IBM

IBM Cloud 9 for SCLM for z/OS

User's Guide

Version 2 Release 1

IBM

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Version 2 Release 1

Note

Before using this document, read the general information under "Notices" on page 191.

Fifth Edition (April 2004)

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About This Document

This document contains the usage instructions for the IBM Cloud 9 for SCLM for z/OS product.

Who Should Use This Document

Readers should be familiar with the Unix System Services (USS) environment, Hierarchical File System (HFS) structure, and the Software Configuration and Library Manager (SCLM) component of IBM's Interactive System Productivity Facility (ISPF)..

Where to Find More Information

Where necessary, this document references information in other books, using shortened versions of the book title. For complete titles and order numbers of the books for all products that are part of z/OS, see *z/OS Information Roadmap* (GC28-1727). Direct your request for copies of any IBM publication to your IBM representative or to the IBM branch office serving your locality.

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SCLM Reference	Interactive System Productivity Facility (ISPF) Software Configuration and Library Manager (SCLM) Reference	SC28-1320-xx
USS User's Guide	z/OS Unix System Service User's Guide	SA22-7801-xx
ISPF User's Guide	ISPF User's Guide Volume I ISPF User's Guide Volume II	SC34-4791-xx SC34-4792-xx
Cloud 9 Installation Guide	IBM Cloud 9 for SCLM for z/OS Installation Guide	SC31-8845-xx

Softcopy Publications

The z/OS library is available on the z/OS Collection Kit, SK2T-6700. This softcopy collection contains a set of z/OS and related unlicensed product books. The CD-ROM collection includes the IBM Library Reader, a program that customers can use to read the softcopy books.

Softcopy z/OS publications are also available for Web browsing. PDF versions of the z/OS publications for viewing or printing using Adobe Acrobat Reader are available at this URL:

http://www.ibm.com/software/ad/sclmsuite/cloud/library/

Summary of Changes

This chapter describes the changes made in the the documentation supporting Cloud 9 Version 2.1. Technical changes to the document are marked in the text by a vertical change bar in the left margin.

Important Information

The current edition of this document describes Cloud 9 V2.1 with the PTFs for APAR OA03122 applied. These PTFs must be applied before using Cloud 9 V2.1 or the product will not behave as described in this document.

Fifth Edition (April 2004)

The following enhancements and changes have been made to the Cloud 9 Version 2.1 interface, since the last edition of this manual.

- The Cloud 9 Cloud 9 WebSphere Studio Application Developer Plug-In (WSAD Plug-in) has been added to the product.
- You now have the ability to change the Authorization Code for a selected SCLM member or members.

Fourth Edition (December 2002)

The following enhancements and changes have been made to Cloud 9 Version 2.1 since the last edition of this manual:

- A major component has been added. This is a plug-in for IBM's Visual Age for Java, enabling Java source, classes and resources to be exported and imported to SCLM as a project using the Microsoft SCCI API (Application Programming Interface). With this plug-in, you can check in and check out source files and resources and set Authorization codes within SCLM.
- Directory names or a portion thereof can now be retained when adding or migrating a file into SCLM. To support this, a **Remove from path** field has been added to the ADD PC/WS FILES and MIGRATE panels (see "Remove from path" on page x).
- A facility has been provided, that allows remote build and deploy of Java objects to computers running an FTP server.
- Useability enhancements to the following panels:
 - SCLM Query
 - ADD WS/PC Files
 - Edit
 - Migrate
 - Open Package
 - Save Package

These changes include the removal of the Access Key field (Access Key now defaults to the User Id) and the addition of drop-down lists for Authorization Codes.

- HTML upgraded to the 4.01 standard.
- Various minor technical corrections.

• Online help and links to technical documentation.

Remove from path

In Cloud 9, path names can now be retained as part of the file name for objects added into SCLM through the Cloud 9 Browser interface. This support can be seen on two Browser panels: ADD PC/WS FILES and MIGRATE.

The concept behind path name retention is simple: the long name associated with a file includes part or all of the directory name. For example, a file called myDog.jpg is located in a directory called C:\pictures\mypets. With this Cloud 9 feature, you can store the file as \pictures\mypets\myDog.jpg or pictures\mypets\myDog.jpg or mypets\myDog.jpg.

This feature was developed because Cloud 9 deployment, through SCLM Build and Promote translators, uses the directory name component of the stored path name to properly copy a file to a target directory. In this way, a file defined as mypets\myDog.jpg is copied to the same directory structure, mypets\myDog, on a target server. You might have established a directory structure on the target server as c:\sales\dev, c:\sales\qa and c:\sales\rel, to correspond to an SCLM life cycle of PROJECT=SALES and groups of DEV, QA, and REL. When the Cloud 9 SCLM Build Deployment translator is called in the group DEV, the file mypets\myDog.jpg is copied from SCLM to c:\sales\dev\mypets\myDOG.jpg on the target server.

To implement this, fields called "Remove from pathname" have been added to the ADD PC/WS FILES and MIGRATE panels. In these fields, you can specify a portion of the path name to be removed. For example, if you have selected c:\pictures\myDog.jpg to be added into SCLM, but wish to define the file to SCLM as mypets\myDog.jpg, you would specify c:\pictures\ in the "Remove from pathname" field. When the file is added to SCLM, the file name is stored as mypets\myDog.jpg.

Note: If no value is specified in "Remove from pathname", the file name is stored without any directory information. Also, the drive letter is never retained as part of the SCLM file name.

Part 1. Using Cloud 9

Chapter 1. Getting Started

What is Cloud 9?

IBM Cloud 9 for SCLM for z/OS, hereinafter called *Cloud 9*, is a powerful front-end application that provides IBM Software Configuration and Library Manager (SCLM) users with a platform-transparent change management tool. Cloud 9 can perform key SCLM actions, including impact analysis and editing, all from a familiar and easy-to-use Web based interface.

Cloud 9 connects remote or intranet users to their host-based systems through the industry-standard Web browsers: Microsoft Internet Explorer and Netscape Navigator. Utilizing existing Web technology, a Hypertext Transfer Protocol (HTTP) Server, and the source management capabilities of SCLM, Cloud 9 gives developers distributed access to the programmer functions of SCLM without the need to log on to ISPF. Programmers can now access both distributed and host-based application inventory regardless of location or host-based licensing restrictions. With Cloud 9, organizations can take advantage of the security and stability of SCLM and the z/OS platform from their Web browser.

This chapter describes how to get started using Cloud 9, including how to:

- Configure your browser to use Cloud 9
- Start Cloud 9
- Set up your profile

You need the following:

- Uniform Resource Locator (URL) for Cloud 9 (Web address)
- TSO user ID for host access
- · Password for host
- Names of data sets you want to view on the host
- Either:
 - Netscape 4.7 or higher
 - Internet Explorer 5.0 or higher
- · Your e-mail address and telephone number
- Digitized photograph of yourself in .jpg format (optional)

Starting Cloud 9

You can access Cloud 9 from either of the most popular Web browsers— NetScape Navigator or Microsoft Internet Explorer. Before you begin Cloud 9, ensure that your browser is configured properly.

Setting up your Web browser

Before using the Cloud 9 Web interface, check that your Web browser uses the following settings.

Refresh every time

Ensure that your Web browser retrieves the latest version of a page every time you visit, rather than using a cached version from a previous visit.

Netscape users

- 1. From the Edit menu, select Preferences.
- 2. Under the Advanced category, select Cache.

3. Under "Document is compared to document on network", click "Every time".

Internet Explorer users

- 1. From the Tools menu, select Internet Options.
- 2. Click the General tab.
- 3. Under "Temporary internet files", click the Settings button.
- 4. Under "Check for newer versions of stored pages", select "Every visit to the page".

Enable Java

The Cloud 9 Web interface is a Java applet. Ensure that your Web browser is configured to run Java.

Netscape users

Navigator versions 4.5 and later are already Java-enabled, therefore nothing more needs to be done.

Internet Explorer users

- 1. From the Tools menu, select Internet Options.
- 2. Click the Advanced tab.
- 3. Scroll down to Java VM or (depending on your version of IE) Microsoft VM.
- 4. Select all the check boxes under this option.
- 5. Restart your computer.

Use a direct connection

You can use the Cloud 9 Web interface to communicate with a Cloud 9 host over a corporate intranet or over the Internet, using a dial-up modem or a direct LAN connection. In any case, you need a connection between your browser and the Cloud 9 host that is unhampered by proxy servers or firewalls. If you are connecting within a corporate intranet, then you can ensure this by turning off proxies in your browser, as described in the procedures later in this section.

However, most corporations have a firewall between their intranet and the Internet; and the only way that you can access the external Internet is through a corporate proxy server. Therefore, if you turn off proxies in your browser, you can use Cloud 9, but you might not be able to access the Internet. In this case, the solution is to contact your network administrator, who can change the proxy server to recognize the Cloud 9 server address and provide a direct connection. If this is done, you can leave proxies turned on, and use both Cloud 9 and the Internet.

To turn off the use of proxies by your browser:

Netscape users

- 1. From the Edit menu, select Preferences.
- 2. Under the Advanced category, select Proxies.
- 3. Select "Direct connection to the Internet".

Internet Explorer users

- 1. From the Tools menu, select Internet Options.
- 2. Click the Connections tab.
- 3. Click the LAN Settings button (if you are connected through a LAN) or the Dial-up Settings button (if you are connected by a modem).
- 4. Select "Automatically detect settings". Deselect "Use a proxy server" and "Use automatic configuration script" .

To access Cloud 9

From a properly configured browser:

- 1. Open your browser window.
- 2. Type the URL for Cloud 9 in the location/address field of the browser and press ENTER. Figure 1 is displayed before the next browser window opens.

Enter Network Password ? 🗙				
? >	Please type yo	our user name and password.		
Ň	Site:	pthmvs8		
	Realm	System_Logon		
	<u>U</u> ser Name			
	<u>P</u> assword			
	\Box Save this p	bassword in your password list		
		OK Cancel		

Figure 1. Enter Network Password Panel

- 3. Type in your User Name and Password.
- 4. Press OK.

Attention: If the password panel does not display, you might not have the correct Web address (URL). Check with the system administrator to ensure you have the correct address.

The Cloud 9 Main Menu Panel

The next panel you see is the Cloud 9 Main Menu, as shown in Figure 2.



Figure 2. Cloud 9 Main Menu

If this is the first time you have logged onto Cloud 9, the pop-up panel shown in Figure 3 on page 6 is displayed. Fill in valid job card information in the

appropriate place on the profile panel. See "Setting Your Profile" on page 7 for more information.



Figure 3. Job Card Pop-up Panel

The Main Menu is divided into the following sections:

Query Functions

These are the functions that you use to create lists of objects residing on the host. Depending on which files you want to work with, you can choose to:

- List SCLM Files
- List Members
- List Unix Files.

Actions

There are two choices listed under this section:

- Add PC/WS Files, where you can add Personal Computer or Workstation files to your host repositories.
- Edit, from which you can edit files of your choosing.

Misc Functions

There are two miscellaneous functions:

- Open Package is the selection to start working with new or existing packages.
- Profile is the selection to create or work with your personal profile for Cloud 9.

About Cloud 9

A copyright statement for the Cloud 9 product that includes the product number and release number of the version your installation has installed.

All of these functions are explained in various sections of this book.

Using Pull-Down Lists

Several of the panels within Cloud 9 have entry fields that have an associated list of the values available for selection in the field. You can enter a value in these types of fields or you can display the list and then select from it. All fields that have a question mark (?) button next to them have this feature. For example, Figure 4 on page 7 shows part of the SCLM Query Panel with the Projects list open.

Project:	SCLMTEST	?
Alternate:		?
Group:	TEST	? 📩 🔽
Type:		? Å
Member:		
Language:		
Change code:		
Authorization code:		Acce



- To display a list, click the question button. Cloud 9 returns a list box that contains the possible values that can be entered in that field.
- To select an item from a pull-down list, click anywhere on the list box to open it, then click your selection. Cloud 9 returns your choice to the adjacent field.

Note: Only one pull-down list is displayed at any one time.

Setting Your Profile

It is important that you set your profile before you begin using the system. Setting your profile:

- Creates a job card; without one you cannot run batch actions
- Improves communication with other users by providing your telephone number and e-mail contacts
- Automatically starts browsers and editors.

To set your profile:

1. Select **PROFILE** from the Cloud 9 Main Menu. The Profile panel is displayed (Figure 5 on page 8).

Profile	
User ID: SCLMUSR	
Add your picture: (Picture must be in .jpg format)	Browse
Fuil Name: Email: Phone:	
View Source in Browser: Edit Source in Browser: Job ID: Increment Jobname:	© Yes ♥ No © Yes ♥ No © Yes ♥ No
Jobcard:	×
	Update profile

Figure 5. Cloud 9 Profile Panel

2.	The entry fields on the Profile	panel are as follows:
	Add your picture	The file name and path name of a digital
		picture that you want to add to your profile.
		See "How to Add Your Picture (Optional)" on
		page 9 for more information.
	Full Name	Your name.
	Email	Your e-mail address.
	Phone	Your telephone number.
	View Source in Browser	The default setting to be used when viewing members or files:
		 Yes — If accessing a text source file, the file automatically opens in a new browser window. If accessing a non-text file, the browser automatically prompts you to either open the file or download it to your PC or Workstation. No — Show the View Options panel, in which you can choose to open the file in a browser window (text only), open the file using its internal format (binary) or download the file to your PC or Workstation.
	Edit Source in Browser	The default setting to be used when editing members or files:
		 res — In accessing a text source file that is not contained in an SCLM Group, the file automatically opens in an edit session in a new browser window. If accessing a non-text file that is not contained in an SCLM Group, the browser automatically prompts you to either open the file or download it to your

8

	PC or Workstation. If accessing files
	contained in an SCLM Group, the Edit
	Options panel is always displayed, as there
	are SCLM parameters such as Lock in Group
	and Access Key that might need to be
	specified.
	• No — Show the Edit Options panel, in which
	you can specify the SCLM parameters (if
	necessary) and then choose to open the file in
	a browser window (text only), open the file
	using its internal format (binary) or
	download the file to your PC or Workstation.
Job ID	A letter to be appended to the Jobname.
Increment Jobname	
	• Yes —the letter that has been appended to
	the Jobname is incremented with each job
	submission.
	 No — no incrementing of the Jobname.
Jobcard	Job card used to submit batch jobs on your host
	system. It must have valid accounting
	information, class specifications, and so on.
~	

- 3. Complete as many of the fields as you require.
- 4. Click the Update Profile button. A message confirms that your Profile has been updated.



Figure 6. Profile confirmation message

Note: User profiles are an important feature of Cloud 9. If you attempt to edit or manipulate a file that is in use or has been locked and the person who is using/locked the file has completed his or her User Profile, you can view that user's telephone number and e-mail address in the member Accounting information. You can then call or e-mail the user to inquire about the member's availability, or to give an alert that you also need to make changes to it.

How to Add Your Picture (Optional)

The first field in the Profile panel asks you for the location of a picture. If you already have a digital version of a photograph, find that file on your hard drive by clicking the Browse button. Select the picture file and click the Update profile button.

If you do not have a digital photograph, see Appendix B, "Creating and Adding .jpg Images to the User Profile," on page 185 for suggestions for getting one.

Note: The picture must be in a file with a .jpg extension.

Chapter 2. Working with Objects

By using Cloud 9, you can work with members or files that are stored within an SCLM hierarchy, within PDS data sets or on a Unix server. This chapter describes how to:

- Generate a list of SCLM members, PDS members or Unix files.
- Select members or files for viewing, editing and other manipulation purposes.
- View members and files within a browser window (where appropriate), open them within in another application or download them to your PC or Workstation.
- Edit Text and Binary members and files.

Listing Objects

Most of the Cloud 9 functionality begins by listing members or files, using the Cloud 9 Main Menu. When you choose one of the three *List* functions, you create a list of objects from which you can perform most of the Cloud 9 functions such as editing, building, and promoting.

Listing SCLM Members

You can create a list of the SCLM members with which you want to work, by using the SCLM Query panel. This panel displays the various SCLM inventory locations and query filter settings. A query filter helps you to limit your request to specific items with common characteristics.

1. From the Cloud 9 Main Menu (Figure 2 on page 5), select **LIST SCLM FILES**. The SCLM Query panel (shown in Figure 7) is displayed.

SCLM Query					
Project:	?				
Alternate:	?				
Group:	?				
Туре:	?				
Member:					
Language:	?				
Authorization Code:	?				
Change code:					
Change user:					
Access key:					
Hierarchy View:	○ In this group only				
Accounting Status:	● All C Editable C Non-Edit C Lockout C Initial				
Submit Reset					

Figure 7. SCLM Query Panel

The entry fields on the SCLM Query Panel are:

	Project Alternate	The name of the project that contains the member you want to access. This is the only required field on this panel. If you are using an alternative project for this particular process, enter its name here.	
	Group Туре	If blank, it defaults to the same name as the project. The name of the group that contains the member you want to access. The name of the type that goes with the project and group containing the member that you want to access	
	Member	The name of the member that you want to	
	Language Change code Change user Authorization code Access key	access. A valid SCLM language for this project. A valid SCLM change code string. The last user ID to have updated a member. Your authorization code. This is a character string that cannot contain commas, comprising up to and including 8 characters. An identifier used to restrict access to a member. The default valued is the user ID of the person who currently has the member locked	
	Hierarchy View	 Selects the scope within the SCLM hierarchy in which the members can be found. In this group only — list members found only in the chosen group. First found — list only the first occurence of a match, starting in the group specified and continuing up the project hierarchy. All occurrences — list all members found in a starting in the group specified and starting in the group specified an	
	Accounting Status	 this project. Selects the Accounting Status within the SCLM hierarchy in which the members can be found. All — all members found. Editable — only members that can be edited. Non-Edit — members that SCLM creates as a result of build processing. Lockout — only locked members. Initial — Members for which a lock has been requested. This status generally is displayed while a member is being edited. When the edit is complete, the status changes to Editable. 	
2.	Complete as many fields as you filled in. You can leave each of enter valid values in them, ento select valid values from the list	u wish, ensuring that at least the Project field is the rest of the inventory and query filters blank, er values with wild card characters in them, or s by clicking on the '?' next to the field.	
	Note: The set of second second by the (4) to the line of the line		

Note: The wild card search character (*) is available for use in all fields except **Project** and **Access key**. The wild card character is used to replace certain characters in an entry when you want to find all objects that match a certain pattern. For example, if you wanted to find members ROD, RAD and RED, you can use the wild card like this:

R*D

3. Click the Submit button. This submits the query for processing.

If the query finds members using your specifications, the SCLM Member List panel is displayed (Figure 8).

	Member (4)	Project	Group	Туре	Language	Status	Access key
	NJB1	SCLMTEST	TEST	ARCHDEF	ARCHDEF	EDITABLE	
	NJB1	SCLMTEST	TEST	JCLLIB	TEXT	EDITABLE	
	TESTEAC1	SCLMTEST	TEST	SOURCE	TEXT	EDITABLE	
	TESTPROM	SCLMTEST	TEST	SOURCE	TEXT	EDITABLE	

Figure 8. SCLM Member List

Note that the Main Menu changed after showing a list of members. The left side of the panel always reflects the actions available based on what has been listed. In this case, the menu contains all SCLM actions.



Figure 9. Menu options when SCLM Member list is displayed

If the query does not find any members, a message is displayed within the panel:

LIST SCLM FILES LIST MEMBERS LIST UNIX FILES	Query Functions LIST SCLM FILES LIST MEMBERS LIST UNIX FILES	No Members Found
--	---	------------------

Figure 10. No members found message

You can select the LIST SCLM FILES menu option again, adjust your query specifications and click Submit again.

If you made an error in your query specifications, a message box is displayed to show the cause of the problem (see Figure 11). Click the OK button, adjust your query specifications and click Submit again.

Microsoft Internet Explorer 🛛 🗙	Microsoft Internet Explorer	
Please enter a project	Wild carding not supported for project field	
OK	OK	

Project field was empty

Project field contains a wild card character

Figure 11. SCLM query error messages

Notes:

- 1. If a wild card character is used in the Access key field, no error message is generated. Instead, it is treated as a text character and used in the search, e.g finding all members in which the Access key contains an asterisk. As a result, the query is unlikely to find matching members.
- 2. Clicking the **Reset** button clears all of the current field values. You can then begin constructing a new query.
- 3. The 'LIST SCLM FILES' option only lists members that have accounting information in the SCLM accounting file. As a result, using the 'LIST SCLM FILES' might not display all members in a PDS. To view all members in a PDS, use the 'LIST MEMBERS' option.

Listing Partitioned Data Set (PDS) Members

You can create a list of the PDS members with which you want to work, by using the List Members panel. In this panel, you can enter up to 7 data set and member name patterns.

1. From the Cloud 9 Main Menu, select **LIST MEMBERS**. The panel in Figure 12 is displayed.

List Members	
Dataset Name	Member
	Show 💿 First found 🔍 All
Submit	Clear



The entry fields on the List Members Panel are as follows:

Dataset Name	Conventional Partitioned Data Set (PDS) or Partitioned Data Set Extended (PDSE) data set. The name must be entered without quotation marks and can use wild card characters.
	Each level within a data set name can contain wild cards, however, the return results are restricted to members in data sets with the number of levels specified in your pattern. For example: SCLMUSR.*
	returns members in all matching data sets with two levels in their name but not those with one, three, or more levels (SCLMUSR.SRC but not SCLMUSR or SCLMUSR.SRC.TEST);
	whereas: SCLMUSR.*.*
	returns members in all data sets with three levels in their name but not those with one, two, four, or more levels (SCLMUSR.SRC.TEST but not SCLMUSR, SCLMUSR.SRC or SCLMUSR.SRC.TEST.DATA1).
	To list all matching data sets, regardless of the number of levels in the data set name, use a double asterisk, (**). For example: SCLMUSR.**
	would return the members in SCLMUSR, SCLMUSR.SRC and SCLMUSR.SRC.TEST, and
Member	A member name, a pattern including wild cards or blank. Leaving the field blank results in a list of all members within the specified data set(s).
Show	 Where the search finds multiple members with the same name, this determines the number of matches returned. First found — show the first occurrence encountered. All — show all occurrences
Complete as many fields as yo pattern is entered.	u wish, ensuring that at least one data set name

3. Click the Submit button. This submits the query for processing.

2.

If the query finds members using your specifications, the Member List panel is displayed (Figure 13 on page 16).

Men	Member List			
	Member (5)	Dataset Name		
	TESTSMTP	SCLMTEST.TEST.JCLLIB.FULL		
	TEST01	SCLMTEST.TEST.JCLLIB.FULL		
	TEST02	SCLMTEST.TEST.JCLLIB.FULL		
	TEST03	SCLMTEST.TEST.JCLLIB.FULL		
	TEST04	SCLMTEST.TEST.JCLLIB.FULL		

Figure 13. PDS Member List

Note that the Main Menu changed after showing a list of members. The menu always reflects the actions available, based on what has been listed. In this case, the menu is all PDS actions. For information about the various functions available to you, see Chapter 5, "PDS Functions," on page 87.

Query Functions LIST SCLM FILES LIST MEMBERS LIST UNIX FILES
Actions ADD PC/WS FILES COMPARE COPY DELETE EDIT MOVE RENAME SEARCH-FOR VIEW
MIGRATE
Misc Functions SELECT ALL DESELECT ALL OPEN PACKAGE PROFILE
ABOUT CLOUD 9

Figure 14. Menu options when the Member List is displayed

If the query does not find any members, a message is displayed within the panel:



Figure 15. No members found message

You can select the LIST MEMBERS menu option again, adjust your query specifications and click Submit again.

If you made an error in your query specifications, a message box displays the cause of the problem (see Figure 16 on page 17). Click the OK button, adjust your query specifications and click Submit again.



All data set name fields are empty

Figure 16. List Members query error message

Note: Clicking the **Clear** button clears all of the current field values. You can then begin constructing a new query.

Listing Unix Files

You can create a list of the Unix files with which you want to work, by using the Unix File List panel. In this panel, you can enter up to 7 Unix file paths and file name patterns.

1. From the Cloud 9 Main Menu, select **LIST UNIX FILES**. The panel in Figure 17 is displayed.

Unix File List			
Unix Path Name			File
		,	
		·	
C List by path C List by file			1
	Submit	Clear	

Figure 17. Unix File List Panel

The entry fields on the Unix File List Panel are as follows:			
Unix Path Name	Fully qualified path for an HFS directory, starting with the root. For example:		
	/usr/lpp		
File	An HFS file name, a pattern with wild card, or blank.		
List by path	Occurrences found are listed according to path names. All occurrences under one path are listed before occurrences under a separate path are listed.		
	Making this selection might cause the resulting list to include directories upon which you cannot act.		

List by file

The list is ordered according to file name regardless of path.

- 2. Complete as many fields as you wish, ensuring that at least one Unix file path is entered (you cannot use the wild card search character in a Unix path name).
- 3. Select either List by path or List by file.
- 4. Click the Submit button. This submits the query for processing.

If List by path is chosen and the query finds files or directories using your specifications, the Unix Directory List panel is displayed (Figure 18).

Unix Directory List				
	File Type	File Name (2)	Directory Path	_
	file	libm.a	/usr/lib	
< >	dir	libMrm.a	/usr/lib	

Figure 18. Unix Directory List

Note that the Main Menu changed after creating a list of Unix files. The menu always reflects the actions available, based on what has been listed. In this case, the menu is all Unix actions. For information about the various functions available to you, see Chapter 6, "Unix Functions," on page 95.

Query Functions LIST SCLM FILES LIST MEMBERS LIST UNIX FILES
Actions ADD PC/WS FILES COMPARE COPY DELETE EDIT FILE INFO MOVE RENAME SEARCH-FOR VIEW
MIGRATE
Misc Functions SELECT ALL DESELECT ALL OPEN PACKAGE PROFILE
ABOUT CLOUD 9

Figure 19. Menu options when the Unix Directory List is displayed

If the query does not find any results, a message is displayed within the panel:



Figure 20. No files found message

You can select the LIST UNIX FILES menu option again, adjust your query specifications and click Submit again.

If you made an error in your query specifications, a message box displays the cause of the problem (see Figure 21). Click the OK button, adjust your query specifications and click Submit again.

Microsof	t Internet Explorer 💦 🔀
⚠	Please specify a path value
	OK

Unix Path Name field is empty

Figure 21. List Unix Files query error message

Note: Clicking the **Clear** button clears all of the current field values. You can then begin constructing a new query.

Selecting and Viewing Objects

Once your list of objects (SCLM members, PDS members or Unix files) has been created, you can select and view the objects, using the same techniques.

Selecting list items

With a Member List or Unix File List panel displayed:

- Manually select or clear the check box for each list item.
- Click the **SELECT ALL** menu command, found within the MISC FUNCTIONS section of each modified menu.
- Click the **DESELECT ALL** menu command, found within the MISC FUNCTIONS section of each modified menu.
- **Note:** Although the SELECT ALL and DESELECT ALL commands remain visible after you have left the list panels, they have no effect if the panel is not currently displayed.

Once you have selected the list members, you can choose any of the available menu commands. Cloud 9 retains your selections until you remove them, perform another query or leave the Cloud 9 site.

Viewing Objects

Members and files can be viewed in a browser window, opened using the application associated with their extension or downloaded to your PC or Workstation and then opened for viewing. Files that have been opened in a separate application or downloaded can also be edited, however, you cannot transmit the edited file back into SCLM as part of this process (see "Transmitting an Edited Member Back to SCLM" on page 29). Instead, you must use the Add PC/WS File menu command (see "Add PC/WS Files" on page 47).

Your method of viewing objects varies, depending upon your Profile settings (see "Setting Your Profile" on page 7), your browser settings and the File Type of the object you are viewing:

- Your Profile settings determine whether the member or file is opened automatically in a browser window, using the default File Type setting, or if the View Options panel displays, in which you can choose the View in Browser or Download option and to set the File Type (Default, Text or Binary).
- If the View Options panel is displayed, Internet Explorer users can use the Download option for all File Types. Netscape Navigator users can use the Download option for Binary files but must use their Netscape Preferences to determine how to handle Text files when the Download option is selected.
- The method used to display Binary files depends upon your browser settings, the available browser plug-ins, the applications registered on your PC or Workstation and whether the file type is registered in the SLR Add Types within SCLM (see "Editing Binary Files" on page 30 for details).
- **Note:** "Text" files are those objects that use EBSCIC format (for example, members that have been created in SCLM or in an Edit Session within Cloud 9) or ASCII format (for example, files that have been created in Notepad or a similar text editor). "Binary" files are all those files created in an external application that use a format internal to that application (for example, Microsoft Word documents).

Netscape settings for handling Text files

If you are using Netscape Navigator and choose the View in Browser option for a Text file, Netscape displays the text as an HTML page within a new browser window. However, if you choose the Download option, Netscape uses its internal settings to handle this file.

To customize your Netscape settings:

- 1. From the Netscape menu, click Edit > Preferences...
- 2. Select the Navigator > Applications category and locate the Description for Plain Text (Figure 22 on page 21).

Category: Appearance Fonts Colors Navigator Languages Applications Smart Browsing Mail & Newsgroups Roaming Access Offline PVIEW32 File PVVIEW32 File Property Value File Property Value File Extrement MiME Type: type: MiME Type: Manded By: Netscape (internal)	Preferences		×
Applications Specify helper applications for different file types Points Colors Colors Description Languages Applications Applications Smart Browsing Mail & Newsgroups PKCS7 Signature PNG Image PVIEW32 File PVIEW32 File PVIEW32 File Property Value File Property Value File Property Value File Image File type details Extension: TXT TEXT MIME Type: Manded By: Netscape (internal)	<u>Category:</u>		
□ Colors □ Description □ Languages □ New Type □ Languages □ New Type □ Applications □ Edit □ Smart Browsing □ Edit □ Mail & Newsgroups □ PNG Image □ Offline □ PVIEW32 File □ Offline □ Property Value File □ Image □ □ Advanced □ File type details □ □ Image □	- Appearance Fonts	Applications	Specify helper applications for different file types
	 Colors Navigator Applications Smart Browsing Mail & Newsgroups Roaming Access Composer Offline Advanced 	Description PKCS #7 Signature PKCS7 Encrypted Data PKCS7 Signature PNG Image PPVIEW32 File PPVIEW32 File Pre-encrypted Data Property Value File File type details Extension MIME Type Handled E	a New Type Edit Edit Remove TXT TEXT pe: text/plain By: Netscape (internal)
OK Cancel <u>H</u> elp			OK Cancel <u>H</u> elp

Figure 22. Netscape Navigator Plain Text category

3. Click the Edit button. The Edit Type dialog box is displayed:

Edit Type
Plain Text
Extension: TXT TEXT
<u>M</u> IME Type: text/plain
Use this MIME as the outgoing default for these file extensions
Handled By
Navigator
O <u>S</u> ave to Disk
O Application:
Browse
\blacksquare Ask me before opening downloaded files of this type
OK Cancel

Figure 23. Netscape Navigator Plain Text settings

- 4. Select one of the Handled By options:
 - Navigator a Text object opens as an HTML page within a new browser window, even when the Download option is selected.
 - Save to Disk the Save As dialog box is displayed when the Download option is selected.
 - Application use the Browse button to select the application executable file to be used when the Download option is selected.
 - Ask me before opening downloaded files of this type if the Application option is selected and this is selected, a dialog box offers the choice of opening the object or saving it to disk, when the Download option is selected. If this option is cleared, the specified application opens automatically and displays the downloaded Text object.
- 5. Click OK in the Edit Type dialog box and OK in the Preferences dialog box.

Using the View command

If your Profile has the View in browser option set to Yes, then:

- 1. Generate a list of members or files (see "Listing Objects" on page 11).
- 2. Select the members or files that you wish to view (see "Selecting list items" on page 19).
- 3. Select VIEW or VIEW MEMBER from the Cloud 9 Main Menu.
 - If the selected object is a Text file (ASCII or EBCDIC), the file opens in a new browser window, converting EBCDIC to ASCII where necessary.

nport java.u	til.*;	
white elses	Walla (
upiic class	nello { atic void main(String args[]) {	
Svste	m.out.println("Hello"):	
}		
		_
dd to SCLM		
SCLM Project	SCLMTEST ? Submit Cancel and Unl	ock
Alternate	2	
- OULUMALE		

Figure 24. Text file as viewed in a browser window

- If the selected member is a Binary file, the browser prompts you to open the file using its internal format or to download the file to your PC or Workstation (see "Editing Binary Files" on page 30).
- **Note:** If multiple files are selected, each file either opens in a new window or causes the browser to prompt you to open or download it, depending upon the file type.

If your Profile has the View in browser option set to No, then:

- 1. Generate a list of objects (see "Listing SCLM Members" on page 11).
- 2. Select the members or files that you wish to view (see "Selecting list items" on page 19).
- 3. Select **VIEW** or **VIEW MEMBER** from the Cloud 9 Main Menu. The View Options panel (Figure 25) is displayed.

View		
	View in Browser: File Type:	 Yes No, download as a File Default Text Binary
		Submit

Figure 25. View Options

View in Browser

The entry fields on the View Options panel are:

Determines how the selected member or file is opened.

 Yes — If the selected member is a Text file, it opens in a new browser window, converting

EBCDIC to ASCII where necessary. If the selected member is a Binary file, it is handled according to your browser settings and other factors (see "Editing Binary Files" on page 30 for details). • No — Regardless of the file type, the browser prompts you to download the file to your PC or Workstation. Note: For Netscape users, the action taken is determined by your browser settings. **File Type** Determines in what format the selected member or file is opened. • **Default** — Cloud 9 selects the access method (Text or Binary) based on the file's extension. • **Text** — access the member using EBCDIC to ASCII conversion where necessary. If this format is selected for a **Binary** object, the binary code for the file is displayed in a new browser window or downloaded, according to your View in Browser option and your browser settings. **Binary** — access the member using its internal format. If this format is selected for a Text file, the binary code for the file is displayed in a new browser window or downloaded, according to your View in Browser option and your browser settings.

4. Select your options and click **Submit**. The selected member(s) or file(s) open.

Note: If multiple files are selected, your View Options choices apply to all of the selected files.

Table 1. Summary of View results for Text object	Table 1.	Summary	∕ of	View	results	for	Text	object
--	----------	---------	------	------	---------	-----	------	--------

View Options	File Type	IE	NS
Profile View in Browser = Yes	Default	WP	WP
View in Browser = Yes	Default	WP	WP
View in Browser = Yes	Text	WP	WP
View in Browser = Yes	Binary	WP, BC	WP, BC
View in Browser = No	Default	FD	BS
View in Browser = No	Text	FD	BS
View in Browser = No	Binary	FD, BC	BS, BC

- IE Internet Explorer
- NS Netscape Navigator
- **WP** Displays as a *Web page* in a new browser window
- **FD** Displays the *File Download* dialog box
- **BS** Action is determined by the *browser settings*
- **BC** *Binary code* for the object is displayed/downloaded
When you have finished viewing the file, close the relevant window. The Cloud 9 browser window becomes active again.

Editing Objects

Text-based objects can be opened for editing within a browser window and then saved back into an SCLM hierarchy, a PDS data set or a Unix server. Both Text-based and Binary files can be opened in an external application or downloaded to your PC or Workstation, edited and then added back into an SCLM hierarchy, a PDS data set or saved to a Unix server, using the Add PC/WS Files command.

Your method of editing objects varies, depending upon your Profile settings (see "Setting Your Profile" on page 7), your browser settings and the File Type of the object you are editing:

• Your Profile settings determine whether the member or file is opened automatically in a browser window, using the default File Type setting, or if the Edit Options panel is displayed, in which you can choose the Edit in Browser or Download option and to set the File Type (Default, Text or Binary).

Notes:

- 1. The **Edit in browser** setting in your Profile is ignored when editing SCLM members, as there are SCLM parameters (such as Lock in Group and Authorization Code) that might need to be specified.
- 2. Netscape browsers limit the amount of text that can be placed in a text area control to approximately 50,000 bytes. If you are using a Netscape browser and you attempt to edit an object that is larger than 50,000 bytes, Cloud 9 will download the file to your workstation, rather than attempt to place the large file into your browser text area control.
- If the Edit Options panel is displayed, Internet Explorer users can use the Download option for all File Types. Netscape Navigator users can use the Download option for Binary files but must use their Netscape Preferences to determine how to handle Text files when the Download option is selected (see "Netscape settings for handling Text files" on page 20).
- The method used to edit Binary files depends upon your browser settings, the available browser plug-ins, the applications registered on your PC or Workstation and whether the file type is registered in the SLR Add Types within SCLM (see "Editing Binary Files" on page 30 for details).
- **Note:** "Text" files are those objects that use EBSCIC format (for example, members that have been created in SCLM or in an Edit Session within Cloud 9) or ASCII format (for example, files that have been created in Notepad or a similar text editor). "Binary" files are all those files created in an external application that use a format internal to that application (for example, Microsoft Word documents).

Opening an object for editing

If your Profile has the **View in browser** option set to **Yes** and the selected member or file is not in an SCLM hierarchy, then:

- 1. Generate a list of members or files (see "Listing Objects" on page 11).
- 2. Select the members or files that you wish to view (see "Selecting list items" on page 19).
- 3. Select EDIT or EDIT MEMBER from the Cloud 9 Main Menu.

• If the selected object is a Text file, the file opens in an editing session within a new browser window, converting EBCDIC to ASCII where necessary.

import java.util.*;	<u></u>	^
<pre>public class Hello { public static void main(String args[]) { System.out.println("Hello"); } }</pre>		
	~	
Add to SCLM SCLM Project: SCLMTEST Alternate: ?		•

Figure 26. Browser editing session

- If the selected member is a Binary file, the browser prompts you to open the file using its internal format or to download the file to your PC or Workstation (see "Editing Binary Files" on page 30).
- **Note:** If multiple files are selected, each file either opens in a new window or causes the browser to prompt you to open or download it, depending upon the file type.

If your Profile has the **Edit in browser** option set to **No** or is an SCLM member, then:

- 1. Generate a list of objects (see "Listing SCLM Members" on page 11).
- 2. Select the members or files that you wish to edit (see "Selecting list items" on page 19).

The Edit Options panel is displayed (Figure 27).

Edit		
	Edit in Browser: File Type:	 Yes No, download as a File Default Text Binary
		Submit Reset

Figure 27. Edit Options for PDS members and Unix files

The entry fields on the Edit Options panel are:

Edit in Browser	 Determines how the selected member or file is opened. Yes — If the selected object is a Text file, it opens in an editing session within new browser window, converting EBCDIC to ASCII where necessary. If the selected object is a Binary file, it is handled according to your browser settings and other factors (see "Editing Binary Files" on page 30 for details). No — Regardless of the file type, the browser prompts you to download the file to your PC or Workstation.
File Type	 Note: For Netscape users, the action taken is determined by your browser settings. Determines in what format the selected member or file is opened. Default — Cloud 9 selects the access method (Text or Binary) based on the file's extension. Text — access the object using EBCDIC to ASCII conversion where necessary. If this format is selected for a Binary object, the option is ignored, that is, it is treated as a Binary object. Binary — access the member using its internal format. If this format is selected for a Text object and the Edit in Browser option is Yes, the object opens in an editing session within new browser window, converting EBCDIC to ASCII where necessary. If the Edit in Browser option is No, the binary code for the Text file is displayed in a new browser window or downloaded, according to your browser settings.

Edit	
Edit in Browser: File Type:	 Yes No, download as a File Default Text Binary
Lock SCLM Member: Lock in Group: Authorization code:	© Yes © No DEV1 ▼ ▼
	Submit Reset

Figure 28. Edit Options for SCLM Members

The additional entry fields on the SCLM-specific Edit Options panel are:Lock SCLM MemberDetermines if the member is locked upon
opening.

• Yes — locks the member into the SCLM group specified in the Lock in Group field.

	 No — the member is opened without
	locking.
Lock In Group	The name of the SCLM group into which you
	want to store this object (must be a
	development level group). If the selected
	member does not reside in a development level
	group, the member is copied to the group
	specified here and the copy is opened for
	editing.
Authorization code	Standard code.

- 3. Specify your Edit options.
- 4. Click Submit.

If the file is available for editing (that is, not locked or in use), the file is opened in the specified manner.

Note: If you are running a version of Netscape that is pre-6.x and attempt to open a Text file greater than 20k within a browser editing session, you are prompted to download the file instead. (Netscape pre-6.x has a limitation of 20k worth of data that can be put in a HTML text area).

If the file is in use or has been locked, Cloud 9 displays an error message.

File already locked under access key DOHERTL.

```
Edit of member not allowed.
Member...: A0293J07
Type....: SOURCE
```



If you receive this message, you might want to look at the Accounting Information, which (if the user has completed his or her Cloud 9 Profile) displays the user's e-mail address and telephone number (see "Viewing SCLM Accounting Information" on page 64). You can then call or e-mail the user to inquire about the member's availability, or to give an alert that you also need to make changes to it.

Table 2. Summary of Edit results for Text objects

Edit Options	File Type	IE	NS			
Profile Edit in Browser = Yes ¹	Default	ES	ES			
Edit in Browser = Yes	Default	ES	ES			
Edit in Browser = Yes	Text	ES	ES			
Edit in Browser = Yes	Binary	ES	ES			
Edit in Browser = No	Default	FD	BS			
Edit in Browser = No	Text	FD	BS			
Edit in Browser = No	Binary	FD, BC	BS, BC			
Notes: 1. If the selected object is an SCLM member, the Edit Options panel is displayed.						

IE Internet Explorer

- NS Netscape Navigator
- **ES** Displays text within an Edit Session in a new browser window.
- **FD** Displays the *File Download* dialog box.
- **BS** Action is determined by the *browser settings*.
- **BC** *Binary code* for the object is displayed/downloaded.

Once a member or file has been opened in a browser editing session, it can be modified and then transmitted back to its source, using the panel options at the bottom of the edit session browser window (see "Transmitting an Edited Member Back to SCLM").

Members and files that have been opened in the applications associated with their extensions or have been downloaded to your PC or Workstation must be saved and then uploaded with the Add PC/WS Files command (see "Editing Binary Files" on page 30).

Transmitting an Edited Member Back to SCLM

When you are finished making changes to the member:

1. Scroll to the appropriate form beneath the editing area.

These forms are almost identical to those seen when creating a new object in a browser editing session (see "Creating Text-based objects" on page 43). The only difference is that the Add to SCLM form also contains a **Cancel and Unlock** button.

The Cancel and Unlock button closes the editing session and releases a locked SCLM member.

2. Update the fields in one section (Add to SCLM, Add to Dataset, Add to Unix or Submit Batch Job) and click the Submit button in that section.

If all required fields were completed correctly and the submission is successful, a confirmation message is displayed:

Save messages

```
Member processed:
Shortname = TES02513
Longname = TEST0002
```

Add-back complete.

Press the Back button to make additional changes. Close this window when you are finished making changes.

Figure 30. Successful save message

If a required field was not completed or contains incorrect data, an error message is displayed and describes the cause of the problem.

Microsof	t Internet Explorer	×
⚠	Member is required.	
	OK	

Figure 31. Example form error message

Click the OK button, correct the error and click the Submit button again.

If the form is correctly completed but the submission is unsuccessful, a message is displayed and describes the reason for failure, such as:

Errors occurred
Save is allowed only in an entry group.
Press the Back button, correct the error, and retry save.
Figure 32. Example of Add-back failure message

Notes:

- 1. If an SCLM member was not locked on opening, setting the Lock option to Keep on this form applies a lock to the member.
- 2. You can use this form to return an edited member or file to a different SCLM location, a different PDS data set or a different Unix directory, performing a de facto copy. If the object was an SCLM member that was locked on opening, the original remains locked and the copy is locked or unlocked according to the settings on this form.

Editing Binary Files

So far, you have seen how to edit Text files in a browser Edit Session, however, with Cloud 9's versatility you can open or download any file stored in SCLM to the PC/Workstation, and edit it using another editor program. Cloud 9 accomplishes this by using the file's extension to determine the appropriate edit program to open.

For Cloud 9 to be able to "recognize" a file extension and handle the file appropriately, the extension must be registered as an SCLM Type and the Type must be defined within the Suite Long Name Registry (SLR). See "Adding and Defining Cross-Platform File Types" on page 36 for details.

File Extensions That Are Recognized by Cloud 9

These steps might vary slightly depending upon the browser and version that you are using. This section describes the actions that result when you use either Internet Explorer v5.5 or Netscape Navigator v4.75.

- 1. Generate a list of members or files (see "Listing Objects" on page 11).
- 2. Select the members or files that you wish to view (see "Selecting list items" on page 19).

- 3. Select EDIT or EDIT MEMBER from the Cloud 9 Main Menu.
 - **Note:** If you want to download a Text file that is not an SCLM member (rather than edit in the browser), you must set the Edit in Browser option in your Profile to "No". This forces the display of the Edit Options panel, in which you can select the Download option. Otherwise, the file automatically opens in an editing session within a new browser window, converting EBCDIC to ASCII where necessary.
- 4. On the Edit Options panel, select the View Option as required and set the File Type to Binary.
- 5. Click Submit.

From this point on the process varies, depending upon your browser version and your operating system's list of registered file types.

If you are using Internet Explorer:

• If the Edit in Browser option is set to Yes and the file was created using one of the Microsoft Office suite of products, the file is immediately displayed as an object embedded within a browser window. Most of the application menu commands are available.



Figure 33. Microsoft Word document in an Internet Explorer browser

• If the Edit in Browser option is set to Yes and the file was *not* created using one of the Microsoft Office suite of products, a new browser window opens and the File Download dialog box is displayed (Figure 34 on page 32).



Figure 34. File Download Dialog Box

1. Select whether to open the file from the current location or save the file to disk.

If you choose to open the file and Internet Explorer can integrate with the application, the file is displayed as an object embedded within a browser window.



Figure 35. Lotus WordPro document in an Internet Explorer browser

If Internet Explorer cannot integrate with the application but the file extension is known to your operating system, the appropriate application opens. If the file extension is not known, see "File Extensions That are Not Recognized by Cloud 9" on page 34 for the action to take.

If you choose to download the file, the Save As dialog box is displayed. Navigate to the required location and save the file.

- 2. Close the empty browser window.
- If the Edit in Browser option is set to No, the File Download dialog box is displayed.

If you choose to open the file, the appropriate application opens. If the file extension is not known, see "File Extensions That are Not Recognized by Cloud 9" on page 34 for the action to take.

If you choose to download the file, the Save As dialog box is displayed. Navigate to the required location and save the file.

If you are using Netscape Navigator:

Regardless of the Edit in Browswer setting, Netscape displays the file using the instructions in its preferences.

To change the Netscape Preferences:

- 1. From the Netscape menu, click Edit > Preferences.
- 2. Select the Navigator > Applications category and locate the Description for the required extension.
- 3. Click the Edit button. The Edit Type dialog box is displayed.
 - **Note:** If the file is handled by an installed Plug-In, you might not be able to change the Netscape Preferences.

- 4. Select one of the Handled By options.
- 5. Click OK in the Edit Type dialog box and OK in the Preferences dialog box.

Table 3. Summary of Edit results for recognized Binary objects

Edit Options	File Type	IE	NS
Profile Edit in Browser = Yes^1	Default	OLE	BS
Edit in Browser = Yes	Default	OLE	BS
Edit in Browser = Yes	Text	OLE	BS
Edit in Browser = Yes	Binary	OLE	BS
Edit in Browser = No	Default	FD	BS
Edit in Browser = No	Text	FD, BC	BS, BC
Edit in Browser = No	Binary	FD	BS

Notes:

1. If the selected object is an SCLM member, the Edit Options panel is displayed.

- **IE** Internet Explorer
- NS Netscape Navigator
- **OLE** Display the as embedded object within the browser, if possible. If the application does not support OLE integration with IE, display the File Download dialog box.
- **FD** Displays the *File Download* dialog box.
- **BS** Action is determined by the *browser settings*. This can include displaying the object in the browser using an installed Plug-In, saving the object directly to disk as a file or opening the object using a specified application.
- **BC** *Binary code* for the object is displayed/downloaded.

File Extensions That are Not Recognized by Cloud 9

If Cloud 9 does not recognize the file's extension and the Edit in Browser option is set to Yes, a new browser window opens and displays the binary code within a text field.

If the Edit in Browser option is set to No, the browser attempts to open or download the file.

Internet Explorer users:

The File Download dialog box is displayed. If you select Open and the file extension is not listed in the Registered File Types list, the "Open With" dialog box (Figure 36 on page 35) is displayed. In this window, you can associate the file's extension with the editor program of your choice.

Open With ? 🗙
Click the program you want to use to open the file 'DS Screen Shots - C9 User Guide.doc'. If the program you want is not in the list, click Other
CINOSe the program you want to use.
✓ Always use this program to open this type of file OK Cancel Other

Figure 36. "Open With" Dialog Box

Note: Once you associate a file extension with a specific program, Cloud 9 uses that program to open all subsequent files that have that particular extension.

When the "Open With" dialog box appears, select an editing program and click OK. The file opens within the editing tool you chose.

Netscape Navigator users:

The Unknown File Type dialog box is displayed.



Figure 37. "Unknown File Type" Dialog Box

When the "Unknown File Type" dialog box is displayed, click the Pick App button and follow the dialog box prompts to select an editing program. The file opens within the editing tool you chose.

Adding and Defining Cross-Platform File Types

Step 1: Define File Types to SCLM

- Determine the type name, which you might want to be the same as the file extension. For instance, *.DOC* types might be defined as DOC, *.JAVA* types might be defined as JAVA, and so on.
- Define the type to SCLM.
- Determine if the type is binary or text based. For instance, DOC and GIF files are binary. Java Script, HTML, C and C++ are text. If the type is binary, type data sets must be defined as follows:
 - RECFM = VB
 - BLKSIZE = 26004
 - LRECL = 256
 - **Note:** If there are records in your e-Business Source types, such as HTML, that extend beyond 256 bytes, you must assign a library with a larger LRECL in order to stop truncation.
- Default to *language =TEXT* for starters. Optional translators can be built later for deployment of objects.

Step 2: Define the Type to Suite Long Name Registry (SLR)

Run the SLR update utility CLZC9J06 (see the *IBM Cloud 9 for SCLM for z/OS Installation Guide* for more information) to see if the file type you are downloading is already supported by the SLR. The utility returns a list of file types and extensions that are currently defined in your SLR.

```
SDSF OUTPUT DISPLAY P390CTC JOB02591 DSID 106 LINE 84
COMMAND INPUT ===>
ADD NAME RULE FOR SCLM TYPE DOC CASE SENSITIVE.
ADD NAME RULE FOR SCLM TYPE GRAPHICS CASE SENSITIVE.
ADD NAME RULE FOR SCLM TYPE HTML CASE SENSITIVE.
ADD NAME RULE FOR SCLM TYPE JAVA CASE SENSITIVE.
ADD NAME RULE FOR SCLM TYPE JAR CASE SENSITIVE.
ADD NAME RULE FOR SCLM TYPE JAR CASE SENSITIVE.
ADD NAME RULE FOR SCLM TYPE JAVACLAS CASE SENSITIVE.
```

Figure 38. Example of List Rules Output

If the file type and extension are not defined, then use the SLR update utility to add the file type to the SLR. See the *IBM Cloud 9 for SCLM for z/OS Installation Guide* for full syntax and JCL examples.

· ·										
	//S1	TEP1	EXE	EC PO	GM=CZL	_SLR				
	//S1	TEPLIE	3 DD	DSN=	CLZ.S	SCLZLO	DAD,DISP=S	SHR		
	//C1	GIN	DD	*						
	ADD	NAME	RULE	FOR	SCLM	TYPE	DOC	CASE	SENSITIVE.	
	ADD	NAME	RULE	FOR	SCLM	TYPE	GRAPHICS	CASE	SENSITIVE.	
	ADD	NAME	RULE	FOR	SCLM	TYPE	HTML	CASE	SENSITIVE.	
	ADD	NAME	RULE	FOR	SCLM	TYPE	JAVA	CASE	SENSITIVE.	
	ADD	NAME	RULE	FOR	SCLM	TYPE	JAR	CASE	SENSITIVE.	
	ADD	NAME	RULE	FOR	SCLM	TYPE	JAVACLAS	CASE	SENSITIVE.	
	//Cl	GLOG	DD	SYSC)UT=*					

Figure 39. Example of JCL for SLR Utility

Again, it is suggested that the SCLM type be the same as the file extension.

Step 3: Add Type Extension to the HTTP Rules File (httpd.conf)

Check the **httpd.conf** file to see if the file extension you want to add already exists.

ATTENTION REVIEWERS: SOMETHING HAS OBVIOUSLY GONE WRONG HERE, AS THERE ARE TWO FIGURE ENTRIES AND TWO CAPTIONS BUT ONLY ONE ACTUAL FIGURE. PLEASE ADVISE WHAT SHOULD BE HERE. Figure 40. Example of ADDTYPE Entries

Figure 41. CLZTHTPD — Cloud9 Server Rules File

If the file type you want to add is not there, then add it using the following format:

AddType / Extension / Mime type / Translation Technique

Where:

AddType

The keyword.

Extension

File qualifier.

Mime type

The Multipurpose Internet Mail Extension (MIME) type tells the browser how to treat the file.

Translation Technique

Binary or EBCDIC.

The number after the translation technique is arbitrary and the rest is a comment.

For example, If adding an MS-Excel file type, the following format is used: AddType / .xls / application/msexcel / binary

If you are not sure what to use as a MIME type or translation technique, try to model it after a similar application or check your browser for MIME types. To check for MIME types in Windows, click **Start**, then **Settings**, then **Folder Options**, then **File Types**.

Update The Browser's File Type Settings

Windows Setup

In Windows, click **Start** > **Settings** > **Control Panel**, then double-click **Folder Options** and click the **File Types** tab.

Folder Options	? ×						
General Viev	V File Types Offline Files						
Registered file types:							
Extensions	File Types						
📓 123	Lotus 1-2-3 9 Workbook						
🕎 12M	Lotus 1-2-3 9 Smart Master						
🛃 ३२३	H.323 Internet Telephony						
3DS	3DS File						
ACA	Microsoft Agent Character File (HTTP format)						
ACF	Microsoft Agent Character File (HTTP format)						
ACG	ACG File						
	New Delete						
⊢Details for "	123' extension						
Opens with	: 🍰 Lotus 1-2-3 Application Change						
Files with e To change : click Advan	xtension '123' are of type 'Lotus 1-2-3 9 Workbook'. settings that affect all 'Lotus 1-2-3 9 Workbook' files, ced.						
	Advanced						
	OK Cancel Apply						

Figure 42. Windows Folder Options

Check the list of file types for the file type you want to download. If the file type you are looking for is there, then the application currently set to open the file is displayed.

If the file type is there, but set to the wrong application, then select Advanced.

Edit File Type		<u>? x</u>
Lotus 1-2-3 9 Workboo	ık.	Change Icon
Actions:		
open		New
print		Edit
		Remove
		Set Default
Confirm open after downloa	d	
Always show extension		
Browse in same window		
	ОК	Cancel

Figure 43. Windows Edit File Type

On the Edit panel you can specify what application is chosen to open the file. Also, the *Confirm open after download* option gives you the choice of whether a prompt occurs after a download.

If the file type you are looking for is not in the file list, then click the **New** button from the Windows Folder Options panel.

Create New Extension			? ×
File Extension:			<< Ad <u>v</u> anced
Associated File Type:	<new></new>		•
		ОК	Cancel

Figure 44. Create New Extension

On this panel, you can add a file type to the file list and choose a default application with which to open the file. If you edit or add a file type, also check the **httpd.conf** file to make sure that all the ADDTYPE definitions match.

Netscape Setup

In Netscape, go to Edit, then Preferences, then Navigator, then Application.

Preferences			×
Category:			
- Appearance	Applications	Specify helper applications for di	ifferent file types
Fonts	Deseriation		
Lolors	Description		
	"rundli32.exe" mscont Fi		New Type
	"rundii32.exe" msconr Fi		Edit
Smart Browsing	1.2.3 Worksheet	IE	
Mail & Newsgroups	AcroBd32 File		Remove
⊕ Roaming Access	Action Definition File		
🗄 Composer	Address (RCF) File		
🛨 Offline	Address Book File		
i ⊕ Advanced	Adobe Webbuy Plugin	-	
	LAFD F1		
	File type details		
	Extension:	III	
	MIME Type	application/x-iphone	
	Handled By	RUNDLL32	
	HINDOWS		
		UK Cancel	Help

Figure 45. Preferences

Check the list of file types for the file type you want to download. If the file type you are looking for is there, then the application currently set to open the file is displayed.

Ensure that the correct application is set up to open your file. If it is not set to the right application then select **Edit**.

Edit Type X
"rundll32.exe" msconf File
Extension: III
MIME Type: application/x-iphone
\square Use this MIME as the outgoing default for these file extensions
Handled By
C Navigator
Save to Disk
Application: "rundll32.exe" msconf.dll,NewMediaPhone
Browse
$\ensuremath{\overline{\mbox{\scriptsize V}}}$ Ask me before opening downloaded files of this type
OK Cancel

Figure 46. Edit Type

If the file type you are looking for is not in the list of file types, select **New Type**. In this panel you can add a file type to the file list and choose a default application with which to open the file. If you edit or add a file type, also check the **httpd.conf** file to make sure that all the ADDTYPE definitions match. In Netscape, any file without an extension is given a default extension of *.TXT*. To change this default extension, you must change the "Handled by" option for the file types with the description, *plain text*.

Note: Image files are downloaded as binary when running Netscape. In the httpd.config file, if the user had specified an Addtype statement for .jgp of image/jpeg then Cloud 9 downloads the file with a content-type of binary/jpeg. Therefore, the user needs to define a helper application for jpeg and jpg types (or any other image type to handle binary/image-type on downloads). If the Netscape user does not specify a helper application then Netscape downloads the file to the user's workstation.

Chapter 3. Creating Members and Packages

You can create new members in an SCLM hierarchy or within PDS data sets, or create and save files to a Unix server. You can also work with SCLM Packages, which are a special type of SCLM member. This chapter describes how to:

- Create text members in an SCLM hierarchy, a PDS data set or save text to a file on a Unix server.
- Add PC or Workstation files to an SCLM hierarchy, a PDS data set or save files to a file on a Unix server.
- Create, open and edit SCLM Package members.
- Delete members and files.

Creating Objects

Text-based objects can be created within a browser window and then saved into an SCLM hierarchy, a PDS data set or a Unix server, or can be submitted as a batch job. Both Text-based and Binary files stored on your PC or Workstation can be added to an SCLM hierarchy, a PDS data set or saved to a Unix server.

Creating Text-based objects

In Cloud 9, you can create a new file and add it into SCLM, PDS, or UNIX. To do this:

1. Ensure that you have no list items selected in any Member List or Unix File List.

Note: You might need to return to each list panel and clear any selections.

2. On the Main Menu, click **EDIT** or **EDIT MEMBER**. An empty edit session is opened within a new browser window:

	A	
	 ▶	
Add to SCI M		
SCLM Project: SCLMTEST ? Submit		
Alternate:		
		-

Figure 47. Empty edit session

3. Create your new file by typing directly in the editing area within the new browser window.

Note: If you are running a pre-6.x version of Netscape, you cannot enter more than 20k of data in the editing area.

 When you are ready to save your work, scroll down the Web browser window to the relevant section of the form beneath the editing area.
 Add to SCLM

Add to SCLM	
SCLM Project:	? Submit
Alternate:	?
Group:	?
Туре:	?
Member:	
Language:	?
Authorization code:	?
Change code:	
Lock:	C Keep 💿 Release
Allow truncation:	O Yes 💿 No

Figure 48. Add to SCLM form

The input fields in this form are:SCLM ProjectYour SCLM project name. Required field.AlternateAlternative SCLM project name. Optional field.GroupYour SCLM group name. Required field.

Туре	Your SCLM type name. Required field.
Member	Your SCLM member name. Required field.
Language	Your SCLM language name. Required when
	adding a new member.
Authorization code	Your authorization code.
Change code	A valid SCLM change code. Optional field.
Lock	During processing, the chosen member is
	locked to prevent another user from accessing
	it. After processing, this option determines what
	action to take on the chosen member.
	• Keep — the member remains in a locked
	condition.
	 Release — the member is unlocked and available to other users
Allow truncation	The Yes/No option specifies whether a file that
	has a line length greater than the defined
	record length of the SCLM data set is truncated
	as it is added.
	 Yes — files are added with truncation where necessary.
	• No — files that require truncation are not
	added.
Submit button	Verifies that all required SCLM fields have been
	completed and attempts to add the member to
	SCLM.

Add to Dataset

Add to Dataset						
Dataset:					Submit	
Member:				 _		
Replace file:	O Yes	⊙ No				
Allow truncation:	O Yes	⊙ No				

Figure 49. Add to Dataset form

The input fields in this form ar	e:
Dataset	Host data set. Required field.
Member	MVS conventional member name. Required field.
Replace file	Yes/No option buttons that specify whether like-named members of the data set are replaced.
Allow truncation	 The Yes/No option specifies whether a file that has a line length greater than the defined record length of the PDS data set is truncated as it is added. Yes — files are added with truncation where necessary. No — files that require truncation are not added.
Submit button	Verifies that all required Dataset fields have been completed and attempts to add the member to a PDS data set.

Add to Unix

Add to Unix			
Unix Pathname: Replace file:	O Yes	⊙ No	 Submit

Figure 50. Add to Unix form

The input fields in this form an	e:
Unix File	Fully qualified Unix path. Required field.
Replace file	Yes/No option buttons that specify whether like-named files in the specified Unix path are replaced.
Submit button	Verifies that all required Unix fields have been completed and attempts to save the member to a Unix server.
Submit batch job	

4	
	Submit

Figure 51. Submit Batch Job form

Clicking the **Submit** button within this section causes the current edit process to submit the file as a batch job, with no save action performed.

5. Complete the fields in one section only (Add to SCLM, Add to Dataset, Add to Unix or Submit Batch Job) and click the Submit button in that section.

If all required fields were completed correctly and the submission is successful, a confirmation message displays:

Save messages

Member processed: Shortname = TES02513 Longname = TEST0002

Add-back complete.

Press the Back button to make additional changes. Close this window when you are finished making changes.

Figure 52. Successful save message

If a required field was not completed or contains incorrect data, an error message is displayed and describes the cause of the problem:

Microsoft Internet Explorer			
	Member is required.		
	OK		

Figure 53. Example form error message

Click the OK button, correct the error and click the Submit button again. If the form is correctly completed but the submission is unsuccessful, a message displays and describes the reason for failure:

Errors occurred

Save is allowed only in an entry group.

Press the Back button, correct the error, and retry save.

Figure 54. Example form error message

Add PC/WS Files

Cloud 9 gives you the ability to add Personal Computer (PC) or Workstation (WS) files to SCLM, a PDS data set or a Unix server, through the Web browser.

- 1. Click on **ADD PC/WS FILES** on the main menu. The Add PC/WS Files panel is displayed, containing three sections: Add to SCLM, Add to Dataset and Add to Unix directory.
- 2. Scroll to the relevant section for the task you want to perform.

Add to SCLM

Add to SCLM	
From Path:	Browse Submit
Remove from pathname:	Save file with no pathname O Use Remove from pathname
File type:	C Default C Text C Binary
To SCLM Project:	?
Alternate:	?
Group:	?
Type:	?
Member:	
Language:	?
Authorization code:	?
Change code:	
Lock:	• Keep C Release
Allow truncation:	O Yes No

Figure 55. Add to SCLM form

The entry fields on the Add to SCLM panel are:		
From Path	Fully qualified path and file name for the file to	
	be uploaded, wild card characters are not	
	allowed.	
Browse button	Displays the File Open dialog box, in which	
	you can navigate to the file to be uploaded.	
	Once the file is selected, the full path and file	
	name are returned to the From Path field and	
	the path without the file name) is returned to	
	the Remove from path name field.	
File Name Generation	Controls the use of the Remove From Pathname	
	field.	
	Save file with no pathname	
	If this option is selected, the file is	
	stored in SCLM with no prefixed path	
	name.	
	Use Remove from pathname	
	If this option is selected, the file is	
	stored with the full path name, minus	
	any section of a path name that is	
	specified in the Remove from pathname	
Demos from a diaman	field.	
Remove from patnname	The specified section of a path name is	
	of the long file nome stored in SCIM	
	of the long me name stored in SCLM.	
	For example, if you have selected	
	<pre>c:\pictures\mypets\myDog.jpg to be added into</pre>	
	SCLM, but wish to define the file to SCLM as	
	<pre>mypets\myDog.jpg, you specify c:\pictures\ in</pre>	
	this field. When the file is added to SCLM, the	
	file name is stored in the SLR as	
	mypets\myDog.jpg.	

File type	 Note: If no value is specified in "Remove from pathname", the file name is stored without any directory information. Also, the drive letter is never retained as part of the SCLM file name. Determines in what format the selected member or file is uploaded. Default — Cloud 9 selects the upload method (Text or Binary) based on the file's extension. Text — upload file using ASCII to EBCDIC conversion.
	• Binary — upload the file "as is".
SCLM Project	Your SCLM project name. Required field.
Alternate	Alternative SCLM project name. Optional field.
Group	Your SCLM group name. Required field.
Type Mombor	Your SCLM type hame. Required field
I anguage	Your SCI M language name Required field
Authorization code	Your authorization code
Change code	A valid SCLM change code. Optional field.
Lock	During processing, the chosen member is
	locked to prevent another user from accessing it. After processing, this option determines what action to take on the chosen member. Keep — the member remains in a locked condition.
	Release — the member is unlocked and
Allow truncation	The Yes/No option specifies whether a file that
	has a line length greater than the defined
	record length of the SCLM data set is truncated
	as it is added.
	Yes — files are added with truncation where
	necessary.
	No — files that require truncation are not
	added.
Submit button	Verifies that all required SCLM fields have been completed and attempts to add the member to SCLM.

Add to Dataset

Add to Dataset	
From Path:	Browse Submit
File Name Generation:	Save file with no pathname O Use Remove from pathname
Remove from pathname:	
File type:	Default C Text C Binary
To Dataset:	
Member:	
Replace file:	C Yes 💿 No
Allow truncation:	O Yes 💿 No

Figure 56. Add to Dataset form

The input fields in this form are:

From Path	Fully qualified path and file name for the file to be uploaded, wild card character is not
Browse button	Displays the File Open dialog box, in which you navigate to the file to be uploaded. Once the file is selected, the full path and file name are returned to the From Path field and the path without the file name) is returned to the Remove from path name field.
File Name Generation	Controls the use of the Remove From Pathname field.
	Save file with no pathname If this option is selected, the file is stored in the PDS Dataset with no prefixed path name
	Use Remove from pathname
	If this option is selected, the file is stored with the full path name, minus any section of a path name that is specified in the Remove from pathname field.
Remove from pathname	The specified section of a path name is removed and the remainder is retained as part of the long file name stored in SCLM.
	For example, if you have selected c:\pictures\mypets\myDog.jpg to be added into a Data set, but wish to define the file to SCLM as mypets\myDog.jpg, you specify c:\pictures\ in this field. When the file is added to the data set, the file name is stored in the SLR as mypets\myDog.jpg.
	Note: If no value is specified in "Remove from pathname", the file name is stored without any directory information. Also, the drive letter is never retained as part of the file name
File type	Determines in what format the selected member
	or file is uploaded.
	method (Text or Binary) based on the file's extension.
	Text — uploads file using ASCII to EBCDIC
	conversion where necessary. Binary — uploads the file "as is".
Dataset	Host data set. Required field.
Member	MVS conventional member name. Required field.
Replace file	Determines the action to take if a member with
	 the same name exists in the target data set. Yes — replace a like-named member with this one
	• No — do not replace a like-named member.
Submit button	Verifies that all required Dataset fields have

been completed and attempts to add the member to the PDS data set.

Add to Unix

Add to Unix directory	
From Path:	Browse Submit
Remove from pathname:	
(Leave blank for filename only)	
File type:	Default C Text C Binary
To Unix Path:	
Replace file:	© Yes ● No

Figure 57. Add to Unix form

The input fields in this form an	e:
From Path	Fully qualified path and file name for the file to be uploaded, wild card character is not allowed.
Browse button	Displays the File Open dialog box, in which you navigate to the file to be uploaded. Once the file is selected, the full path and file name are returned to the From Path field and the path without the file name) is returned to the Remove from path name field.
File Name Generation	Controls the use of the Remove From Pathname field.
	Save file with no pathname
	If this option is selected, the file is stored in the Unix Directory, specified in the To Unix Path field, with no prefixed path name.
	Use Remove from pathname
	If this option is selected, the file is stored with the full path name, minus any section of a path name that is specified in the Remove from pathname field.
Remove from pathname	The specified section of a path name is removed and the remainder is retained as part of the long file name stored in SCLM.
	<pre>For example, if you have selected c:\pictures\mypets\myDog.jpg to be added, but wish to define the file in Unix as mypets/myDog.jpg, you specify c:\pictures\ in this field. If this were to be added to a Unix directory such as /u/dohertl/sclmtest/dev1/docs/, the file is copied to Unix as /u/dohertl/sclmtest/dev1/docs/mypets/myDog.jpg.</pre>
	Notes: a. The full Unix path must exist before files can be copied to it. That is, the "mypets" directory must exist within "/docs/", the

	Add WS/PC Files process does not create
	the sub-directory for you.
	b. If no value is specified in "Remove from
	pathname", the file name is stored directly
	in the specified Unix directory.
	c. The drive letter is never retained as part of
	the file name or path name.
To Unix path	Fully qualified Unix path. Required field.
Replace file	Determines the action to take if a file with the
	same name exists in the target data set.
	• Yes — replace a like-named file with this one.
	• No — do not replace a like-named file.
Submit button	Verifies that all required Dataset fields have
	been completed and attempts to add the
	member to the PDS data set.

3. Complete the fields in one section only (Add to SCLM, Add to Dataset, Add to Unix or Submit Batch Job) and click the Submit button in that section.

If all required fields were completed correctly and the submission is successful, a confirmation message displays:

Save messages

```
Member processed:
Shortname = TES02513
Longname = TEST0002
```

Add-back complete.

Press the Back button to make additional changes. Close this window when you are finished making changes.

Figure 58. Successful save message

If a required field was not completed or contains incorrect data, an error message is displayed and describes the cause of the problem:

Microsoft Internet Explorer 🛛 🗙		
⚠	Member is required.	
	OK	

Figure 59. Example form error message

Click the OK button, correct the error and click the Submit button again.

If the form is correctly completed but the submission is unsuccessful, a message displays and describes the reason for failure:

Errors occurred

Save is allowed only in an entry group.

Press the Back button, correct the error, and retry save.

Figure 60. Example form error message

Packages

Cloud 9 gives you the ability to create, view, and modify SCLM Packages. An SCLM Package is a SCLM High-Level (HL) architecture definition member (ARCHDEF) that contains a list of the members that make up the Package. Packages are a means whereby you group SCLM members together to form a unit of work. Once placed in a Package, you can build and promote the members as a unit instead of having to build or promote the members individally.

For example, a developer might have a problem raised against a product such as ISPF. The developer investigates the problem and decides that there are 5 members that need to be changed, plus he wants to add some documentation. He can then create or open a Package and add the five members to it. When editing, he must still edit and change each member individually. However, the Package gives him the ability to build (compile) all the modules at once, without having to go into each of the 5 members. Once he has finished testing and has written his documentation, he can add that to the Package also. He then has a complete unit of work that can be promoted to the next level in the hierarchy, keeping all the bits of the change together. If he wants, he can build individual members but before he can promote the Package, he must also build it to make sure it picks up all the latest build information.

Only one Package at a time can be active within Cloud 9 and that Package remains available until you choose to "Start Over" (see Closing a Package) or leave the Cloud 9 Web site.

The main tasks involved in working a Package are:

- 1. Creating or opening a Package.
- 2. Adding SCLM Members to the active Package.
- 3. Editing and saving the Package contents.
- 4. Closing the Package.

Create or open Package

You start with the **OPEN PACKAGE** function, found in the Misc Functions section of the main menu.

From the Cloud 9 Main Menu:

1. Click on **OPEN PACKAGE**. The Open SCLM Package panel displays:

Open SCLM Package		
Create New Package	O Open Existin	g Package
Package Information		
Project:	SCLMTEST	?
Alternate:		?
Group:		?
Туре:		?
Member:		?
Authorization code:		?
	Submit	Reset

Figure 61. Open SCLM Package Panel

The input fields on the OPEN PACKAGE panel are:		
Begin creation of a new package.		
Begin working with a package that already		
exists.		
Your SCLM project name. Required field.		
Alternative SCLM project name. Optional field.		
Your SCLM group name. Required field.		
Your SCLM type name. Required field.		
Your SCLM member name. Required field.		
Your authorization code.		

- 2. Fill in the package information (Project, Group, and so on.).
- 3. Click on Submit.

If all required fields were completed correctly and the submission is successful, the Package is created or opened and you are returned to the Cloud 9 Main Menu. The menu has two new options: **ADD TO PACKAGE** and **SAVE/VIEW PACKAGE**. These new options are explained in the following sections of this chapter. Notice that the OPEN PACKAGE option is no longer seen in the menu.

Query Functions LIST SCLM FILES LIST MEMBERS LIST UNIX FILES
Actions ADD PC/WS FILES EDIT
Misc Functions ADD TO PACKAGE SAVE/VIEW PACKAGE PROFILE
ABOUT CLOUD 9

Figure 62. Add to Package and Save Package Menu Options

If a required field was not completed or contains incorrect data, an error message is displayed and describes the cause of the problem:

Microsof	t Internet Explorer	×
	Member is required.	
	OK	

Figure 63. Example form error message

Click the OK button, correct the error and click the Submit button again.

If the form is correctly completed but the submission is unsuccessful, a message displays and describes the reason for failure:



Figure 64. Example of Open Package failure message

Adding SCLM Members to a Package

To add SCLM members to an open package:

- 1. Generate a list of SCLM members (see "Listing SCLM Members" on page 11).
- 2. Select the members that you wish to add to the Package (see "Selecting list items" on page 19).

Query Functions		Member (9)	Project	Group	Type	Language	Status	Access key
LIST SOLM FILES	Г	TNJB25	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
LIST UNIX FILES	Г	TNJB30	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
Actions	Г	TNJB31	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
ADD PC/W5 FILES	Г	TNJB37	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
EDIT MEMBER VIEW MEMBER	Г	TNJE38	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
VIEW ACCOUNTING	Г	TNJB40	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
TERSIONINECOTER	- F	TNJB43	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
AUTHCODE	Г	TNJB44	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
DELETE	Г	TNJB45	SCLMTEST	DEV1	SOURCE	TEXT	EDITABLE	
PROMOTE UNLOCK								
Misc Functions SELECT ALL DESELECT ALL OPEN PACKAGE PROFILE								
ABOUT CLOUD 9								

Figure 65. Member List

3. Click on ADD TO PACKAGE. The message in Figure 65 is displayed.



Figure 66. Package Add Message

Editing and Saving SCLM Packages

To view, edit or save the contents of the package into SCLM for further processing:

1. Click SAVE/VIEW PACKAGE. The panel in Figure 67 is displayed.

Save Package	
Specify package information, edit co	intents as required, and then submit to save the package.
Project:	SCLMTEST
Alternate:	SCLMTEST
Group:	DEV1
Туре:	PACKAGE
Member:	sueburn
Authorization code:	
Change code:	
Lock:	C Keep C Release
Submit	Reset Start Over
Package Contents:	
INCLD APCTXT01 SOURC	CE 🗾
INCLD TESO2514 DOC	
• ±529ugUl.ide INCLD F5200000 DOC • test1sue	
INCLD TESO2514 DOC	
INCLD APCODODO DOC	

Figure 67. Save Package Panel

2. If required, edit the text in the Package Contents text area.

Note: If you want to delete a member from the Package, delete the reference to it in the Package Contents.

3. Complete the input fields in the SAVE PACKAGE panel.

The input fields are:	
Authorization code	Your authorization code.
Change code	Your change code.

Lock	 During processing, the chosen member is locked to prevent another user from accessing it. After processing, this option determines what action to take on the chosen member. Keep — the member remains in a locked condition. Release — the member is unlocked and
Submit button	available to other users. Verifies that all required SCLM fields have been completed and attempts to save the Package to
Reset button	Clears all of the current field values within the Save Package form and returns option buttons to their default setting
Start Over button	Closes the current Package. If changes have not yet been saved, they are lost.

4. Click Submit to save the member in SCLM for later processing.

If all required fields were completed correctly and the submission is successful, the Package is saved and a confirmation message is displayed:

Query Functions LIST SCLM FILES LIST MEMBERS LIST UNIX FILES
Actions ADD PC/WS FILES EDIT
Misc Functions ADD TO PACKAGE SAVE/VIEW PACKAGE PROFILE
ABOUT CLOUD 9

Figure 68. Package Save confirmation

If the form is correctly completed but the submission is unsuccessful, a message displays and describes the reason for failure:

Errors occurred

Invalid Authorization Code specified.

Press the Back button, correct the error, and retry save.

Figure 69. Example of Save Package failure message

Closing a Package

Only one Package at a time can be active within Cloud 9 and that Package remains available until you choose to "Start Over".

To close an open Package:

1. Click SAVE/VIEW PACKAGE .

- 2. Click the Start Over button. The Package closes and the Main Menu returns to its initial state (that is, it displays OPEN PACKAGE instead of ADD PACKAGE and SAVE/VIEW PACKAGE).
- **Note:** The Start Over button does not prompt you to save the Package. If you have added members to the Package or edited the Package Contents and have not yet saved it, and then choose to close the Package, all your changes are lost.

Deleting Objects

You can use Cloud 9 to delete SCLM members (including SCLM Packages), PDS members and Unix files. If a Package is deleted, it is only the Package member that is removed, not the members that have been added to the Package.

To delete an object using Cloud 9:

- 1. Generate a list of members or files ("Listing Objects" on page 11).
- 2. Select a list item or items for deletion (see "Selecting list items" on page 19).
- 3. Click **DELETE**.

For SCLM members, the following panel is returned:

Delete	
Flag:	● All ● Build Map ● Account ● Text ● Output
Execution Mode:	Foreground O Batch submission
	Submit Reset



The input fields on the Delete Options panel are: **Flag**

- All All Flag options Build Map, Account, Text, and Output that match the selected pattern are deleted.
- Build Map all build map records that match the selected pattern are deleted.
- Account all accounting records, cross-reference records, intermediate records, and build map records that match the pattern are deleted. The accounting type is not checked.
- Text all accounting records, cross-reference records, intermediate records, build map records, intermediate code, and Text members that match the pattern are deleted. The accounting type is not checked.
- Output all build map records, intermediate records and code, and all non-editable accounting records, their cross-reference records and associated Text members that match the pattern are deleted. Editable accounting records, their cross-reference records or associated Text members are not deleted.

Execution Mode

• Foreground — processing done before any further action can be taken.

• Batch submission — control of the session is returned to the user, therefore additional tasks can be performed while the delete request is carried out.

Submit button

Submits the Delete request for processing.

Cancel button Cancels the Delete request and closes the Delete Options panel. The most recently used Cloud 9 panel is redisplayed.

For PDS members, the following panel is returned:

Delete Member	
WPR00000 SCLMTEST.DEV1.DOC	
Press Submit to delete members shown above.	
Submit Cancel	

Figure 71. PDS Delete Member panel

For Unix files, the following panel is returned:

Delete File	
/u/dohertl/.sh_history	
	Press Submit to delete files shown above.
	Submit Cancel

Figure 72. Unix Delete File panel

4. Choose your options (SCLM members only), then click Submit to remove the object or Cancel to abandon the Delete action.

If the deletion is successful, a confirmation message displays:

DELETE messages		
Member	Return code	
TES02512	0	

Figure 73. Confirmation of Delete success

If the deletion is unsuccessful or only partly successful, a message displays and describes any problems that might have occurred:

DELETE messages

Member

Return code

4

WPR00000

FLMMSGS follows: FLM87109 - DELGROUP WARNINGS FOR GROUP DEV1 AT 13:06:16, CODE: 4 FLM87109 - DELGROUP FAILED FOR GROUP DEV1 AT 13:06:17, CODE: 8 ISPLOG FOLLOWS: Start of ISPF Log - - - - Session # 1 -TSO - Command - - %TEMPNAME End of ISPF Log - - - - Session # 1 -----DBUMSGS follows: FLM85000 - DELETE GROUP UTILITY INITIATED - 13:06:16 ON 10/14/2002. FLM61020 - NO MEMBERS MATCHING SELECTION CRITERIA FLM85107 - O ACCOUNTING RECORDS WERE DELETED. FLM85109 - O BUILD MAP RECORDS WERE DELETED. FLM85110 - O INTERMEDIATE RECORDS WERE DELETED. FLM85299 - DELETE GROUP UTILITY COMPLETED - 13:06:16 ON 10/14/2002. FLM85000 - DELETE GROUP UTILITY INITIATED - 13:06:17 ON 10/14/2002. FLM80500 - ACCESS KEY INCORRECT, ACCESS KEY: GROUP: DEV1 TYPE: DOC MEMBER: WPROCOCO FLM85107 - O ACCOUNTING RECORDS WERE DELETED. FLM85109 - O BUILD MAP RECORDS WERE DELETED. FLM85110 - O INTERMEDIATE RECORDS WERE DELETED. FLM85299 - DELETE GROUP UTILITY COMPLETED - 13:06:17 ON 10/14/2002. DBURPT follows:

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Figure 74. Example of Delete failure message
Chapter 4. SCLM Functions

A number of SCLM functions become available on the Main Menu, whenever an SCLM Query (List SCLM Members) has been performed. The menu items remain available until a different query (List Members or List Unix Files) is performed or a new SCLM Package is opened (or created).

Query Functions LIST SCLM FILES LIST ELEMENTS LIST MEMBERS LIST UNIX FILES
Actions ADD PC/WS FILES EDIT MEMBER VIEW MEMBER VIEW ACCOUNTING VERSION/RECOVER
AUTHCODE BUILD DELETE LOCK MIGRATE PROMOTE UNLOCK
Misc Functions SELECT ALL DESELECT ALL OPEN PACKAGE PROFILE
ABOUT CLOUD 9

Figure 75. Main menu showing SCLM functions

This chapter describes the use of the following SCLM functions:

- Change the Authorization Code
- View SCLM accounting files
- Use the Version/Recover option
- Build and Promote SCLM members
- · Lock and unlock SCLM members
- Migrate SCLM members

Changing the Authorization Code

	Cloud 9 gives you the ability to change the Authorization Code for a selected SCLM member or members.
	To change the Authorization Code for a member:
	1. Generate a list of SCLM members ("Listing SCLM Members" on page 11).
	Select the member or members for which you want to change the Authorization Code.
	3. Click on AUTHCODE. The following panel displays:

Authcode	
New Authorization Code:	
Execution Mode:	Foreground C Batch submission
s	Jubmit Reset

Figure 76. Authcode panel

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The fields on this panel are:

New Authorization Code

Standard Authorization Code

Execution Mode

- Foreground browser waits for end of processing.
- Batch submission browser available for action while job is processing.
- 4. Enter a new Authorization Code. This code must be already defined to your project within SCLM.
- 5. Choose your Execution option and click Submit.
- 6. Your return message depends upon the Execution Mode you chose. A successful Authcode change, using Foreground Execution, returns the following message:

AUTHCODE m		
Member	Return code	_
GEN00119	0	
FLMMSGS follows FLM87107 - AUTHO	CODE SUCCEEDED FOR MA	MBER GENOO119 AT 11:42:13, CODE: 0
ISPLOG FOLLOWS: Start of ISPF Lo TSO - Com End of ISPF Log)g Session∮ mmand %TEMPNAMI f Session∮	1 ; ; ; 1

Figure 77. Authcode change (foreground) success message

An unsuccessful Authcode change, using Foreground Execution, returns a message describing the problem. For example:

AUTHCODE messages

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Member	Return code	
GEN00119	8	
FLMMSGS follow: FLM87107 - AUTHO	s: CODE FAILED FOR MEMBER	GENDO119 AT 11:43:48, CODE: 16
ISPLOG FOLLOWS: Start of ISPF Lo TSO - Cor End of ISPF Log	og Session # mmand %TEMPNAME g Session #	
DBUMSGS follows FLM04005 - AUTHO FOR T	s: DRIZATION CODE: X IS N TYPE: JAVA, MEMBER: GEI	OT DEFINED TO GROUP: DEV1 100119.
SYSTSPRT follow READY /*	75 :	*/
End of ISPF Log DBUMSGS follows FLM04005 - AUTHO FOR 7 SYSTSPRT follow READY /*	g Session # s: DRIZATION CODE: X IS N TYPE: JAVA, MEMBER: GE 7s:	

Figure 78. Authcode change (foreground) failure message

When the Execution Mode is set to Batch Submission, the JCL sent to SCLM is displayed in Cloud 9, for example:

63

Chapter 4. SCLM Functions

```
Batch job submitted
JCL follows:
//SCLMUSR$ JOB (#ACCT),'SCLM USER',CLASS=A,
11
  MSGCLASS=X, NOTIFY=&SYSUID
//* -----
//* NAME: CLZJIBM
//* PURPOSE: CLOUD 9 FOR SCLM.
11*
    SCLM BATCH SKELETON.
//* ------ *
1/*
//* REQUIRED JCL MODIFICATION:
//* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.
1/*
       - ISPFOUAL
//*
      - TDISK
//* 2) TARGET LIBRARIES CLZ.SCLZLOAD AND CLZ.SCLZCGI /* C1 */ *
//* SHOULD BE CHANGED IF THE INSTALLED HIGH LEVEL /* C1 */ *
1/*
     QUALIFIER IS NOT 'CLZ.'
                                                 /* C1 */ *
11*
//* NOTE: BREEZE USERS MUST MODIFY THIS MODULE PER EMBEDDED
   INSTRUCTION. BREEZE DATASET NAMES MAY ALSO NEED TO BE
11*
//*
        MODIFIED.
11*
//* 220CT2001 OW51810 - CHANGES MARKED AS /* C1 */
//* Z020402A
//* Z240109A M344 - AUTHCODE PROCESSING
11*
//*-----
//* RESIDES IN HTTP SERVER AT:
                                                  /* C1 */ *
//* /ROOTDIR/CLOUD9/JCL/CLZJIBM
//*-----*
//*-----
//GENER EXEC PGM=IEBGENER
//SYSUT1 DD *
PROC 0
FLMCMD AUTHCODE, C9VAJAVA, C9VAJAVA, DEV1, JAVA, GEN00119, , P, U, AUTHMSGS, +
```

Figure 79. Authcode Change (background) submission message

The Authcode change success or failure messages are part of the output generated by the batch job. To view these messages, check the output from the batch job submitted.

Viewing SCLM Accounting Information

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Using Cloud 9 you can view the accounting information and view the build map for any SCLM member.

- 1. Generate a list of SCLM members (see "Listing SCLM Members" on page 11).
- 2. Select the members or files that you wish to view (see "Selecting list items" on page 19).
- 3. Select VIEW ACCOUNTING from the menu.
- 4. The Accounting Information displays in a new browser window:

Accounting Information		
	Project	SCLMTEST
	Alternate Project Definition	SCLMTEST
	Accounting Group	DEV1
	Accounting Type	SOURCE
	Accounting Member	FLM01MD1
	Accounting Status	EDITABLE
	Change Date	2002/10/14
	Change Time	14:05:36
	Change Group	DEV1
	Change User Id	DOHERTL
	т. ч.	
	Email	doherti@au1.ibm.com
	Telephone	08 9261 8627

Figure 80. Accounting Information (top of page)

Member Version	1
Language	HLAS
Authorization Code	P
Authorization Change Code	
Access Key	
Creation Date	2002/10/14
Creation Time	14:05:37
Build Map Name	
Build Map Type	
Build Map Date	2002/10/14
Build Map Time	14:05:36
Predecessor Date	
Predecessor Time	00:00:00
Promote Date	
Promote Time	00:00:00
Promote User ID	
Translator Version	
Total Lines	19
Comment Lines	7
Number of Noncomment Lines	12
Blank Lines	0
Prolog Lines	6
Total Statements	19
Comment Statements	7
Control Statements	0
Assignment Statements	U
Number of Noncomment Statements	12
Number of User Entries	0
Number of Includes	1
Number of Change Codes	1
Number of Compilation Units	0

Figure 81. Accounting Information (bottom of page)

The information displayed in the Accounting Information main page is drawn directly from SCLM. See the SCLM Program Manager's and Developer's Guide for details about these fields. If the person specified in the Change User Id field has completed their Cloud 9 Profile information, their JPG image, e-mail address and telephone number is also displayed.

If the selected member has Change Code information, contains Include statements or has associated Build Map information, these details display in separate sections beneath the main Accounting Information.

Change Co	des					
Change Code CR801593	Change Code Date 2002/10/14		Change Code Time 14:05:30			
Includes						
Include FLM01EQU	Include-Sets					
Build Map						
Longname FLM01MD1 FLM01MD1 FLM01EQU	Member FLM01MD1 FLM01MD1 FLM01EQU	Type OBJ SOURCLST SOURCE	Last Modi 02/10/14 02/10/14 01/07/30	fied 14:11:33 14:11:33 11:21:36	Version 4 4 1	Keyword OBJ LIST I1

Figure 82. Accounting Information (additional info)

Using Version/Recover

In Cloud 9, you can view SCLM member versions and recover old member versions. You can only view or recover old versions of a member if the SCLM Group in which it resides has Version Control activated. The activation of Version Control is done from within the SCLM product.

- 1. Generate a list of SCLM members (Figure 8 on page 13).
- 2. Select a member whose versions you wish to view.
- 3. Click **VERSION/RECOVER** on the Main Menu.

	Group	Date	Time	User Cha	nge Code
Current					
	TEST	current source		DOHERTL FLMO	1EQU
	RELEASE	current source		SCLMUSR FLMO	1EQU
Versions					
	TEST	2002/10/21	17:18:27	DOHERTL FLMO	1EQU
	TEST	2002/10/21	17:09:28	DOHERTL FLMO	1EQU
	TEST	2002/10/21	16:30:17	SCLMUSR FLMO	1EQU
	TEST	2002/10/21	16:08:45	SCLMUSR FLMO	1EQU
View	Compare	Recover	Reset	1	
	Onnpure				
Faraamn					
For comp	Dolto 🖲	CHNG C		Long C	OVSUM C
	Plank (SE0 0			COBOL C
	Dialik	369 0		NUSLQ V	COBOL O
FUI RECOV	To Dotocot	TASCIM C			
	Detect				
	Dataset				
	SCLM Group				
	SCLM Type	*	•		
А	uthorization Code				

Figure 83. Version/Recover

The entry fields on the Version/Recover panel are as follows:				
Current	This section displays the most recent (current) version of a member in the member's group and all groups above it in the			
	SCLM hierarch	ıy.		
Versions	This section di	splays all previous versions of the member that		
	exist within the	e current group.		
View/Compare	e/Recover/Reset	buttons		
	These verify th	at you have selected the appropriate number of		
	members or ve	ersions and then submit the request for the		
	named function	n.		
	View View a selected member(s). You can select one			
	or more members from the Current and			
	Versions lists.			
	Compare Compares two selected members (current or			
	previous version). This button is used in			
	conjunction with the For compare radio buttons			
	found on this panel.			
	Recover	Recovers one selected version (not current		
		members). This button is used in conjunction		
	with the radio buttons and entry fields field in			
	the For Recover section of this panel.			
	Reset Restore the settings on this panel to their			
		default values.		
For compare	Radio buttons	that set the comparison filters for the selected		
	members.			

The comparison is made using the SuperC facility of ISPF. Cloud 9 sets the SuperC Compare Type to Line and the Display Output to Yes. You can select a Listing Option and select from a sub-set of Processing Options. For more information, see to the *ISPF User's Guide, Volume II* SC34-4792.

Delta A listing type. Lists only the differences between the source members being compared, followed by the overall summary results. Differences are flagged to the left of each output line.

CHNG

A listing type. Same as the **Delta** listing, plus up to 10 matching lines, words, or bytes before and after the differences. This shows the differences within the context of the surrounding lines.

Long A listing type. Same as the **CHNG** listing, except this listing shows the entire new data set, plus any data from the original data set that is not in the new data set.

OVSUM

A listing type. Lists only an overall summary of the results of the comparison without showing the individual differences themselves.

- **Blank** Compare process option. Exclude sequence number fields from the comparison if the data set is Fixed 80 or Variable 255 and the compare type is Line. Otherwise, treat them as data.
- **SEQ** Compare process option. Sequence numbers. Ignore standard sequence number columns that display in a file with Fixed 80 length.

NOSEQ

Compare process option. No sequence numbers. The comparison processes Fixed 80 standard sequence number columns as data.

COBOL

A compare process option. Ignore columns 1–6 in both Fixed 80 data sets. Data changes in columns 1–6 are ignored.

For Recover Radio buttons and entry fields that determine where and under what name to store a recovered version of an object.

To Dataset

Store the recovered version in a data set.

To SCLM

Store the recovered version in an SCLM data set.

Dataset

The fully qualified name of the data set in which to store the recovered version.

SCLM Group

SCLM Group name.

SCLM Type

SCLM Type name.

Authorization Code

Standard authorization code.

4. From this panel you can view different versions, compare versions, and recover an older version.

To view a version:

- 1. Select the check box next to the member(s) or version(s) you want to see.
- 2. Click the "View" button at the bottom of the panel.
- 3. Each selected member or version displays as a Web page in a new browser window (wherever possible). See "Viewing Objects" on page 19 for details about the way in which different File Types are viewed.

To compare versions:

- 1. Select the check boxes next to the two objects (members or versions) that you want to compare.
- 2. Select your compare options in the For compare section
- 3. Click the "Compare" button.
- 4. The comparison request is submitted to SCLM to run in the Foreground and, if successful, the results are returned to Cloud 9 and displayed in a new browser window.

To recover an older version

- 1. Select the check box next to the member or version that you want to recover.
- 2. Enter the appropriate information in the For Recover section.
- 3. click the "Recover" button.
- 4. The Recover request is prepared as a Batch Job and is submitted to SCLM. The batch job JCL is displayed in the current window (replacing the Version/Recover panel). To access the recovered member, list the SCLM members again.

Building an SCLM Member

In Cloud 9, you can use the Build process to build SCLM members and Packages in preparation for promotion. If an SCLM Package is built, all members referenced within the Package are built at the same time.

The Build process compiles, links and integrates software components according to the architecture. For any group in the hierarchy, the Build function uses the software components within the hierarchy of that group to update the out-of-date members. See the *SCLM Project Manager's and Developer's Guide* for more information about the Build process.

For each component that it processes, the Build function takes one of the following actions:

- · Does nothing if the component has not changed since the previous build
- Deletes out-of-date outputs if that leaves the component in an up-to-date state
- Compiles or links changed components.

The Build can be run in either foreground or batch mode.

- 1. Generate a list of SCLM members ("Listing SCLM Members" on page 11).
- 2. Select a member or members to build.
- 3. Select **BUILD** from the Cloud 9 Main Menu. The following panel is displayed:

Build	
Mode:	Conditional
	O Unconditional
	C Forced
Scope:	C Limited
	 Normal
	🔿 Subunit
	© Extended
Group:	TEST ?
Execution Mode:	• Foreground • C Batch submission
	Submit Reset

Figure 84. Build Options

The input fields on the Build Options panel are: Mode

-	 Conditional — checks for unacceptable return codes and stops processing immediately if found. Unconditional — continues processing of all members despite translation errors of certain members. Forced — force requested components to be processed regardless of their previous status.
Scope	
	• Limited — process only components directly referenced by the architecture members.
	 Normal — process components referenced by the architecture member, but also process upward dependencies for all Ada-type source members referenced directly by the
	architecture member and all source members referenced as upward dependencies.
	 Subunit — process the components and members processed in Normal scope, and downward dependencies for all Ada-type source members referenced directly by the architecture member
	 Extended — process the components and members processed in Normal scope, and as downward dependencies for all source members within the Normal scope and the source to all outputs referenced. In addition, extended scope processes any outputs referenced through LINK architecture definition statements or parsed includes.
Group	Standard group name, where the build is to be performed.
Execution Mode	9
	 Foreground — browser waits for end of processing and results are returned to Cloud 9. Batch submission — browser available for action while job is processing.
	Note: If you require a Build Report, select Batch submission and examine the report within the SCLM system.

- 4. Adjust the Mode, Scope, and Group settings.
- 5. Choose the Execution mode.

6. Click Submit.

Your return message depends upon the Execution Mode you chose. A successful Build action, using Foreground Execution, returns the following message:

BUILD messages		
Member	Return code	
SUE00000	0	

Figure 85. Build (foreground) success message

An unsuccessful Build action, using Foreground Execution, returns a message describing the problem. For example:

BUILD n	nessages	<u>م</u>
Member	Return code	
TSTPRG1	8	
FLMMSGS FLM87107	follows: - BUILD FAILED FOR MEMBER TS	TPRG1 AT 11:37:16, CODE: 8
ISPLOG FO Start of TSO TSO End of I	LLOWS: ISPF Log Session # - Command %TEMPNAME - Command B2ZSMEB2 B ,NORMAL , SPF Log Session #	1 ,sclmtest,sclmtest,sclmusr ,dev1 ,source conditional , 1
DBUMSGS FLM42000	follows: - BUILD PROCESSOR INITIATED	- 11:37:10 ON 2002/10/23
FLM44500 FLM06501 FLM44513 FLM45000 FLM46000	 >> INVOKING BUILD TRANSLAT TRANSLATOR RETURN CODE FRO TRANSLATOR ERROR FOR MEMBE ERROR PROCESSING CURRENT B BUILD PROCESSOR COMPLETED 	OR(S) FOR TYPE: SOURCE MEMBER: TSTPRG1 M ===> PL/I OPTIMIZER ===> 12 R: TSTPRG1 TYPE: SOURCE UILD - 11:37:16 ON 2002/10/23
DBURPT ff ********* *********** **	ollows: ************************************	******

Figure 86. Build (foreground) failure message

When the Execution Mode is set to Batch Submission, the JCL sent to SCLM is displayed in Cloud 9, for example:

```
٠
Batch job submitted
JCL follows:
//SCLMUSRA JOB (#ACCT),'SCLMUSR JOB',CLASS=A,MSGCLASS=X,
       NOTIFY=&SYSUID
11
//* -----
//* NAME: CLZJIBM
//* PURPOSE: CLOUD 9 FOR SCLM.
//* SCLM BATCH SKELETON.
//* ---
         _____
11*
//* REQUIRED JCL MODIFICATION:
//* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.
     - ISP
1/*
       - SYSDA
11*
                                              /* C1 */ *
//* 2) TARGET LIBRARIES CLZ.SCLZLOAD AND CLZ.SCLZCGI
//* SHOULD BE CHANGED IF THE INSTALLED HIGH LEVEL
//* QUALIFIER IS NOT 'CLZ.'
                                                /* C1 */ *
//*
                                                /* C1 */
11*
//* NOTE: BREEZE USERS MUST MODIFY THIS MODULE PER EMBEDDED
    INSTRUCTION. BREEZE DATASET NAMES MAY ALSO NEED TO BE
MODIFIED.
//*
1/*
11*
//* 220CT2001 OW51810 - CHANGES MARKED AS /* C1 */
//* Z020402A CHANGES MARKED AS /* C2*/
1/*
//*-----*
//* RESIDES IN HTTP SERVER AT:
                                               /* C1 */ *
//* /ROOTDIR/CLOUD9/JCL/CLZJIBM
//*-----
                                           ----*
```

Figure 87.

The Build messages, Build Report and Build List are all part of the output generated by the batch job. To view the job output that includes these reports, check the output from the batch job submitted by the Build process.

Promoting an SCLM Member

After a member is built, Cloud 9 can be used to promote the member in either foreground or batch mode.

- 1. Generate a list of SCLM members ("Listing SCLM Members" on page 11).
- 2. Select a member or members for promotion.
- 3. Click **PROMOTE** from the Cloud 9 menu. The following panel displays:

Promote	
Mode:	 Conditional
	O Unconditional
Scope:	Normal
	O Subunit
	O Extended
Group:	?
Package Execution (YY/MM/DD):	/ / (HH:MM) :
Through (YY/MM/DD):	/ / / (HH:MM) :
Override Dates:	
Force Package Clear:	
Description:	
Package Type:	Standard C Emergency
Execution Mode:	C Foreground C Batch submission
	Submit Reset

Figure 88. Promote Options

The input fields on the Promote Options panel are: **Mode**

	 Conditional — checks for unacceptable return codes and
	stops processing immediately if found.
	• Unconditional — continues processing of all members
	despite translation errors of certain members
Scone	despite translation errors of certain members.
Stope	 Normal — process components referenced by the architecture member, but also process upward dependencies for all Ada-type source members referenced directly by the architecture member and all source members referenced as upward dependencies. Subunit — process the components and members processed in Normal scope, and downward dependencies for all Ada type source members processed directly by the second directly by the second directly by the second dependencies for all Ada type source members processed directly by the second direc
	Ada-type source members referenced directly by the
	architecture member.
	• Extended — process the components and members processed in Normal scope, and downward dependencies for all source members within the Normal scope and the source to all outputs referenced. In addition, extended scope processes any outputs referenced through LINK architecture definition statements or parsed includes. For more information, see the <i>SCLM Project Manager's and Developer's Guide</i> .
Group	Standard group name, where the promote is to be performed.
Breeze Option	IS
	If you are running Breeze in conjuction with Cloud 9, the
	following options are displayed. These fields only affect the promotion of Packages that are under the Breeze Approval
	process.
	Package Execution (YY/MM/DD) (HH:MM)
	Start date and time for the window of time in which
	the package can be promoted. If the dates are left blank

then the Breeze default dates are used.

When you promote a Package that requires approval (foreground or batch), you can specify a date when that promote can occur. There is a sweep job in Breeze that you can schedule to run automatically, looking for approved Packages to promote. Even though a package gets approved, its promotion does not take place until the specified date is reached. If the approval has not been given until after the Package Execution window, the promotion does not occur.

through (YY/MM/DD) (HH:MM)

End date for the window of time in which the package can be promoted. If the dates are left blank then the Breeze default dates are used.

Override Dates

Select the check box to override Package execution parameters on the second promote, if they were entered incorrectly on the first promote. If, after approval, the second promote has been started but the promotion date window has not been reached, due to being entered incorrectly on the first promote, use the override attribute to set the promotion window to it's correct value.

Force Package Clear

Check this box if you wish Breeze to automatically clear the package if it exists at the next level of the hierarchy. This enables packages to be reused without having to manually clear same-named packages using the BZZSMJD1 job.

Description

A description of the Package that is seen by approvers and other users, within the Breeze application.

Package Type

Standard or Emergency. This option does not affect approval, and is for documentation purposes only, except for one key difference: if your administrator has created a \$\$EMER member in the SBZZJAVA data set, then only the user IDs listed in that member can build or promote emergency packages. If there is no \$\$EMER member in the SBZZJAVA data set, then there is no difference in behavior between standard and emergency packages. For details, see the *Breeze Planning and Administration Guide*.

Execution Mode

- Foreground browser waits for end of processing.
- Batch submission browser available for action while job is processing.
- 4. Adjust the Mode, Scope, and Group settings.
- 5. Choose the Execution Mode.
- 6. Click Submit.
- 7. Your return message depends upon the Execution Mode you chose. A successful Promote action, using Foreground Execution, returns the following message:

PROMOTE me	ssages	
Member	Return code	
APCTXT01	0	

Figure 89. Promote (foreground) success message

An unsuccessful Promote action, using Foreground Execution, returns a message describing the problem. For example:

PROMOTE	messages		<u> </u>
Member	Return code		
SUE00000	8		
FLMMSGS fol FLM87107 - PI	Lows: Romote failed for member :	SUE00000 AT 15:54:55, CODE: 8	
ISPLOG FOLLO	fS :		
Start of ISP	F Log Session #	1	
TSO -	Command % TEMPNAME		
TSO -	Command BZZSMEP1 P	VERIFY ,SCLMTEST,SCLMTEST,SCLMUSR ,TEST	, PACKAGE
End of ISPF	,50600000, Log Session #	1	
FLMS1000 - PI	LUWS: Domote ddocessod initiate	D = 15.54.53 ON 2002/10/23	
FLM52000 - T	VITIATING VERIFICATION PH	ASE = 15:54:53 ON 2002/10/23	
FLM06512 - VI	ERIFICATION ERROR FROM US	ER EXIT ROUTINE: BZZSMEO2, CODE: 4	
FLM07020 - DJ	ATA SET SCLMTEST.NONKEY.D	oc	
DO	DES NOT EXIST FOR GROUP: 1	NONKEY TYPE: DOC	
FLM58000 - PH	ROMOTE PROCESSOR COMPLETE	D - 15:54:55 ON 2002/10/23	
DBURPT follo	ows:		
* * * * * * * * * * * * *	********	* * * * * * * * * * * * * * * * * * * *	
*******	* * * * * * * * * * * * * * * * * * * *	* * * * * * * * * * * * * * * * * * * *	
* *		**	
**		**	
			<u> </u>

Figure 90. Build (foreground) failure message

When the Execution Mode is set to Batch Submission, the JCL sent to SCLM is displayed in Cloud 9, for example:

```
Batch job submitted
                                                                                     ٠
JCL follows:
//SCLMUSRA JOB (#ACCT),'SCLMUSR JOB',CLASS=A,MSGCLASS=X,
   NOTIFY=&SYSUID
17
//* ------
//* NAME: CLZJIBM
//* PURPOSE: CLOUD 9 FOR SCLM.
//*
        SCLM BATCH SKELETON.
//* ------
1/*
//* REQUIRED JCL MODIFICATION:
//* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.
//*
        - ISP
//*
        - SYSDA
//* 2) TARGET LIBRARIES CLZ.SCLZLOAD AND CLZ.SCLZCGI /* C1 */ *
//* SHOULD BE CHANGED IF THE INSTALLED HIGH LEVEL /* C1 */ *
11*
      QUALIFIER IS NOT 'CLZ.'
                                                         /* C1 */
//*
//* NOTE: BREEZE USERS MUST MODIFY THIS MODULE PER EMBEDDED
     INSTRUCTION. BREEZE DATASET NAMES MAY ALSO NEED TO BE
MODIFIED.
11*
//*
1/*
//* 220CT2001 OW51810 - CHANGES MARKED AS /* C1 */
//* Z020402A CHANGES MARKED AS /* C2*/
//*
//*--
                                                                  +
//* RESIDES IN HTTP SERVER AT:
                                                         /* C1 */ *
//* /ROOTDIR/CLOUD9/JCL/CLZJIBM
//*-----
         _____
```

Figure 91.

The Promote messages, Promote Report and Promote List are all part of the output generated by the batch job. To view the job output that includes these reports, check the output from the batch job submitted by the Promote process.

Using Lock/Unlock

Cloud 9 gives you the ability to Lock or Unlock an SCLM member to insure that no other programmers are making simultaneous changes to the member you are working on.

To lock a member:

- 1. Generate a list of SCLM members ("Listing SCLM Members" on page 11).
- 2. Select an unlocked member (locked members display a string in the Access Key column of the SCLM Member List panel, unlocked members do not have an entry in this column).
- 3. Click on LOCK. The following panel displays:

Lock in Group:	-
Authorization code:	
Access key:	SCLMUSR
Execution Mode:	Foreground G Batch submission

Figure 92. Lock panel

The fields on this panel are:

Lock in Group

The name of the SCLM group into which you want to lock this member (must be a development level group).

Authorization Code

Standard Authorization Code

Access Key

An identifier used to restrict access to a member.

Execution Mode

- Foreground browser waits for end of processing.
- Batch submission browser available for action while job is processing.
- 4. Choose your options and click Submit.
- 5. Your return message depends upon the Execution Mode you chose. A successful Lock action, using Foreground Execution, returns the following message:

LOCK messages		
Member	Return code	
PAC00002	0	

Figure 93. Lock (foreground) success message

An unsuccessful Lock action, using Foreground Execution, returns a message describing the problem. For example:

LOCK messages	5			-
Member	Return code			
PAC00002	8			
FLMMSGS follows FLM80500 - ACCES GROUN FLM87107 - LOCK	5: 33 KEY INCORRECT, ACCE P: DEV1 TYPE: DOC ME FAILED FOR MEMBER PAC	SS KEY: SCLMUSR MBER: PACOOOO2 00002 AT 17:48:00, CC	DDE: 8	
ISPLOG FOLLOWS: Start of ISPF Lo TSO - Cor End of ISPF Log	og Session # mmand %TEMPNAME g Session #	1		
DBUMSGS follows	s :			
DBURPT follows:	:			
DBUTAIL follows	s :			
SYSTSPRT follow READY	1S :			
/* READY			*/	
/* NAME: CL:	ZJDYN		*/	-

Figure 94. Lock (foreground) failure message

When the Execution Mode is set to Batch Submission, the JCL sent to SCLM is displayed in Cloud 9, for example:

```
٠
Batch job submitted
JCL follows:
//SCLMUSRA JOB (#ACCT),'SCLMUSR JOB',CLASS=A,MSGCLASS=X,
// NOTIFY=&SYSUID
//* _____ *
//* NAME: CLZJIBM
//* PURPOSE: CLOUD 9 FOR SCLM.
//*
    SCLM BATCH SKELETON.
                                                          *
//* ---
         _____
//*
//* REQUIRED JCL MODIFICATION:
//* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.
      - ISP
- SYSDA
//*
//*
//* 2) TARGET LIBRARIES CL2.SCL2LOAD AND CL2.SCL2CGI
//* SHOULD BE CHANGED IF THE INSTALLED HIGH LEVEL
                                                 /* C1 */ *
                                                  /* C1 */ *
//*
     QUALIFIER IS NOT 'CLZ.'
                                                  /* C1 */ *
1/*
//* NOTE: BREEZE USERS MUST MODIFY THIS MODULE PER EMBEDDED
    INSTRUCTION. BREEZE DATASET NAMES MAY ALSO NEED TO BE MODIFIED.
//*
1/*
//*
//* 220CT2001 OW51810 - CHANGES MARKED AS /* C1 */
//* ZO2O4O2A CHANGES MARKED AS /* C2*/
//*
                                                          *
//*-----
                                                         ._ *
//* RESIDES IN HTTP SERVER AT:
                                                 /* C1 */ *
//* /ROOTDIR/CLOUD9/JCL/CLZJIBM
                                                          *
                                                             Ŧ
```

Figure 95. Lock JCL

The Lock success or failure messages are part of the output generated by the batch job. To view these messages, check the output from the batch job submitted by the Lock process.

To unlock a member:

- 1. Generate a list of SCLM members ("Listing SCLM Members" on page 11).
- 2. Select an locked member (locked members display a string in the Access Key column of the SCLM Member List panel).
- 3. Click on UNLOCK. The following panel displays:

Unlock			
	Access key:		
	Execution Mode:	C Foreground	Batch submission
		Submit	Reset

Figure 96. Unlock panel

The fields on this panel are:

Access Key

An identifier used to restrict access to a member.

Execution Mode

Foreground — browser waits for end of processing.

- Batch submission browser available for action while job is processing.
- 4. Choose your options and click Submit.
- 5. Your return message depends upon the Execution Mode you chose. A successful Unlock action, using Foreground Execution, returns the following message:

UNLOCK messages	
Member	Return code
PAC00002	0

Figure 97. Unlock (foreground) success message

An unsuccessful Unlock action, using Foreground Execution, returns a message describing the problem. For example:

UNLOCK messages	^
FLMMSGS follows: FLM80500 - ACCESS KEY INCORRECT, ACCESS KEY: SCLMUSR GROUP: DEV2 TYPE: JAVA MEMBER: TES02525	
FLM87107 - UNLOCK FAILED FOR MEMBER TES02525 AT 17:38:32, CODE: 8	
ISPLOG FOLLOWS: Start of ISPF Log Session # 1 TSO - Command %TEMPNAME End of ISPF Log Session # 1	
DBUMSGS follows:	
DBURPT follows:	
DBUTAIL follows:	
SYSTSPRT follows:	
READY /*	*/
READY /* NAME: CLZJDYN READY	*/
/* PURPOSE: CLOUD 9 FOR SCLM READY	*/
/* ISPF ALLOCATIONS FOR SCLM WEB BASED FUNCTIONS. READY	*/
/*	*/
READY /*	*/
READY /* REQUIRED MODIFICATION:	*/
READY /* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.	*/
READY /* - ISP	*/
RFADY	

Figure 98. Unlock (foreground) failure message

When the Execution Mode is set to Batch Submission, the JCL sent to SCLM is displayed in Cloud 9, for example:

```
*
Batch job submitted
JCL follows:
//SCLMUSRA JOB (#ACCT),'SCLMUSR JOB',CLASS=A,MSGCLASS=X,
     NOTIFY=&SYSUID
17
//* ------
                         ----- *
//* NAME:
          CLZJIBM
//* PURPOSE: CLOUD 9 FOR SCLM.
                                                           *
1/*
     SCLM BATCH SKELETON.
//* ----- *
11*
//* REQUIRED JCL MODIFICATION:
//* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.
//*
     - ISP
- SYSDA
//*
//* 2) TARGET LIBRARIES CL2.SCLZLOAD AND CL2.SCLZCGI /* C1 */ *
//* SHOULD BE CHANGED IF THE INSTALLED HIGH LEVEL /* C1 */ *
//* QUALIFIER IS NOT 'CL2.' /* C1 */ *
//*
1/*
//* NOTE: BREEZE USERS MUST MODIFY THIS MODULE PER EMBEDDED
    INSTRUCTION. BREEZE DATASET NAMES MAY ALSO NEED TO BE
//*
1/*
        MODIFIED.
1/*
//* 220CT2001 OW51810 - CHANGES MARKED AS /* C1 */
//* ZO2O4O2A CHANGES MARKED AS /* C2*/
                                                           *
1/*
                                                           *
//*-----*
//* RESIDES IN HTTP SERVER AT:
                                                  /* C1 */ *
//* /ROOTDIR/CLOUD9/JCL/CLZJIBM
                                                           *
                                                              -
```

Figure 99.

The Lock success or failure messages are part of the output generated by the batch job. To view these messages, check the output from the batch job submitted by the Lock process.

Migrating Members to SCLM

Cloud 9 gives you the ability to Migrate multiple SCLM members, PDS members or Unix files to an SCLM Life Cycle location (Project/Group/Type) or to change the Language of members in an existing location.

1. Generate a list of members or files ("Listing Objects" on page 11).

Note: The MIGRATE command displays on all modified menus, after a list has been returned.

- 2. Select a list item or items for migration.
- 3. Click MIGRATE on the Main Menu. The following panel displays:

Migrate	
To Project:	SCLMTEST ?
Alternate:	?
Group:	DEV2 ? DEV2 •
Туре:	SOURCE ?
Language:	HLAS ?
Authorization Code:	?
Change Code:	
Lock:	🔿 Keep 💿 Release
Allow truncation:	🔿 Yes 🔎 No
File Type:	💿 Default 🔿 Text 🔿 Binary
Remove from pathname:	
Execution Mode:	Batch only
	Submit Reset
Files To Migrate	
SCLMTEST.SCLMTEST TE	ST SOURCE FLM01MD1 FLM01MD1

Figure 100. Migrate Options

The input fields on the Migrate	e Options panel are:
Project	Standard project name, required.
Alternate	Alternative project name.
Group	Standard group name, required.
Туре	Standard type name, required.
Language	Standard language name, required.
Change code	Standard code.
Authorization code	Standard code.
Change code	A valid SCLM change code string.
Lock	Determines if the member is locked after
	migration.
	• Keep — locks the member into the specified
	SCLM group.
	• Release — unlocks the member immediately
	after migration.
Allow truncation	The Yes/No option specifies whether a file that
	has a line length greater than the defined
	record length of the SCLM data set is truncated
	as it is migrated.
	 Yes — files are migrated with truncation
	where necessary.
	• No — files that require truncation are not
	migrated.
File Type	Determines in what format the selected member
	or file is migrated.
	• Default — Cloud 9 selects the access method
	(lext or Binary) based on the file's extension.
	• Text — migrate the member using ASCII to
	EBCDIC conversion where necessary.

• **Binary** — migrate the member using its internal format.

Note:	If you are migrating load modules into
	an SCLM controlled data set, ensure
	the file type is set to binary. This
	ensures that the load module is copied
	into the PDS correctly.
	•

Remove from pathname Execution Mode

Batch only — no foreground processing available.

The Files To Migrate section lists the members or files that you have selected for migration.

- **Note:** Migration occurs at the "member" level, that is, dependent members or files generated in a Build process are not migrated unless they have been selected.
- 4. Enter your migration information and click Submit. The JCL sent to SCLM is displayed in Cloud 9, for example:

```
Batch job submitted
                                                              ٠
JCL follows:
//SCLMUSRA JOB (#ACCT),'SCLMUSR JOB',CLASS=A,MSGCLASS=X,
    NOTIFY=&SYSUID
17
//* _____*
//* NAME: CLZJIBM
                                                         *
//* PURPOSE: CLOUD 9 FOR SCLM.
                                                         *
1/*
      SCLM BATCH SKELETON.
//* -----
11*
//* REQUIRED JCL MODIFICATION:
//* 1) CHANGE THE FOLLOWING AS PER THE INSTALLATION WORKSHEET.
//*
     - ISP
//*
      - SYSDA
//* 2) TARGET LIBRARIES CLZ.SCLZLOAD AND CLZ.SCLZCGI /* C1 */ *
//* SHOULD BE CHANGED IF THE INSTALLED HIGH LEVEL /* C1 */ *
//*
     QUALIFIER IS NOT 'CLZ.'
                                                 /* C1 */
//*
//* NOTE: BREEZE USERS MUST MODIFY THIS MODULE PER EMBEDDED
//*
     INSTRUCTION. BREEZE DATASET NAMES MAY ALSO NEED TO BE
//*
        MODIFIED.
1/*
//* 220CT2001 OW51810 - CHANGES MARKED AS /* C1 */
//* ZO2O4O2A CHANGES MARKED AS /* C2*/
1/*
//*-----
                                                       //* RESIDES IN HTTP SERVER AT:
                                                /* C1 */ *
//* /ROOTDIR/CLOUD9/JCL/CLZJIBM
//*-----*
//COPY EXEC PGM=IKJEFT01
//I1 DD PATHDISP=(KEEP),
// PATH='/u/dohertl/sclmtest/dev3/doc/Testdoc001.doc'
//01 DD DSN=SCLMTEST.DEV1.DOC(U$D00000),DISP=SHR
//SYSTSPRT DD SYSOUT=*
//SYSTSIN DD *
 OCOPY INDD(I1) OUTDD(O1) BINARY
1 *
                                                              •
```

Figure 101.

The Migrate success or failure messages are part of the output generated by the batch job. To view these messages, check the output from the batch job submitted by the Migrate process.

Chapter 5. PDS Functions

A number of PDS functions become available on the Main Menu, whenever the List Members action has been performed for PDS members. The menu items remain available until a different query (List SCLM Files or List Unix Files) is performed or a new SCLM Package is opened (or created).

This chapter describes the use of the following PDS functions:

- Compare function
- Copy and Move PDS members
- Rename PDS members
- Search-For function

Note: The MIGRATE command is described in "Migrating Members to SCLM" on page 82.

Comparing PDS Members

Cloud 9 gives you the ability to compare PDS members. Members can be compared against members in the same data set, a different data set, or a Unix directory. The compare results can be used to show changes that have been made to a member.

- 1. Generate a list of PDS members.
- 2. Select one member to compare it with a member in a different data set or with a Unix file;

OR

Select two members within this data set that you wish to compare.

- 3. Click on **COMPARE** on the Main Menu.
- 4. The following panel is returned:

Compare	
Compare:	 Matching members listed Using "Old" path location Using "Old" dataset location
Display format:	€ Delta € Changes € Long
"Old" location:	
	Submit Reset Cancel

Figure 102. Compare Options

The entry fields on the Compare options panel are:

Compare

- Matching members listed used to compare two members from the same data set.
- Using "Old" path location used for comparing a PDS member against the same file in a Unix directory.
- Using "Old" dataset location used for comparing a PDS member against the same PDS member in a different data set.

Display format

- Delta list the differences between the source data sets.
- Changes list the differences between the source data sets, plus up to 10 matching lines before and after the differences.
- Long list all the new data set source lines, plus old data set deleted lines. Both inserted and deleted lines are flagged.

"Old" location

If you select only one member for comparison, Cloud 9 prompts you for the location of another member or Unix file with which to compare it.

- 5. Set the Compare and Display Format options.
- 6. Enter the "Old" location if applicable.
- 7. Click Submit. The results panel is displayed, for example:

```
New: <u>CLZ.V2R1.SCLZCGI(CLZTJAVC))</u>
Old: CLZ.V2R1.ACLZCGI(CLZTJAVC)
CLZ.V2R1.SCLZCGI(CLZTJAVC)
I - cd %1
D - cd %1
I - javac -verbose -d %3 %2
D - javac -verbose -d %3 %2
<u>Return to top</u>
```

Figure 103. Compare Results

Copying PDS Members

Using Cloud 9 you can copy PDS members to another data set or to a UNIX directory. Copying to UNIX is covered in Chapter 6, "Unix Functions," on page 95.

- 1. Generate a list of PDS members.
- 2. Select a member(s) to be copied.
- 3. Click COPY on the Main Menu. The following panel is returned:

Copy Men	ıber	
	Name mask:	
	Replace target file:	○ Yes ● No
• To PDS	Dataset:	
	Truncate:	🔿 Yes 💿 No
	Pack data:	O Yes 💿 No
O To Unix	Directory:	
	File type:	⊙Default ○ Text ○ Binary
	Permissions:	777
Old name:	New name:	Dataset:
S4		SCLMTEST.DEV2.SOURCE
	Submit	Reset Cancel

Figure 104. Copy Member Options

The entry fields on the Copy options panel are:

Name mask

Used to change individual characters in the member name. For example entering '***2' in the name mask field changes the member name from 'IBM1' to 'IBM2'.

Replace target file

- Yes if a file with the same name already exists in the data set that you are copying this file to, replace it with this file.
- No do not replace a like-named file in the target data set.

Be sure to note the *Replace target file* option, if there is already a member in the target data set with the same name!

To PDS

- Dataset the name of the data set into which you want to copy this file.
- Truncate "Yes", truncate the newly copied file to fit restraints in the target data set. "No", do not truncate the new data.
- Pack data "Yes", compress the data for storage. "No", do not compress the data.

To Unix

- Directory the name of the directory into which you want to copy this file.
- File type
 - Default Cloud 9 determines upload method based on file extension.
 - Text upload using ASCII to EBCDIC
 - Binary upload "as is"
- Permissions Unix permission bits.

New name

Used if a new member name is wanted.

4. Once all the options have been selected and the name has been decided, click Submit. The following panel is returned:

Copy complete		
Old name	New name	Return code
S4	S4	0

Figure 105. Confirm Copy Panel

Moving PDS Members

Using Cloud 9, you can move PDS members to another data set or to a UNIX directory. This move is a "copy and delete" action, the member moved to a new data set or directory is removed from its old one.

- 1. Generate a list of PDS members.
- 2. Select the PDS member or members to be moved.
- 3. Click **MOVE** on the Main Menu.
- 4. The following panel is returned:

Move Men	ıber	
	Name mask:	
	Replace target file:	O Yes 💿 No
• To PDS	Dataset:	
	Truncate:	O Yes 💿 No
	Pack data:	O Yes 💿 No
O To Unix	Directory:	
	File type:	🖲 Default 🔿 Text 🔿 Binary
	Permissions:	777
Old name:	New name:	Dataset:
S4		SCLMTEST.DEV1.SOURCE
	Submit	Reset Cancel

Figure 106. Move Member Options

The entry fields on the Move options panel are:

Name mask

Used to change individual characters in the member name. For example, entering '***2' in the Name mask field changes the member name from 'IBM1' to 'IBM2'.

Replace target file

- Yes if a file with the same name already exists in the data set that you are moving this file to, replace it with this file.
- No do not replace a like-named file in the target data set.

Be sure to note the *Replace target file* option, if there is already a member in the target data set with the same name!

To PDS

- Dataset the name of the data set into which you want to copy this file.
- Truncate "Yes", truncate the newly moved file to fit restraints in the target data set. "No", do not truncate the new data.
- Pack data "Yes", compress data.. "No", do not compress data.

To Unix

- Directory the name of the directory into which you want to copy this file.
- File type
 - Default Cloud 9 determines upload method based on file extension.
 - Text upload using ASCII to EBCDIC.
 - Binary upload "as is".
- Permissions USS permission bits.

New name

Used if a new member name is wanted.

5. Once all the options have been selected and the name has been decided, click Submit. The following panel is returned:

Move complete		
Old name	New name	Return code
S4	S4	0

Figure 107. Move Confirmation Panel

Renaming PDS Members

One or more PDS members can be renamed using the Rename function. The Rename function works the same as the 'Name Mask' and 'New Name' fields on the Copy and Move panels.

- 1. Generate a list of PDS Members.
- 2. Select the member(s) to be renamed.
- 3. Click **RENAME** on the Main Menu. The following panel is returned:

Rename Member		
Name m	nask:	
Old name:	New name:	Dataset:
FLM01TXT		SCLMTEST.DEV1.JCLLIB
FLM02TXT		SCLMTEST.DEV1.JCLLIB
FLMO3TXT		SCLMTEST.DEV1.JCLLIB
	Submit	Cancel



The entry fields on the Rename options panel are:

Name mask

Used to change individual characters in the member name. For example, entering '***2' in the Name mask field changes the member name from 'IBM1' to 'IBM2'.

New name

Used if a new member is wanted.

- 4. Enter data in either the *Name Mask* or *New Name* fields to change the name of the selected PDS member.
- 5. Click Submit. The following message is returned:

Rename	complete	
Old name	New name	Return code
TES02518	SHORTTAR	0

Figure 109. Rename Results

Using Search-For with PDS Members

You can use the **SEARCH-FOR** function to search multiple PDS members for individual data strings.

- 1. Generate a list of PDS Members.
- 2. Select member or members for search.
- 3. Click **SEARCH-FOR** on the Main Menu. The following panel is returned:

Search-f	for
String:	
	Submit Reset Cancel

Figure 110. Search-For Options

The entry field on the Search-For options panel is:

String Enter the string (or strings) of characters that you want to search for in the selected members.

- 4. Enter the data string or strings to search for and click Submit.
- 5. If no data matches the requested search, then a 'No Matches' message is returned.
- 6. If there are any matching data strings, results similar to these are returned:

Search-for		
	Member	Dataset Name
	A0358J02	SCLMTEST.DEV1.JCLLIB
		63 %INCLUDE SYSLIB(DCLSVSY); 00560000
		259 %INCLUDE SYSLIB(CGTEVDCL); /* B2@MBA*/ 02480000
		639 %INCLUDE SYSLIB(CGTEVLN); /* B2@MBA*/ 06280000
	A0358J03	SCLMTEST.DEV1.JCLLIB
		63 %INCLUDE SYSLIB(DCLSVSY); 00560000
		259 %INCLUDE SYSLIB(CGTEVDCL); /* B2@MBA*/02480000
		639 %INCLUDE SYSLIB(CGTEVLN); /* B2@MBA*/ 06280000
	A0358J04	SCLMTEST.DEV1.JCLLIB
		63 %INCLUDE SYSLIB(DCLSVSY); 00560000
		259 %INCLUDE SYSLIB(CGTEVDCL); /* B2@MBA*/ 02480000
-	000000000000000000000000000000000000000	639 %INCLUDE SYSLIB(CGTEVLN); /* B2@MBA*/ 06280000
	BZZSMSRV	SCHMTEST, DEVI, JCLLIB
		41 XX* 1. INCLUDE A VALID JOB CARD
		42 XX* 2, MAKE SURE THE TUPEE DD ETLEC NEEDED FOD DATCH
		44 XAT SUINCLODE THE THREE DD FILES NEEDED FOR BATCH
	FLMUIEQI	SCHMIEST, DEVI, JOLLIB
		2 COMMENT INCLODE
Select All		Update Member List

Figure 111. Search-For Results

Individual members can be selected or you can use the Select All and Deselect All links in the lower left corner of the form to select/deselect members.

7. Click the**Update Member List** button to return a new PDS Member List containing only the selected members.

Member List									
	Member (5)	Dataset Name							
	A0358J02	SCLMTEST.DEV1.JCLLIB							
	A0358J03	SCLMTEST.DEV1.JCLLIB							
	A0358J04	SCLMTEST.DEV1.JCLLIB							
	BZZSMSRV	SCLMTEST.DEV1.JCLLIB							
	FLM01EQ1	SCLMTEST.DEV1.JCLLIB							

Figure 112. Updated Member List

You can then repeat your search, using additional strings, to find members within this smaller sub-set.

Chapter 6. Unix Functions

A number of Unix functions become available on the Main Menu, whenever the List Files action has been performed for Unix files. The menu items remain available until a different query (List SCLM Files or List Members) is performed or a new SCLM Package is opened (or created).

You can use the Unix functions to perform actions on files contained in the Unix System Service environment of your z/OS system.

This chapter describes the use of the following Unix functions:

- Compare function
- Copy and Move UNIX files
- View UNIX File information
- Rename Unix files
- Search-For function

Note: The MIGRATE command is described in "Migrating Members to SCLM" on page 82.

Comparing Unix Files

Cloud 9 gives you the ability to compare Unix files. Files can be compared against files in the same directory, a different directory, or a PDS data set. The compare results can be used to show changes that have been made to a file.

- 1. Generate a list of Unix files.
- 2. Select one file to compare it with a PDS member or with a Unix file not in these list results;

OR

Select two files within the list results that you wish to compare.

- 3. Click on **COMPARE** on the Main Menu.
- 4. The following panel is returned:

Compare							
Compare:	• • •	 Matching files listed Using "Old" path location Using "Old" dataset location 					
Display format:	۲	Delta	0	Changes	0	Long	
"Old" location:							
	Subn	nit	F	Reset	С	ancel	



The entry fields on the Compare options panel are:

Compare

- Matching files listed used to compare two files from the same List Files results set.
- Using "Old" path location used for comparing a Unix file against a Unix file that is not in the current List File results set.
- Using "Old" dataset location used for comparing a Unix file to a member in a PDS data set.

Display format

- Delta list the differences between the source data sets
- Changes list the differences between the source data sets, plus up to 10 matching lines before and after the differences.
- Long list all the new data set source lines, plus old data set deleted lines. Both inserted and deleted lines are flagged.

"Old" location

If you have selected only one file for comparison, Cloud 9 prompts you for the location of the file with which to compare it.

- 5. Set the Compare and Display Format options.
- 6. Enter the "*Old*" *location*, if applicable.
- 7. Click Submit. The results are displayed, for example:
Old file: /u/dohertl/sclmtest/dev1/java/Hello.java.cmd New file: /u/dohertl/sclmtest/dev1/java/hellow.java.cmd

/u/dohertl/sclmtest/dev1/java/hellow.java.cmd

```
D - export CLASSPATH=/u/dohertl/sclmtest/release/java:$CLASSPATH
D - export CLASSPATH=/u/dohertl/sclmtest/release/classes:$CLASSPATH
D - export CLASSPATH=/u/dohertl/sclmtest/test/java:$CLASSPATH
D - export CLASSPATH=/u/dohertl/sclmtest/test/classes:$CLASSPATH
D - export CLASSPATH=/u/dohertl/sclmtest/dev1/java:$CLASSPATH
D - export CLASSPATH=/u/dohertl/sclmtest/dev1/java:$CLASSPATH
D - export CLASSPATH=/u/dohertl/sclmtest/dev1/classes:$CLASSPATH
RO- javac -J-mx128m -verbose -d /u/dohertl/sclmtest/dev1/classes Hello.java
RN- javac -J-mx128m -verbose -d /u/dohertl/sclmtest/dev1/classes hellow.java
```

Figure 114. Compare Results

For an explanation of compare listings, see the SuperC sections of the *ISPF User's Guide Volume II.*

Copying Unix Files

Using Cloud 9 you can copy Unix files to a PDS data set or to a UNIX directory.

- 1. Generate a list of Unix files
- 2. Select a file (or files) to be copied
- 3. Click **COPY** on the Main Menu. The following panel is returned:

Copy File		
	Name mask: Replace target file:	O Yes O No
C To PDS	Dataset: File type:	● Default ○ Text ○ Binary
To Unix	Directory:	
Old name: Hello.java.cmd	New name:	Directory: /u/dohertl/sclmtest/dev1/java
	Submit	Reset Cancel

Figure 115. Copy File Options

Information about the fields on this panel can be found in "Copying PDS Members" on page 89. The fields are arranged differently on PDS Members Copy panel, but the explanations for each field are the same.

4. Once all the options have been selected and the name has been decided, click Submit. The following panel is returned:

Copy complete						
Old name	New name	Message				
Hello.java.cmd	Hi.java.cmd	Copy complete				

Figure 116. Copy Results

Moving Unix Files

Using Cloud 9, you can move Unix files to another UNIX directory or to a PDS data set.

- 1. Generate a list of Unix files.
- 2. Select the Unix file or files to be moved.
- 3. Click MOVE on the Main Menu.
- 4. The following panel is returned:

Move File		
	Name mask: Replace target file: O Yes O No	
C To PDS	Dataset: File type: O Default O T	Fext 🔘 Binary
To Unix	Directory:	
Old name: Hello.java.cmd	New name: Directory: /u/dohertl/scimte	st/dev1/java
	Submit Reset Ca	ncel

Figure 117. Move File Options

Information about the fields in this panel can be found in "Moving PDS Members" on page 90. The fields are arranged differently on that panel, but the information for the fields is the same.

5. Once all the options have been selected and the name has been decided, click Submit. The following panel is returned:

Move complete						
Old name	New name	Message				
Hello.java.cmd	HELLO	Move complete				

Figure 118. Move Results

Viewing Unix File Information

In Cloud 9, you can access the Unix file information and change a file's attributes.

- 1. Generate a list of Unix files.
- 2. Select the file or files whose information you wish to obtain.
- 3. Click **FILE INFO**. The following panel is returned:

name Di o.java /u	rectory ı/dohertl/scImtest/d	Permissions lev1/java 775	Sticky bit	Set GUID Se	et UID Owner	Group i O
Subi	mit Reset					
Size	Creation time	Last accessed	Stati	us changed	Data last c	hanged
100 0	002/00/27 10.00.1	2 2002/11/05 10:10:	51 2002/00	2/27 10·00·14	2002/00/27	10.00.14

Figure 119. File Information Options

The entry fields on the File Info options panel are:

Permissions

See the Unix System Service (USS) User's Guide, SA22-7801.

Sticky bit

See the USS User's Guide.

Set GUID

See the USS User's Guide.

Set UID

See the USS User's Guide.

4. Change the options, if required, and click Submit. The following panel is returned:

File info	rmation		
File	Directory	Message	Return code
Hello.java	/u/dohertl/sclmtest/dev1/java	chmod failed	-1

Figure 120. File Information Results

Note: The submission attempted in this example failed because the user did not have the correct authorization to make the change.

Renaming Unix Files

One or more Unix files can be renamed using the Rename function. The Rename function works the same as the *Name Mask* and *New Name* fields on the Copy and Move panels.

- 1. Generate a list of Unix files.
- 2. Select the file or files to be renamed.
- 3. Click **RENAME** on the Main Menu. The following panel is returned:

Rename Files	5			
Name mask:				
Old file name: Clock3.java	New file name:			Directory: /u/dohertl/sclmtest/dev1/java
Clock4.java				/u/dohertl/sclmtest/dev1/java
		Submit	Cance	1

Figure 121. Rename Files Options

Information about the fields on this panel can be found in "Renaming PDS Members" on page 92. Note that the fields are arranged differently on that panel, but the explanations are the same.

- 4. Enter data in either the *Name Mask* or *New Name* fields to change the name of the selected Unix file. See "Copying Unix Files" on page 97 for more information.
- 5. Click Submit. The following message is returned:

Rename complete							
Old name	New name	Message					
Block3.java	Clock3.java	File renamed					
Block4.java	Clock4.java	File renamed					

Figure 122. Rename Results

Using Search-For with Unix Files

You can use the Search-For function to search multiple Unix files for individual data strings.

- 1. Generate a list of Unix files.
- 2. Select file or files for Search.
- 3. Click SEARCH-FOR on the Main Menu. The following panel is returned:

Search-	for
String:	
	ļ
	Submit Reset Cancel

Figure 123. Search-for Options

Information about the field on this panel can be found in "Using Search-For with PDS Members" on page 93. The fields are arranged differently on this panel, but the explanations for the fields are the same.

- 4. Enter the data string or strings to search for and click Submit.
- 5. If no data matches the requested search then a 'No Matches' message is returned.
- 6. If there are any matching data strings, results similar to these are returned:

Sea	rch-for	
	File	Directory
	hellow.java.cmd	/u/dohertl/sclmtest/dev1/java
		26 javac -J-mx128m -verbose -d /u/dohertl/scImtest/dev1/classes hellow.java
	sue.java.cmd	/u/dohertl/scImtest/dev1/java
		32 javac -J-mx128m -verbose -d /u/dohertl/sclmtest/dev1/classes Hello.java
	Hello, java	/u/dohertl/scImtest/dev1/java
		3 public class Hello {
		5 System.out.println("Hello");
	Hi.java.cmd	/u/dohertl/scImtest/dev1/java
		32 javac -J-mx128m -verbose -d /u/dohertl/scImtest/dev1/classes Hello, java
C - l h		Lindete Divestory List
Select		

Figure 124. Search-for Results

Individual members can be selected or you can use the Select All and Deselect All links in the lower left corner of the form to select/deselect members.

7. Click the**Update Directory List** button to return a new Unix Directory List containing only the selected files.

Uni	Unix Directory List						
	File Type	File Name (4)	Directory Path				
	file	hellow.java.cmd	/u/dohertl/sclmtest/dev1/java				
	file	sue.java.cmd	/u/dohertl/sclmtest/dev1/java				
	file	Hello.java	/u/dohertl/sclmtest/dev1/java				
	file	Hi.java.cmd	/u/dohertl/sclmtest/dev1/java				

Figure 125. Updated Unix Directory List

You can then repeat your search, using additional strings, to find members within this smaller sub-set.

Chapter 7. Usage Scenario

This chapter descibes how to use Cloud 9 to manage your SCLM life cycle and development process, including how to:

- · Use complex queries for multi-location selection lists
- · List and build members based on SCLM language
- · List and promote members based on SCLM change codes
- · Use package processing to promote changes into production
- **Note:** Our scenario uses the Sample project that can be generated from within SCLM. You can use Option 7 from the main SCLM menu to create a copy of this project, with your user ID as the Project Name. See the ISPF SCLM Program Manager's and Developer's Guide for details on how to use this option.

In our Scenario, the Project Name is SCLMUSR. You will be listing various members within your copy of this project, selecting some for editing, creating a Package for the edited members and building and promoting that Package up to Production (RELEASE).

Task #1: Exploring the SLCM Query options

In this task, you explore some of the unique querying capabilities of Cloud 9, to view your project's contents. At the end of the task, you list the members needed for Task #2.

- 1. If you have not done so already, log in to Cloud 9.
- 2. From the Cloud 9 main menu, click LIST SLCM FILES.
- 3. On the SCLM Query panel, click the ? button adjacent to the Project field and select your project name from the list.

Note: If your project name is not on the list, you need to create the project in SCLM before continuing with this scenario.

- 4. Ensure that the Hierachy View option is set to **All occurrences** and the Accounting Status option is set to **All**, then click the Submit button.
- 5. Examine the results that are returned. You should see a list of 36 members, all in the RELEASE group and with a variety of Type, Language and Status values.

	Member (36)	Project	Group	Туре	Language	Status	Access key
_							
	FLMU1AP1	SCEMUSR	RELEASE	ARCHDEF	ARCHDEF	EDITABLE	
	FLM01ARH	SCLMUSR	RELEASE	ARCHDEF	ARCHDEF	EDITABLE	
	FLM01CMD	SCLMUSR	RELEASE	ARCHDEF	ARCHDEF	EDITABLE	
	FLM01EQU	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	
	FLM01LD1	SCLMUSR	RELEASE	ARCHDEF	ARCHDEF	EDITABLE	
	FLM01LD1	SCLMUSR	RELEASE	LMAP	LE370	NON-EDIT	
	FLM01LD1	SCLMUSR	RELEASE	LOAD	LE370	NON-EDIT	

Figure 126. Members in the SCLM Sample project

Note: If the list contains less than 36 members, re-examine the way that you created your project copy.

- 6. Use the browser Back button to return to the SCLM Query panel.
- 7. Select the Type of **Source** and set the Accounting Status to **Editable** and click Submit again.
- 8. Examine the results that are returned. The list contains 7 members.

Member (7)	Project	Group	Туре	Language	Status	Access key
FLM01EQU	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	
FLM01MD1	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	
FLM01MD2	SCLMUSR	RELEASE	SOURCE	PLIO	EDITABLE	
FLM01MD3	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	
FLM01MD4	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	
FLM01MD5	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	
FLM01MD6	SCLMUSR	RELEASE	SOURCE	HLAS	EDITABLE	

Figure 127. Editable Source members in the SCLM Sample project

- 9. Return to the SCLM Query panel and experiment with different query options, such as selecting by Language, and so on.
- 10. When you have finished experimenting, click the Reset button on the SCLM Query panel, set the Type to **Source** and the Accounting Status to **Editable** again, then click Submit.

You are now ready to begin Task #2.

Task #2: Editing Members

In this task, you edit two members in your project and assign these members a Change Code. This Change Code is used to track the members through the SCLM life cycle.

- 1. On your Member List, select FLM01MD1 and FLM01MD2. These members have different languages.
- 2. From the Cloud 9 main menu, click EDIT.
- On the Edit Options panel, make sure your settings match the following:
 Edit in Browser Yes
 File Type Default

Lock SCLM Member	Yes
Lock in Group	DEV1
Authorization Code	Blank (empty)

- 4. Click Submit. Two new browser windows open, with your members loaded in an Edit session.
- 5. For each member:
 - a. Make a minor change in the Edit area. If you do not know the language, just make a small change in the comments area at the top.
 - b. Enter CC01 into the Change Code field in the Add to SCLM section.
 - c. Click the Submit button in the Add to SCLM section.
 - d. Close the Edit session browser window.
- 6. From the Cloud 9 main menu, click LIST SCLM FILES.

- 7. Reset the SCLM Query options, then select your Project and **DEV1** from the drop down lists.
- 8. Click Submit. The results show that the two members you have just edited have been placed into DEV1.

You are now ready to begin Task #3.

Task #3: Compare files

In this task, you compare one of your edited files with the original, and investigate the various compare options.

- 1. On your Member List, select FLM01MD1 only.
- 2. From the Cloud 9 main menu, click VERSION/RECOVER. The Current section of this panel contains two copies of your member; one in the DEV1 Group and one in the RELEASE Group.

	Group	Date	Time	User	Change Code
Current					
	DEV1	current source		SCLMUSR	2 CC01
	RELEASE	current source		SCLMUSR	!
View	Compare	Recover	Reset		

Figure 128. Member displayed in Version/Recover panel.

- 3. Select the two copies in the Current section.
- 4. Select the **Delta** and **Blank** For Compare options.
- 5. Click the Compare button. A new browser window opens and displays the Compare results.
- 6. Examine the results. You should be able to see the details of your small editing change, made in Task #2. If you cannot see any changes, return to Task #2 and edit and save the member again.
- 7. Close the Compare results browser window and experiment with different combinations of For Compare options. Close the browser windows when finished.

You are now ready to begin Task #4.

Task #4: Create Package and add members

In this task, you create a Package to hold the edited members. In later tasks, you use this Package to build the members.

- 1. From the Cloud 9 main menu, click OPEN PACKAGE.
- 2. Select the Create New Package option and enter the following values in the fields:

Project	SCLMUSR (use your own Project Name)
Group	DEV1
Туре	ARCHDEF
Member	MYPKG

3. Click the Submit button.

- 4. From the Cloud 9 main menu, click LIST SCLM FILES and search for all members in your Project with a Change Code of **CC01**. This finds the two members you have edited, within the DEV1 Group.
- 5. Select the two members and, from the Cloud 9 main menu, click ADD TO PACKAGE. A message box displays to confirm that the two rows have been added.
- 6. From the Cloud 9 main menu, click SAVE/VIEW PACKAGE. Your Package information is displayed in the Save Package section and the two members are listed in the Package Contents section.
- 7. Ensure that the Change Code field contains **CC01** and click the Submit button. A confirmation message displays in the browser.
- 8. From the Cloud 9 main menu, click LIST SCLM FILES again and search for all members in your Project with a Change Code of **CC01**. This finds the two members you have edited and your new Package.

Member (3)	Project	Group	Туре	Language	Status	Access key
FLM01MD1	SCLMUSR	DEV1	SOURCE	HLAS	EDITABLE	
FLM01MD2	SCLMUSR	DEV1	SOURCE	PLIO	EDITABLE	
MYPKG	SCLMUSR	DEV1	ARCHDEF	ARCHDEF	EDITABLE	

Figure 129. Member List for DEV1, showing new Package

You are now ready to begin Task #5.

Task #5: Build the Package

This task has two sub-tasks, which together demonstrate the differences between a simple Build process, which uses Packages containing Source members; and Change Code processing, which uses Packages containing Change Codes and ARCHDEFs.

Task #5a: Build Packages with Source members

In this task, you build your existing Package member, which builds both members listed in the Package contents and all non-editable dependent members. This demonstrates simple Package processing, which is useful for testing your changes within its immediate scope.

- 1. On your Member List, select MYPKG (your existing Package member) only.
- 2. From the Cloud 9 main menu, click BUILD. The Build panel displays.
- 3. Set the Mode to **Conditional**, the Scope to **Normal** and the Execution Mode to **Foreground**.
- 4. Click the Submit button. A confirmation message displays in the browser.
- 5. From the Cloud 9 main menu, click LIST SCLM FILES again and search for all members in the **DEV1** Group. Ensure that the Accounting Status is set to **All**. This finds the two members you have edited, your Package and the non-editable members dependent upon your edited members.

Member (7)	Project	Group	Туре	Language	Status	Access key
FLM01MD1	SCLMUSR	DEV1	OBJ	HLAS	NON-EDIT	
FLM01MD1	SCLMUSR	DEV1	SOURCE	HLAS	EDITABLE	
FLM01MD1	SCLMUSR	DEV1	SOURCLST	HLAS	NON-EDIT	
FLM01MD2	SCLMUSR	DEV1	OBJ	PLIO	NON-EDIT	
FLM01MD2	SCLMUSR	DEV1	SOURCE	PLIO	EDITABLE	
FLM01MD2	SCLMUSR	DEV1	SOURCLST	PLIO	NON-EDIT	
MYPKG	SCLMUSR	DEV1	ARCHDEF	ARCHDEF	EDITABLE	

Figure 130. Member List for DEV1, after MYPKG Build

Task #5b: Build Packages with Change Codes and ARCHDEFs

In this task, you create a Package that uses your Change Code and a High Level ARCHDEF, instead of individual source members. This builds all members of the package that have been assigned the Change Code and all members within the project that might be affected by these changes. This demonstrates Change Code processing, which is useful when you want to build your full application.

- 1. From the Cloud 9 main menu, click SAVE/VIEW PACKAGE.
- 2. Click the Start Over button, then click OPEN PACKAGE from the Cloud 9 main menu.
- 3. Select the Create New Package option and enter the following values in the fields:

Project	SCLMUSR (use your own Project Name)
Group	DEV1
Туре	ARCHDEF
Member	CC01

- 4. Click the Submit button.
- 5. From the Cloud 9 main menu, click SAVE/VIEW PACKAGE. Your Package information is displayed in the Save Package section and the Package Contents section contains *** FILE IS EMPTY ***.
- 6. Highlight and delete the current Package Contents.
- 7. Enter **CCODE CC01** at the top of the Package Contents area. This causes Cloud 9 (and therefore SCLM) to include any other source members that have this Change Code, when you Build and Promote the Package.
- 8. Enter **INCL FLM01AP1 ARCHDEF** on the next line. This is the highest level ARCHDEF in your project and it forces the re-link of any load modules affected by changes in Members marked with the CC01 Change Code.

```
Package Contents:
CCODE CC01
INCL FLM01AP1 ARCHDEF
```

Figure 131. Package Contents after editing

- 9. Ensure that the Change Code field contains **CC01** and click the Submit button. A confirmation message displays in the browser.
- From the Cloud 9 main menu, click LIST SCLM FILES again and search for all members in the **DEV1** Group.

- 11. Select the CC01 member and click BUILD.
- 12. List the SCLM members in DEV1 again. This time, the list includes a number of additional members.

Member (12)	Project	Group	Туре	Language	Status	Access key
0.081						
	SCLIMUSR		ARCHDER	ARCHDER	EDITABLE	
FLM01LD1	SCLMUSR	DEV1	LMAP	LE370	NON-EDIT	
FLM01LD1	SCLMUSR	DEV1	LOAD	LE370	NON-EDIT	
FLM01LD2	SCLMUSR	DEV1	LMAP	LE370	NON-EDIT	
FLM01LD2	SCLMUSR	DEV1	LOAD	LE370	NON-EDIT	
FLM01MD1	SCLMUSR	DEV1	OBJ	HLAS	NON-EDIT	
FLM01MD1	SCLMUSR	DEV1	SOURCE	HLAS	EDITABLE	
FLM01MD1	SCLMUSR	DEV1	SOURCLST	HLAS	NON-EDIT	
FLM01MD2	SCLMUSR	DEV1	OBJ	PLIO	NON-EDIT	
FLM01MD2	SCLMUSR	DEV1	SOURCE	PLIO	EDITABLE	
FLM01MD2	SCLMUSR	DEV1	SOURCLST	PLIO	NON-EDIT	
MYPKG	SCLMUSR	DEV1	ARCHDEF	ARCHDEF	EDITABLE	

Figure 132. Member List for DEV1, after CC01 Build

You are now ready to begin Task #6.

Task #6: Promoting Packages

In this task you promote your Package to the TEST and RELEASE Groups, which promotes all of the edited members and any dependent non-editable members.

- 1. On your Member List, select CC01 (your new Package member) only.
- 2. From the Cloud 9 main menu, click PROMOTE. The Promote panel displays.
- 3. Set the Mode to **Conditional**, the Scope to **Normal** and the Execution Mode to **Foreground**.
- 4. Click the Submit button. A confirmation message displays in the browser.
- 5. List the SCLM members again, and search for all members in the **DEV1** Group. The list contains only your MYPKG member.

Note: Attempting to Promote this member would cause errors, as the source members have been moved to the TEST Group.

- 6. List the SCLM members again, and search for all members in the **TEST** Group. The promoted members are on this list.
- 7. Select the CC01 member and Promote it a second time. This moves the Package and its related members up to the RELEASE Group.
- 8. List the SCLM members again, and search for all members in the **RELEASE** Group that have a Change Code of **CC01**. The CC01 Package and the two edited members are on this list.

Part 2. Using the VisualAge for Java Interface

Chapter 8. Cloud 9 Visual Age for Java Plug-in

This document is designed to familiarize you with the functionality of the Cloud 9 SCCI Interface. It describes the main aspects of the product's functionality, lists the product requirements, and provides a reference section with some key definitions and an FAQ section to answer any further questions the user might have. The topics covered in this document are:

- Product requirements
- Cloud 9 SCCI interface walkthrough
 - Add to Version Control
 - Cloud 9 browser interface
 - Adding Resource files to SCLM
 - Adding .class files to SCLM
 - Add to Version Control project already in SCLM
 - Refresh project
 - Using the Check Out facility
 - Creating your Profile
 - Using the Check In facility
 - Viewing log files
- Key term definitions
- Cloud 9/VA Java limitations
- FAQ Section

Product requirements

I

I

The VA Java IDE interface has been tested using Visual Age for Java 3.5.3 and 4.0. Older versions of the product might work but have not, as of yet, been tested. The following list shows the operating systems on which the IDE Interface has been tested. Other operating systems might be compatible, but have not yet been tested.

- NT 4.0 SP5 (no longer supported by Microsoft)
- NT 4.0 SP6 (free upgrade)
- Windows 2000 Professional
- Windows 2000 Professional SP1
- Windows 2000 Professional SP2
- Windows 2000 Professional SP3
- Windows 2000 Professional SP4
- Windows XP Professional
- **Note:** This document uses the term "z/OS" to refer to both the z/OS and the OS/390 operating systems.

VisualAge for Java - Cloud 9 SCCI Interface Walkthrough

This section of the document contains a comprehensive walkthrough of the Cloud 9 SCCI Interface. The walkthrough starts with the Add to Version Control function. Add to Version Control is an initial load of the project's files into SCLM. By the end of the walkthrough, many of the features of the Cloud 9 SCCI Interface will have been explained.

Add to Version Control

Т

You can use Add to Version Control to initially place a VA Java project under the control of SCLM. This task only needs to be performed once for the VA Java project. After the project has been loaded into SCLM, you can use the check out, check in, add and delete functions to work with the VA Java files.

To add a project to version control:

- 1. Within the VisualAge for Java Workbench, right-click the project that you want to add.
- 2. Select Tools > External Version Control > Add to Version Control.



Figure 133. VA Java Workbench: Selecting Add to Version Control

The Add to Version Control window is displayed:

elect a source code management handle licrosoft SCCI icualâge TeamConnection	ect a source code management handle rosoft SCCI JalAge TeamConnection		~
licrosoft SCCI	rosoft SCCI JalAge TeamConnection	Belect a source code management	handler
icual≥ TeamConnection	JalAge TeamConnection	Microsoft SCCI	
isual/ye reamounnection		VisualAge TeamConnection	
The second se			

Figure 134. Add to Version Control: Selecting a source code management handler

3. Select Microsoft SCCI from the list. The Cloud 9 interface uses the Microsoft SCCI as its source code management handler.

The Select SCM System window is displayed:

🕭 Select SCM Syst	tem	×
Select a system:		
PB Native		
Cloud 9		
de Theorem and the		
Show advanced	l options if avai	lable
Show advanced	l options if avai	lable

Figure 135. Select SCM System: Selecting Cloud 9 as your change control tool

 Select Cloud 9 as your SCM tool. If you have other change management tools defined to VA Java, you can see other change control tools in the list. The Select local diretory window is displayed:

AVIs	
Di backup	
🛅 books	_
🧰 cig	
🛅 cigdemo	
🗉 🧰 cigsccapi	
🗉 🧰 cigtst	
Cloud9Temp	
Com Com	
📄 dev	
🗉 🧰 Documents and Settings	
🗄 🧰 Drivers	
🛅 graphics	
🗄 🧀 Help Docs	
1	*
pirectory: C:\Cloud9Temp\	

Figure 136. Selecting a local directory

5. Select a local working directory, accessible to Cloud 9, that VA Java can use for import and export files. It is best to have previously created a working directory before accessing this dialog box. In this example, a working directory called Cloud9Temp was created on the C: drive, and is being selected.
The SCC Login dialog is displayed.

The SCC Login dialog is displayed.

	User Name:
	Password:
Plea	ase enter the location of the Cloud 9 Server:
Server	Name or IP:
Server F	Port:
Server[Directory:

Figure 137. SCC Login

6. Enter your Z/OS user ID and password, and the host name or IP address associated with the Cloud 9 HTTP Server. If you are not using port 80, enter a port number.

If the Cloud 9 executable files, located on the z/OS mainframe, were installed in a location other than cgi-bin, you need to specify the alternative location of the Cloud 9 mainframe executable files. Leaving this field blank tells the Cloud 9 SCCI Interface that the host executable files are in the default location, .../cgi-bin.

7. You must now tell Cloud 9 where in SCLM you want the Project Profile to be stored.

Project:	_
Alternate:	-
Group:	•
Туре:	-
Language:	-

Figure 138. SCM System Selection Panel

The Project Profile is a SCLM architecture definition member that contains a list of all files associated with the selected files under SCLM's control. The Cloud 9 SCLM member name is the same as the selected VA Java project name. The button to the right of the Project field can be used to show a list of valid Projects. The lists can be used to show the other supported SCLM inventory locations.

8. Once these settings are selected and the Save button is clicked, the dialog box shown in Figure 139 displays, requesting an Authorization Code. A Change Code can be specified.

Authorization Code: DEV • Change Code: Display Host Messages?			
Change Code: Display Host Messages?	Authoriza	ation Code:	DEV 🗾
🗖 Display Host Messages?	Change	Code:	
	🗖 Displ	ay Host Messa	iges?

Figure 139. SCLM Action Details

The Authorization Code and the Change Code are used when the Project Profile is stored under SCLM's control. Selecting the "Display Host Messages" option causes SCLM messages, generated when the Project Profile is added, to display.

Visual Age for Java tracks whether it thinks the selected project has been added to an external version control system before. If VA Java thinks the project is not currently under the control of an external version control system then VA Java displays the Unable to Detect Files dialog box, as shown in Figure 140.



Figure 140. Unable to Detect Files

Figure 140 states that the VA Java project is not under control of an external version control system.

If the user is adding a Project Profile that already exists in SCLM, then skip to the "Add to Version Control - Project already in SCLM" on page 124 section. Figure 153 on page 125 shows the dialog box that is displayed if a Project Profile already exists in SCLM.

Click Continue and a dialog box listing the Java project's types is returned. You can now select all files to be added into SCLM. The Select all Types check box provides a fast way to do just that. Once you have selected the files, click the Next button.

Add to Version Contro	l .			
Select the types to be placed ur	nder version co	ontrol.		
Available Types:				
petorder Abstractitem				
petorder AbstractCatalogitem				
petorder.AbstractPet				
petorder AbstractNeuterable				
petorder.Cat				
petorder.Dog				
petorder Rabbit				
petorder.Fish				
petorder.Mouse				
petorder.Snake				
petorder AbstractShoppingCar	titem			
petorder.PetShoppingCartItem				
petorder.SccDemo				
netorder AbstractCatalog				
Select all Types				

Figure 141. Export Type Panel

A panel listing all of the project's files is returned. Visual Age shows this panel for every different type of file associated with the project being added to version control. For example, Figure 142 on page 118 contains a list of the all of the .gif files in the project. At this point, you select all of the files being added into SCLM and click Next.

Select the resources to be placed under version Available Files:	i control.
Available Files:	Control.
c:\program files\ibm\visualage for java\ide\proje c:\program files\ibm\visualage for java\ide\proje	ect_resources\ScreenShots\add.gif
Select all Files Text files end with: java bt html :	xml dtd properties bat ini cfg

Figure 142. Export Files Panel

Clicking Next brings up a panel giving you an option to add a prefix to the files being stored in SCLM. Click Finish and the export process starts.

Add to version Contr	ol				
f required, enter a path to pre	pend to your f	iles for storag	e in the SCM s	system.	
🗖 Do not ad	d path prefix to	o files in the S	CM system		
Prefix:			• • • • • •		

Figure 143. Add Prefix

Next, the SCLM action panel shown in Figure 144 on page 119 displays. This panel is similar to the one shown in Figure 139 on page 116 except that it also includes

the option to do a Remote Build. A Remote Build causes the SCLM translator to be called once the file's source is stored under SCLM's control.

Authoriza	ation Code:	DEV -
Change	Code:	CC
🗖 Displ	ay Host Me	ssages?
Perfo	rm Remote	Build?

Figure 144. Remote Build Option

On the panel shown in Figure 144, you can specify an SCLM Authorization Code and Change Code to be associated with all the files being added into SCLM. To view the SCLM messages generated when the SCLM save operation is performed, select the "Display Host Messages" check box. You also have the ability to request that the SCLM Build translator be called for each file, by selecting the "Perform Remote Build" option. For java files, the remote build causes the java programs to be compiled. Fill in the correct information and then the SCLM Details panel is displayed.

	iovo File	10	iano ie
	.java i ne	;5	
Scim Type:	: [J/	AVA	*
Sclm Lang	uage: 📘	JAVA	-

Figure 145. SCLM Item Details

Select the Language and Type for the files being added to the SCM system, click OK, then watch as the selected files are placed under the control of SCLM. When all of the files have been added, the following VA Java summary window is opened:

Progress Information	×
Exporting IDE files and resources onto disk	
Copying project resources	
Finished export.	
Adding files to SCM server Adding project resource files to SCM server Finished adding files.	
OK	
Finished	

Figure 146. Export progress

The summary panel states that the project's java files have been added into SCLM.

Cloud 9 Browser Interface

You can view either the Project Profile or any of the other files just added into SCLM, using the Cloud 9 browser interface. To access this, the Open Version Control function can be used.

To open the user's version control system (in this case Cloud 9):

- 1. Right-click the project under version control.
- 2. Select Tools > External Version Control > Open Version Control.

💓 Workbench			
File Edit Workspa	ace Selected Wind	low Help	
33	🔄 🐵 💿	S 5 E (
🔗 Projects 🔗 Pa	ackages 🖾 Resourc	ces 🕒 Classes 🕕 Ir	terfaces (III) All Problems
🔗 All Projects			+1) 🥥 S F
+ 🕤 CSDemo + 🕤 FinalTest3 + 🟐 IBM Java Im + 🟐 Java class Iii + 🏐 MJF1003	plementation braries		
 PetDemo PTFTest2 SmallDemo 	Open Open To Go To	:	
± 📺 Sun class li	Add	•	•
Comment	Attribute Filters		
	Import Export		<u>.</u>
	Replace With Delete Reorganize	*	
R	Manage	•	
	Compare With Run Document		SCCI_Controlled.20020
	Tools Copy to Clipboard Properties	External Versio	n Control > Add to Version Control Refresh Project Remove from Version Control
			Check In Check Out Undo Check Out
			Add Delete
			Properties
			Open Version Control

Figure 147. Cloud 9 Package List

This starts a browser and load Cloud 9's log-in panel. Once Cloud 9 is accessed, the user can check to see if their project and its files have been added into SCLM. The Visual Age for Java project is now a standard package in SCLM and is located wherever the user specified on the SCM System Selection Panel (Figure 138 on page 116)

Figure 148 on page 122 shows a list of SCLM Packages in Cloud 9:

Juery Functions		Member (23)	Project Group	Type	Language	Status	Access key
LIST MEMBERS LIST UNEX FILES	r r	com/amalidemo/MainApp.java com/amalidemo2/MainDemo2.java	IEMDEMO DEV	PACKAGES	ARCHDEF	EDITABLE	
Actions ACD PC/WS FILES EDIT MEMORER VTEW MEMBER VTEW MECOLUMTING VERSION/RECOVER	LULL	helptest/HelpTest java miketest/TestClass java Microsoft Visual Basic Microsoft Visual BasicCloud9Test	EMDEMO DEV EMDEMO DEV EMDEMO DEV EMDEMO DEV	PACKAGES PACKAGES PACKAGES PACKAGES	JAVA ARCHDEF ARCHDEF	LOCKOUT EDITABLE EDITABLE EDITABLE	P390K
BUILD CELETE LOCK MSGAATE PROMOTE LMLOCK	LLLL	-Microsoft Visual BasicProject1 -Microsoft Visual C++OgScmScc stavesproject Cloud? hm	IBMDEMO DEV IEMDEMO DEV IEMDEMO DEV IEMDEMO DEV	PACKAGES PACKAGES PACKAGES PACKAGES	ARCHOEF ARCHOEF ARCHOEF TEXT	EDITABLE EDITABLE EDITABLE EDITABLE	
fise Functions SELECT ALL OFFENERACIAL OPEN PACKAGE PROPILE	L L L L	Cloud9Test vbp Form1.tm Module1.bas Module2.bas	IBMDEMO DEV IBMDEMO DEV IBMDEMO DEV IBMDEMO DEV	PACKAGES PACKAGES PACKAGES PACKAGES	EBIZDIN EBIZDIN EBIZDIN EBIZDIN	EDITABLE EDITABLE EDITABLE EDITABLE	P390M
ABOUT CLOUD 9	LEBEEL	NJF 1002 MJF 1003 Project 1 vbp SmalDemo SMALDMO	IBMDEMO DEV IBMDEMO DEV IBMDEMO DEV IBMDEMO DEV IBMDEMO DEV	PACKAGES PACKAGES PACKAGES PACKAGES PACKAGES PACKAGES	ARCHOEF ARCHOEF ARCHOEF EBIZBIN ARCHOEF ARCHOEF	EDITABLE EDITABLE EDITABLE EDITABLE EDITABLE EDITABLE	

Figure 148. Cloud 9 Package List

The previous list contains a number of VA Java projects that have been added into SCLM. Notice that one of them has been checked and highlighted. That is the project that was just added to version control. Figure 149 shows what that package looks like in SCLM:



Figure 149. View Package

Adding Resource Files

Now that the VA Java project has been added to version control, the individual resource files can be added as well. To do this:

- 1. Make sure the project in question has been added to version control.
- 2. From the VAJ Workbench Resources Tab, right-click the resource you wish to add.
- 3. From the menu, select Tools > External Version Control > Add.

Workbench	ed Window Hel	D			
 30 3		P			
🔗 Projects 🔏 Packag	es 🔁 Resources	Cla	sses 🔘 Interfaces 🛞 All	Problems	
💁 Resources in c:\progr	am files\ibm\visual	age for ja	wa\ide\project_resources\	(stored locally)	
Name		6	Size Modified		A
Geodenic (prover GinalTest3 SCC) GilBM Java Implement GilBM Java class libraries GMJF1003 SCCI_ GMJF1003 SCCI_Col GPTFTest2 SCCI_ GSmallDemo SCC	_Controlled.20020 tation 3.5.3 1.2.2 Controlled.200209 htrolled.20020917: _Controlled.200210 1_Controlled.200210	916:1 11:10 1014()23:1))916:1			
📄 🗎 cow.gif 🄪	Open		9 KB 9/14/20	02 7:06:13 PM	
💷 🗎 snake.gif 🄪 = E 🕄 Sun class libraries –	Add	•	14 KB 9/22/20	02 5:05:54 PM	
± ∰TestDemo2(9/11.	Replace With Delete Rename	•			
🕫 🗺 TestProi3 🏷 SCC	Tools	•	External Version Control	Check In	<u>-</u>
	Copy to Clipboa	rd		Check Out Undo Check Out	
				Add Delete	

Figure 150. Add resources to SCLM

4. Next you see a dialog box listing the resources being added. Click OK.

🚱 Add			×
The following files will t	e added		
c:\program files\ibm\vis	sualage for java\i	de\project_resources\Sma	llDemo\cow.gif
	ок	Cancel	

Figure 151. Resource being added to SCLM

5. After clicking OK, the SCLM options dialog box displays.

Authoriz	ation Code:	DEV 💌
Change	Code:	cc
🗖 Disp	lay Host Mes	sages?
Perfo	ırm Remote I	Build?

Figure 152. SCLM options dialog

On this panel, you can specify an SCLM Authorization Code and Change Code to be associated with all the files being added into SCLM. To view the SCLM messages generated when the SCLM save operation is performed, select the Display Host Messages check box. You also have the ability to request that the SCLM Build translator be called for each file, by selecting the Perform Remote Build option.

Adding .Class Files to SCLM

- 1. On the VAJ Workbench Project Tab, right-click the project, package or class that you wish to store in SCLM.
- 2. From the menu, select Export.
- 3. In the Export Dialog, select Directory as the export destination. Click OK.
- 4. In the Export to Directory dialog, enter the directory that is the local directory that the user defined when adding the project to version control. Click OK.
- 5. In the Export to Directory dialog, for the *What do you want to Export?* option, select *.class and make sure nothing else is selected. Click Finish.

Once the .class files have been exported to a directory, follow the instructions previously provided, on adding resource files.

Add to Version Control - Project already in SCLM

If the VA Java project being added to version control is already located in SCLM, then instead of Figure 140 on page 117, the following dialog box is displayed:



Figure 153. Import Process

This panel states that the project that you are adding to version control already exists in SCLM. Clicking Yes causes all the files in your local VA Java project to be overlaid and refreshed with files stored in SCLM.

1cigtsticom\smalldemo\MainAp) java
1cigtsf\dukeSnooze.gif	
icigtsticom\smalldemo2\MainD	emo2.java
tcigtstibulldog.jpg	- 116
leigtstleow.gif	
ler. * ,*	Select all Select none
ter: **	Select all Select none

Figure 154. Import Process - Select Files

Because the project's files already reside on the mainframe, the mainframe versions of the files are imported and compared against the project files being added to version control. Select the files being added to version control and the correct path prefix and click OK.

When the files have all been imported to the IDE, the VA Java summary panel is returned:

Progress Information	×
Extracting files from SCM server onto disk. Finished extracting parts. Importing Java resources into the IDE Imported C:\cigtst\com\smalldemo\MainApp.java successfully. Imported C:\cigtst\com\smalldemo2\MainDemo2.java successfully. Imported C:\cigtst\dukeSnooze.gif successfully. Imported C:\cigtst\bulldog.jpg successfully. Imported C:\cigtst\cow.gif successfully. Finished importing files into the IDE	
OK	
Finished	

Figure 155. Progress Info

The files within Visual Age for Java have now been refreshed and replaced with the files stored in SCLM.

Refresh Project

Now that the VA Java project's files have been added to version control, you might want to edit the project's files. To be safe, you can do a Refresh Project, just to make sure you are working with the most current version of the project.

To refresh the project:

- 1. Right-click the project under version control.
- 2. Select Tools > External Version Control > Refresh Project.

If the project has not been changed, the Refresh Project window is displayed:



Figure 156. Refresh Project

If the VA Java project's files have been changed since being added to version control, the Refresh Project dialog box displays. Different tabs are highlighted depending on what changes were made to the files.

These local files have been removed t Keep the modified items	from the SCM server already.	Delete items locally to match repository
com smallderno.mainapp	Add > Add All >> < Remove << Remove All	

Figure 157. Refresh Project

Check Out

After the VA Java project has been refreshed, the files being edited need to be checked out from SCLM. A lock is placed on a file when the user does a Check Out in VA Java.

To Check Out a file:

- 1. Right-click the file that needs to be Checked Out.
- 2. Select Tools > External Version Control > Check Out.

🛃 Workbenc	h		A CONTRACTOR OF THE REAL PROPERTY OF THE REAL PROPE	_ 🗆 🗙
File Edit Wo	orkspace Selected	Window Help		
ある	500	© < < = 0) 🖲 🕑 🕄 🌚	
	🔗 Packages 🛄 Re	esources 🕒 Classes 🕕 In	terfaces All Problems	
All Projects			+[🗸 S F
🗄 🔄 CSDen	no			•
🗄 🔄 FinalTe	est3			
🛨 🥶 Ibm Ja	iva Implementation			
± € MJF10	03 ⁵			
🗄 🔄 PetDer		-1		2011.00
🗄 🔄 PTF	Open Open To			
🗄 🔄 Smal	Go To			
E Sun	Add	•		▼ <u></u> }
	Attribute Filters			
	Import Export			<u> </u>
-	Replace With	•		
	Delete			
	Reorganize			~
	Manage			<u>></u>
	Compare With		SCCI_Controlled.20020	
	Document	•		
	Tools	External Version Cont	rol > Add to Version Control	
	Copy to Clipboard		Refresh Project	
	Properties		Remove from Version Control	
			Check In	
			Check Out	
			Undo Check Out	

Figure 158. Check Out Summary

3. Once Check Out is selected, a panel is displayed, asking for confirmation of the checkout. Click OK and the next panel asks you for an Authorization Code, a Change Code and give you an option to view host messages.

Authorizati	on Code:	DEV 💽
Change C	ode: [
🗖 Display	Host Mess	ages?



From this point, two different windows can be shown. If another user has not checked out the previously mentioned file, the VA Java summary window is displayed and the file is locked in both SCLM and VA Java.

🗄 Summary		
C:\cigtst\testpal	((TestPak1.java checke	ed out.
1 file was chec	red out.	

Figure 160. Check Out Summary

If the file you are requesting is already checked out by another user, you cannot check out the file until the other user has checked it in. A "checked out" panel is displayed and gives all the information needed to contact the user who has checked out the file the you are requesting. Their picture, user ID, telephone number, and an e-mail link are all provided.

sualAge for Java SCI	M v2 - MJF1001 Checked Out To Other User	X
	The following file(s) are checked out to other users:	
mjfpack\Mjf001.java		
		Ī
<u>•</u>		
User Name:	P390K	1
Name:	Spike	
E-mail:	spike@yahoo.com	
Voice:	555-2345	
	E-Mail User Reattempt Continue Help	

Figure 161. Re-Attempt Check Out

Once the other user has been contacted and the file has been checked in, you can click Re-attempt Check Out to go on with the editing process. A summary statement, such as the one in Figure 160, is displayed. Click OK and the requested

file is checked out and ready to edit. Upon checkout, there a lock displays next to the file on the VA Java workbench.



Figure 162. Locked file

Create your Profile

The Re-Attempt Check Out dialog uses information stored in your Cloud 9 Profile. To set up your Cloud 9 profile, you need to use the Cloud 9 Browser Interface. To access the Cloud 9 Browser Interface, you need to use the Open Version Control function as is shown in Figure 163 on page 131.

🕑 Workbench				
File Edit Workspa	ce Selected Wind	low Help		1
3 3 5	 (a) (b) (c) (c)	S 5 5 (
🔗 Projects 🔗 Pa	ckages 🖾 Resourc	es 🕒 Classes 🕕 I	nterfaces (*) All Problems	
All Projects			+ 🥥	S F
	plementation praries			*
± 🔄 PetDemo ± 🔄 PTFTest2' ± 🕤 SmallDemo	Open Open To Go To	•		
🗄 📆 Sun class li	Add	•		•
Comment	Attribute Filters			
	Import Export			4
	Replace With Delete Reorganize	•		
I	Manage	•		*
	Compare With Run Document		SCCI_Controlled.20020	
	Tools Copy to Clipboard Properties	▶ External Versi	on Control Add to Version Control Refresh Project Remove from Version Control	
-			Check In Check Out Undo Check Out	
			Add Delete	
			Properties Open Version Control	

Figure 163. Accessing Cloud 9 Browser Interface

Once Cloud 9 is accessed, click the Profile link on the main menu to display the Profile panel.

IBM Cloud-9 for S	CLM for z/	OS and OS/390 - Microsoft Interne	t Explorer		_03
<u>File E</u> dit <u>V</u> iew	Favorites	<u>I</u> ools <u>H</u> elp			-
Query Functions LIST SCLM FILES LIST MEMBERS LIST UNIX FILES		Profile User ID: P390K			
Actions ADD PC/WS FILES EDIT					
Misc Functions OPEN PACKAGE PROFILE		Replace your picture:		Browse	
ABOUT CLOUD 9		(Picture must be in .jpg format) Delete your picture:	C Yes 🔍 No		
		Full Name: Email:	Spike spike@yahoo.com		
		Phone:	555-2345		
		View Source in Browser:	C Yes ⊙ No		
		Job ID:	Ves (* No		
		Increment Jobname:	○ Yes ● No		
		Jobcard:			
		//P390K\$ JOB (#ACCT),S	PIKE		-
			Update profile		
)				🚺 🚺 Internet	

Figure 164. Profile options

Fill in the fields for your name, e-mail address, telephone number and picture (only .jpg images), and click Update profile. This information is then returned to other users when they attempt to check out files already under your control. The rest of the fields on the Profile panel are used for specific Cloud 9 functions only and are not used directly by the Cloud 9 SCCI Interface.

Check In

Now that the file is checked out, it is ready to be edited. Double-click the file to display the edit window.
C JeffClass SCCI_Controll	ed.20020626:172535 in jefftest1 📃 🗖 🗙
<u>File E</u> dit W <u>o</u> rkspace <u>W</u> ind	łow <u>H</u> elp
\$\$ \$ S	
🖸 Source 🗿 Members 🖌	Hierarchy 💷 Editions 🖾 Visual Composition 🖬 BeanInfo
Elements 🥥 S F	Source
package jefftest1	<pre>package jefftest1; /** * Insert the type's description here. * Creation date: (6/26/2002 5:15:56 PM) * @author: Administrator */ public class JeffClass { /** * JeffClass constructor comment. */</pre>
Problems	
jefftest1.JeffClass	

Figure 165. Edit window

Once the file has been edited, it is ready to be checked back in to SCLM. To Check In a file:

- 1. Save any changes made to the file.
- 2. Right-click the file the user wants to Check In.
- 3. Select Tools > External Version Control > Check In.

🐼 Workb	ench				
File Edit	Workspace Selec	ted	Window Help		
× *) 🚫 🕥	-	© < < = < < < < < < < < < < < < < < < <		
Projec	cts 🛃 Packages 🕻	٦, Re	sources 🞯 Classes 🔘 Interfaces 💌 All Problems		
🔗 All Pro	jects		+[]	U S	F
E 🔄 CS	6Demo ⁵				
🗄 🔄 Fi	nalTest3 ⁵				
E 🥘 IB	M Java Implementati	on			
⊞ 🔄 Ja ⊞ 🔄 M.	iva class libraries JF1003				
Ξ	Open	1			
E 🔄	Open To				
± 💆	Go To	•			
	Add	+	2	5	
Cor	Attribute Filters				
	Import	ł			
	Export				
	Replace With	+			
	Delete				
	Reorganize	•			-1
-	Manage	+		0	Ľ,
	Compare With			-	
<u> </u>	Run Document		J-SCC_CONDIRU.20020-J		
	Tools	•	External Version Control Add to Version Control		
	Copy to Clipboard	T	Refresh Project		
	Properties		Remove from Version Control		
			Check In		
			Check Out		
			Undo Check Out		

Figure 166. Check In

The next panel received asks you for an Authorization Code and a Change Code, and gives you an option to view host messages. Enter the Codes and, if you want, select the check box.

Authoriz	ation Code:	DEV -
Change	Code:	
Disp	ay Host Mess	ages?

Figure 167. SCLM Action Details

A VA Java summary window is displayed, informing the user that the file has been checked in. Also, the lock that was previously next to the file, has gone.

Summary	×
Check in Summary;	
Summary C:\cigtst\testpak\TestPak1.java checked in. 1 file was checked in.	
ОК	}

Figure 168. Check In Summary

View Log Files

If a problem occurs, there are log files that can be turned on and then accessed. To do this:

- 1. Click the Start button.
- 2. Select Run.

Run		<u>?</u> ×
2	Type the name of a program, folder, document, or Internet resource, and Windows will open it for you.	
Open:	REGEDIT	•
	OK Cancel Browse]

Figure 169. Run dialog box

3. Type REGEDIT on the command line and click OK. The following screen is displayed.

	Name	Туре	Data
Adobe ArGoSoft ArGoSoft Borland Brivev Technologies CIG Classes Classes Classes Classes Classes Google Google Google Helios INTEL INTEL DusSoft	副(Default) 到Jar Name 對Provider Local Path 副SCCServerName 到SCCServerPath 到Trace	REG_SZ REG_SZ REG_SZ REG_SZ REG_SZ REG_SZ REG_SZ	(value not set) CigScmScc.jar C:\Program Files\IBM\Cloud 9\ Cloud 9 C:\Program Files\IBM\Cloud 9\CigScmScc.dll 0

Figure 170.

- 4. Right-click Trace on the right half of Figure 170.
- 5. Select Modify.
- 6. Change the trace value to 0, 1 or 4, depending on what level of tracing you require.
- 7. Then re-create the error.
- 8. The trace messages is stored in a folder called ~log, in the user's installation directory. This file contains helpful error information.

Cloud 9/VisualAge for Java - Definitions

IDE - Integrated Development Environment

An IDE is a development tool used for rapid application development. The IDE includes an editor, debugging tool, run-time environment and deployment capabilities. Visual Age for Java provides for an Integrated Development Environment.

SCCI - Source Change Control Interface

This is a Microsoft published specification that describes how IDE vendors interface to Source Change Control systems. The SCCI, also known as the SCC API, describes the functions that IDE vendors support, such as Check-in, Check-out and Project Refresh.

SCM - Software Configuration Management

Software Configuration Management is one of the systems management disciplines that focus on the management of software components. SCM includes capabilities such as version control, life cycle management, build management and component relationships.

SCLM Server

SCLM is the SCM solution developed and distributed by IBM for the OS/390 and z/OS systems. SCLM is an acronym meaning Software Configuration and Library Manager. SCLM is one of the integrated components of TSO/ISPF. The SCLM Server extends the capabilities of SCLM to the user's desktop through both browsers and IDEs. Technically, the SCLM Server is an application called Cloud 9 that runs under the control of the IBM HTTP Server running on the OS/390 or z/OS system.

Cloud 9/VisualAge for Java - Frequently Asked Questions

Q1: After the SCCI interface and SCM system have been selected, a *location* working directory needs to be established statement displays. Where is the location working directory supposed to be established: on the user's workstation or on a server?

Answer: The local working directory is a temporary directory used by VisualAge For Java to pass files to Cloud 9. The directory is similar to the C:\TEMP directory used by Windows. The VisualAge for Java working directory must be established on the local user's workstation. You can see an example of the local working directory in Figure 136 on page 114. The example shows a working directory of C:\Cloud9Temp.

Q2: In the example, Project, Alternate, Group, Type and Lang are entered. Does this mean that if multiple Java classes are being extracted from VA Java into SCLM then a separate logon must be performed each time Type or Language change?

Answer: You log on to Cloud 9 only once per invocation of VisualAge for Java, when the first SCCI service is requested. You are not required to log on for each type.

Q3: Can the Java code and the Java output classes both be added, checked out and checked in?

Answer: You can check-in both source and class files into SCLM, using the Cloud 9 SCCI. In addition, other file types, such as graphics, can be added into SCLM using the Cloud 9 SCCI.

Q4: Can code be added into separate SCLM types if needed?

Answer: VA Java files with the same extension are associated with a single SCLM type for a single VA Java project. Therefore .java, .class, .jpg, and .gif files can be stored as separate SCLM types; the files can be stored as the same SCLM type. However, all file extensions with the same extension are stored in the same SCLM type. For example, the user might store both .jpg and .gif files into the SCLM type called GRAPHICS while .java files are stored as type JAVA and .class files are stored as SCLM type CLASS.

Q5: Authorization codes, change codes and languages can be specified through the Cloud 9 IDE panels. Can these fields be validated by exit routines and on which platforms will the routines run?

Answer: Cloud 9 uses standard SCLM services when storing and updating SCLM controlled files. By using published SCLM services, all SCLM exit routines are available. Validation of authorization codes, change codes and languages is typically performed through the use of the SCLM CCID exit routine. SCLM exit routines run in the OS/390 or z/OS environment. SCLM exit routines are described in the *ISPF SCLM Project Manager's and Developer's Guide* and *ISPF SCLM Reference* manuals.

Q6: In the statement "If the project being added is new and is not located anywhere on the SCLM server, then a panel listing all of the project's files is displayed. Visual Age display panel for every different type of file associated with the project being added to version control.", what project are you referring to? Is this the VAJ project or is this a definition within SCLM?

Answer: There are two different projects here: the VisualAge for Java (VAJ) project and SCLM project. The VAJ project includes all of the objects associated with the currently opened VAJ project. The list of files included within the VAJ project is stored as a single member within SCLM known as a SCLM package. Each file within the VAJ project is stored as a separate SCLM member.

SCLM also uses the term Project to describe all files associated with a particular application. All VAJ files associated with a VAJ project are stored under the control of a single SCLM project. An SCLM project can have non-VAJ objects such as COBOL and JCL.

For example, you might have a VAJ project called *Petdemo* that includes twenty java files, twenty class files and ten graphics files. The VAJ project might be stored under the SCLM Order Entry project called ORDENTRY. Also under control of the SCLM ORDENTRY project might be a COBOL billing application.

Q7: During the process of Adding a project to version control, is an ARCHDEF being created to define all of the members being exported from VA Java? All of your examples indicate ARCHDEF or similar named languages/types.

Answer: All of the files names and default type/language definitions associated with a single VAJ project are stored as a single SCLM member. This member, known as a Package, must have a language of ARCHDEF. The examples in the Cloud-9 VAJ documentation show a SCLM type of PACKAGE with a SCLM language of ARCHDEF. The flexibility of SCLM allows the user to define SCLM types and languages other than PACKAGES and ARCHDEF.

Packages use the default language of ARCHDEF.

Q8: I understand that full path names can be added / saved for the VAJ member in Cloud 9. Is this an option that has to be specified each time or can it be set in an option file?

Answer: The full path names are stored in the SCLM-VAJ package. Once the full path name is defined to the SCLM-VAJ package, the full path name is not specified again. If for some reason the full path name does change, then the definition contained within the SCLM-VAJ package can be updated by the SCCI function Remove from Version Control followed by the SCCI function Add to Version Control. The SCCI function Remove from Version Control only updates the SCLM-VAJ package file, and does not physically delete the SCLM file. Part 3. Using the WebSphere Studio Application Developer

Chapter 9. Cloud 9 WebSphere Studio Application Developer Plug-in

	This document is designed to familiarize you with the functionality of the Cloud 9 WebSphere Studio Application Developer Plug-in (WSAD Plug-in). This is a plug-in that you can install onto your PC, so that you can use the Version Control features of WebSphere Studio Application Developer or WebSphere Studio Enterprise Developer. Because the WSAD Plug-in is configured and works in exactly the same way with either WebSphere product, this manual uses the name "WebSphere Studio Application Developer" to refer to both WSAD and WSED.
t (This part of the Guide describes the main aspects of the plug-in's functionality, lists the product requirements, and provides a reference section with some key definitions and an FAQ section to answer any further questions that you may have. The topics covered in this document are:
•	Product requirements
•	• IDE interface walkthrough
	 Adding a project to Version Control
	 Launching the Cloud 9 browser interface
	- Using Add Special
	- Performing a Remote Build
	- Modifying your project settings
	- Refreshing project
	- Using the Check Out facility
	- Creating your Profile
	- Using the Check in facility
	- Viewing log mes
	• Frequently asked questions
Product require	ments
 	 The Cloud 9 WSAD Plug-in has been tested using Websphere Studio Application Developer 5.0 and 5.1 and Websphere Studio Enterprise Developer 5.0 and 5.1.1. Older versions of the product may work, but have not been tested. The following list shows the operating systems on which the Cloud 9 WSAD Plug-in has been tested. Other operating systems might be compatible, but have not been tested. Windows 2000 Professional Windows 2000 Professional SP1 Windows 2000 Professional SP2 Windows 2000 Professional SP3 Windows XP Professional
I	Note: This document uses the term "z/OS" to refer to both the z/OS and the OS/390 operating systems.

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Cloud 9 WebSphere Studio Application Developer Plug-in walkthrough

This section contains a comprehensive walkthrough of the Cloud 9 WSAD Plug-in. The walkthrough starts with the Add to Version Control function: Add to Version Control is an initial load of the project's files into SCLM. By the end of the walkthrough, many of the features of the Cloud 9 WSAD Plug-in will have been explained.

Add to Version Control

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You can use Add to Version Control to initially place a WSAD project under the control of SCLM. This task only needs to be performed once for the WSAD project. After the project has been loaded into SCLM, you can use the check out, check in, refresh and remove functions to work with the WSAD files.

The first step in adding a project to version control is sharing the project with a change control tool, in this case, Cloud 9.

- 1. Within the WebSphere Studio Application Developer window, right-click the project that you want to share.
- 2. Select **Team** > **Share Project**.



Figure 171. Selecting Share Project

3. From the Share Project window, select Cloud 9 as your source code management handler, then click **Next**.

Share Project
Share Project
Select the repository plug-in that will be used to share the selected project.
Select a repository type:
Cloud 9
< <u>B</u> ack <u>N</u> ext > Einish Cancel

Figure 172. Selecting a source code management handler

 4. The next dialog box asks you to verify that you selected Cloud 9. Click **Finish** to confirm that your WSAD project will be shared with Cloud 9.

Cloud 9				
Add Cloud 9 support to th	is project			
[m	< Back	Next 5	Finish	Capcel
L		Mext >	<u>Cunsu</u>	Cancer

1

Figure 173. Confirming Cloud 9 as your change control tool

Note: To unshare your project, right-click the project and select **Team** > **Unshare Project**.

After you have shared the project, you can add the project and its files to version control. To do this:

- 1. Right click on the project, package, or individual files you want to add.
- 2. Select Team > Add to Version Control.

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JZEE - IBM V	VebSphere Studio Application De	veloper	Help			_O×
ie Edit Navi	pate Search Project Profile Run	Window	Help	% • # • (5] <u>%</u>]☆·★	• <u>6 4 4</u> .
32EE Hierar		Unchecker Add Spee Checkin	C I De	ems) escription	Resource	양 음 \$\$ ▼ × In Folder
	Restore From Local History Link Utilities Web Services	Checkout Refresh Remove		Servers Console	D8 Servers	Þ
Test	Properties	Aud to Ve	arsion control			

Figure 174. Add to Version Control

3. From the **Select Files to Add** window, select the files that you want to add to version control, then click **OK**.

⊕ Select files to Add _□X
Select files to Add:
Classpath .project
Select <u>A</u> ll <u>D</u> eselect All
OK Cancel

Figure 175. Select files to add

4. In the Login window that appears next, enter your z/OS user ID and password, and the host name or IP address associated with the Cloud 9 HTTP Server. If you are not using port 80, enter a port number.

If the Cloud 9 executable files, located on the z/OS mainframe, were installed in a location other than cgi-bin, you need to specify the alternative location of the Cloud 9 mainframe executable files. Leaving this field blank tells the Cloud 9 WSAD Plug-in that the host executable files are in the default location, .../cgi-bin.

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Š	Login to Cloud 9	×					
	Please login to Cloud 9.						
Г							
	User Name: scimusr						
	Password: ******						
	Please enter the location of the Cloud 9 Server:						
	Server Name or IP: pthisd1						
	Server Port: 1695						
	Server Directory:						
	Obtain these settings from your Cloud 9 Administrator.						
	OK Cancel						

Figure 176. Cloud 9 Login

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5. In the **Project Settings** window (Figure 177 on page 148), you can add your files to an existing Manifest or create a new Manifest.

When you create a new Manifest, a Host Manifest file is created in USS and a Local Manifest file is created in your local working directory. When you add files to an existing Manifest to which you have not added files before, a Local Manifest file is created. The Host Manifest file contains a listing of all of the files which are a part of that WSAD project and metadata about the project, including default extension mapping to SCLM types and languages. The Local Manifest file is used to cache your Cloud 9 settings and includes the Manifest name on the host, the host IP address and port number, and other settings. See "Cloud 9 - WSAD Definitions" on page 163 for more information about Host Manifest and Local Manifest files.

- To create a new Manifest:
- a. If necessary, click New in the Project Settings window.

Project Settings		[
	Please specify a unique host manifest name and an SCLM location for your project.	
Manifest Name:	wsad11 [SCLMTEST.SCLMTEST.DEV1] Abc1 [SCLMTEST.SCLMTEST.DEV1] Abc2 [SCLMTEST.SCLMTEST.DEV1] Abc3 [SCLMTEST.SCLMTEST.DEV1] Abc4 [SCLMTEST.SCLMTEST.DEV1]	
Project: Alternate: Group:	▼ ▼ ▼	New
	Save Cancel Help	

Figure 177. Project Settings

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A name for your new Manifest is suggested for you, based on the selected WASD project name. You can accept this name, modify it or replace it with your own choice.

b. In the **Project** field, type the name of an existing SCLM project. If you are not sure of the project name, click the button adjacent to the field to populate the dropdown list, then select the name from the list.

Note: If you have a lot of SCLM projects, this may take a few minutes.

- c. Select a name from the **Alternate** list. This list shows names associated with your selected SCLM project.
- d. Select a Group from the **Group** list. This is list shows names associated with your selected alternate project.
- e. Click **Save** to save your selections and continue, or click **Return** to return to the SCM Project Profile Selection existing Manifests window.
- To select an existing Manifest:
- a. In the Project Settings window, select the name of an existing Manifest.

Eclipse Based IDE - Test Scm Project for Sclm Dialog 🗙			
Please specify a unique host manifest name and an SCLM location for your project.			
Manifest Name Test			
Project:			
Alternate: Return			
Group:			
Save Cancel Help			



b. Select a name from the Project list. This list shows the SCLM project names associated with your selected Manifest.

- c. Select a name from the **Alternate** list. This list shows names associated with your selected SCLM project.
- d. Select a Group from the **Group** list. This is list shows names associated with your selected project.
- e. Click Save to save your selections and continue.
- 6. Specify an SCLM Authorization Code and Change Code to be associated with all the files that you are adding into SCLM.

Ecli	ipse Based IDE - Test 🛛 💌	1		
F	Please enter the following information:			
	Authorization Code: P			
	Change Code:			
	🗖 Display Host Messages?			
	OK Cancel Help			

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Figure 179. Specifying SCLM Authorization Codes

If required, select the **Display Host Messages** checkbox, which displays the SCLM messages that are generated when the SCLM Save operation is performed. An example of these messages is shown in Figure 181 on page 150.

7. In the next window, select the Language and Type for the files being added into SCLM, click OK, and then watch as the selected files are placed under the control of SCLM.

Default SCLM File Type Mapping
Please Set the SCLM Item Details for:
.pdfFiles
These settings will be used as the defaults for future files with this extension. If you chose to override the language and type on the Action Details panel, those settings will be used for the current fileset and the settings you choose here will be default for future files.
Scim Type: ARCHDEF 💌
Scim Language: ARCHDEF
OK Cancel Help

Figure 180. Default SCLM File Type Mapping

This dialog box is redisplayed for each type of file (extension) being added into SCLM control. Select the Language and Type for each file type until all types have been added.

If you selected the **Display Host Messages** option in the SCLM Action window, the SCLM messages window is displayed when all of your project's files have been

added into SCLM. If you did not select the option, you are returned to the WSAD main screen when all of your project's files have been added into SCLM.

Add to Version Control		
FLM06501 - TRANSLATOR RETURN CODE FROM ===>	===> 0	
FLM87107 - SAVE SUCCEEDED FOR MEMBER \$CL00000 AT 15:16:03, C	ODE: 0	
FLM06501 - TRANSLATOR RETURN CODE FROM ===>	===> 0	
FLM87107 - SAVE SUCCEEDED FUR MEMBER \$PROUUUU AT 15:16:05, C	UDE: U	
Start of 15PF Log Session # 1		
Find of TSDF Log Session # 1		
READY		
/*	*/	
READY	,	
/* NAME: CLZJDYN	*/	
READY		
/* PURPOSE: CLOUD 9 FOR SCLM	*/	
READY		
/* ISPF ALLOCATIONS FOR SCLM WEB BASED FUNCTIONS.	*/	
READY		
/*	*/	
READY		
/*	*/	
READY		
/* REQUIRED MODIFICATION:	*/	-
/* REQUIRED MODIFICATION:	*/	_

Figure 181. SCLM messages

When you close this window, you are returned to the WSAD main screen. The associations that you made between the file extension and the SCLM Type and Language are stored in your Host Manifest file. When you add files with the same extension in the future, the files will automatically be put into SCLM with the same Type and Language settings. You can override these settings by adding a file to version control using the Add Special command. (See "Add Special" on page 151 for details.)

Projects and files can also be removed from version control. To remove a project or files from version control:

- 1. Right-click the project or file you wish to remove.
- 2. Select **Team** > **Remove**.

Launching the Cloud 9 browser interface

You may wish to use the Cloud 9 browser interface to view the files that you have just added into SCLM version control. To open your version control system from within WebSphere Application Developer:

- 1. Right click on a project that is under version control.
- 2. Select Team > Launch Cloud 9.

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Figure 182. Launch Cloud 9

From within Cloud 9, you can use the LIST SCLM FILES option to check that your files have been correctly added into SCLM.

Add Special

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You can add a file to version control using a Language and Type that is different to the one specified in your Host Manifest file.

To do this:

- 1. Right-click on the file that you want to add.
- 2. Select Team > Add Special.
- 3. In the **Select Files to Add** window (see Figure 175 on page 146), ensure that your files are selected and click **Next**.
- 4. In the **Add Special** window, specify your Authorization Code, Change Code, Language and Type. You can use this window to override the default Language and Type specifications.

Eclipse Based IDE - Test2
Please enter the following information:
Authorization Code: P 💌 Change Code:
Display Host Messages?
Type and Language Override:
SCLM Override Type: APARDEF
SCLM Override Language: AIXJAVA 💌
OK Cancel Help

Figure 183. Add Special

Ι	
I	Submitting an SCLM build
Ι	After a project and its files have been added to version control, you have the
	option of submitting a batch SCLM build. Requesting a remote build calls the
I	SCLM Build Translator to be invoked for each file. For Java files, the remote build
I	will cause the Java programs to be compiled.
I	To perform a remote build:
I	1. Right-click the project for which the build will be performed.
I	2. Select Team > Submit SCLM Build.
I	



Figure 184. Submit SCLM Build

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3. A message will confirm whether or not the build has been submitted.



Figure 185. Submit SCLM Build

Remote builds can also be performed when checking in a file, which is explained further in that section.

Modify project settings

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After a project had been added into SCLM, you can change the group that the project is stored in. This is done using the Modify Project Settings option. To access this option:

- 1. Right-click on the project.
- 2. Select Team > Modify Project Settings.
- 3. Change the SCLM entry group of the project.

Project Settings			x
Please specify a ur	nique host manifest na	me and an SCLM locat	ion for your project.
Manifest Name:	Junit		
Project: SCLM	TEST 🔻		
Alternate: SCLM	TEST 🔽		
Group: DEV1			New
	Car	ncei Heip	

Figure 186. Modify Project Settings

In some cases you may want to add the project to a non-entry SCLM group, which will be listed in the group dropdown. This will change the group for the project in your local manifest. The project now contains all the data from the non-entry SCLM group and your local manifest correctly contains the entry group you want to work in.

Refresh Project

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Now that the WSAD project's files have been added to version control, you may wish to edit the project's files. To be safe, you may want to do a Refresh Project, just to make sure you are working with the most current version of the project. To refresh the project:

- 1. Right click on the project under version control.
- 2. Select **Team** > **Refresh Project**. The Refresh Project window will display the list of files registered in the Host Manifest for your project. If you are missing any files associated with the host project they can be downloaded to your machine.



Figure 187. Refresh Project

3.	Review the list of selected files, then click OK to confirm your choices. The files will be compared with the version in SCLM and the most current version of the file will be returned to your local repository.
If y	you wish to refresh individual files:
1.	Right click on the files that you wish to refresh.
2.	Select Team > Refresh . Your selected files will be listed in the Refresh Files window.

🕀 Refresh Files	_ 🗆 🗙
Select files to refresh:	
 ActiveTestSuite.java ExceptionTestCase.java RepeatedTest.java TestDecorator.java TestSetup.java 	
Select <u>All</u> <u>D</u> eselect All	
ОК	Cancel

Figure 188. Refresh Files

3. Review your selections, then click **OK** to confirm your choices. The file or files will be compared with the version in SCLM and the most current version of the file will be returned to your local repository.

Check Out

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After the WSAD project has been refreshed, the files being edited need to be checked out from SCLM. A lock is placed on a file when the user does a Check Out in WSAD.

To Check Out a file:

- 1. Right click on the file that needs to be checked out.
- 2. Select **Team** > **Check Out**. The Checkout window will display your selected files.

🕀 Checkout	_ 🗆 🗙
Select files to check out:	
 ActiveTestSuite.java ExceptionTestCase.java RepeatedTest.java TestDecorator.java TestSetup.java 	
Select <u>All</u> Deselect All	
ОК	Cancel

Figure 189. Check Out

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- 3. Review your selections, then click OK to confirm your choices.
- 4. In the next window, change the Authorization Code (if desired) and enter a valid Change Code. If required, select the option to view host messages. Click **OK**.

Ch	eckout	<
F	Please enter the following information:	
	Authorization Code: P	
	🗖 Display Host Messages?	
	OK Cancel Help	

Figure 190. Check Out

5. From this point two different screens may be shown. If another user has not checked out your selected files, then they are checked out to your user ID and a check mark appears next to the file on the WSAD menu.



Figure 191. Checked out files in WSAD list

If the file or files you are requesting are already checked out by another user, you cannot check out the file until the other user has checked it back in. You will see a Checked out window that shows all the information needed to contact the user who has checked out the file. If the other user has completed their profile information, their picture, user ID, phone number, and an email link are provided.

Checkout		×
	The following file(s) are checked out to other users:	
junittframewo	rKVAssert.java	
User Name	e: USERID	
Name:	User Name	
E-mail:	email@server.com	
Voice:	132426	
	E-Mail User Reattempt Continue Help	

Figure 192. Checked out files window

If you are able to contact the other user, and they can check the file in immediately, you can click **Re-attempt Check Out** to go on with the editing process. Otherwise, click **Continue** to close the window without checking out the file.

Create your Profile

The Re-Attempt Check Out dialog uses information stored in your Cloud 9 Profile. To set up your Cloud 9 profile:

1. Launch the Cloud 9 Browser Interface.

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2. Click the **PROFILE** link on the main menu to bring up the Profile page.

Profile					
User ID: SCLMUSR					
Add your picture: (Picture must be in .jpg format) Full Name: Email:		Browse			
Phone: View Source in Browser: Edit Source in Browser: Job ID: Increment Jobname:	O Yes ● No O Yes ● No O Yes ● No				
Jobcard: //SCLMUSR\$ JOB (#ACCT), // MSGCLASS=X,N	×				
	Update profile				

Figure 193. Profile page in Cloud 9

3. Fill in the fields for your name, email, phone, and picture (only .jpg images) and click **Update profile**.

This information will then be returned to other users when they attempt to check out files already under your control. The rest of the fields on the Profile panel are used for specific Cloud 9 functions only and are not used directly by the Cloud 9 WSAD Plug-in.

Check In

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Now that the file is checked out, it is ready to be edited. Double click on the file to activate the edit window and make whatever changes are necessary. Once the file has been edited, it is ready to be checked in to SCLM. To Check In a file:

- 1. Save any changes made to the file.
- 2. Right click on the file and select **Team** > **Check In**.



Figure 194. Check in

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3. The Checkin window will display your selected files.

⊕ Checkin _□×
Select files to checkin:
ActiveTestSuite, java
Select <u>All</u> <u>D</u> eselect All OK Cancel

Figure 195. Checkin files

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- 4. Review your selections, then click OK to confirm your choices.
- 5. In the next window, change the Authorization Code (if desired) and enter a valid Change Code. If required, select the option to view host messages. Click **OK**.

Checkin 🛛 🗶				
Please enter the following information:				
	Authorization Code: P 💽 Change Code:			
	🗖 Display Host Messages?			
	OK Cancel Help			

Figure 196. Checkin - authorization and change codes

Once the file(s) has been checked in, then you will be returned to the WSAD main menu. Also the check mark, which was previously next to the file, will be gone.

Note: If you want to change the SCLM Type of a file after editing, remove the file from version control, and then add it back in using the Add Special function.

View Log Files

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If a problem occurs, there are log files that can be turned on and then accessed. To do this:

- 1. In the WSAD application, select Window > Preferences
- 2. On the left side of the screen, select Team > Cloud 9 Provider.

Preferences • Preferences • Agent Controller • Build Order • Component Test • Data • Debug • External Tools • Help • Install/Update • Install/Update • Internet • 32EE • Java • Logging • Plug-In Development • Profiling and Logging • Profiling and Logging • RAD • Server • Spell Check • Team • Cloud 9 Provider • CVS • File Content • Ugnored Resources • Validation • WAS Debug	Logging Level FATAL (Least Output)					
Validation WAS Debug Web and XML Files Web Browser	Restore Defaults Apply					
Import Export	OK Cancel					

Figure 197. WSAD Preferences

- 3. From the drop-down list, select the logging level that you require and click OK.
- 4. Recreate the error.
- 5. The trace messages will be stored in a folder located in Program Files/IBM/Cloud 9/~log or in the directory you specified on the install. These files will contain helpful error information.

Cloud 9 - WSAD Definitions

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IDE-Integrated Development Environment

An IDE is a development tool allowing rapid application development. The IDE includes an editor, debugging tool, run-time environment, and deployment capabilities. WSAD provides for an Integrated Development Environment.

SCM - Software Configuration Management

Source Configuration Management is one of the systems management disciplines that focus on the management of software components. SCM includes capabilities such as version control, life cycle management, build management, and component relationships.

SCLM Server

SCLM is the SCM solution developed and distributed by IBM for the z/OS platform. SCLM is an acronym meaning Software Configuration and Library Manager. SCLM is one of the integrated components of TSO/ISPF. The SCLM Server extends the capabilities of SCLM to the end-user's desktop through both browsers and IDEs. Technically, the SCLM Server is an application called Cloud 9 that executes under the control of the IBM HTTP Server running on the z/OS platform.

Local Manifest

The local manifest is an .xml file stored in the work directory for a WSAD project which has been placed under Cloud 9's control. It is named with a ~, followed by the project name with an .xml extension, and is located in the work directory specified for the project. For example, a WSAD project named Animals with a work directory of C:\Animals would contain a file named ~Animals.xml.

This local manifest is used to cache your Cloud 9 settings. It includes the manifest name on the host, the host IP address and port, and also stores certain settings, such as the last change code used and last authorization code selected.

Under certain circumstances, it may be necessary to delete this file. If, for example the hosts SCLM configuration has been modified or a project's location in SCLM has changed, a user would be required to perform a Remove from Version Control operation on the WSAD project. Prior to re-adding the project to version control, WSAD should be shut down and the local manifest for the project deleted, in order to match the new SCLM settings. This removes the cached location information and permits specification of the new location upon performing an Add to Version Control action on the project.

Host Manifest

The host manifest is a flat file, stored under USS in the manifest directory, parallel to the cgi-bin folder containing the Cloud 9 executables. The host manifest consists of two sections. The first contains metadata about the project, including default extension mapping to SCLM types and languages. Maintaining this default mapping on the host prevents the user from having to associate each file with a type and language. Upon creating a new project, users are prompted to map file extensions to these types. That preference is then stored in the manifest on the host, and will be used as the default SCLM type and language for other files with the same extension. The second part of the host manifest contains a listing of all of the files which are a part of that WSAD project. When actions, such as refresh project, are performed the manifest is used to determine which

to be used to manage an arbitrary number of WSAD projects. Т The host manifest does not require any maintenance, as it is kept updated by actions against the project. While loss of or damage to the host manifest will not result in any data loss, as the actual files are stored in SCLM, the host manifest directories should be backed up as part of a regular backup and disaster recovery strategy. If, for some reason, the host manifest files are deleted, then the user will lose the ability to add the project to version control. When this occurs, the user should perform an 'Unshare Project' action, which will automatically remove the Cloud 9 metadata files from the project. The user may then re-add the project to version control and either select an existing manifest or create a new one. Information on backup procedures can be found in the Cloud 9 Installation Guide (ch.20). **Cloud 9 - WSAD Frequently Asked Questions** Q1. On the initial add to version control, all the source and class files are listed. Is it possible to provide a filter to deselect the class files, as on a very large project it would be very tedious to individually select or deselect them? Answer: You can use the provided Ignored Resources Preference page to add and remove file name patterns you wish to ignore. This is available from Window > Preferences > Team > Ignored Resources. Just click the Add button on the far right of the panel and enter in whatever file types you want blocked. Q2. In the example, Project, Alternate, and Group are entered. This raises a number of questions: Q2.1. Does this mean that if multiple Java classes are being extracted from WSAD into SCLM then a separate logon must be performed each time Type or Language change? Answer: You will logon to Cloud 9 only once per invocation of WSAD, when the first Plug-in service is requested. You are not required to re-login for each type. Q2.2. Can the Java code and the Java output classes both be added, checked out, and checked in? Answer: You can check-in both source and class files into SCLM using the Cloud 9 WSAD Plug-in. In addition, other file types such as graphics can be added into SCLM via the plug-in. Q2.3. Can code be added into separate SCLM types if needed? Answer: WSAD files with the same extension are associated with a single SCLM type for a single WSAD project. So .java, .class, .jpg, or .gif files can be stored as separate SCLM types; the files could be stored as the same SCLM type. However, all file extensions with the same extension are stored in the same SCLM type. For example, the user might store both .jpg and .gif files into the SCLM type called GRAPHICS while .java files are stored as type JAVA and .class files are stored as SCLM type CLASS. Q3: Authorization codes, change codes, and languages can be specified through the Cloud 9 WSAD Plug-in panels. Can these fields be validated via exits and which platform will the exits run on? Answer: Cloud 9 uses standard SCLM services when storing and updating SCLM controlled files. By using published SCLM services, all SCLM exits are available. Validation of authorization codes, change codes, and languages is typically performed through the use of the SCLM CCID exit.

members belong to that WSAD project. This allows a single SCLM project

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SCLM exits execute in the z/OS environment. SCLM exits are described in the ISPF SCLM Developer's Guide and ISPF SCLM Reference manuals.

Q4. The term project is mentioned throughout the Help system. What project are you referring to? Is this the WSAD project or is this a definition within SCLM?

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Answer: There are two different projects here; the WSAD project and SCLM project. The WSAD project includes all of the objects associated with the currently opened WSAD project. The list of files included within the WSAD project is stored as a flat file in USS, known as the host manifest. Each file within the WSAD project is stored as a separate SCLM member.

SCLM also uses the term Project to describe all files associated with a particular application. All WSAD files associated with a WSAD project are stored under the control of a single SCLM project. An SCLM project can have non-WSAD objects such as COBOL and JCL.

For example, you might have a WSAD project called Petdemo that includes twenty java files, twenty class files, and ten graphics files. The WSAD project might be stored under the SCLM Order Entry project called ORDENTRY. Also under control of the SCLM ORDENTRY project might be a COBOL billing application.

Q5. I understand that full path names can be added / saved for the WSAD member in Cloud 9. Is this an option that has to be specified each time or can it be set in an option file?

Answer: The full path names are stored in the SCLM-WSAD package. Once the full path name is defined to the SCLM-WSAD package then the full path name is not specified again. If for some reason the full path name does change, then the definition contained within the SCLM-WSAD package can be updated via the PLUG-IN function Remove from Version Control followed by the PLUG-IN function Add to Version Control. The PLUG-IN function Remove from Version Control only updates the SCLM-WSAD package file, and does not physically delete the SCLM file. Part 4. Using the JES2 SDSF Viewer
Chapter 10. JES2 SDSF Viewer

The Job Entry Subsystem 2 Spool Display and Search Facility (JES2 SDSF) Viewer, hereinafter called the SDSF Viewer, is used to display at the contents of batch jobs. This chapter describes how to:

- Start the SDSF Viewer
- List spool files
- · Perform actions against files

Starting the Viewer

To start the SDSF Viewer, enter the following in your Web browser location entry field:

host's ip-address:port/sdsf.htm

where *host's ip-address:port* is the address and port of the system where you are running Cloud 9, and *sdsf.htm* is used **as is** to start the SDSF viewer (note that *sdsf* is in lowercase). The SDSF Viewer panel displays.



Figure 198. SDSF Viewer first panel

The left side of the panel contains the Viewer menu and two input fields. The functions of these items are:

Prefix SDSF Viewer queries default to the user ID * Prefix mask. To query using a different mask, enter the job ID mask in the *Prefix* input field. The resultant list is filtered on the mask value. The purpose of the Prefix input field is equivalent to entering the **PREFIX** command on the command line in SDSF to override the default value.

Owner

The purpose of the *Owner* input field is to change the default of owner (*) to a more specific value. This field corresponds to the *Owner* field in the job information of SDSF.

Job Queue

- Status equivalent to issuing the 'st' line command in SDSF. Shows all jobs regardless of status.
- Active equal to issuing the 'da' line command in SDSF. Shows a list of currently executing jobs.
- Input equivalent to issuing the 'i' line command in SDSF. Shows a list
 of jobs awaiting execution.
- Output equivalent to issuing the 'o' line command in SDSF. Shows a list of jobs waiting to print.
- Hold equivalent to issuing the 'h' line command in SDSF. Shows a list of jobs on the output hold queue.

To view output, input, or active JES2 files, the user must enter a Prefix (with or without wild card), an Owner (wild card allowed), then select a queue type from the menu.

Listing JES2 Spool Files by Job Queue Type

After entering the appropriate information in the SDSF Viewer's main panel and selecting a queue type, a list of results is displayed on a new panel. The row that displays with each list varies, depending on the type of list requested.

The Status Queue row fields

	e e e e e e e e e e e e e e e e e e e	oobid		in the state	a aro cro	011100	- oblation	e cattore	
	KOHRINGW	JOB06949	KOHRING	1	PRINT	A	189		
	KOHRINGX	JOB07058	KOHRING	1	PRINT	А	199		
Г	KOHRINGX	JOB07059	KOHRING	1	PRINT	A	200		
Г	KOHRING	TSU07042	KOHRING	1	PRINT		203		
П	KOHRINGR	JOB07271	KOHRING	1	PRINT	А	225		
	KOHRINGS	JOB07272	KOHRING	1	PRINT	А	226		
Г	KOHRINGT	JOB07273	KOHRING	1	PRINT	А	227		
Г	KOHRINGU	JOB07274	KOHRING	1	PRINT	А	228		
	KOHRINGT	JOB07275	KOHRING	1	PRINT	А	229		
	KOHRINGZ	JOB07278	KOHRING	1	PRINT	А	230		
10	KOHRINGA	JOB07279	KOHRING	1	PRINT	A	231		

Figure 199. Result of STATUS List Request

Jobname	The name of the job and address space.
Jobid	The number assigned from JES2.
Owner	The user ID of the person who submitted the job.
Priority	The JES2 input or output priority.
Queue	The JES2 queue name.
Class	The JES2 output class for routing/printing.
Position	The position in print queue.

SAFF System ID where job is running.

The Active Queue row fields

			2 Jo	bs in Activ	e Queue.			
I	Jobname	Jobid	StepName	ProcStep	Owner	CPU%	CPU-time	I/O <i>-</i> #
	KOHRING							
10	1							

Figure 200. Result of ACTIVE List Request

Jobname	The name of the job and address space.
Jobid	The number assigned from JES2 Owner.
Stepname	The step currently being issued.
Procstep	If active, the current procedure step.
Owner	The user ID of the person who created the task.
CPU %	The percentage of the CPU used by the task.
CPU Time	Number of CPU seconds used by the task.
IO#	Number of EXCPs used by the task.

The Input Queue row fields

Prefix: KOHRING*			0 Jok	os in Input (Queue.			×
↓ Job Queue:	Jobname	Jobid	Owner	Priority	Class	Position	Prt-Dest	
 Status Active Input Output Hold 								
Actions:								
 View Cancel Hold Release Purge 								
								Ŧ

Figure 201. Result of INPUT List Request

Jobname	The name of the job and address space.
Jobid	The number assigned from JES2.
Owner	The user ID of the person who submitted the job.
Priority	The JES2 input priority.
Class	The JES2 input class (Initiator).
Position	The position in the input queue, if waiting.
Prt-Dest	The printing destination.

The Output Queue row fields

					and the second s	and the second second second	M Defanitient in Defan	and the second second
E B	OHRING	TSU07042	&nbsnKOHRING	128	R	STD	LOCAL	
E B	COHRINGW	JOB06949	 KOHRING	144	т	N	LOCAL	
Гв	COHRINGX	JOB07058	 KOHRING	144	т	N	LOCAL	
Пв	KOHRINGX	JOB07059	 KOHRING	144	т	N	LOCAL	
E B	COHRINGU	JOB07274	 KOHRING	144	т	N	LOCAL	
L B	COHRINGT	JOB07275	 KOHRING	144	т	N	LOCAL	
E F	COHRINGA	JOB07279	 KOHRING	144	т	N	LOCAL	

Figure 202. Result of OUTPUT List Request

Jobname The name of the job and address space.

Jobid	The number assigned from JES2.
Owner	The user ID of the person who submitted the job.
Priority	The JES2 output priority.
Class	The JES2 output class for routing/printing.
Forms	The form definition for printing.
Prt-Dest	The printing destination.
Tot-Rec	The size of the file.

The Hold Queue row fields

-	Jobia	Owner	Priority	Class	ODisp	Dest	Tot-Re
C KOHRINGW	JOB06949	KOHRING	144	т	HOLD	LOCAL	
C KOHRINGX	JOB07058	KOHRING	144	Т	HOLD	LOCAL	
KOHRINGX	JOB07059	KOHRING	144	Т	HOLD	LOCAL	
C KOHRINGU	JOB07274	KOHRING	144	Т	HOLD	LOCAL	
C KOHRINGT	JOB07275	KOHRING	144	Т	HOLD	LOCAL	
C KOHRINGA	JOB07279	KOHRING	144	Т	HOLD	LOCAL	

Figure 203. Result of HOLD List Request

Jobname	The name of the job and address space.
Jobid	The number assigned from JES2.
Owner	The user ID of the person who submitted the job.
Priority	The JES2 output priority.
Class	The JES2 output class for routing/printing.
Odisp	The current output disposition (Hold, Write, and so on).
Dest	The printing destination.
Tot-Rec	The size of the file.

Notice that the menu on the left of the panel now contains more options, the **Actions**. These options are explained in the following sections of this chapter.

Using the Action Menu Options

After you have created a list of files using the SDSF Viewer, you can then request actions against the resultant list. The actions available for use are listed in the **Actions** portion of the menu on the left of the list panel.

	Jobname	Jobid	Owner	Priority	Queue	Class	Position	Status
Г	KOHRINGW	JOB06949	KOHRING	1	PRINT	A	189	
r i	KOHRINGX	JOB07058	KOHRING	1	PRINT	А	199	
Г	KOHRINGX	JOB07059	KOHRING	1	PRINT	А	200	
E C	KOHRING	TSU07042	KOHRING	1	PRINT		203	
r i	KOHRINGR	JOB07271	KOHRING	1	PRINT	А	225	
E E	KOHRINGS	JOB07272	KOHRING	1	PRINT	А	226	
E E	KOHRINGT	JOB07273	KOHRING	1	PRINT	А	227	
Г	KOHRINGU	JOB07274	KOHRING	1	PRINT	А	228	
E E	KOHRINGT	JOB07275	KOHRING	1	PRINT	А	229	
Ľ	KOHRINGZ	JOB07278	KOHRING	1	PRINT	А	230	
- F	KOHRINGA	JOB07279	KOHRING	1	PRINT	А	231	

Figure 204. Result of Status List Request Showing Menu with Actions

The Actions available on the menu are:

View	Look at a selected job.
Cancel	Stop the running of a selected job.
Hold	Transfer a job from output queue to hold queue.
Release	Transfer a job from hold queue to output queue.
Purge	Remove a job from JES2.

One or more jobs can be chosen for the action. Only one action request can be requested at a time. For instance, you can select all of the files on the panel, but can only request one action, such as **View**, at one time.

The View Action

You can use the **View** action to view any displayable data from SDSF on the browser panel. Each file is displayed in its own browser window. There are no limits to the amount of data displayed or number of active windows allowed. The following is an example of how to view all three files in the usage example:

- 1. Select the files to be viewed (Figure 205 on page 175).
- 2. Click on the View action on the left menu.
- 3. View each output in its own window.

		Rededation						
	KOHRINGW	JOB06949	KOHRING	1	PRINT	А	189	
	KOHRINGX	JOB07058	KOHRING	1	PRINT	А	199	
	KOHRINGX	JOB07059	KOHRING	1	PRINT	А	200	
	KOHRING	TSU07042	KOHRING	1	PRINT		203	
v	KOHRINGR	JOB07271	KOHRING	1	PRINT	А	225	
	KOHRINGS	JOB07272	KOHRING	1	PRINT	А	226	
	KOHRINGT	JOB07273	KOHRING	1	PRINT	А	227	
E	KOHRINGU	JOB07274	KOHRING	1	PRINT	А	228	
	KOHRINGT	JOB07275	KOHRING	1	PRINT	А	229	
	KOHRINGZ	JOB07278	KOHRING	1	PRINT	А	230	
	KOHRINGA	JOB07279	KOHRING	1	PRINT	А	231	

Figure 205. Selecting Jobs from List

When the job is returned, the title of the browser window is the file name/jobnumber. In the following example, the *KOHRINGS* output is displayed. There were also two other windows opened and populated.

IEF142I KOHRINGS SUPERC - STEP WAS EXECUTED - COND CODE 0008	
1 JES2 JOB LOG SYSTEM PDFE NODE PDFESA O	
10.18.32 JOB07272 WEDNESDAY, 08 AUC 2001 10.18.32 JOB07272 IRR0101 USERID KOHRING IS ASSIGNED TO THIS JOB. 10.18.32 JOB07272 IGH70001 KOHRING LAST ACCESS AT 09:13:45 ON WEDNESDAY, AUGUST 8, 2001 10.18.32 JOB07272 \$HASP373 KOHRINGS STARTED - INIT 1 - CLASS A - SYS PDFE 10.18.32 JOB07272 IEF4031 KOHRINGS - STARTED - TIME=10.18.32 10.18.32 JOB07272 IEF4031 KOHRINGS - STARTED - TIME=10.18.32	
10.18.32 JOB07272 IEC141I 013-CO,IGG0199G,KOHRINGS,SUPERC,NEWDD 10.18.32 JOB07272 IEC1410 013-CO,IGG0199G,KOHRINGS,SUPERC,NEWDD 10.18.32 JOB07272 IEC141I 013-CO,IGG0199G,KOHRINGS,SUPERC,OLDDD 10.18.33 JOB07272 IEC14II 013-CO,IGG0199G,KOHRINGS,SUPERC,OLDDD 10.18.33 JOB07272 IEC14II 013-CO,IGG0199G,KOHRINGS,SUPERC,OLDDD 10.18.33 JOB07272 IEC14II 013-CO,IGG0199G,KOHRINGS,SUPERC,OLDDD 10.18.33 JOB07272 IEC14II 013-CO,IGG019G,KOHRINGS,SUPERC,OLDDD	
10.18.33 JOBU727 SHASF395 KOHRINGS ENDED 0 JES2 JOB STATISTICS - 08 AUG 2001 JOB EXECUTION DATE - 12 CARDS READ - 62 STSOUT PRINT RECORDS - 0 STSOUT PRINT RECORDS - 5 STSOUT SPOOL KEVTES	
- 0.00 MINUTES EXECUTION TIME 1 //KOMEINGS JOB (70T12102,026,062,T12,99,N), JOB07272 // 'KOMEING #, MSGCL&SS=T, // NOTIFY=KOMEING //***********************************	
<pre>2 //SUPERC ELEC FUN-10KSUPC,</pre>	• •

Figure 206. Browsing Outputs

No Data Condition

The list displayed in the browser is current at the time of the request. The output might be deleted or the active task might actually end before an action request on the file. If the task or output file no longer exists, then the resulting panel's message area is blank.

The Cancel Action

Users can select the **Cancel** action to purge existing output or to cancel an active task. To cancel an active task or purge an output file, first request a list of jobs.

Then select the jobs to cancel by clicking on the check box next to the entry. When one or more jobs have been selected, click Cancel. In the following example, the user is canceling *KOHRINGZ*.

	Jobname	Jobid	Owner	Priority	Queue	Class	Position	Status
Г	KOHRINGW	JOB06949	KOHRING	1	PRINT	A	189	
Г	KOHRINGX	JOB07058	KOHRING	1	PRINT	А	199	
Г	KOHRINGX	JOB07039	KOHRING	1	PRINT	A	200	
Г	KOHRING	TSU07042	KOHRING	1	PRINT		203	
Г	KOHRINGS	JOB07272	KOHRING	1	PRINT	A	225	
Г	KOHRINGT	JOB07273	KOHRING	1	PRINT	А	226	
Г	KOHRINGU	JOB07274	KOHRING	1	PRINT	А	227	
	KOHRINGT	JOB07275	KOHRING	1	PRINT	А	228	
	KOHRINGZ	JOB07278	KOHRING	1	PRINT	А	229	
Г	KOHRINGA	JOB07279	KOHRING	1	PRINT	А	230	

Figure 207. Cancel Request

After processing, the updated list reflects the canceled job as follows:

ST RUUSTRINUS							
C KOHRINGW	JOB06949	KOHRING	1	PRINT	A	189	
C KOHRINGX	JOB07058	KOHRING	1	PRINT	А	199	
C KOHRINGX	JOB07059	KOHRING	1	PRINT	А	200	
C KOHRING	TSU07042	KOHRING	1	PRINT		203	
C KOHRINGU	JOB07274	KOHRING	1	PRINT	А	225	
C KOHRINGT	JOB07275	KOHRING	1	PRINT	А	226	
C KOHRINGA	JOB07279	KOHRING	1	PRINT	А	227	
KOHRINGA	JOB07279	KOHRING	1	PRINT	A	227	

Figure 208. Post Cancel Request Display

Cancel Versus Purge Actions

The cancel and purge actions have the same effect if requested against a non-active task. For instance, if the user selects two output files and purges one but cancels the other, the effect is the same — They are both deleted from the JES2 spool.

The cancel and purge actions have different effects if requested against an active task such as a TSO session or executing batch job. If the **cancel** action is chosen,

then the task is canceled, but any existing output remains in the output queue. If the **purge** action is requested, the task is canceled and all existing output is purged from the queue.

The Hold Action

The purpose of the **Hold** action is to change the status of a job to HOLD. For instance, a user might have created an output to go to class A output, only to decide that they do not want to print the file, just view it. For example, the user wants to create a dump for diagnostic purposes and mistakenly asked for it to be printed.

To change the status of output files, first request a list of output files. Select one or more of the jobs in the list. Then click the **Hold** action to reset the output files. Output is reset to HOLD class. You can also issue a Hold request for active tasks.

The Release Action

The purpose of the **Release** action is to release held output to the output queue, thus making it available to be printed. To change the status of held output files, first request a list of Held output files. Select one or more of the jobs in the list. Then click the **Release** action to change the status of the output files. Output is released to the default print class.

In this example, the output disposition (ODISP) is set to hold before the Release action request.

	Jobid	Owner	Priority	Class	ODisp	Dest	Tot-Re
C KOHRINGW	JOB06949	KOHRING	144	т	HOLD	LOCAL	
C KOHRINGX	JOB07058	KOHRING	144	Т	HOLD	LOCAL	
KOHRINGX	JOB07059	KOHRING	144	Т	HOLD	LOCAL	
C KOHRINGU	JOB07274	KOHRING	144	Т	HOLD	LOCAL	
C KOHRINGT	JOB07275	KOHRING	144	Т	HOLD	LOCAL	
KOHRINGA	JOB07279	KOHRING	144	т	HOLD	LOCAL	

Figure 209. Release Action Request

After the release of the held file, the job is removed from the hold queue, and only displays in the status or output. The following example shows that the job has been reassigned to the output queue:

	Jobname	Jobid	Owner	Priority	Class	Forms	Prt-Dest	Tot-R
Г	KOHRING	TSU07042	 KOHRING	128	R	STD	LOCAL	
	KOHRINGW	JOB06949	 KOHRING	144	т	N	LOCAL	
	KOHRINGX	JOB07058	 KOHRING	144	т	N	LOCAL	
	KOHRINGX	JOB07059	 KOHRING	144	т	N	LOCAL	
E	KOHRINGU	JOB07274	 KOHRING	144	Т	N	LOCAL	
	KOHRINGT	JOB07275	 KOHRING	144	т	N	LOCAL	
	KOHRINGA	JOB07279	 KOHRING	144	т	N	LOCAL	

Figure 210. Release Action Result

SDSF Batch Authorization

Results depend on the security settings of your SDSF configuration. The default setting, in most systems, is to restrict batch SDSF processing to the user ID of the caller. Check with your SDSF administrator for more information about batch SDSF authorizations. The administrator can see the *SDSF Customization and Security Manual* for batch SDSF information.

Part 5. Appendixes

Appendix A. Cloud 9 with the CA-Endevor Bridge

The CA-Endevor Bridge is designed to assist SCLM implementors with listing and building CA-Endevor syntax for export and subsequent import into SCLM. The main difference between the standard Cloud 9 for SCLM and Cloud 9 for SCLM with the CA-Endevor Bridge is the appearance of the **LIST ELEMENTS** menu option. All other SCLM functionality is the same. Figure 211 shows the additional listing function.



Figure 211. List Elements Menu Option

This chapter descibes how to use Cloud 9 to migrate source code from CA-Endevor to SCLM by showing you how to:

- Perform CA-Endevor listing functions.
- Migrate existing elements into SCLM.

Listing Elements in Cloud 9

The following panel is provided to users for element listing.

Query Functions LIST SCLM FILES	Element Query
LIST ELEMENTS LIST MEMBERS	Environment:
	System:
Actions	Subsystem:
EDIT	Type:
Misc Functions	Stage ID:
OPEN PACKAGE PROFILE	Member:
ABOUT CLOUD 9	Submit Reset

Figure 212. Element Query Panel

Required Fields: The Environment field is required and cannot be wild carded.

Enter the known CA-Endevor values and click submit. An element list is returned.

Query Functions		Element	Туре	Env.Sy	stem Subsyste	em Stage ID	VV.LL
LIST SCLM FILES LIST ELEMENTS	Г	\$\$\$RECV	SHORTNAM	ITEST SYS	SA SUBA	А	01.00
LIST UNIX FILES	F	\$\$\$RECV	TESTTYPE	TEST SYS	SA SUBA	A	01.01
Actions	Г	\$\$\$RECV	TESTTYPE	TEST SYS	SA SUBA	В	01.00
VIEW	Г	\$\$\$XMIT2	SHORTNAM	ITEST SYS	SA SUBA	A	01.00
ADD PC/WS FILES	Г	\$\$\$00010	BINARY	TEST SYS	SA SUBA	A	01.01
MIGRATE		\$\$\$00011	BINARY	TEST SYS	SA SUBA	A	01.00
Misc Functions		\$INIT	SHORTNAM	ITEST SYS	SA SUBA	A	01.00
SELECT ALL DESELECT ALL	Г	\$IN00000	BINARY	TEST SYS	SA SUBA	A	01.00
OPEN PACKAGE	Г	\$JAVPR2	PROCESS	TEST SYS	SJ SUBJ	A	01.00
	Г	\$J000000	CLIST	TEST SYS	SA SUBA	А	01.04
ABOUT CLOUD 9	F	\$J000001	CLIST	TEST SYS	SA SUBA	A	01.19
	F	\$J000002	CLIST	TEST SYS	SA SUBA	A	01.09
	Г	\$J000003	CLIST	TEST SYS	SA SUBA	A	01.00
		\$N000000	CLIST	TEST SYS	SA SUBA	A	01.00
	Г	\$N000000	HTML	TEST SYS	SA SUBA	В	01.00

Figure 213. Element List Display

Actions Against Element List

Once the list of elements is displayed, the user has a few options for working with the CA-Endevor elements. Aside from requesting the **Migrate to SCLM** action, users can also perform standard CA-Endevor **Browse** functions against the elements. The following panel is displayed in response to clicking on **VIEW** on the Actions menu.

Query Functions	Browse			
LIST SCLM FILES LIST ELEMENTS LIST MEMBERS	View Source	c		
LIST UNIX FILES	Master	0		
	Source views	Comp	oonent views	
VIEW	Show Levels	0	Show Levels	0
ADD PC/WS FILES	Browse	0	Browse	C
MIGRATE	Changes	0	Changes	C
ar oute oute and an	History	C	History	C
Alise Functions SELECT ALL DESELECT ALL OPEN PACKAGE PROFILE	Summary	•	Summary	C
ABOUT CLOUD 9		Submit		

Figure 214. View Elements Panel

From this point, all standard CA-Endevor browse functions can be performed.

Migrating to SCLM from CA-Endevor

- 1. Display a list of CA-Endevor Elements.
- 2. Click on **Submit**.
- 3. Once the element list is returned, click **Select ALL** or individually select elements for processing.
- 4. Click on Migrate to SCLM . The following panel is displayed.

Query Functions	MIGRATE
LIST SCLM FILES	To Project:
	Alternate: ?
Actions VIEW	Group: ?
ADD PC/WS FILES	Type: ?
MIGRATE	Language: ?
Misc Functions	Change Code:
SELECT ALL DESELECT ALL	Authorization Code:
OPEN PACKAGE PROFILE	Convert current level only C Convert all levels
ABOUT CLOUD 9	Submit Reset
1	

Figure 215. Convert Elements to SCLM Panel

Required Fields: Project, Group, Type and Language are required and cannot use wild cards.

Optional Fields: Change Code and Authcode are optional.

Click **Submit** and a batch conversion job is submitted.

Appendix B. Creating and Adding .jpg Images to the User Profile

This appendix covers how to create, scan, and add .jpg images to your user profile.

Creating the File

To create a .jpg or picture file, you need to capture your image and save it. There are many ways to capture images:

- Take a picture with a digital camera.
- Scan an existing photograph into a PC.
- Take a photograph with a film camera but have the developer provide a disk version rather than (or in addition to) a printed photograph.
- Take an existing photograph to a copy or office supply store and have them scan it into a .jpg file.

Some photo development companies will develop your pictures and post the files on the Web. To retrieve the file:

- 1. Go to the Web site address they provide you with.
- 2. Right-click your picture.
- 3. Select "Save Image As . . ." The Save dialog box displays.
- 4. Enter a name for the file.
- 5. Click Save.

Note: Check to make sure the file is stored with a .jpg extension. Other file formats are not supported.

Adding the File

To add the .jpg file to your profile:

- 1. Select **PROFILE** from the Cloud 9 Main Menu.
- 2. Type in the location of the .jpg file.
- 3. If the file location is on the A: drive, Select Browse.
- 4. Move to the A: drive.
- 5. Highlight the file.
- 6. Select Open.
- 7. The file directory path is automatically filled in on the Profile panel.
- 8. Click the *Update profile* button to submit the new picture.

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