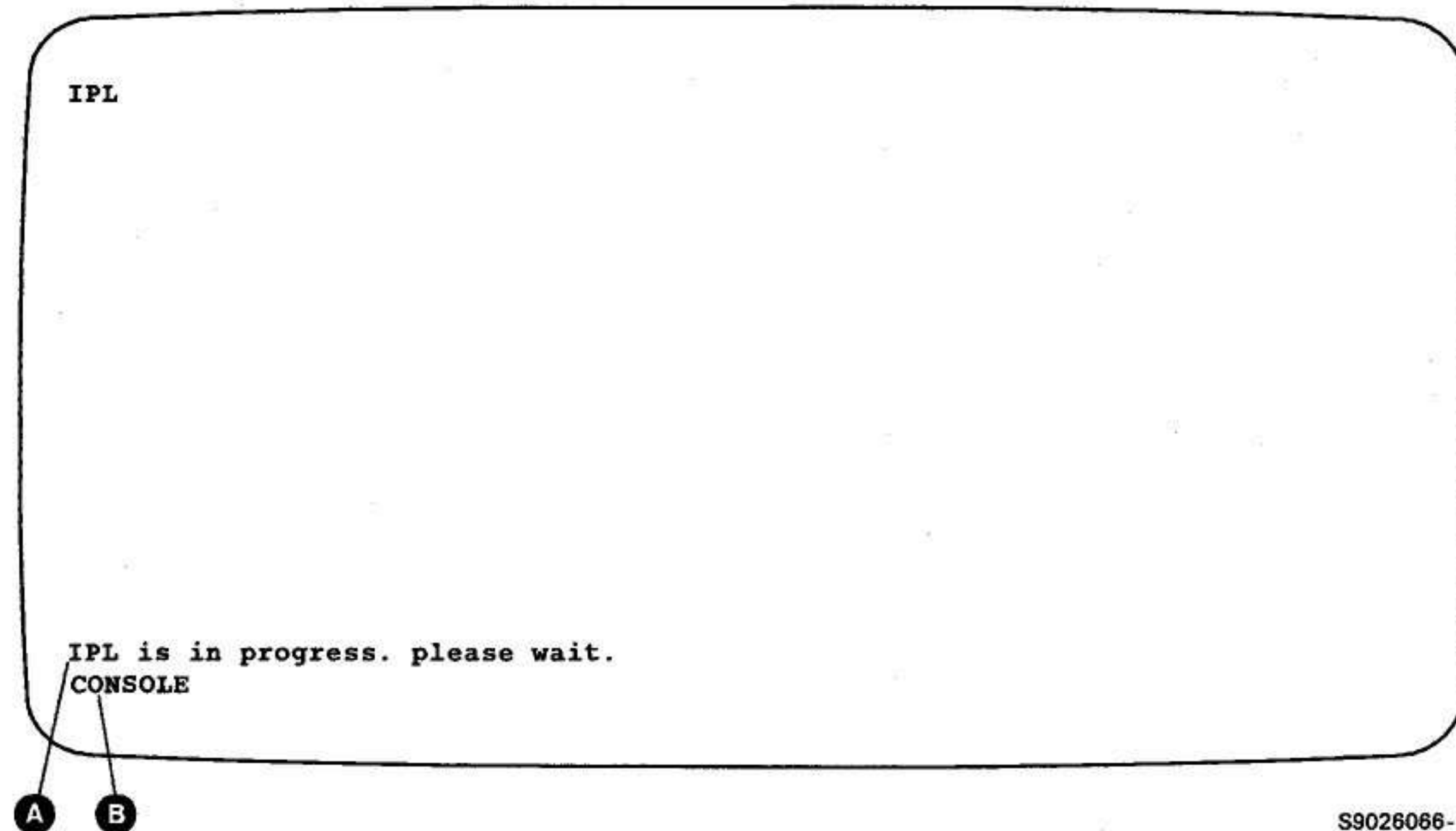
Transferring the System Console Function to an Alternative System Console

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 an 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 specified as an alternative system console and is to become the system console. The following message **A** appears:



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1. Type CONSOLE as shown in **B**.
2. Press the Enter key; the IPL Sign On display is shown.
3. Complete the IPL Sign On display.
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

1. Type **CONSOLE GIVE** on either a Command display or a Console display at the system console.
2. Press the Help key; the Status Work Station display is shown.
3. Type the ID of the display station that was specified as an alternative system console 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/5363 Help menu is used.

1. Type **CONSOLE** (or **CONSOLE TAKE**) 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.

2. 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

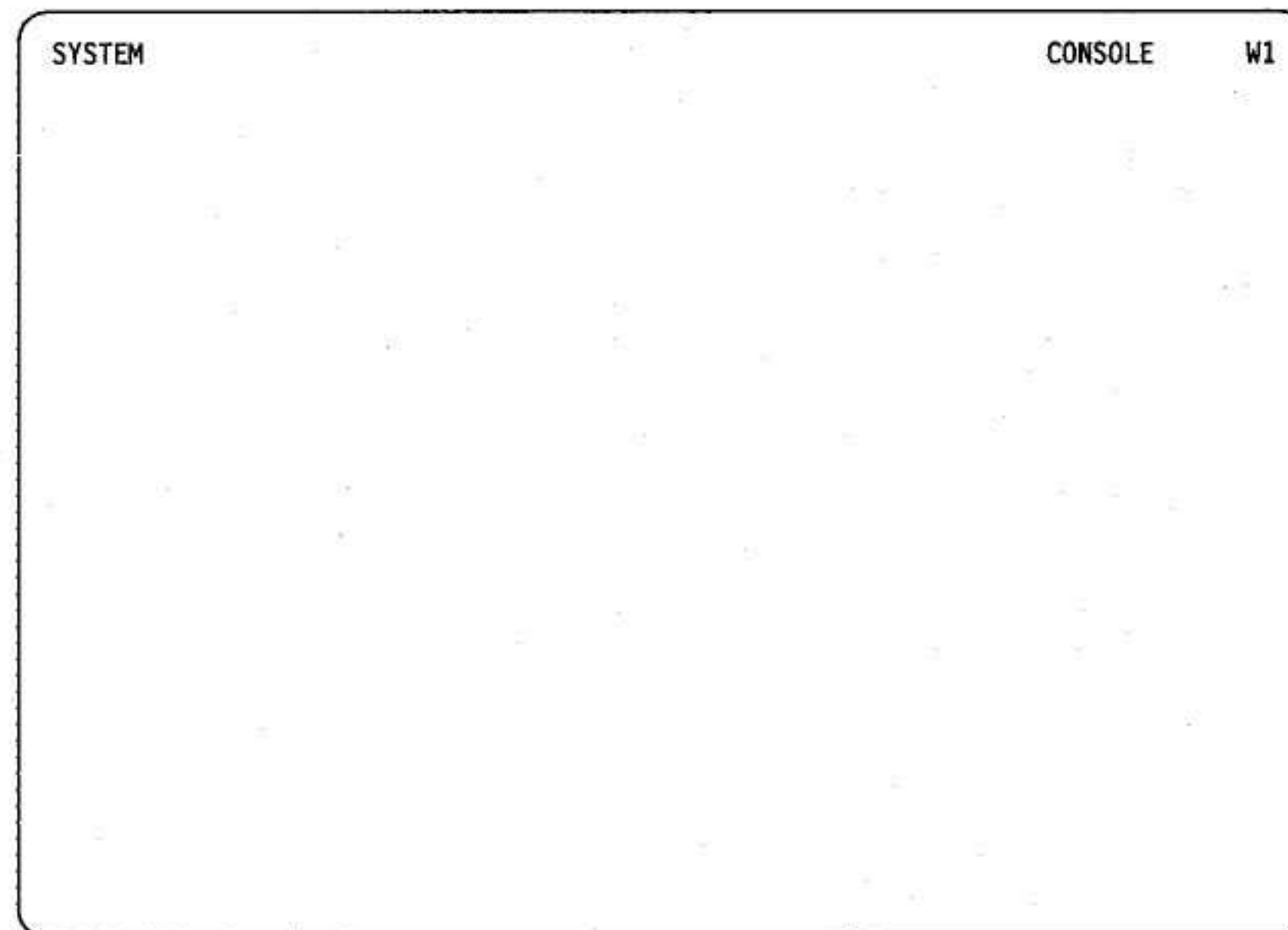
When the system console does not work, type `CONSOLE` or `CONSOLE TAKE` on the command display at any alternative system console. The alternative system console can then operate as the system console.

Note: If you have interrupted a job (Inquiry Options display), you cannot use the `CONSOLE` command. For more information about the Inquiry Options display, refer to the manual *Using Your Display Station—5363*.

Using the Console Display

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

1. Use the System Request Function.
2. 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:

1. Use the System Request Function.
2. Press the Enter key.

Requesting a Help Menu from the Console Display

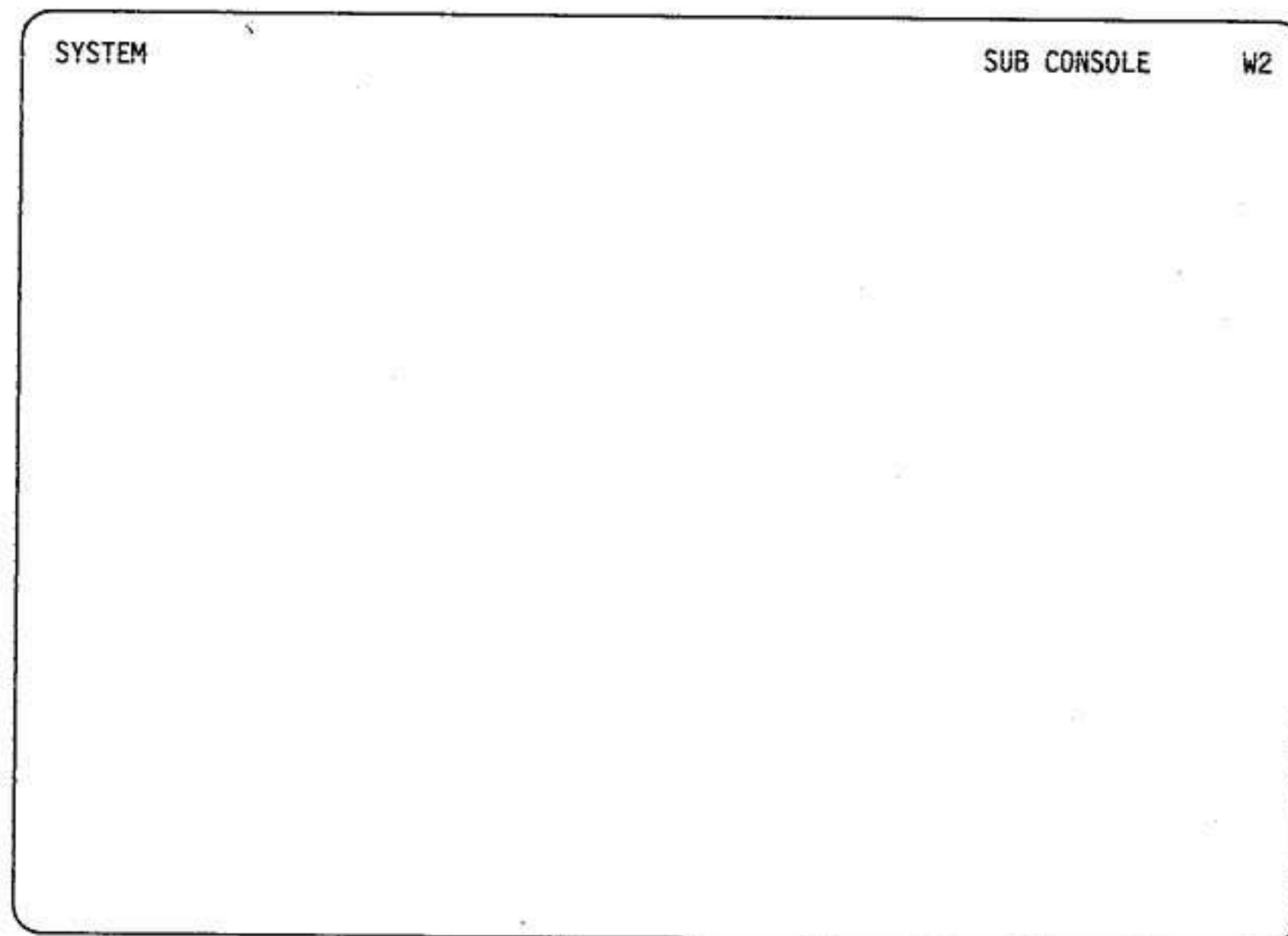
To request a help menu when the Console display is shown, do one of the following:

- Press command key 5, or type `HELP MAIN` and press the Enter key, to display the Main help menu.
- Type the name of a help menu and press the Help key.
- 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 display station that was configured as a subconsole (a display station that controls one or more printers). To request this display:

1. Use the System Request Function.
2. 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 `JOBQ`, `MENU`, `MODE`, and `OFF`. You cannot enter control commands that are restricted to the system console, such as `START SYSTEM` and `STOP SYSTEM`. You may want to use this display to monitor system activity, respond to messages, or send messages when the system console is being repaired or replaced.

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:

1. Use the System Request Function.
2. Press the Enter key.

Requesting a Help Menu from the Subconsole Display

To request a help menu when the Subconsole display is shown, do one of the following:

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

Chapter 4. Learning about Messages

A message is a way for System/36 to communicate with you and for you to communicate with 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” in the manual *Using Your Display Station—5363*.
- 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” in the manual *Using Your Display Station—5363*.
- 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” in the manual *Using Your Display Station—5363*.

When you want to communicate with another display station operator, see “Sending a Message” in the manual *Using Your Display Station—5363*.

When you want to display local or remote messages while in a Display Station Pass-Through session, see “Displaying Messages While in a Display Station Pass-Through Session” in the manual *Using Your Display Station—5363*.

This chapter contains information about:

- Understanding the kinds of messages that are displayed:
 - Messages that instruct you to perform an action
 - Messages that require a response
- Displaying additional information for a message
- Informational messages at the system console
- Displaying messages that are waiting
- Displaying messages at the system console or subconsole

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 since it is an informational message
Note: Informational messages are described later in this chapter.
- Instruct you to perform an action
- Require a response

Messages That Instruct You to Perform an Action

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

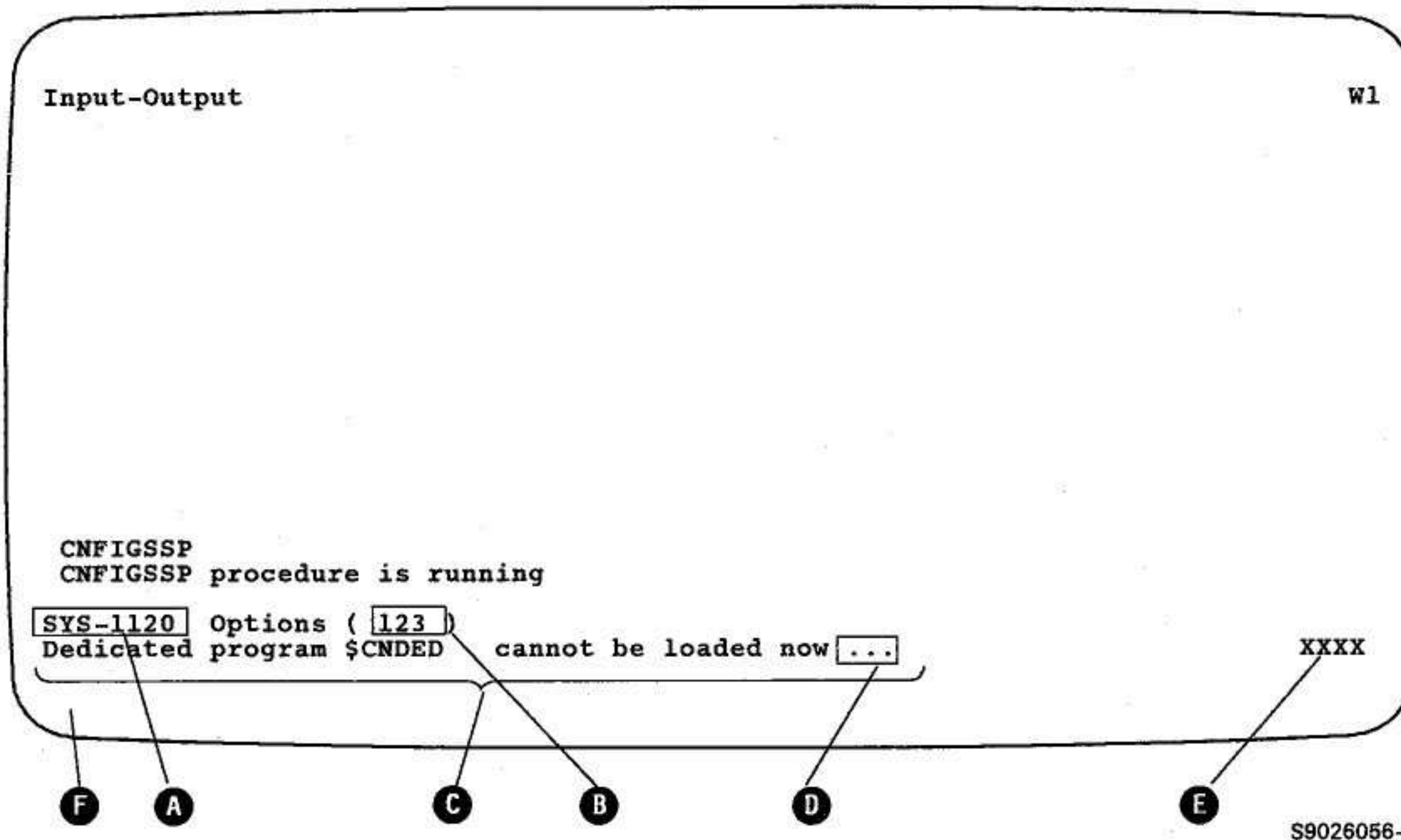
End of volume-insert next diskette

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	<i>Assembler Messages</i>
BAS	BASIC	<i>BASIC Messages</i>
BGU	Business graphics utilities	<i>System Messages</i>
CBL	COBOL	<i>COBOL Messages</i>
CGU	Character generator utility	<i>Character Generator Utility Guide</i>
CNFG	Configuration	<i>System Messages</i>
DDM	Distributed data management	<i>Distributed Data Management (DDM) Guide</i>
DFU	Data file utility	<i>Utilities Messages</i>
DSNX	Distributed systems node executive	<i>Communications and Systems Management Guide</i>
EMU, ESU	3270 device emulation	<i>3270 Device Emulation Messages</i>
FORT	FORTRAN	<i>FORTRAN IV Messages</i>
FTS	File transfer subroutine	<i>Using System/36 Communications</i>
KBD	Keyboard	<i>System Messages</i>
NRD	Network resource directory	<i>Distributed Data Management (DDM) Guide</i>
RJE	Remote job entry	<i>MSRJE Messages</i>
RPG	RPG II	<i>RPG II Messages</i>
SDA	Screen design aid	<i>Utilities Messages</i>
SEU	Source entry utility	<i>Utilities Messages</i>
SORT	Sort program	<i>System Messages</i>
SRTX	IGC sort utility	<i>Ideographic Sort Guide</i>
SYS	System support program product	<i>System Messages</i>
WSU	Work station utility	<i>Utilities Messages</i>

The messages are listed in an ascending 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 option D, the contents of main storage and control storage are copied into the dump area on disk. The system actions described for option 3 occur.

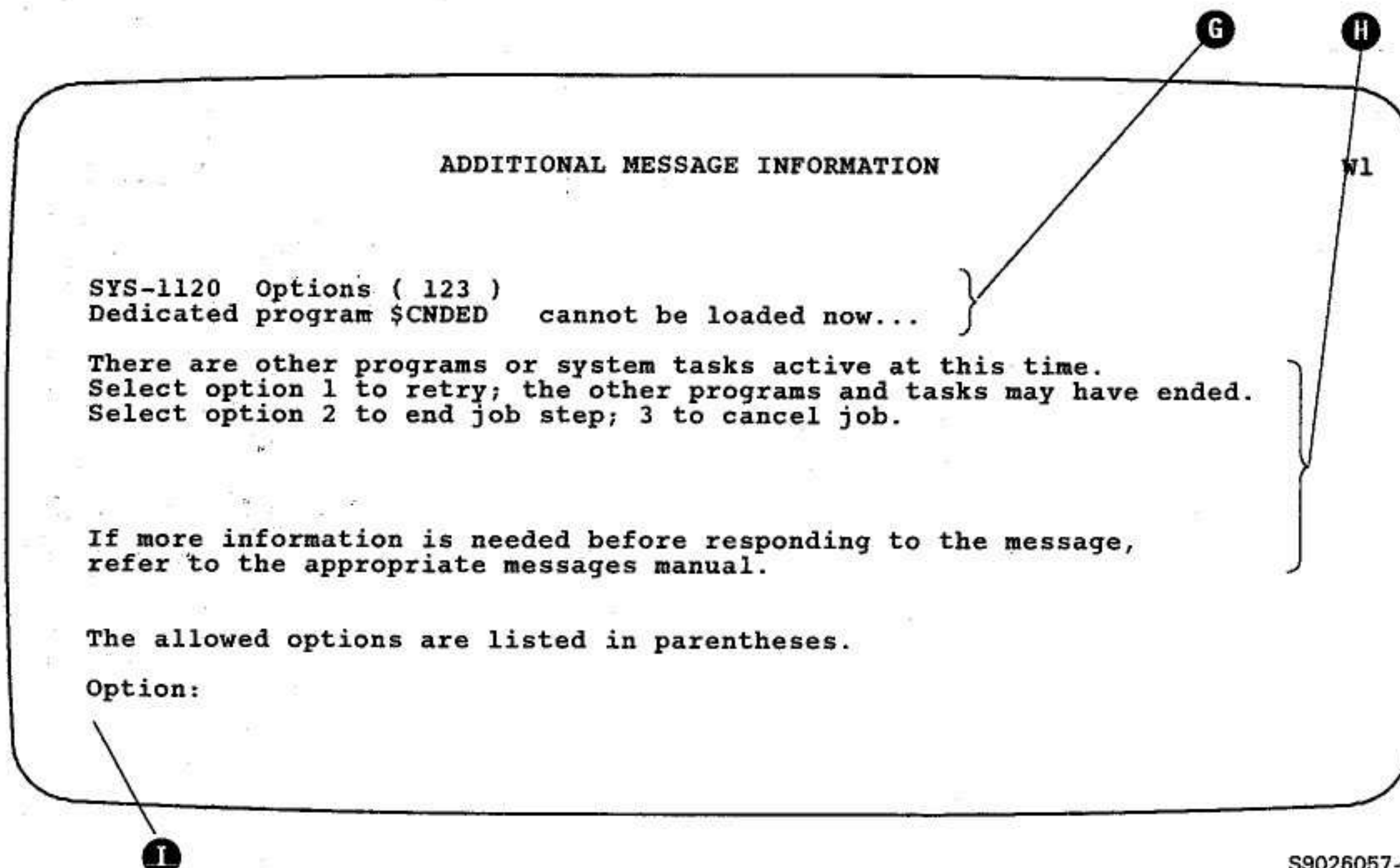
Option H: This option is available when option 3 is displayed if you are using a help display. When you select this option, the display where you made the error is shown again. You can then correct the error and continue your job.

- The message text **C**.
- Three periods **D** 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 are unable to solve the problem, refer to the online problem determination or to the appropriate system problem determination 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 **F** and 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:



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- The message **G** is shown again.
- Additional information for the message **H** is shown.

- Type an option number **1**.
- Press the Enter key to respond to the message.

Informational Messages at the Console

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 at the System Console

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:

1. Type INFOMSG NO (on the console display).
2. Press the Enter key.

Notes:

- a. 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.
- b. 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.
- c. 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.

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:

1. Hold down the Shift key and press the Sys Req key.
2. Release these keys.
3. 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:

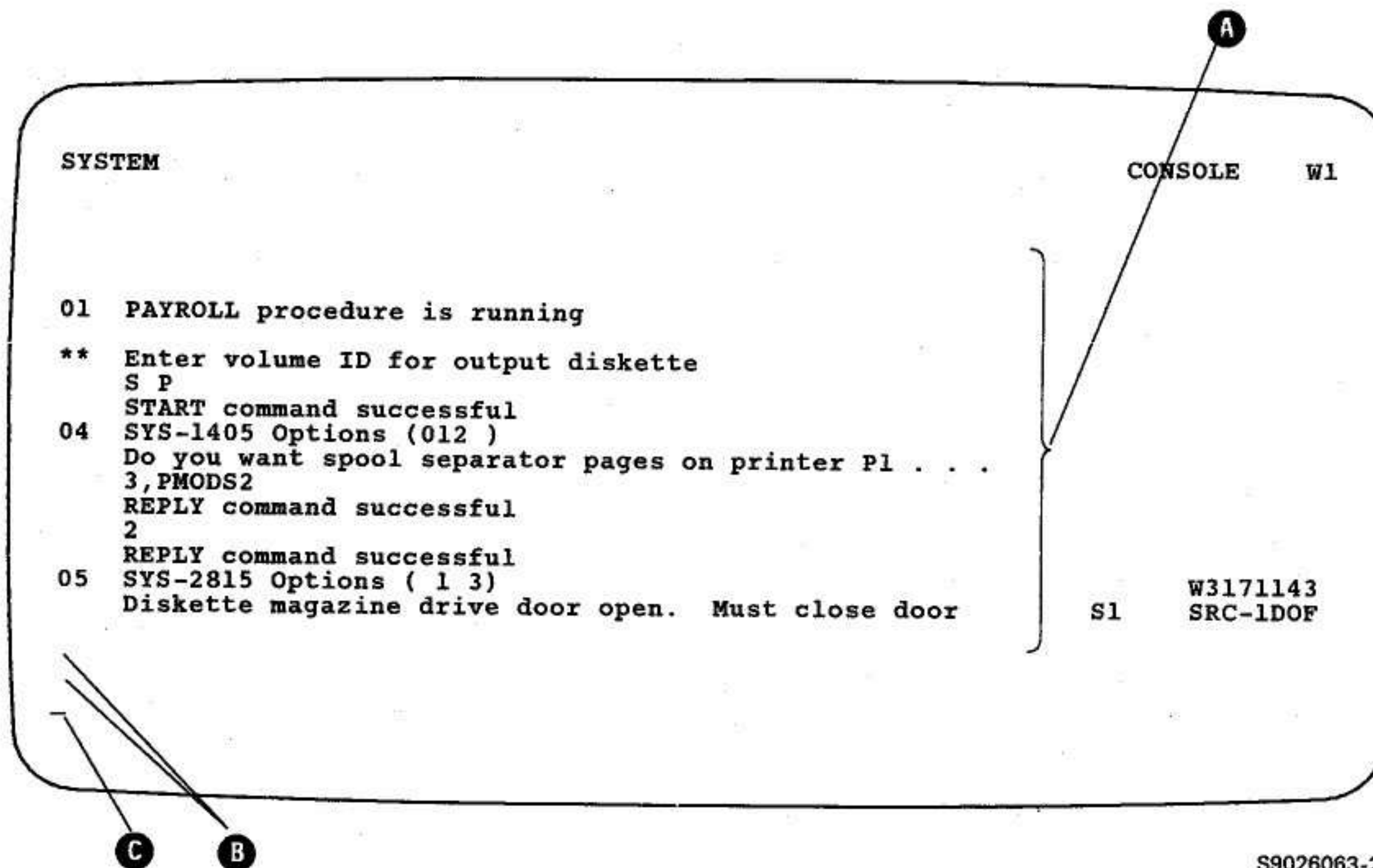
1. The display is full of messages that have not been replied to. See "Replying to Messages at the System Console or a Subconsole" later in this chapter.

2. 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.

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:



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- 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 **C** are two lines on which you type commands and reply to messages.

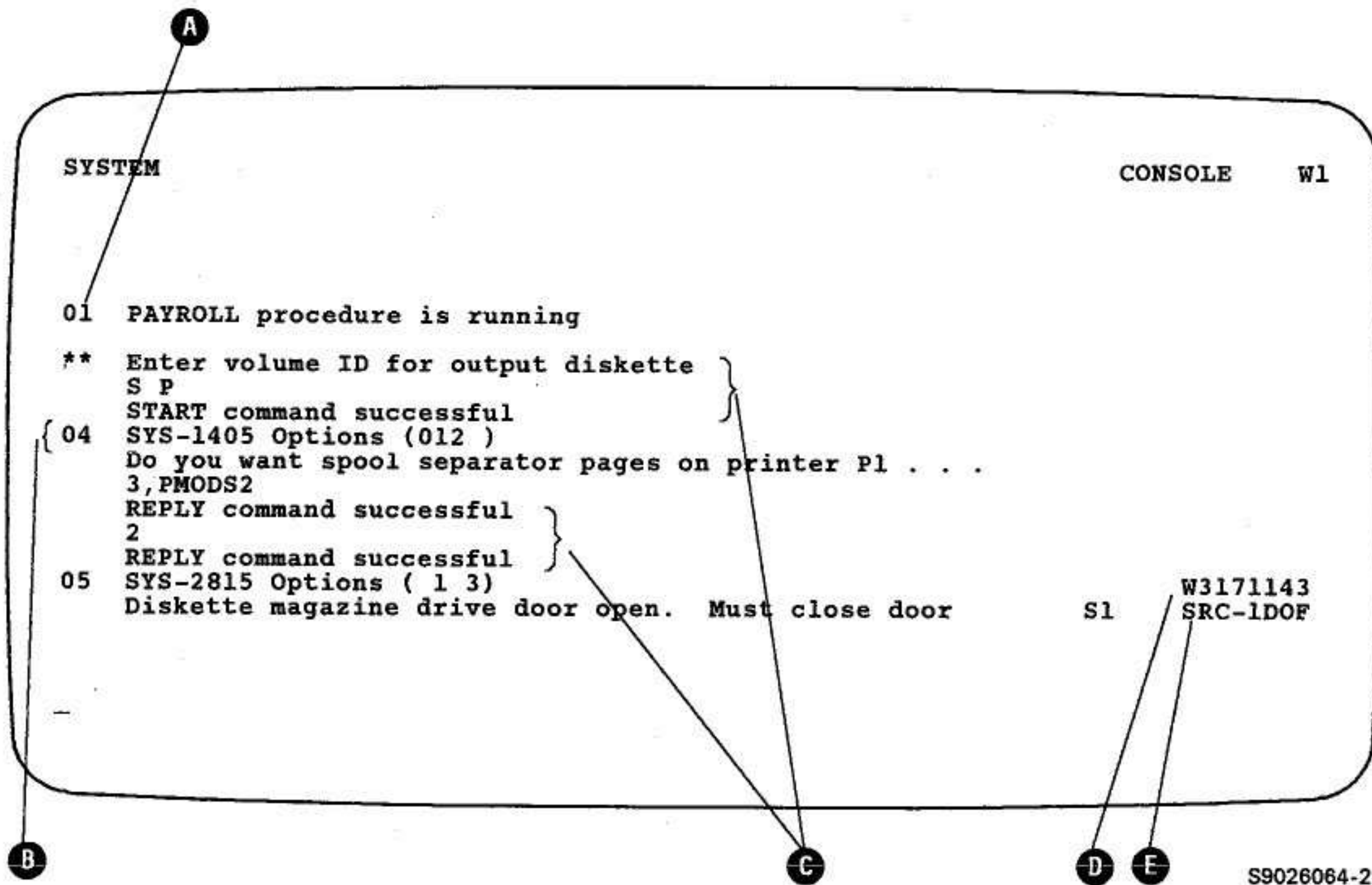
After a message is displayed on the Console display or the Subconsole display, you can:

- 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 one of the following:

- REPLY 01
- R 1
- 1

To reply to all informational messages that have a reply ID, type one of the following:

- REPLY I
- 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" in the manual *Using Your Display Station—5363*.

- 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 one of the following:

- REPLY 04,1
- R 4,1
- 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 in “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 one of the following:

- REPLY C
- R C

- This is the 8-character ID **D** 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 **E**, 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. Using Commands and Procedures to Do Tasks

This chapter describes how to use the help support to do tasks and lists the tasks you may want to do using System/36.

Not all tasks are listed in the following sections; however, some of the more commonly used tasks are listed. For more information about additional tasks, see the manual *Commands and Procedures Summary*, or the *System Reference* manual. The tasks listed in this manual are divided into the following groups:

- Creating and maintaining files
- Creating and maintaining libraries
- Creating and maintaining folders
- Processing diskettes or tapes
- Running programs and procedures
- Changing and controlling printers, jobs, and display stations
- Communicating with other systems
- Displaying status
- Maintaining the system

Using Help Support to Do a Task

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

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

When You Know the Name of a Command or a Procedure

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

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

4. Press the Enter key; the task will start processing.

For more information about help support, see "Help for Commands and Procedures" in the manual *Using Your Display Station—5363*.

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

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

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

For more information about help support, see "Help for Commands and Procedures" in the manual *Using Your Display Station—5363*.

Using Commands and Procedures

Creating and Maintaining Files

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Changing

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

Copying

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

- Create a new disk file with the same file organization.
- Create a new disk file with a different file organization.
- Change the record length of a file.
- Change the position and length of the keys in an indexed file.

- Copy the records by the key sequence if the original file is indexed.
- Delete specific records from the new file.
- Include specific records in the new file.
- Limit the number of records copied.
- Remove deleted records from the new file.

To add a disk file to an existing file on diskette or tape or copy a file to a blank diskette or tape, use the SAVE procedure.

To copy the history file to a disk file, use the HISTORY procedure.

To copy a spool file to a entry to a disk file, use the COPYPRT procedure.

Creating

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

To create a disk file and enter records into the file that is defined by the interactive data definition utility (IDDU), use the interactive data definition utility (IDDU).

Organizing

To organize a file, use the COPYDATA procedure.

Printing or Displaying

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

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

To create a file of the names of all the files located on disk, diskette, or tape, use the CATALOG procedure.

To print or display a file located on disk, diskette, or tape, use the LISTDATA procedure or the LISTFILE procedure.

To print or display the history file, use the HISTORY procedure.

To copy the spool file entry to a disk file, and then display that disk file, use the COPYPRT procedure.

Removing

To remove a file from disk or diskette, use the DELETE procedure.

To copy a disk file and remove deleted records from the file, use the COPYDATA procedure.

Renaming

To rename a disk file, use the RENAME procedure.

Saving

To save one or more disk files on diskette or tape, use the SAVE procedure.

To add a disk file to an existing file on diskette or tape, use the SAVE procedure.

Restoring

To restore one or more diskette files or tape files to disk, use the RESTORE procedure.

Securing

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

Creating and Maintaining Libraries

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Changing

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

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the library you will specify in the ALOCLIBR procedure. If a user tries to run the ALOCLIBR procedure for a library that is being used by another job, an error message is displayed, and the ALOCLIBR procedure is not run. When the ALOCLIBR procedure begins running, no other jobs are allowed to use the library until the ALOCLIBR procedure is complete.

Condensing

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

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the library you will specify in the CONDENSE procedure. If a user tries to run the CONDENSE procedure for a library that is being used by another job, an error message is displayed, and the CONDENSE procedure is not run. When the CONDENSE procedure begins running, no other jobs are allowed to use the library until the CONDENSE procedure is complete.

Copying

To copy a library onto diskette or tape, use the SAVELIBR procedure.

Creating

To create a library and, optionally, copy one or more library members from disk, diskette, or tape into the new library, use the BLDLIBR procedure.

Printing or Displaying

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

To create a file of the names of all the libraries located on disk, diskette, or tape, use the CATALOG procedure.

To print or display the contents of a library saved on disk, diskette, or tape, use the LISTFILE procedure.

Removing

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

Reorganizing

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

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the library you

will specify in the ALOCLIBR procedure. If a user tries to run the ALOCLIBR procedure for a library that is being used by another job, an error message is displayed, and the ALOCLIBR procedure is not run. When the ALOCLIBR procedure begins running, no other jobs are allowed to use the library until the ALOCLIBR procedure is complete.

Restoring

To restore a library that was copied onto diskette or tape by the SAVELIBR procedure to a library on disk, use the RESTLIBR procedure.

Saving

To save a library onto diskette or tape, use the SAVELIBR procedure.

Securing

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

Maintaining Folders and Folder Members

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Changing

To change the size of a folder, or to increase or decrease the size of a folder, use the ALOCFLDR procedure. Make sure a display station or job is not currently using the folder you want to change before you run the ALOCFLDR procedure.

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the folder you will specify in the ALOCFLDR procedure. If a user tries to run the ALOCFLDR procedure for a folder that is being used by another job, an error message is displayed, and the ALOCFLDR procedure is not run. When the ALOCFLDR procedure begins running, no other jobs are allowed to use the folder until the ALOCFLDR procedure is complete.

Condensing

To condense a folder, use the CONDENSE procedure. Before running the CONDENSE procedure, make sure no other jobs are allowed to use the specified folder until CONDENSE is complete.

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the library you will specify in the CONDENSE procedure. If a user tries to run the CONDENSE procedure for a folder that is being used by another job, an error message is displayed, and the CONDENSE procedure is not run. When the CONDENSE procedure begins running, no other jobs are allowed to use the folder until the CONDENSE procedure is complete.

Copying

To copy a folder to disk, diskette, or tape, use the SAVEFLDR procedure.

To copy a folder member to disk, diskette, or tape, use the ARCHIVE procedure.

Creating

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

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

To create or maintain an interactive data definition utility (IDDU) data dictionary (a type of folder), use the IDDUDCT procedure.

Moving

To move a folder from one disk location to another, use the MOVEFLDR procedure.

Printing or Displaying

To print or display the contents of a folder member archived on disk, diskette, or tape, use the LISTFILE procedure.

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

To create a file of the names of all the folders located on disk, diskette, or tape, use the CATALOG procedure.

To print an interactive data definition utility (IDDU) data dictionary (a type of folder), use the IDDUPRT procedure.

Removing

To remove a folder or data dictionary (a type of folder) from disk, use the DELETE procedure.

Renaming

To rename a folder or a data dictionary (a type of folder), use the RENAME procedure.

Reorganizing

To reorganize a folder or increase or decrease the size of a folder, use the ALOCFLDR procedure or the CONDENSE procedure. Before running the CONDENSE procedure, make sure no other jobs are allowed to use the specified folder until the CONDENSE procedure is complete.

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the folder you will specify in the ALOCFLDR or CONDENSE procedure. If a user tries to run the ALOCFLDR or CONDENSE procedure for a folder that is being used by another job, an error message is displayed, and the ALOCFLDR or CONDENSE procedure is not run. When the ALOCFLDR or the CONDENSE procedure begins running, no other jobs are allowed to use the folder until the ALOCFLDR or the CONDENSE procedure is complete.

Restoring

To restore a folder from disk, diskette, or tape, use the RESTFLDR procedure.

To restore a folder member from disk, diskette, or tape by the ARCHIVE procedure, use the RETRIEVE procedure.

Saving

To save a folder to a disk, diskette, or tape, use the SAVEFLDR procedure.

To save a folder member to disk, diskette, or tape, use the ARCHIVE procedure.

Securing

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

Processing Diskettes or Tapes

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Copying

To copy all or part of a diskette to another diskette, use the COPYII procedure.

To copy a diskette or tape file containing one or more library members to a library, use the TOLIBR procedure.

To copy one or more library members from a library to diskette or tape, use the FROMLIBR procedure.

Preparing or Initializing

To prepare or initialize a System/36 diskette before using it to save data, use the INIT procedure.

To prepare or initialize a tape before using it to save data, use the TAPEINIT procedure.

Printing or Displaying

To list the names of files, libraries, and folders contained on a diskette or tape, or to list the general information about a diskette or tape, use the CATALOG procedure.

To create a file of the names of all the files, libraries, or folders located on disk, diskette, or tape, use the CATALOG procedure.

To list a file saved on diskette, use the LISTDATA procedure or the LISTFILE procedure.

Removing

To remove one or more files or libraries from diskette, use the DELETE procedure.

To erase all files on the diskette, use the INIT procedure.

To erase all files on tape, use the TAPEINIT procedure.

Restoring

To restore a file saved on diskette or tape back to disk, use the RESTORE procedure.

To restore a folder from diskette or tape back to disk, use the RESTFLDR procedure.

To restore a library from diskette or tape back to disk, use the RESTLIBR procedure.

Saving

To save a disk file onto diskette or tape, use the SAVE procedure.

To save a folder onto diskette or tape, use the SAVEFLDR procedure.

To save a library onto diskette or tape, use the SAVELIBR procedure.

Running Programs and Procedures

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Date

To change the program, job, or job step date, use the DATE procedure.

History File

To display the history file, use the HISTORY procedure.

Restarting

To allow a program or job to run on the system after a STOP command is entered, use the START control command.

Note: If you have system operator authority or higher, you can use the START control command to start a job or program after a STOP control command is entered.

Releasing

To release your programs or jobs held on the job queue so they can be run, use the RELEASE control command.

Note: If you have system operator authority or higher, you can use the RELEASE control command to release programs or jobs that are not your own.

Session Date

To change the session date, use the DATE control command.

Session Library

To change the session library, use the SLIB procedure.

Stopping

To cancel your currently running program or job, use the CANCEL control command.

Note: If you have system operator authority or higher, you can cancel programs or jobs that are not your own. However, before doing so, you should send a message to the other operators to inform them that you are canceling their program or job.

To prevent any programs or jobs from running, use the STOP control command.

Note: If you have system operator authority or higher, you can use the STOP control command to stop jobs or programs from running.

To hold one or more of your jobs on the job queue or prevent your jobs on the job queue from being printed, use the HOLD control command.

- If you control one or more printers, you can use the HOLD control command to prevent one entry or all entries on the spool file that you control from being printed on the printer you control.
- If you have system operator authority or higher, you can also use the HOLD control command to:
 - Prevent one or all entries in the spool file from being printed
 - Hold any job on the job queue

Changing and Controlling Printers, Jobs, and Display Stations

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Changing a Default Printer

The system printer is the default printer assigned during the system configuration. If you want to use a different printer, change the appropriate parameter value. The next time you print something, the default printer will be shown again as the printer parameter value. If you want to change the default printer, refer to the manual *Changing Your System Configuration*.

Displayed Data

To change the current system list device, use the SYSLIST procedure.

Jobs

To place one or more jobs on the job queue, use the JOBQ control command.

To balance your spooled printer output among a group of printers, use the BALPRINT control command.

To cancel jobs, use the CANCEL control command:

- If you control one or more printers, you can use the CANCEL control command to:
 - Cancel one or all entries in the spool file for a specific printer you control.
 - Cancel one or all entries in the spool file for all printers you control.
 - Cancel one or all entries in the spool file with a specific forms number for a specific printer you control.
 - Cancel all spool entries with a specific user ID for a printer you control.
- If you have system operator authority or higher, you can also use the CANCEL control command to:
 - Cancel one or all entries on the spool file.
 - Cancel one or all jobs on the job queue.
 - Cancel a currently running job.
 - Cancel the session of a display station; that is, you can sign another display station off the system.
 - Cancel all spool entries with a specific forms number.
 - Cancel all spool entries with a specific user ID.

Note: Before using the CANCEL control command, you should send a message to the other operators to inform them that you are canceling their program or job.

To change a job, use the CHANGE control command:

- If you control one or more printers, you can use the CHANGE control command to:
 - Change the position of a spool file entry for a printer you control.

- Change the printer used for the spool file entries for a printer you control.
- Change the priority of the spool writer that prints entries for a printer you control.
- Change the number of separator pages to be placed between the printed output for a printer you control.
- Change all spool entries with a specific forms number for a printer you control.
- Change all spool entries with a specific user ID for a printer you control.
- If you have system operator authority or higher, you can also use the CHANGE control command to change the position of a job on the job queue or change the number of jobs that can be run at the same time from the job queue.

To change the number of jobs that can be run from the job queue, use the CHANGE JOBS control command.

To prevent one or more of your jobs from running on the queue or to prevent your entries in the spool file from being printed, use the HOLD control command.

- If you control one or more printers, you can use the HOLD control command to prevent one or all your entries on the spool file that you control from being printed.
- If you have system operator authority or higher, you can also use the HOLD control command to:
 - Prevent one or all entries in the spool file from being printed.
 - Hold any job on the job queue.

To change the processing priority of the next job run from your display station or the next job placed on the job queue, use the PRTY control command.

Note: If you have system operator authority or higher, you can also use the PRTY control command to change the processing priority of a currently running job or of a job on the job queue.

To release your held spool file output for printing or your held jobs on the job queue, use the RELEASE control command.

- If you control one or more printers, you can use the RELEASE control command to:
 - Release one or more entries in the spool file for a specific printer you control.
 - Release all held entries on the spool file for all printers you control.
- If you have system operator authority or higher, you can use the RELEASE control command to:
 - Release one or all held entries in the spool file.
 - Release all jobs on the job queue.

To start one or more of the following, use the START control command:

- If you control one or more printers, you can use the START control command to start the printing of all spool file entries for one or all printers you control.
- If you have system operator authority or higher, you can also use the START control command to:
 - Start the printing of all spool file entries for one or all printers.
 - Resume the running of a job.
 - Start running jobs from the job queue or a job queue priority.
 - Resume the SSP-ICF activity that was stopped by a STOP SESSION command.
 - Resume system activity that was stopped by a STOP SYSTEM command (this can only be done at the system console).
 - Allow jobs to be started from one or more display stations that were stopped by a STOP WORKSTN command.

To stop a job, use the STOP control command.

- If you control one or more printers, you can use the STOP control command to stop the printing of all entries from the spool file for one printer or all printers you control.
- If you have system operator authority or higher, you can use the STOP control command to:
 - Stop the printing of all spool file entries for any one printer or all printers.
 - Stop the processing of a specified job or all jobs.
 - Stop the running of jobs from the job queue or a job queue priority.
 - Prevent jobs from incoming SSP-ICF sessions.
 - Prevent the starting of jobs from all display stations other than the system operator's display station or prevent the starting of jobs from a specific display station.

Note: If you have system operator authority or higher, you can use the STOP control command to stop the job queue or stop a job queue priority.

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

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

To change the processing priority of the next job run from your display station or the next job placed on the job queue, use the PRTY control command.

Note: If you have system operator authority or higher, you can also use the PRTY control command to change the processing priority of a currently running job on the job queue.

Menus

To display a help menu, use the HELP procedure.

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

Messages

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

To change the automatic response level for your display station, use the NOHALT procedure.

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

Note: If you have an IBM Personal Computer with a Token-Ring Network, you can send messages using that communications network.

To reply to a message displayed at the system console or subconsole, use the REPLY control command.

Printed Data

To display the status of printed output on the spool file, use the STATUS PRT or STATUSF PRT control command.

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

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

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

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

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

To change the current system list device, use the SYSLIST procedure.

To change the printer used when you press the assigned print key and to specify whether a border heading is to be printed, use the PRINTKEY procedure.

To start one or more of the following, use the START control command:

- If you control one or more printers, you can use the START control command to start the printing of all spool file entries for one or all printers you control.
- If you have system operator authority or higher, you can also use the START control command to:
 - Start the printing of all spool file entries for one or all printers.
 - Resume the running of a job.
 - Start running jobs from the job queue.
 - Resume the SSP-ICF activity that was stopped by a STOP SESSION command.
 - Resume system activity that was stopped by a STOP SYSTEM command.
 - Allow jobs to be started from one or more display stations that were stopped by a STOP WORKSTN command.

To stop the printing of spooled output, use the STOP control command.

- If you control one or more printers, you can use the STOP control command to stop the printing of all entries from the spool file for one or all printers you control.
- If you have system operator authority or higher, you can also use the STOP control command to:
 - Stop the printing of all spool file entries for one or all printers.
 - Stop the processing of a specified job or all jobs.
 - Stop the running of jobs from the job queue.
 - Prevent jobs from incoming SSP-ICF sessions.
 - Prevent the starting of jobs from all display stations other than the system operator's display station or a specific display station.

To restart the printing of the spooled output if you control one or more printers, use the RESTART control command.

To hold spooled output on the spool file to prevent it from printing, or to hold a job on the job queue, use the HOLD control command.

- If you control one or more printers, you can use the HOLD control command to prevent one or all entries on the spool file that you control from being printed on the printer you control.
- If you have system operator authority or higher, you can also use the HOLD control command to:
 - Prevent one or all entries in the spool file from being printed.
 - Hold any job on the job queue.

To release your held spool file output for printing or release your held jobs on the job queue, use the RELEASE control command.

- If you control one or more printers, you can use the RELEASE control command to:
 - Release one or more entries in the spool file for a specific printer you control.
 - Release all held entries on the spool file for all printers you control.
- If you have system operator authority or higher, you can use the RELEASE control command to:
 - Release one entry or all held entries in the spool file.
 - Release all jobs on the job queue.

To change a job, use the CHANGE control command.

- If you control one or more printers, you can use the CHANGE control command to:
 - Change the position of a spool file entry for a printer you control.
 - Change the printer used for the spool file entries for a printer you control.
 - Change the priority of the spool writer that prints entries for a printer you control.

- Change the number of separator pages to be placed between the printed output for a printer you control.
- Change all spool entries with a specific forms number for a printer you control.
- Change all spool entries with a specific user ID for a printer you control.
- Determine whether spool file entries should be printed before they are closed.
- Determine the number of copies to be printed.
- If you have system operator authority or higher, you can also use the CHANGE control command to change the position of a job on the job queue or change the number of jobs that can be run at the same time from the job queue.

To change one or more of the following, use the CHANGE control command to change:

- The position of spool file entries
- The number of copies to be printed
- The forms number to be used
- The printer to be used
- The number of separator pages to be printed
- Whether spool file entries should be printed before they are closed
- The priority of the spool writer

To cancel one entry or more of your entries from the spool file, use the CANCEL control command.

- If you control one or more printers, you can use the CANCEL control command to:
 - Cancel one or more entries in the spool file for a specific printer you control.
 - Cancel all the entries in the spool files for all the printers you control.
- If you are the system operator, you can use the CANCEL control command to:
 - Cancel one or all entries in the spool file.
 - Cancel one or all jobs on the job queue.
 - Cancel a currently running job.

Note: Before using the CANCEL control command, you should inform the other operators that you will be canceling their jobs.

Session Library

To change the current or session library, use the SLIB procedure.

Signing Off

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

To sign another display station off the system, use the CANCEL control command; however, you must be the system console operator to do this.

System Console

To change the work station IDs of one or more printers or display stations, use the ASSIGN control command at the system console.

Communicating with Other Systems

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Defining

To specify which messages should be considered alert messages, use the ALERT procedure.

To specify user-defined messages or which messages should be considered alert messages, use the SETALERT procedure.

To place a communications line or a remote work station online or offline, use the VARY control command.

Note: If you have system operator authority or higher, you can use the VARY control command.

Changing

To change system communications information in the communications configuration record, use the SETCOMM procedure.

To change display station communications information temporarily for a particular display station, use the ALTERCOM procedure.

Starting

To start the SSP-ICF sessions that were stopped, use the START SESSION command to allow jobs to be started through the SSP-ICF sessions. System Authority or higher is needed for this command.

Stopping

To stop the SSP-ICF session, use the STOP SESSION command at the system console to prevent incoming SSP-ICF subsystem sessions from starting jobs.

To cancel a display station session or a Display Station Pass-Through session, use the CANCEL SESSION control command.

Note: If you have system operator authority or higher, you can use the CANCEL SESSION control command to cancel a session.

To interrupt a session or a program running on a remote system when in Display Station Pass-Through or Printer Pass-Through, or when using the Distributed Host Command Facility, press the Attn key; then, select the correct option and press the assigned enter key.

To place a display station offline, use the VARY OFF command.

Note: If you have system operator authority or higher, you can use the VARY control command.

Displaying Status

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*. For information about using help with STATUS and STATUSF control commands, refer to "Help for Status Displays" in the manual *Using Your Display Station—5363*.

Displayed Data

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

Displaying Communications Status

To display the status of alert communications or problem management using Communications and Systems Management, use the STATUS ALERT control command.

To display the status of advanced program-to-program communications (APPC) or Advanced Peer-to-Peer Networking (APPN), use the STATUS APPC (or D A) control command.

To display the status of the system communications information for each line, use the STATUS COMCNFIG (or D H) control command.

To display the status of the system communications information for each display station, use the STATUS COMM (or D C) control command.

To display the status of your communications lines being used and lines being shared, use the STATUS LINE (or D L) control command.

To display the status of multiple-session remote job entry (MSRJE), use the STATUS MSRJE (or D M) control command.

To display the status of active SSP-ICF, use the STATUS SUBSESS (or D N) control command.

To display the status of enabled SSP-ICF or enabled Advanced Peer-to-Peer Networking (APPN), use the STATUS SUBSYS (or D I) control command.

To display the status of tape drives, diskette drives, local or remote printers, local or remote display stations, Display Station Pass-Through displays, Printer Pass-Through displays, or Distributed Host Command Facility displays, use the STATUS WORKSTN (or D W) or STATUSF WORKSTN (or DF W) control command.

Interrupted Jobs

After pressing the Attn key to interrupt a job, select option 5 from the Inquiry Options display and press the Enter key to display the status of the last interrupted job.

Job Queue

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

Message Status Sent to Consoles or Subconsoles

To display the status of messages sent to consoles or subconsoles, use the STATUS MESSAGE (or D G) control command.

Programs or Procedures Running

To display the current status of programs or procedures that are running, use the STATUS USERS (or D U) or STATUSF USERS (or DF U) control command.

Session Date

To display the current or session library, use the STATUS SESSION (D S or D) control command.

Spool File Status

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

Spool Writer Status

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

Tasks

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

Maintaining the System

Listed in this section are some commands and procedures you can use to perform tasks. These commands and procedures, along with the available help text, described in this chapter and in the manual *Using Your Display Station—5363*, will help you complete your work without having to refer to the manual *Procedures and Commands Summary*.

Compressing

To compress the disk space or to collect all the free space on disk into an area, use the COMPRESS procedure.

Note: Before you run the COMPRESS procedure, you should send all the other users a message using the MSG control command. Ask them to sign off the system while you are running the COMPRESS procedure.

Disk Space

To collect all the unused space in a library into one area, thus making room for more library members, use the CONDENSE procedure. Before running the CONDENSE procedure, make sure no other jobs are allowed to use the specified library until CONDENSE is complete.

Note: Before running this procedure, you should use the MSG control command to inform all the users that no one should use the library you will specify in the CONDENSE procedure. If a user tries to run the CONDENSE procedure for a library that is being used by another job, an error message is displayed, and the CONDENSE procedure is not run. When the CONDENSE procedure begins running, no other jobs are allowed to use the library until the CONDENSE procedure is complete.

To list the contents of the disk and the areas of the unused space on the disk, use the CATALOG procedure.

History

To print or display history file entries, use the HISTORY procedure.

To copy the history file to a disk file, use the HISTORY procedure.

To erase information from the history file, use the HISTORY procedure.

To run a procedure when the SSP automatically creates a disk file named HISTCOPY (because the history file is full), use the HISTCOPY procedure and edit the information shown to you.

Starting

To start one or more of the following, use the START control command.

- If you control one or more printers, you can use the START control command to start the printing of all spool file entries for one or all printers you control.
- If you have system operator authority or higher, you can also use the START control command to:

- Start the printing of all spool file entries for one or all printers.
- Resume the running of a job.
- Start running jobs from the job queue.
- Allow a display station to be used as a system service display station.
- Resume the SSP-ICF activity that was stopped by a STOP SESSION command.
- Resume system activity that was stopped by a STOP SYSTEM command.
- Allow jobs to be started from one or more display stations that were stopped by a STOP WORKSTN command.

Stopping

To do one or more of the following, use the STOP control command.

- If you control one or more printers, you can use the STOP control command to stop the printing of all entries from the spool file for one printer or all printers you control.
- If you have system operator authority or higher, you can also use the STOP control command to:
 - Stop the printing of all spool file entries for one or all printers.
 - Stop the processing of a specified job or all jobs.
 - Stop the running of jobs from the job queue.
 - Prevent jobs from incoming SSP-ICF sessions.
 - Prevent the starting of jobs from all display stations other than the system operator's display station or prevent the starting of jobs from a specific display station.

Chapter 6. Turning Off Your System/36

This chapter describes the control commands that you can use to turn off your System/36. These control commands can be entered only at the system console.

This chapter contains the following information:

- Normal sequence for turning off System/36
- Emergency steps for turning off the 5363 System Unit

Normal Sequence for Turning Off System/36

Use the following steps:

1. To ensure that no jobs are running, no programs are running that should not be interrupted, or that no one else is signed onto the System/36, you must do the following:
 - Type STATUS JOBQ (or D J) or STATUSF JOBQ (or DF J) and press the Help key to see if anyone else is using the job queue. You may need to scroll through the displays.
 - Type STATUS PRT (or D P) or STATUSF PRT (or DF P) and press the Help key to see if there are print entries in the spool file which are to be printed on a specific printer. You may need to scroll through the displays.
 - Type STATUS SYSTASKS (or D T) and press the Help key to see if any tasks are running on the system. You may need to scroll through the displays.
 - Type STATUS USERS (or D U) or STATUSF USERS (or DF U) and press the Help key to see if any user jobs are running on the system. You may need to scroll through the displays.
 - Type STATUS WORKSTN (or D W) or STATUSF WORKSTN (or DF W) and press the Help key to see if anyone else is using the system. You may need to scroll through the displays.
2. From a Command display at the system console, press and hold the Shift key and press the Attn key; then, press the Enter key. A Console display is shown.
3. Type R I (or REPLY I) to reply to any informational messages on the system console and press the Enter key.
4. Type R C (or REPLY C) to clear away all responded to messages and press the Enter key.
5. Reply to any remaining messages on the system console.
6. From the Console display at the system console, press and hold the Shift key and press the Attn key; then, press the Enter key. A Command display is shown.
7. If any one is signed on the System/36, send a message (using the MSG command) to all display station operators stating when the system is going to be turned off.
 - a. To do this, type MSG and press the Help key; the Message display is shown.

- b. Select option 1 to send a message and press the Enter key.
 - c. On the next display, type where the message is to be sent at the first prompt, and then type the message text at the second prompt.
8. If jobs and programs are running on the System/36, you may have to hold the jobs and cancel the programs.
To hold a job on the job queue, use the HOLD control command, canceling the job, you should check with the operator who submitted the job.
9. To stop a program from running, use the STOP command.
Type P S (or STOP SYSTEM) on the entry line of a Command display or a Console display at the system console and press the Enter key.
10. When the STOP SYSTEM command is complete, you will receive a message at the system console. If you are not at a Console display, then:
 - a. From a Command display at the system console, press and hold the Shift key and press the Attn key; then, press the Enter key. A Console display is shown.
 - b. Type R I (or REPLY I) to reply to any informational messages on the system console and press the Enter key.
 - c. Type R C (or REPLY C) to clear away all responded to messages and press the Enter key.
 - d. Reply to any remaining messages on the system console.
 - e. From the Console display, press and hold the Shift key and press the Attn key; then, press the Enter key. A Command display is shown.
 - f. When the STOP SYSTEM command is complete, turn off the Power switch.
 - g. Turn off System Console and all display stations and printers.

Emergency Steps for Turning Off the 5363 System Unit

Set the Power switch to O (off).

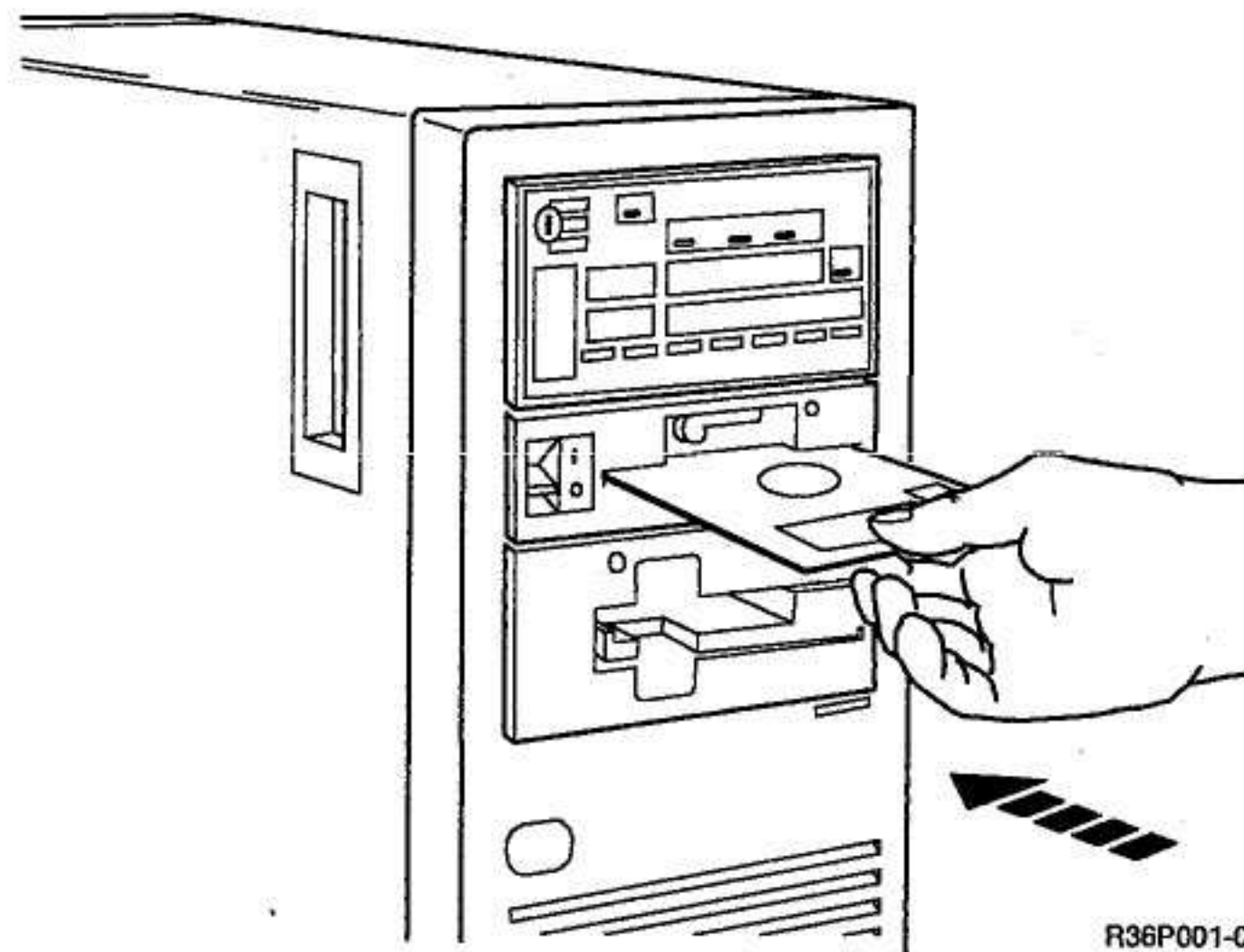
Considerations

The system is turned off immediately, and any jobs that are running are ended without a chance for recovery. No files are closed.

Chapter 7. Using a Diskette or a Tape

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 diskette 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.



The system can use the following types of diskettes:

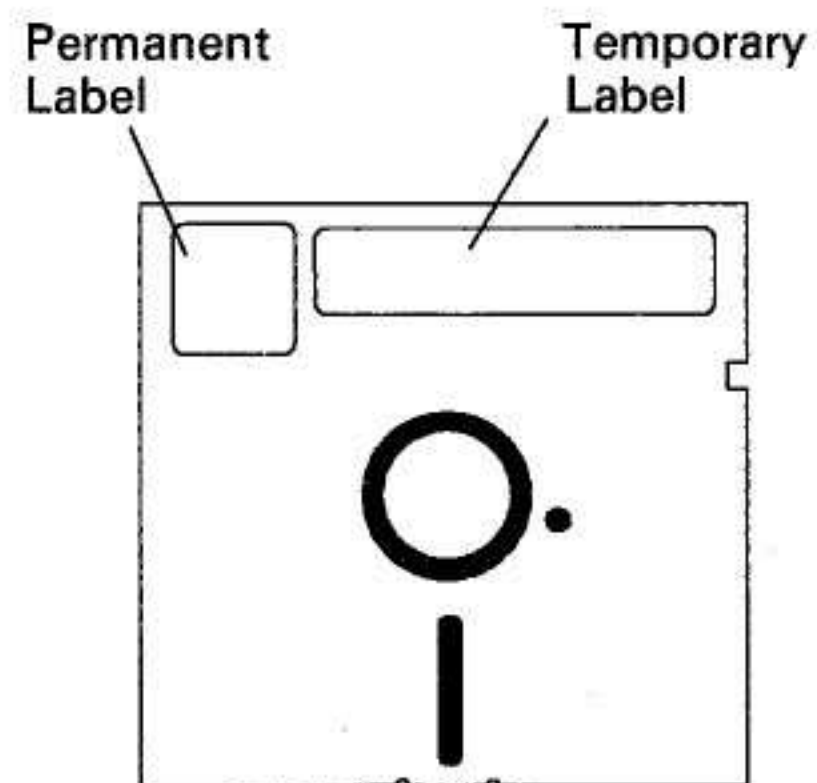
- Diskette IBM 2HC (double sided, high density) or the equivalent.

This chapter tells you how to:

- Label a diskette
- Handle a diskette
- Use a diskette in the diskette drive
- Label a tape
- Handle a tape
- Load a tape
- Clean the tape recording head

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 you have:



R36P019-0

You can order temporary labels to record the following information:

- The date the diskette was first used
- The condition of the diskette
- 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

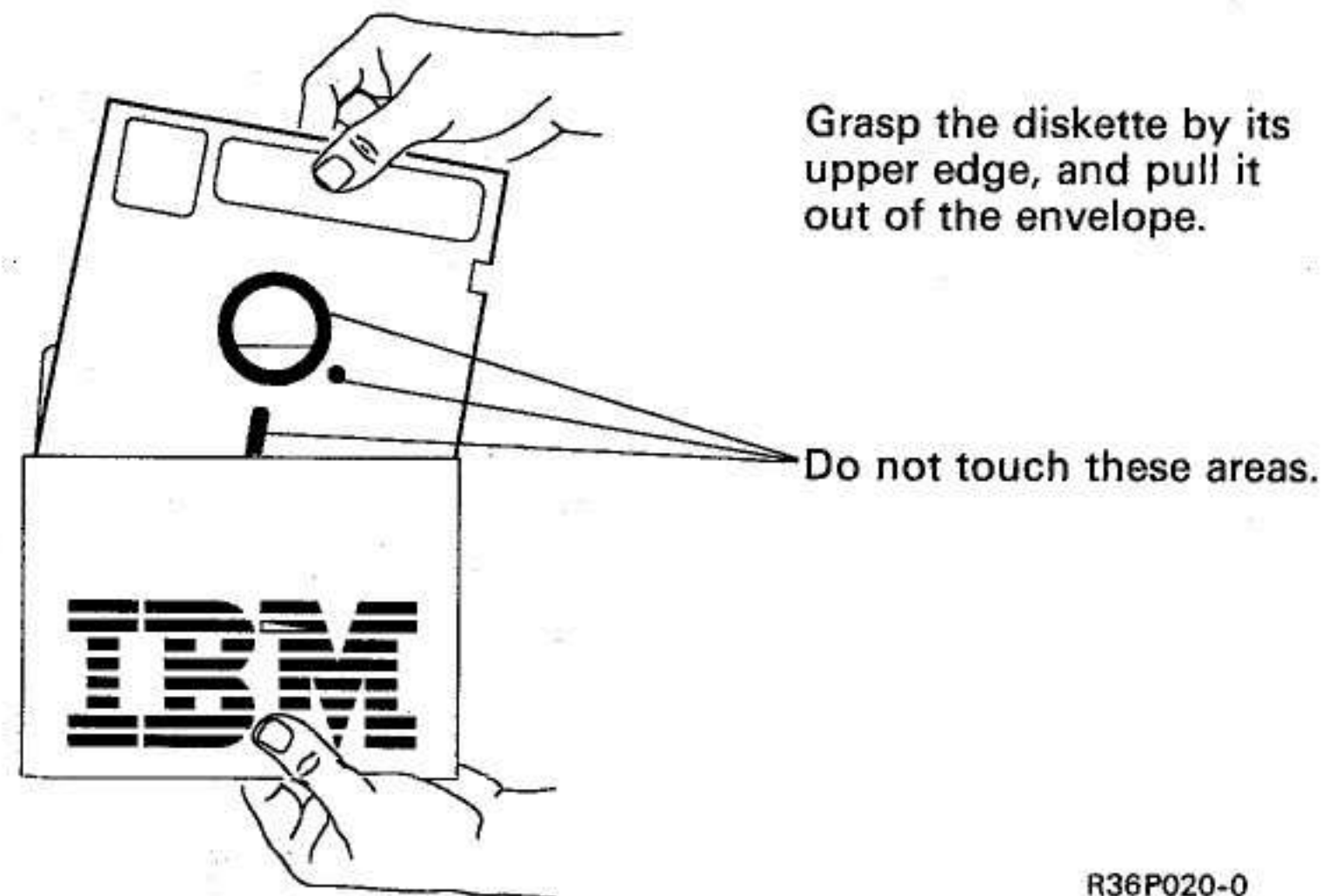
You may want to write on the temporary label before you place it on the diskette jacket. You should use a felt (or soft) tip marker so that your information on the diskette is not damaged. When you write information on the labels, do not press hard.

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 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:

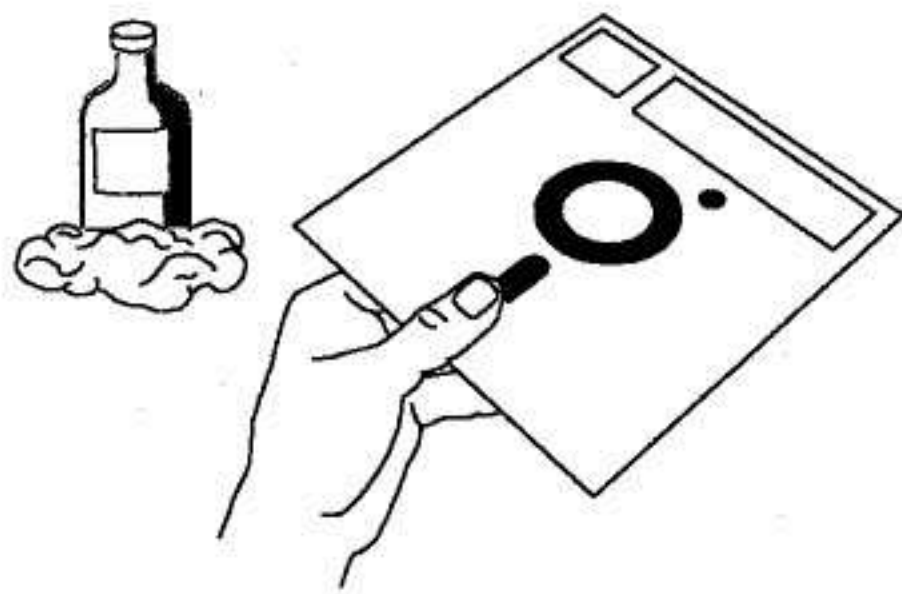


R36P020-0

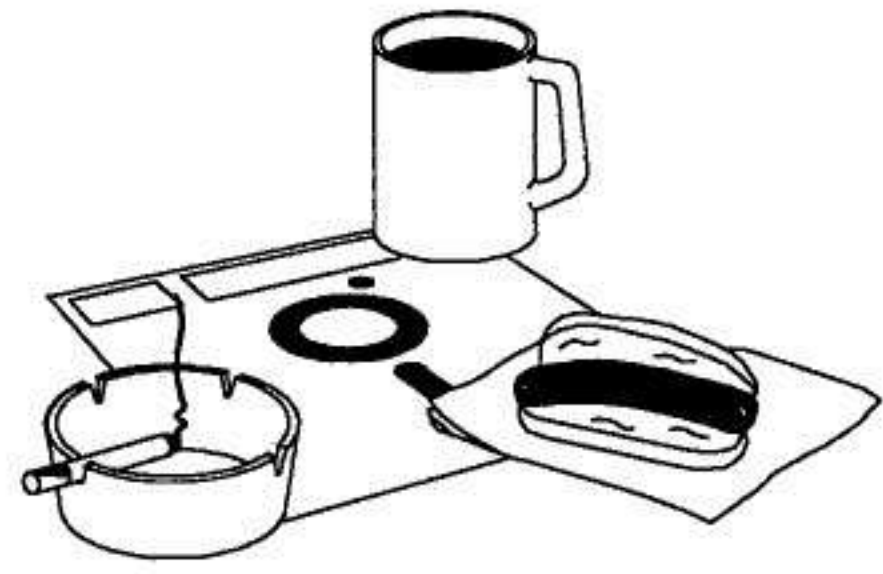
Be sure to keep the protective envelope and return the diskette to the envelope every time you remove the diskette from the diskette drive. As its name implies, the protective envelope is provided to help prevent damage to the diskette. Damage to a diskette can cause problems that range from occasional 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.

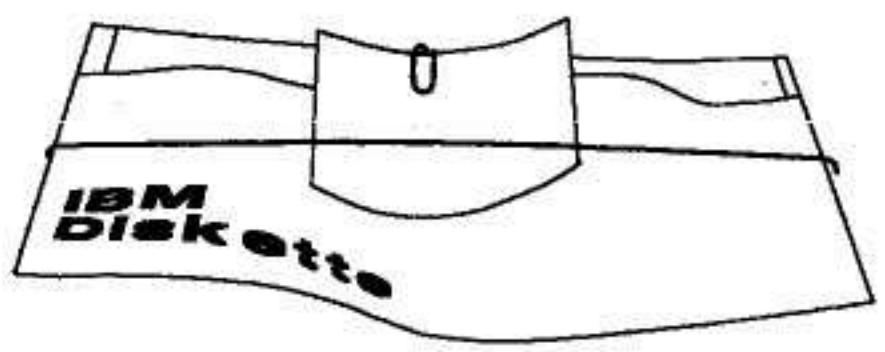
Do not touch or attempt to clean a diskette surface. A contaminated diskette will not work correctly.



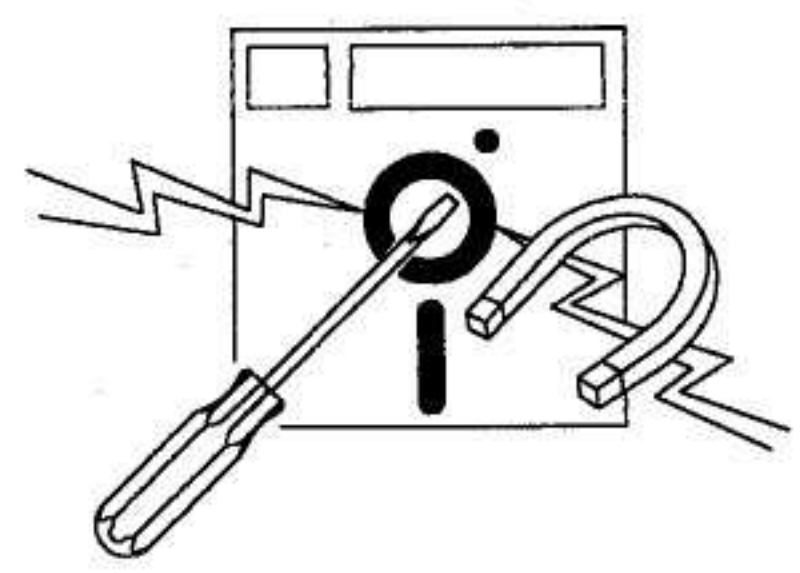
Do not lay a diskette near smoke or other things that can cause the diskette to be contaminated.



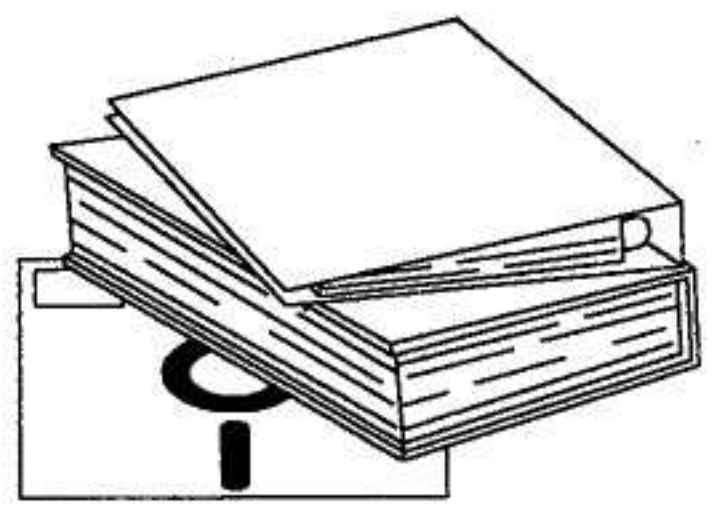
Do not use clips or rubber bands on a diskette.



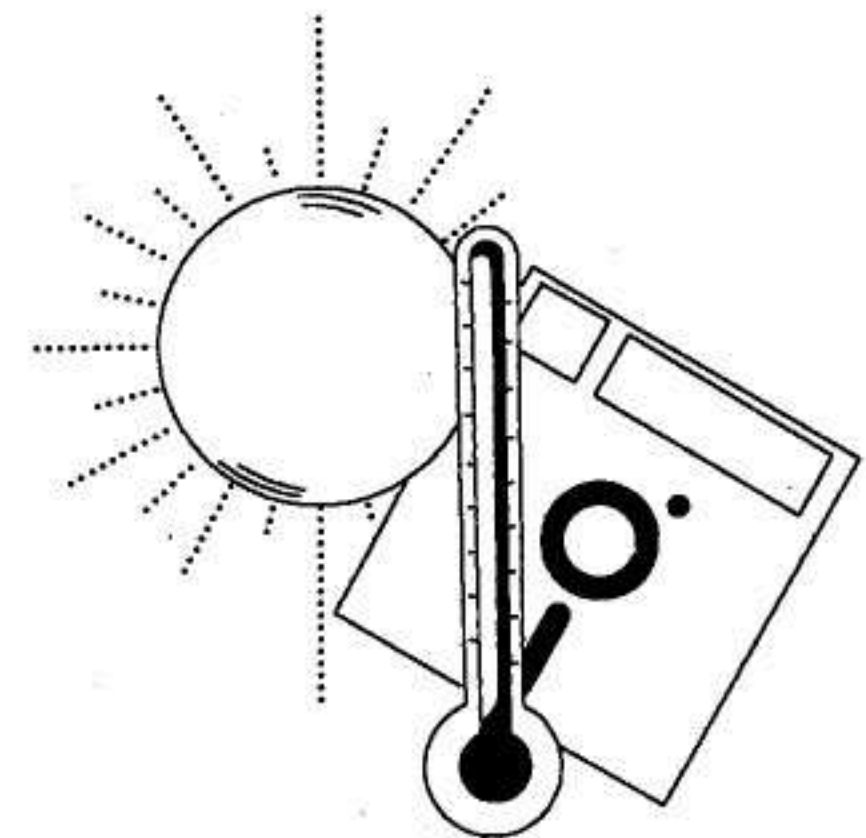
Do not place a diskette near magnetic materials. Data can be lost from a diskette exposed to a magnetic field.



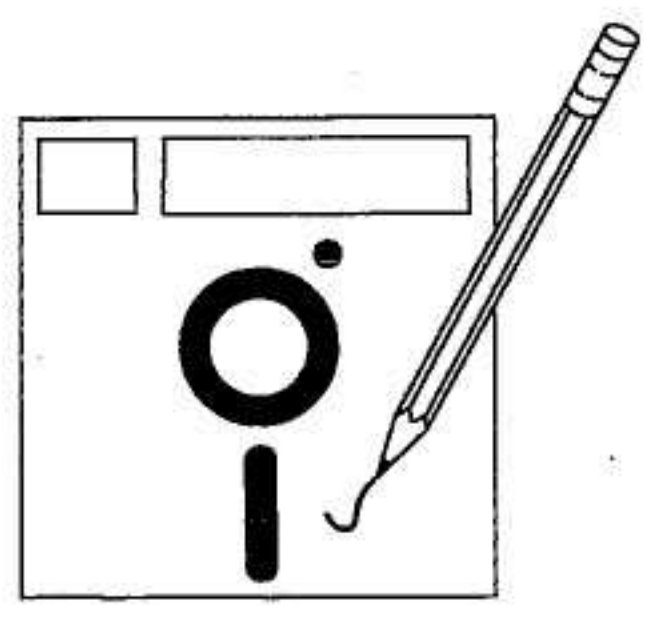
Do not place heavy books on a diskette.



Do not expose diskettes to heat greater than 51.5°C (125°F) or to direct sunlight.



Do not write outside the label area on a diskette and only write on the label with a felt-tip pen.



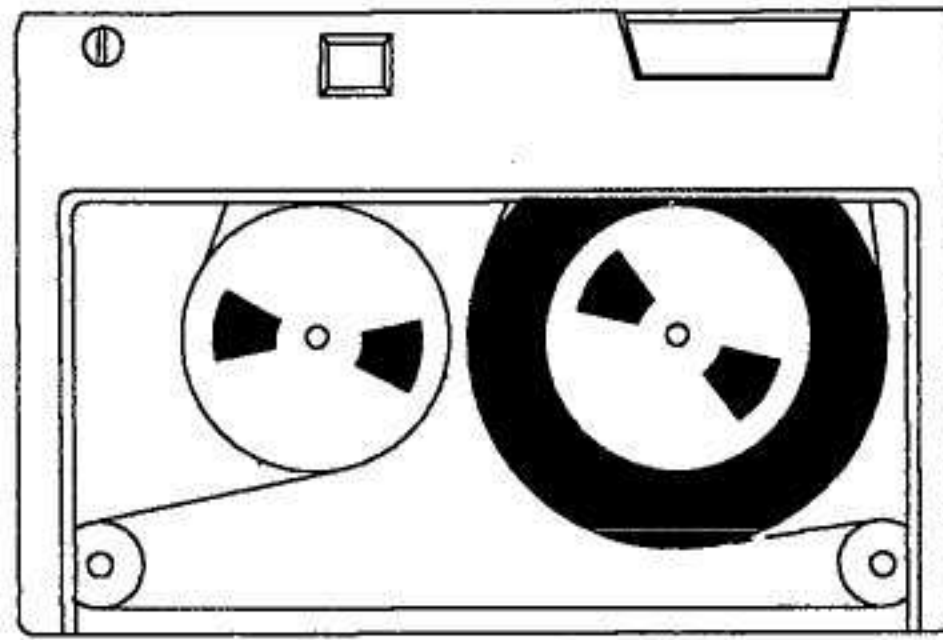
S9026077-1

Using a Magnetic Tape

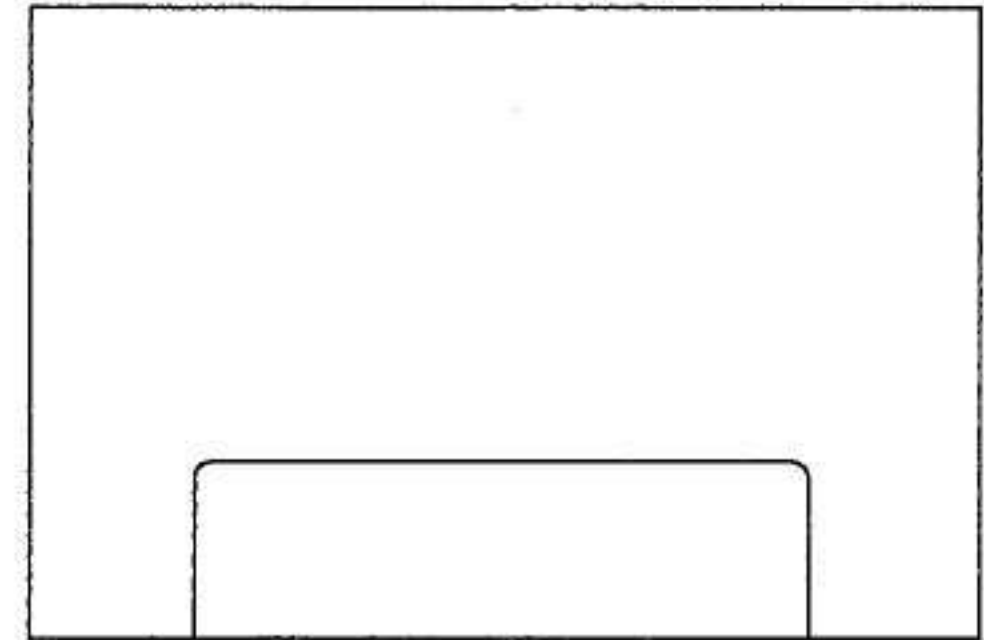
Magnetic tape is a storage device that is available for System/36. You can use tape for permanent storage or backup of files and libraries that you now have on your system.

Shown below is a tape cartridge for the tape drive and its box:

Tape Cartridge



Tape Cartridge Box



S9026132-1

The following instructions tell you how to:

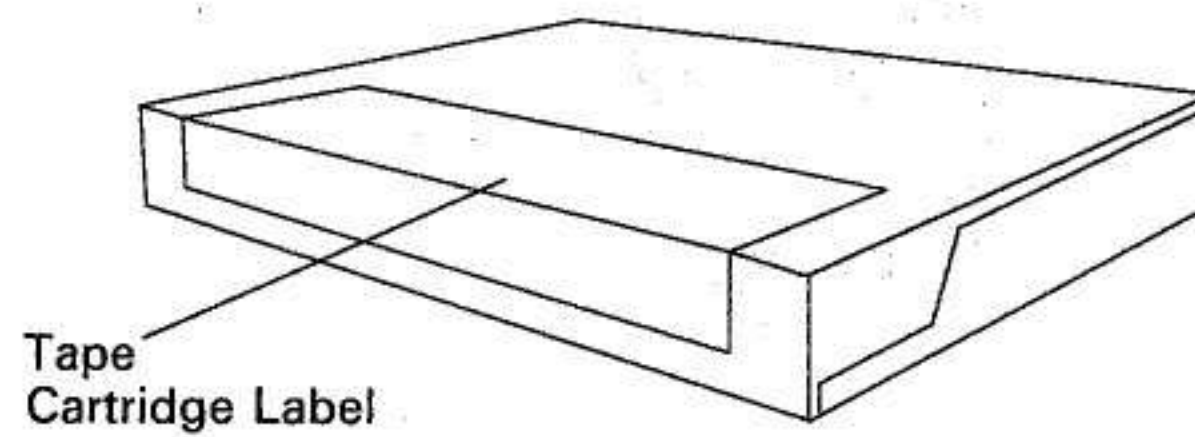
- Label a Tape
- Handle a tape
- Load a tape
- Unload a tape
- Clean the tape unit recording head
- Store a tape

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

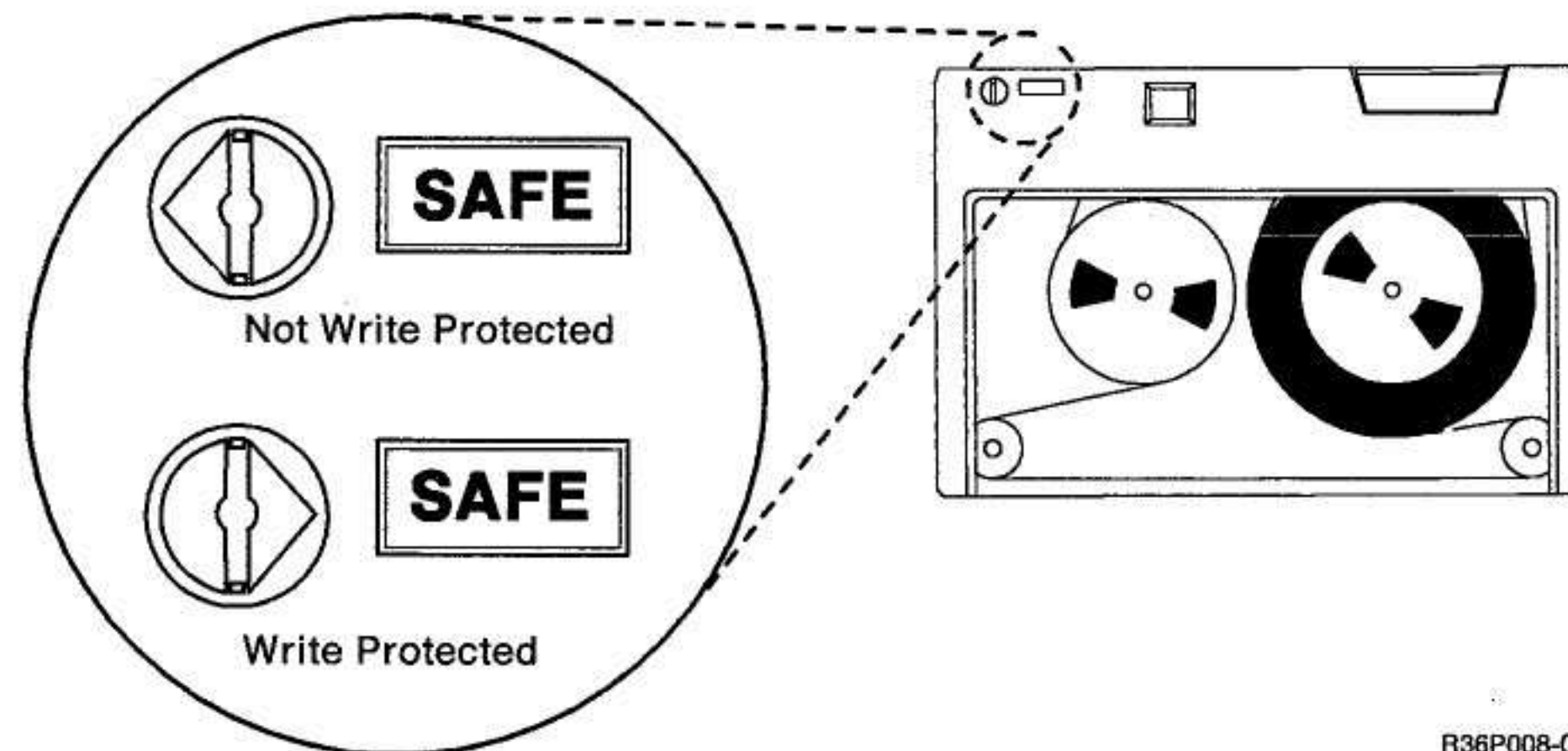
You may want to write the information on the label before you place it on the tape cartridge.



R36P023-0

Handling a Tape

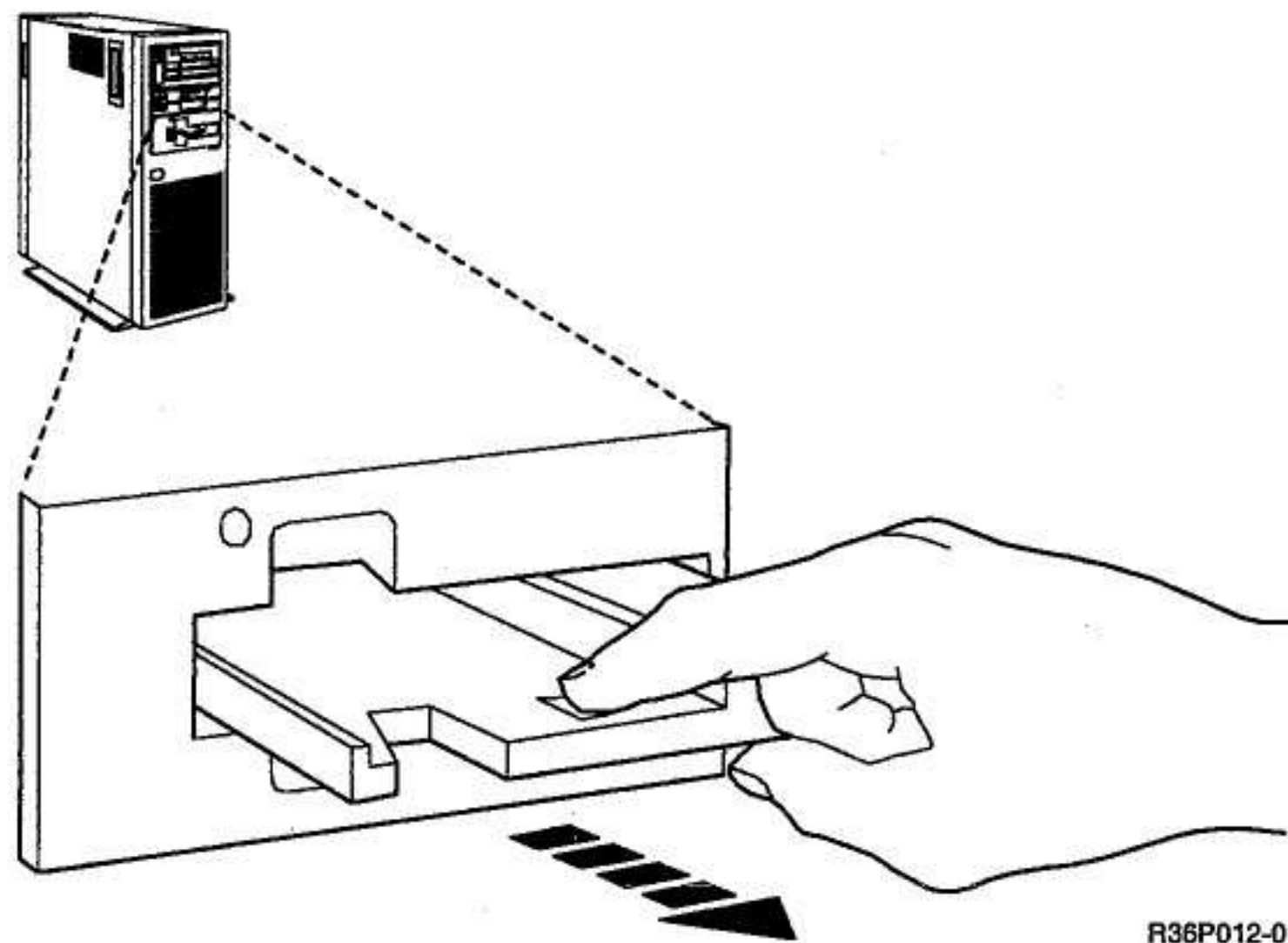
Set pointer to write or non-write as desired.



R36P008-0

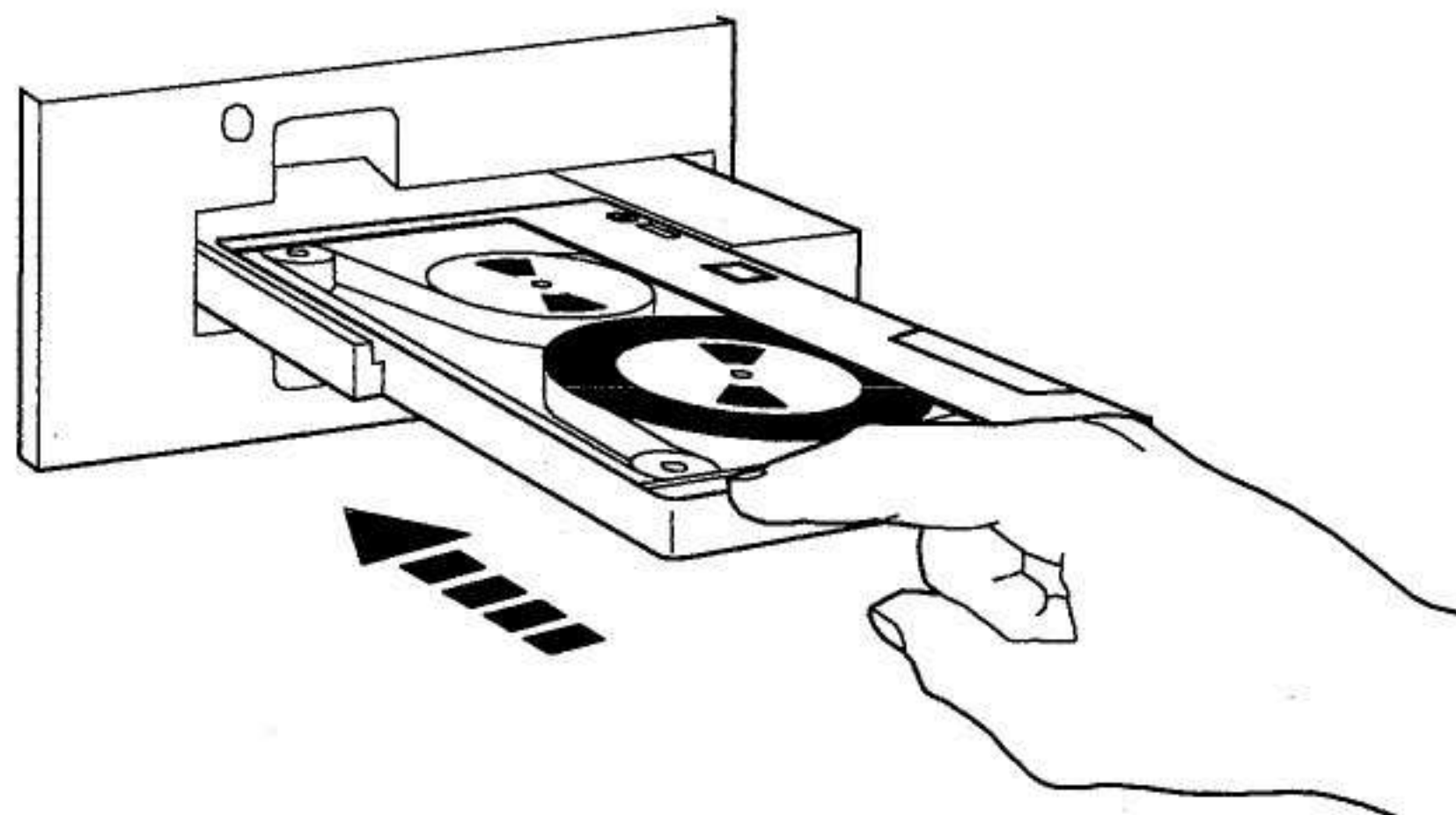
Loading a Tape

Slide tape cartridge tray out as shown.



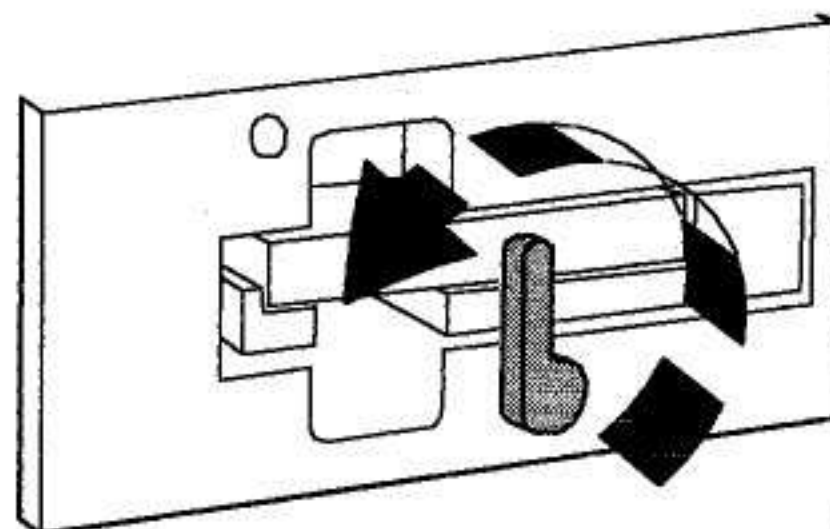
R36P012-0

Place tape cartridge as shown below and gently push inward.



R36P013-0

Turn lever in direction shown to make tape ready.

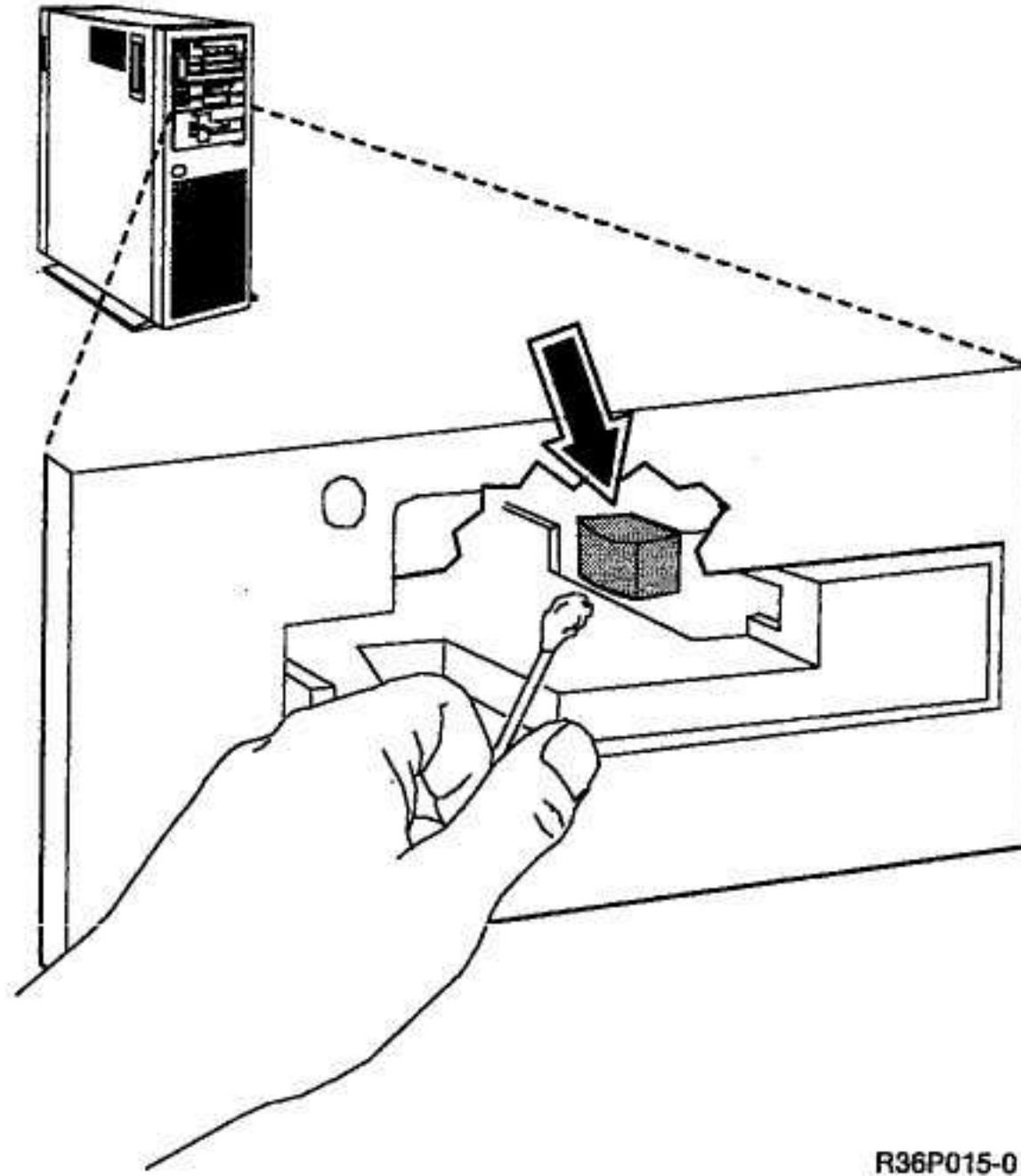


R36P014-0

To remove tape cartridge reverse above steps.

Cleaning the Recording Head

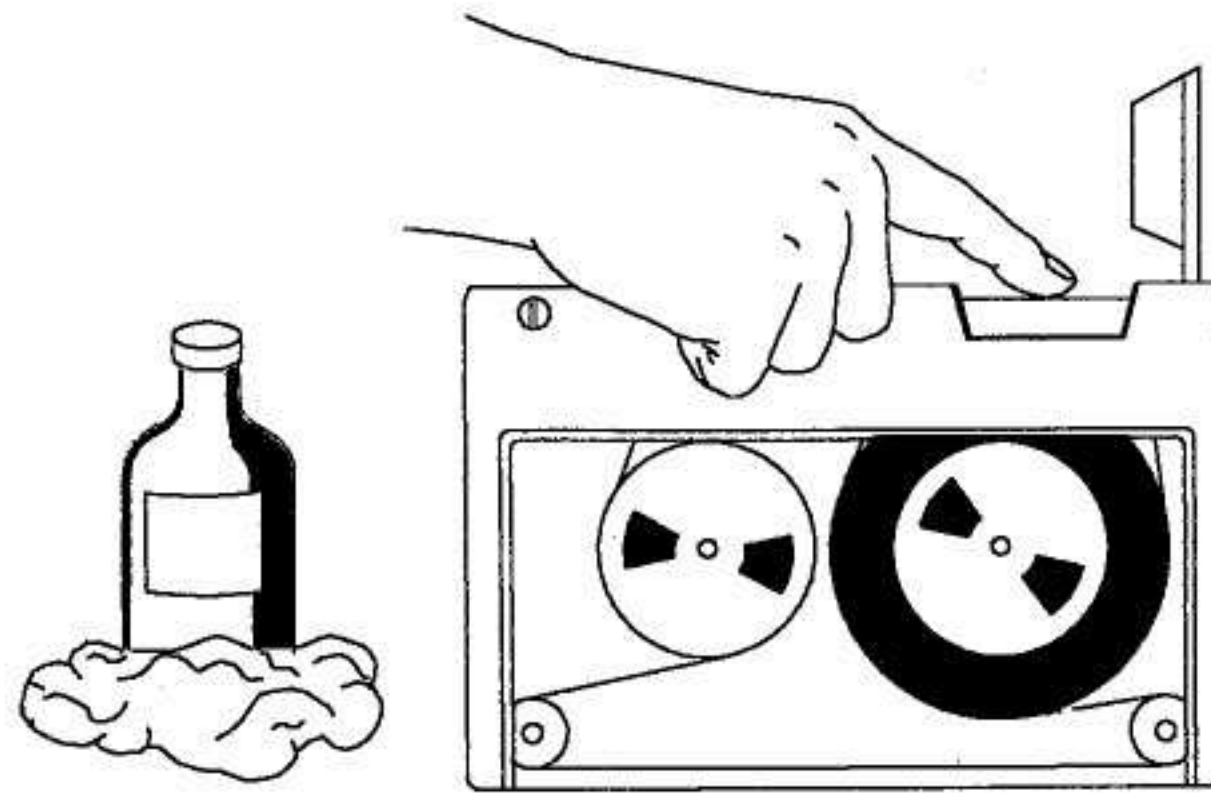
Clean the recording head of the tape drive after the first two hours of tape movement when you are using new cartridges. Clean the recording head every 20 hours thereafter. Use a cotton swab moistened with Freon Degreaser TF (Trichlorotrifluorethane) or equivalent.



R36P015-0

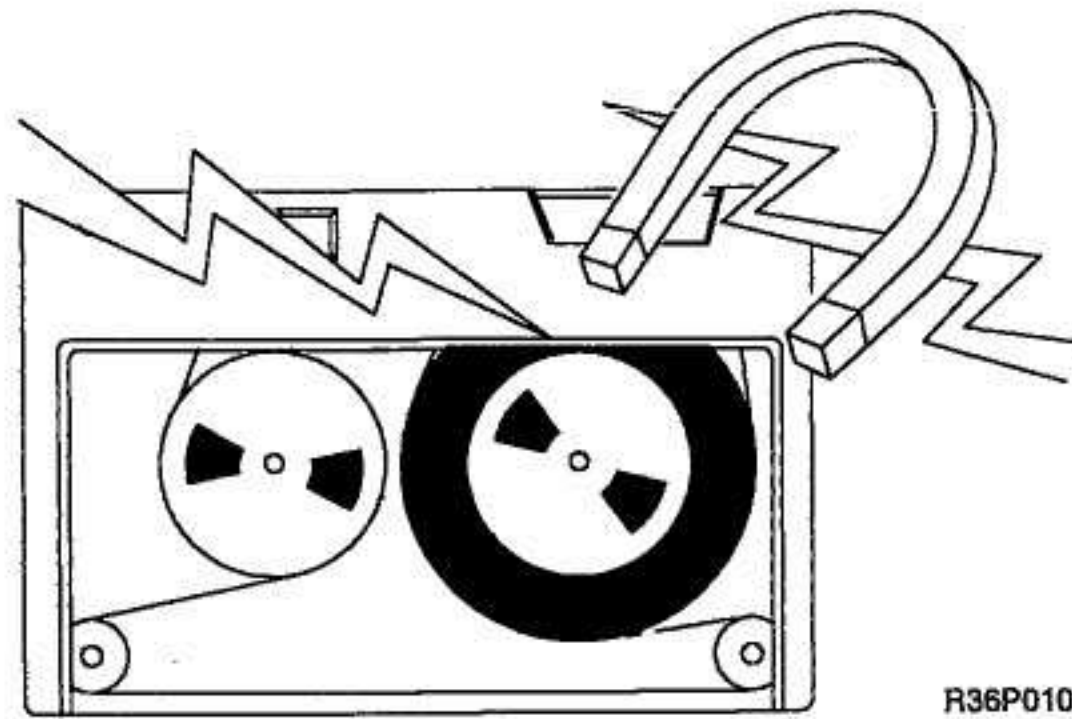
Tape Cartridge Care

Do not touch or attempt to clean a tape surface.



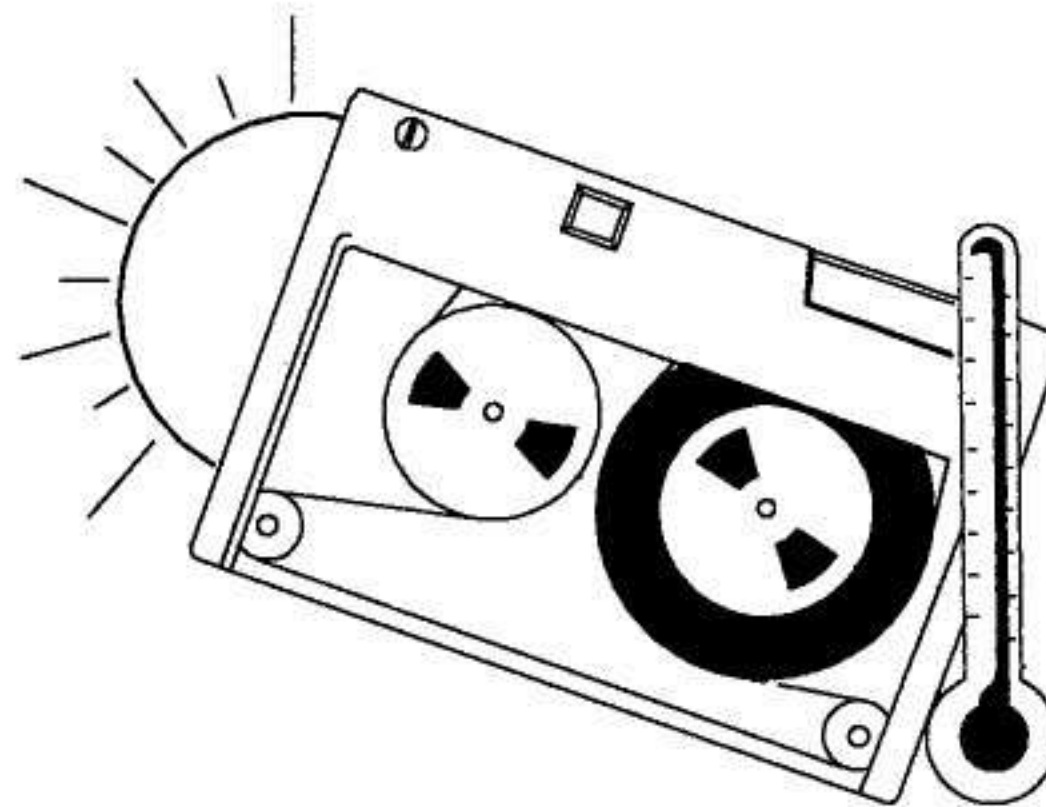
R36P011-0

Do not place a tape near magnetic materials. Data can be lost from a tape exposed to a magnetic field.



R36P010-0

Do not expose tape to extreme heat or cold. (5°C - 45°C, 41°F - 113°F)



R36P009-0

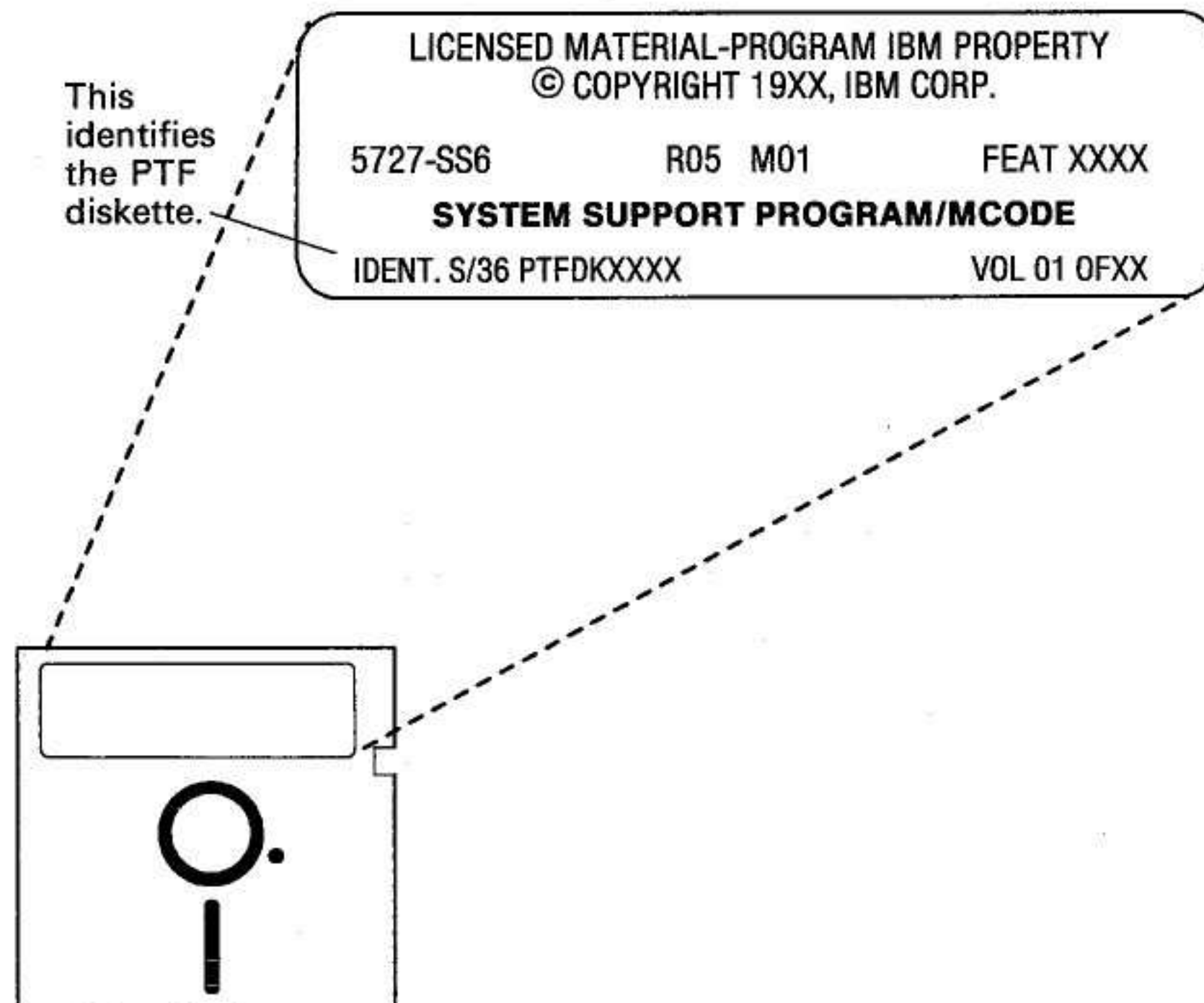
Chapter 8. Applying a Program Temporary Fix (PTF)

A program temporary fix (PTF) is a solution to a problem that exists in an IBM-supplied program. 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:

- Displaying or printing information about the IBM-supplied PTFs
- 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: If password security is active, you must have service aid authority to apply PTFs. If you must apply PTFs and you do not have service aid authority, ask your master security officer or security officer to change your user profile to give you service aid authority. For further information, see the *System Security Guide* manual.

Shown below is an example of an IBM PTF diskette:



R36P022-0

Displaying or Printing Information about IBM-Supplied PTF Diskettes

You can choose to either display or print information about the IBM-supplied PTF diskettes. To do so, perform the following steps:

1. Type PTF NEWS, RESTORE on the entry line of a Command display, a Sub-console display, or a Console display.
2. Type PTF NEWS on the entry line of a command display.
3. Press the Help key.
4. You can:
 - a. Type ALL to receive:
 - All the newsletters in the PTF library
 - A list of cross-referenced PTFs
 - A PTF index
 - b. Type BULLETIN for special information you may need while applying the PTFs
5. You can:
 - Type PRINT to have the information printed.
 - Type DISPLAY to have the information shown on your display station.

Making a Copy of the IBM PTF Diskette

The process of making a copy of one or more IBM PTF diskettes 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

1. Remove the IBM PTF diskette from its protective envelope and insert the diskette into the diskette drive.

Note: If you need more information about diskette handling, refer to Chapter 7.

2. Type SYSLIST CRT on the entry line of a command display.
3. Press the Enter key.
4. Type CATALOG ALL,I1 on the entry line of a command display.
5. Press the Enter key; the volume ID is shown.
6. Write the volume ID on a piece of paper.
7. Type the number of lines you want to scroll forward, or type a zero (0) on the entry line if you do not want to scroll forward.
8. Press the Enter key.

9. Type SYSLIST PRINTER on the entry line of a command display.
10. Press the Enter key.
11. Remove the IBM PTF diskette from the diskette drive, and put each diskette in its protective envelope.

Notes:

1. If you have more than one PTF diskette and a single-slot diskette drive, repeat steps 1 through 5 followed by step 11 for each additional diskette that was supplied by IBM.
2. These volume IDs should be the same on each diskette.

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 no longer need the information on the diskette.

1. Remove the diskette from its protective envelope and insert the diskette into the diskette drive.

Note: If you need more information about diskette handling, refer to Chapter 7.

2. Type SYSLIST CRT on the entry line of a command display.
3. Press the Enter key.
4. Type CATALOG ALL,I1 on the entry line of a command display.
5. Press the Enter key; the display that is shown indicates the files that are contained on each diskette that you will be initializing.

If there is information on any of the diskettes that you do not want to lose:

- a. Type a number on the entry line for the number of lines you want to scroll forward, or type a zero (0) on the entry line if you do not want to scroll through the information.
- b. Press the Enter key.
- c. Remove the diskette from the diskette drive and put the diskette in its protective envelope.
- d. Use a different diskette and repeat steps 1 through 5.

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 SYSLIST PRINTER on the entry line of a command display.
9. Press the Enter key.
10. Type INIT on the entry line of a command display.
11. Press the Help key; the INIT Procedure display is shown.

12. Type the volume ID. 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, 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. You must also specify an ending diskette location.
15. Press the Enter key; the diskettes will be initialized.
16. Remove the diskette from the diskette drive.
17. Put each diskette in its protective envelope.
18. Write the volume ID on the temporary label that is on each 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

1. Remove the IBM PTF diskette from its protective envelope and insert the diskette into the diskette drive.
2. Type COPY11 on the entry line of a command display.
3. Press the Help key and type the volume ID.
4. Press the Enter key.
5. A message is displayed that instructs you to insert the next diskette. When the message appears:
 - 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.
 - 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.
 - Remove the PTF diskette that is in the diskette drive. This is your copy of the IBM PTF diskette.

Note: If you have more than one PTF diskette, repeat the steps in this section for each additional diskette supplied by IBM.

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

1. Insert your PTF diskette with the smallest volume number in the diskette drive.
2. Type PTF COPY on the entry line of a Command display at the system console.
3. Press the Help key; the PTF COPY procedure is shown.
4. Press the Enter key; the contents of a PTF diskette are copied to the PTF libraries.

Note: If you have not copied all the PTF diskettes, you will receive a message telling you to insert the next diskette.

5. Remove the last PTF diskette from the diskette drive and put each diskette in its protective envelope.
6. If you have not labeled each PTF diskette, write the volume ID and volume number on the temporary label that is on each diskette. Also write your name, or a name that identifies each diskette, on the temporary label, as well as the current date.

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
- Apply the PTFs the next time you start your system (IPL from disk)

Note: When you apply a PTF, backup libraries are created on disk. These libraries may be saved to diskette using the PTF SAVE procedure, and then the backup libraries on disk may be deleted using the PTF DELETE procedure.

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 must 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.
3. After the PTF is processed, a prompt will appear indicating that an IPL from disk will be started. Press the enter key in order to begin the IPL from disk. The IPL Sign On display will be shown.
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. For more information on the IPL Sign On display, refer to Chapter 2.

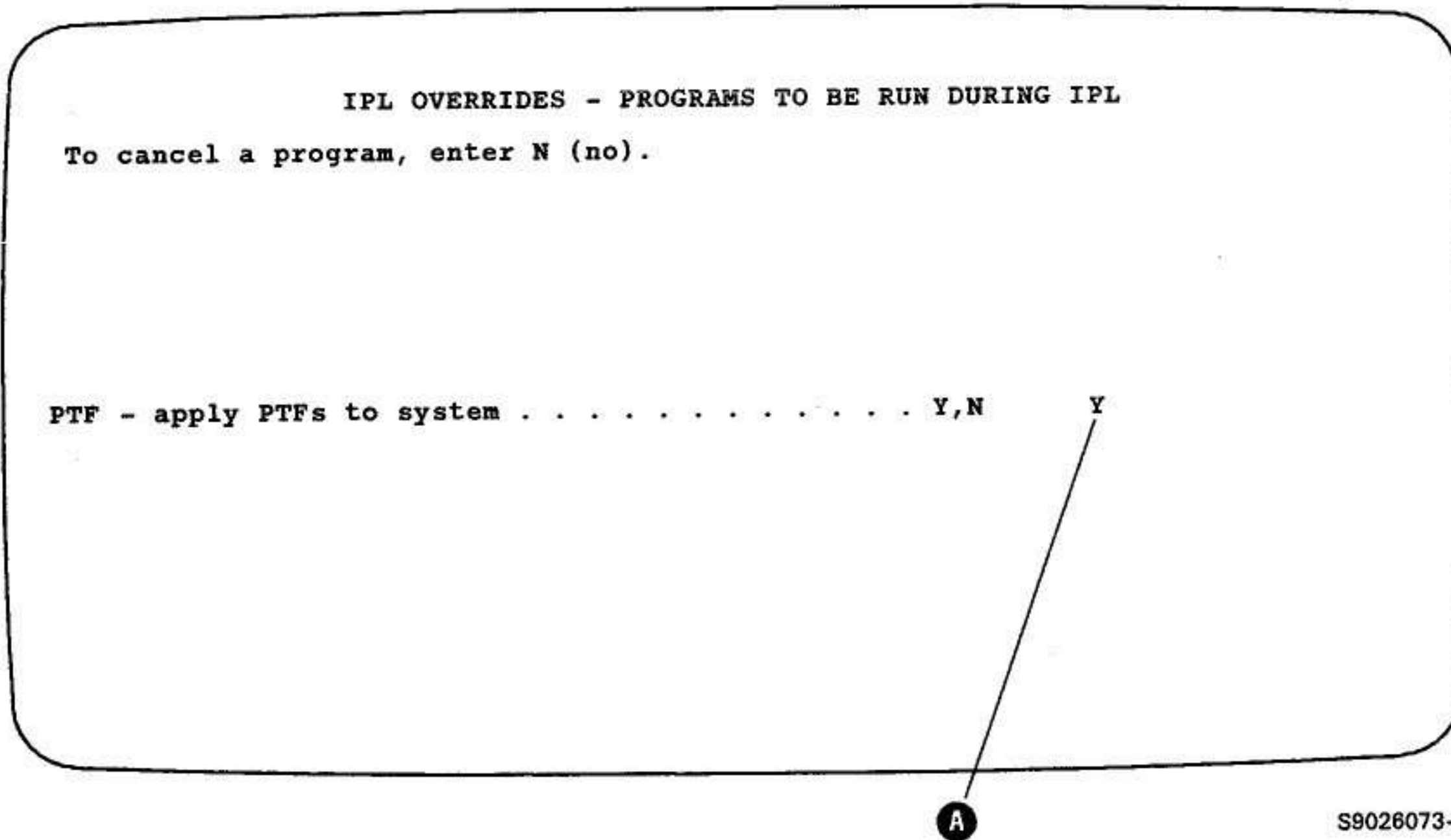
Now that you have applied the PTFs to the appropriate libraries, you should initialize a diskette and save the PTF backup libraries on that initialized diskette. See "Initializing a Diskette for the PTF Backup Libraries" later in this chapter.

Notes:

1. The PTF libraries (except CSPTFLIB) are deleted by the PTF APPLY procedure after the PTFs are applied to the appropriate libraries.
2. A dedicated system is required when PTFs are applied to the #LIBRARY or the microcode.
3. When using the ALLPTF parameter and password security is active, the user ID of the person applying the PTFs must have service aids authority.

Applying the PTFs the Next Time You Start Your System

If you did not apply the PTFs immediately after you copied the contents of each 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 that is shown in **A**.
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. After the PTF is processed, type the required information on the IPL Sign On display and press the Enter key. During the IPL, messages are displayed to inform you of the IPL progress. When the IPL is complete, the Main 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.

Notes:

1. The PTF libraries (except CSPTFLIB) are deleted by the PTF APPLY procedure after the PTFs are applied to the appropriate libraries.
2. A dedicated system is required when PTFs are applied to the #LIBRARY or the microcode.
3. When using the ALLPTF parameter and password security is active, the user ID of the person applying the PTFs must have service aid authority.

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.

Note: If you need more information about diskette handling, refer to Chapter 7.

2. 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.
5. 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 on the entry line, the number of lines you want to scroll forward through the cataloged material.
- Press the Enter key.
- Remove the diskette from the diskette drive and put the diskette in its protective envelope.
- Use a different diskette and repeat steps 1 through 5.

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 INIT Procedure 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, or type from 1 to 14 alphabetic or numeric characters to indicate who owns the diskette.
13. Type FORMAT2 to indicate that the diskette 2D you are initializing will be formatted in the 1024 bytes-per-sector format.
14. Press the Enter key; the diskette is initialized.
15. **Do not remove** the last diskette from the diskette drive.

You are now ready to save the PTF backup libraries on the initialized diskette.

Saving the PTF Backup Libraries on the Initialized Diskette

1. Your initialized diskette is in the diskette drive (step 15 of "Initializing a Diskette for the PTF Backup Libraries").
2. Type PTF SAVE on the entry line of a command display at the system console.
3. Press the Help key; the PTF Procedure display is shown.
4. Type ALLPTF. 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.)
6. Press the Enter key; the PTF backup libraries are saved on diskette.
7. Remove the diskette from the diskette drive and put the diskette in its protective envelope.
8. Label the diskette by writing the volume ID and the current date on the temporary label of the 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 Library from Your System

1. Type PTF DELETE on the entry line of a command display at the system console.
2. Press the Enter key; the PTF backup libraries are deleted from your system.

Chapter 9. Establishing a Communications Link for Remote Work Station Support

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 communications support you have.

This chapter only contains a form for Remote Work Station Support (RWS) 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. Forms establishing communications links for other communications support appear in the appropriate communications reference manuals, with examples of how to fill in the form with telephone numbers, procedure names, and dial or answer procedures.

Chapter 5 contains information on how to display the status of:

- 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 manuals *System Problem Determination—5363*.

Using Remote Work Station Support

Forms

Form to be filled in by your programmer or system manager.

To Establish the Communications Link

1. If you have system operator authority or higher, enter the VARY ON command at a display station for each line, cluster controller, or each device that is to be varied online:

For each line, enter VARY ON,,X where X is the line number.

For each cluster controller, enter VARY ON,CXX where XX is the work station address.

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:

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.

To End the Communications Link

If you have system operator authority or higher, enter the **VARY OFF** command at a display station for each line, cluster controller, or for each device that is to be varied offline:

- For each device, enter **VARY OFF,XX** where **XX** is the device address.
- For each cluster controller, enter **VARY OFF,CXX** where **XX** is the cluster controller address.
- For each line, enter **VARY OFF,,X** where **X** is the line number.

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.

Glossary

This glossary includes terms and definitions from the *IBM Dictionary of Computing*, SC20-1699.

#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.

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

address. A name, label, or number that identifies a location in storage, a device in a network, or any other data source.

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

Advanced Peer-to-Peer Networking (APPN). A communications feature that routes data in a network between two or more APPC system that are not directly attached.

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

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

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

alphanumeric. See *alphameric*.

alternative. Offering or expressing a choice.

alternative console. See *alternative system console*.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

backspace. To move the cursor one character position backward.

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

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

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

batch processing. A processing method in which a program or programs process records with little or no operator action. Contrast with *interactive processing*. Indicates where the system can begin recording data.

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.

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

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

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

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.

character. A letter, digit, or other symbol.

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

character set. A group of characters used for a specific reason; for example, the set of characters a printer can print.

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

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

close. To end the processing of a file.

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

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

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

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

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

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

communications. See *data communications*.

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

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

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

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

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

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

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

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

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

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

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*.

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

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

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 on a display, used to indicate to the operator where to type the next character.

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

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

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

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

default. See *default value*.

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

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

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

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

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

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

DFU. See *data file utility (DFU)*.

DHCF. See *Distributed Host Command Facility (DHCF)*.

direct file. A disk file in which records are referenced by the relative record number. Contrast with *indexed file* and *sequential 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 is treated as a unit. See also *record file* and *stream file*.

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 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.

Display Station Pass-Through (DSPT). A communications feature that allows a user to sign on to one System/36 or System /38 from another System/36 or System/38 and run applications on the remote system.

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

Distributed Host Command Facility (DHCF). Another name for the remote management support offered by the Communications and Systems Management feature. This support allows HCF host system users to operate System/36s in an HCF network.

Distributed Systems Executive (DSX). A program product available for IBM host systems (System/370, 43xx, and 30xx) that allows the host system to get, send, and remove files, programs, formats, and procedures in a network of computers.

Distributed Systems Node Executive (DSNX). Another name for the change management support offered by the Communications and Systems Management feature. This support processes changes sent by a DSX host system.

DSNX. See *Distributed Systems Node Executive (DSNX)*.

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

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

DSX. See *Distributed Systems Executive (DSX)*.

dump. (1) To copy the contents of all or part of storage, usually to an output device. (2) Data that has been dumped.

dump file. A file that contains the data areas used by a program that failed.

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

edit. (1) To modify the form or format of data; for example, to insert or remove characters for dates or decimal points. (2) To check the accuracy of information that has been entered, and to indicate if an error is found. (3) To make changes to a document by adding, changing, or removing text.

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

enable. In interactive communications, to load and start a subsystem. Contrast with *disable*.

enhance. To make greater; to improve.

Enhanced 5250 Emulation. A feature that allows an IBM personal computer and a printer to be attached to a System/36 and perform the functions of one or two 5250 work stations on one twinaxial cable. The work station(s) can be defined as one display, two displays, or one display and one printer.

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

enter/update mode. The mode that is used to enter new statements into a source or procedure member, or to change statements that already exist in a source or procedure member.

error code. See *system reference code*.

error log. A record of all the errors and informational messages that are found while the document was printed or sent from another system.

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 contiguous space on disk or diskette that is occupied by, or reserved for, a particular file, library, or folder. It serves the purpose of providing additional space for a file, library, or folder that has run out of space on disk.

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

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

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

file definition. (1) In RPG, file description and input specifications that describe the records and fields in a file. (2) In IDDU, information that describes the contents and characteristics of a file. A file definition is contained in a data dictionary.

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

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

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

folder. A named area on disk that contains documents, profiles, mail, or data definitions used by office products. Compare with *library*.

folder directory. An area, in a folder, that contains information about each member in the folder; for example, the member name and the location.

folder member. A named collection of records or statements in a folder. A document is an example of a folder member.

format. (1) A defined arrangement of such things as characters, fields, and lines, usually used for displays, printouts, files, or documents. (2) To arrange such things as characters, fields, and lines. (3) In BASIC, a representation of the correct form of a command or statement. (4) In IDDU, a group of related fields, such as a record, in a file.

formatted diskette. A diskette on which control information has been written but which may or may not contain any data.

forms ID. A unique number, assigned by a user, that identifies each type of paper or form used for printed output.

forms number. See *forms ID*.

function. The action for which a thing exists.

function key. A keyboard key that requests an action but does not display or print a character. The cursor movement and Help keys are examples of function keys. Compare with *command key* and *character key*.

generation. For some remote systems, the translation of configuration information into machine language.

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

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

HCF. See *Host Command Facility (HCF)*.

Help key. A function key that, when pressed, displays online information or some part of the system help support.

help support. See *system help support*.

help text. The part of the system help support that supplies information about menus, prompts, and messages.

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

hold. To prevent a spool job from running.

Host Command Facility (HCF). A feature available for IBM host systems (System/370, 43xx, and 30xx) that allows host system users to operate System/36s from their 3270-type display stations as though they were using remotely attached 5250-type display stations.

host graphics support. A program that allows an IBM Personal Computer with a color monitor to imitate the operations of a 5292 Model 2 Display Station.

host system. The primary or controlling computer in a communications network. See also *control station*.

ID. Identification.

IDDU. See *interactive data definition utility (IDDU)*.

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 SSP. A version of the System Support Program Product that includes formats for help displays in both Katakana 1-byte and Kanji 2-byte ideographic characters. Compare with *Kanji-preferred SSP*.

ideographic support. The hardware and programming elements that allow processing of ideographic data.

IGC. See *ideographic*.

index. (1) A table containing the key value and location of each record in an indexed file. (2) A computer storage position or register, the contents of which identify a particular element in a set of elements.

index key. The field within a record that identifies that record in an indexed file.

indexed address. An address that is changed by the contents of an index register before or while the instruction is performed.

indexed file. A file in which the key and the position of each record are recorded in a separate portion of the file called the index. Contrast with *direct file* and *sequential file*.

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.

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.

installation. The location where a system is installed.

interactive. Pertaining to activity involving requests and replies as, for example, between an operator and a program or between two programs. Contrast with *batch*.

interactive communications feature (SSP-ICF). A group of communications features of the System Support Program Product that allows a program to interactively communicate with another program or system.

interactive data definition utility (IDDU). The part of the System Support Program Product used to externally define the characteristics of data and the contents of files.

interactive processing. A processing method in which each operator action causes a response from the program or the system. Contrast with *batch processing*.

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 (IPL)*.

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 file. A disk file that exists until the job that uses it ends.

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

job step. A unit of work represented by a single program or a procedure that contains a single program. A job consists of one or more job steps.

K-byte. 1024 bytes.

Kanji. (1) The ideographic character set used by the Japanese to represent their native language. (2) A single character in the ideographic character set.

Kanji-preferred SSP. A version of the System Support Program Product that includes formats for help displays in Kanji 2-byte ideographic characters. Compare with *ideographic SSP*.

Katakana. A native Japanese character set that is used primarily to write foreign words phonetically.

key. One or more characters used to identify the record and establish the record's order within an indexed file.

keyboard. A group of numeric keys, alphabetic keys, and function keys used for entering information at a display station and into the system.

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 or on a tape 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. Compare with *folder*. (2) The set of publications for a system.

library directory. An area, in a library, that contains information about each member in the library; for example, the member name and the location.

library member. A named collection of records or statements in a library. The types of library members are *load member*, *procedure member*, *source member*, and *subroutine member*.

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

load. (1) To move data or programs into storage. Compare with *call*. (2) To place a diskette into a diskette drive or a diskette magazine into a diskette magazine drive. (3) To insert paper into a printer. (4) To mount a tape or insert a tape cartridge into a tape drive.

load member. A library member that contains information in machine language, a form that the system can use directly. Contrast with *source member*.

load module. A program in a form that can be loaded into main storage and run. The load module is the output of the overlay linkage editor.

local. Pertaining to a device, file, or system that is accessed directly from your system, without the use of a communications line. Contrast with *remote*.

lowercase. Pertaining to a letter having as its typical form *a f g* rather than *A F G*.

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

magnetic stripe reader. A device, attached to a display station, that reads data from a magnetic stripe on a badge before allowing an operator to sign on.

magnetic tape. See *tape*.

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

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

main storage. The part of the processing unit where programs are run. Contrast with *control storage*.

main storage processor. Hardware that performs the machine language instructions in main storage.

master configuration record. Information, stored on disk, that describes system devices, programming, and characteristics.

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*.

megabyte. One million bytes.

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) An indication of the condition of the system sent by the system. (3) 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 (MIC)*.

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

monitor. Programming or hardware that observes, supervises, controls, or verifies the operation of a system.

monochrome. Consisting of a single color.

MSRJE. See *Multiple Session Remote Job Entry (MSRJE)*.

Multiple Session Remote Job Entry (MSRJE). A feature of the System Support Program Product that allows one or more remote job entry sessions to operate on a host system (such as a System/370, or a 30xx or 43xx processor) at the same time.

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.

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

off drop support. Support that disconnects a remote controller.

OFFICE/36. The group of office products: DisplayWrite/36 (DW/36), Personal Services/36, and Query/36.

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

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

online information. Information, read on the display screen, that explains displays, messages, and programs. For some programs, the online information is similar to a printed manual and may contain a table of contents, guide information, help text, a glossary, and an index.

open. To prepare a file for processing.

operating system. A collection of system programs that controls the overall operation of a computer system.

operation. A defined action, such as adding or comparing, performed on one or more data items.

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

optional SSP. Displays and programs included in the System Support Program Product that can optionally be loaded during system configuration.

output. The result of processing data.

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 ID, allows an operator to sign on to a secured system.

Personal Services/36. A program product for sending and receiving mail, scheduling appointments on calendars, maintaining directories of names and addresses, working with groups of users or calendars and accessing document library services.

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 entries. See *spool file entries*.

print file. In MSRJE, a file created by the host system that is printed on your system.

Print key. A function key that prints the display shown when the key is pressed.

print queue. A list of output waiting to be printed by the system. See also *log*.

printer ID. The identification code assigned to printers.

printout. Information from the computer that is produced by a printer.

priority. The relative ranking of items. For example, a job with high priority will be run before one with regular or low priority.

problem determination. The process of identifying why the system is not working. Often this process identifies programs, equipment, data communications facilities, or user errors as the source of the problem.

procedure. A set of related operation control language statements (and, possibly, utility control statements or procedure control expressions) that cause a specific program or set of programs to be run.

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

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

processing. The performance of operations and calculations on data.

profile. Data that describes the characteristics of a user, program, device, or remote location.

program. (1) A sequence of instructions for a computer. See *source program* and *load module*. (2) To write a sequence of instructions for a computer. 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 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.

proportional spacing. A method of spacing in which the space between characters varies according to the width of the characters. (DW/36) A type of printing that provides different amounts of space depending on the size of the character being printed. For example, an *m* takes more space than an *i*.

PTF. See *program temporary fix (PTF)*.

PTF backup library. A library that contains a copy of the load modules replaced by a PTF. The library is created by the PTF procedure with the APPLY parameter specified. When the REMOVE parameter is specified, the PTFs are removed and the original load modules are replaced.

PTF library. A library that contains the PTFs to be applied by the PTF procedure. The library is created by the PTF procedure with the COPY parameter specified.

Query/36. A program product that produces files and reports based on those files. The files must be linked to file definitions created with IDDU.

queue. A line or list formed by items waiting to be processed.

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

record file. A file on disk in which the data is read and written in records. Contrast with *stream file*.

release. (1) To allow a spool job that is being held to run. (2) A distribution of new function for an existing program product.

release update. The process of updating programming support by installing a new release of the System Support Program Product and program products.

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

remote location. Any other system in the network with which your system can communicate. This corresponds to the remote location name specified in the APPC subsystem.

remotely started session. A session started by an incoming procedure start request from the remote system. Contrast with *acquired session*.

reorganize. To move folder members together at the front of the folder to reduce as much as possible the number of folder extents.

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

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

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

run. To cause a program, utility, or other machine function to be performed.

screen design aid (SDA). The part of the Utilities Program Product that helps the user design, create, and maintain displays and menus. Additionally, SDA can generate specifications for RPG and WSU work station programs.

scroll. See *roll*.

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

second-level message. A message that supplies additional information about an error condition when the Help key is pressed for a first-level message. See also *first-level message*.

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

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, sub-console operators, and display station operators. A security officer cannot, however, deactivate password, badge, or resource security. Contrast with *master security officer*.

separator page. A printed page used to show the end of output for one job and the start of output for another job.

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 (SEU)*.

shift. To adjust line contents by moving existing information to the left or right of its original position.

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

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

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

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

software reset sequence. The key sequence used to end all System/36 and PC sessions, then reload DOS and the attachment programs.

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.

special character. A character other than an alphabetic or numeric character. For example; *, +, and % are special characters.

spool file. A disk file that contains output that has been saved for later printing.

spool file entries. Output in the spool file waiting to be printed.

spool writer. The part of the System Support Program Product that prints output that has been saved in the spool file.

spooling. The part of the System Support Program Product that saves output on disk for later printing.

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

SSP-ICF. See *interactive communications feature (SSP-ICF)*.

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.

status line. A line at the top of the Edit display that contains information about the document and current operations, including an audit window, the document and folder names, and page and line number.

stream file. A file on disk in which data is read and written in consecutive fields. Contrast with *record file*.

streaming tape unit. A device for reading or writing data from or on magnetic tape. A streaming tape unit stores data on tape cartridges.

subconsole. A display station that controls a printer or printers.

subconsole display. A display that can be requested only from a command display that appears on a subconsole. From a subconsole display an operator can display and send messages, and enter all control commands except those that can be entered only at the system console. See also *console display*.

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

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

system. The computer and its associated devices and programs.

system configuration. A process that specifies the machines, devices, and programs that form a particular data processing system.

system console. A display station from which an operator can keep track of and control system operation.

system date. The date assigned by the system operator during the initial program load procedure. See also *creation date*, *program date*, and *session date*.

system dump. A dump of all active programs (and their associated data) recorded after an error stops the system. Contrast with *task dump*.

system help support. The part of the System Support Program Product that uses menus, prompts, and descriptive text to aid an operator.

system library. The library, provided with the system, that contains the System Support Program Product and is named #LIBRARY.

system list device. The device that receives output for most System Support Program Product utility programs and service aids.

system log device. The device or devices designated by the LOG OCL statement to record messages and OCL statements.

system measurement facility (SMF). System Support Program Product routines that, in conjunction with control storage routines, observe system and device activity, observe SSP work area usage, and record this data in a disk file.

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

system program. An IBM-supplied program that is installed on the system. The System Support Program Product (SSP) is an example.

system reference code. A four-character code that contains information for a service representative. This code either is provided as part of a message or is displayed on the control panel.

system security. A system function that restricts the use of files, libraries, folders, folder members, and display stations to certain users.

system service display station. A display station that can use all the procedures, programs, and commands needed to service the system.

System 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.

table. A collection of data in which each item is uniquely identified by a label, by its position relative to the other items, or by some other means.

tape. A thin, flexible magnetic strip on which data can be stored. It can be used to store information copied from the disk.

tape cartridge. A case containing a reel of magnetic tape arranged for insertion into a tape drive.

tape drive. A mechanism used to read and write information on magnetic tapes.

tape mark. A mark on the tape that indicates the beginning or end of a file or tape.

task. 1) A unit of work (such as a user program) for the main storage processor. 2) A unit of work that a person does.

task dump. A dump of a program that failed (and its associated data). Contrast with *system dump*.

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

unique. The only one.

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

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

utilities. See *utility program*.

Utilities Program Product. A program product that contains the data file utility (DFU), the source entry utility (SEU), the work station utility (WSU), and the screen design aid (SDA).

utility program. (1) A program provided to perform a task that is required by many of the programs using the system; for example, a program that copies information from diskette to disk. (2) A program of the System Support Program Product that performs a common task.

view. To look at information on a display screen without being able to change that information.

volume label. An area on a standard label tape used to identify the tape volume and its owner. This area is the first 80 bytes and contains VOL1 in the first four positions.

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

VTOC. See *volume table of contents (VTOC)*.

work station. A device that lets people transmit information to or receive information from a computer; for example, a display station or printer.

work station address. (1) A number used in a configuration member to identify a work station attached to a port. (2) The address to which the switches on a work station are set, or the internal default address.

work station utility (WSU). The part of the Utilities Program Product that helps you to write programs for data entry, editing, and inquiry.

write-protect plug. A device on a tape cartridge that controls writing on the tape.

WSU. See *work station utility (WSU)*.

WSU display. A display selected by the WSU display command key that allows operators to select a display, review a record, or end a work session.

1024-byte format. A format for diskette 2D diskettes with 1024 bytes per sector and 8 sectors per track.

12-hour clock. A clock that keeps time from 12:00 A (midnight) to 12:00 P (noon), and from 12:00 P (noon) to 12:00 A (midnight).

128-byte format. A format for diskette 1 diskettes with 128 bytes per sector and 26 sectors per track.

24-hour clock. A clock that keeps time from 00:00 (midnight) to 12:00 (noon), and from 12:00 (noon) to 24:00 (midnight).

256-byte format. A format for diskette 2D diskettes with 256 bytes per sector and 26 sectors per track.

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