CA IDMS - 19.0
Using CA ADS Alive

Date: 13-Jan-2018
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Using CA ADS Alive
Overview

This section provides the information needed to run CA ADS Alive. In addition, the many features that CA ADS Alive offers are documented to assist you.

This section includes general information on CA ADS Alive, an online tool that allows CA ADS developers to test dialogs and intercept errors for review and analysis in an online environment. This section provides an overview of the features of CA ADS Alive and provides suggestions for dialog testing.

CA ADS Alive A Powerful Interactive Tool

CA ADS Alive is a source-level testing and debugging tool that provides the CA ADS developer with complete control over the execution of the CA ADS environment. Problems in coding and design can be quickly identified and corrected, and the less experienced developer no longer needs to understand internal data representations or structure of CA ADS runtime control blocks.

In addition, database analysts can use CA ADS Alive to monitor database errors. All CA IDMS status errors are fully interpreted and the information is stored in the CA ADS Alive queue. Database administration personnel can review the information in the queue periodically and use it to analyze database problems.

Using CA ADS Alive to Debug and Test Dialogs

CA ADS Alive is an excellent tool for debugging and testing dialogs. Programmers can use this tool to test dialogs not known to have errors, as well as for debugging dialogs that are not terminating normally.

The extensive capabilities of CA ADS Alive provide the CA ADS programmer with many possibilities for testing. With CA ADS Alive you can intercept and analyze errors, review error interpretation online, and interactively test dialogs. You can then use CA IDMS DME to change CA ADS source online.

Using the features of CA ADS Alive, you can avoid the extra compiles, test data cases, and the need to understand the internal data representations or structure of CA ADS runtime control blocks. This saves both time and resources.

Dialog Animation

Contents

- Dialog Animation Capabilities (see page 8)
The CA ADS Alive online process by which you can test and debug your dialogs is called dialog "animation." Animation is an online view of CA ADS source execution. A typical animation session is described in detail in Section 2, CA ADS Alive Session (see page 9).

Dialog Animation Capabilities

The CA ADS Alive dialog animation process has several important animation capabilities:

- Two Animation Modes
- Specifying & Altering Animation Stop Locations
- Post Abort Browse Facility
- Displaying & Modifying Record/Element Contents

Two Animation Modes

CA ADS Alive provides two animation modes:

- **Non-Interruptible Animation Mode** - Choose this mode if you do not want to specify animation stop (interrupt) points. CA ADS Alive steps through the animation one line of code at a time, pausing for a specified length of time.

  Note: The Non-Interruptible Animation Mode causes all CA ADS Alive Animation Runtime Session commands to be inoperative.

- **Interruptible Animation Mode** - Choose this mode if you want to set animation stop (interrupt) points.

Specifying and Altering Stop Locations

Using an EDITOR interface and a combination of primary commands and line specifications, you can specify animation stop locations -- or locations in your source code where the animation process will stop, allowing you to take further action before continuing the animation.

This gives you the ability to control the animation process and quickly and easily pinpoint errors.
Post-Abort Browse Facility

In the event of a dialog execution abort, CA ADS Alive displays a Post-Abort Browse Session of the process containing the error. The line of source that caused the abort is preceded by the associated error message. From the Post-Abort Browse Facility screen, you can expand CA IDMS and LRF messages, display all of the records in the dialog, and transfer control to CA IDMS DME.

You can also save all Post-Abort Browse Facility diagnostic screens to a queue.

The Post-Abort Browse Facility is described in detail in Section 2, CA ADS Alive Session (see page 9). The queue review procedure is described in detail in Section 4, Operations (see page 18).

Displaying & Modifying Record/Element Contents

During the animation session you can also display the contents of a record and its elements.

Suggestions for Testing

There are a number of ways programmers can use CA ADS Alive to test a dialog. Here are some possibilities:

- Test a dialog with an animation stop point at the beginning of each possible dialog path. Execution of the dialog will temporarily halt when the stop point is reached, and you can quickly determine the logic through which the dialog is passing.

- Test a dialog with stop points set at logical points to verify data fields. When data values such as status codes, control fields, or intermediate work fields change during a single execution, you can set stop points to trap and review the changing values.

- Test multiple conditions during one session, avoiding recompilation or regeneration. When data values control the dialog flow, you can set stop points at decision points and alter data values as needed using the RECORD command. In this way, you can exercise alternate dialog paths without creating new test data cases.

- Scroll through a record from beginning to end when the dialog has stopped. You can look for questionable values and change invalid ones before they affect further processing.

- Use the STOP command to set animation stop points to stop only when a field reaches a specific value. This will aid in determining invalid information stored in records or finding error codes when they occur.

- Run a test session in the Non-Interruptible Mode (without animation stop points). In the event of an abort, CA ADS Alive takes you to a browse session from which you can expand error messages, move to an edit session, or go back to an Animation Setup Session (the Animation Setup Session is described in detail in Section 2, CA ADS Alive Session).
This section provides information on using CA ADS Alive.

- Creating a CA ADS Alive Animation Session (see page 10)
- Typical CA ADS Alive Screen (see page 13)
- Post-abort Browse (see page 14)
- Record/Element Display & Modification (see page 16)

Creating a CA ADS Alive Animation Session

The procedure for creating a CA ADS Alive animation session involves selecting a dialog for animation, specifying animation stop locations, and specifying animation session values.

After you complete these tasks you animate the dialog to correct bugs or errors as they occur.

- Create An Animation Session (see page 10)
- Animate the Dialog (see page 12)

Create An Animation Session

To create an animation session, follow these steps:

1. Invoke CA ADS Alive from the CA IDMS/DC system.
   Type your site-specific task code at the CA IDMS/DC system prompt. By default, the task code is set to ADSALIVE.
   Press Enter.
   CA ADS Alive responds by displaying the following Session Specification screen.

   V81 ENTER NEXT TASK CODE: ADSALIVE

2. Begin a CA ADS Alive session, and select a dialog from one of the following screens.
   a. Session Specification screen:
   b. Dialog List Screen

   Go to Step 3 or Step 4 for instructions on selecting a dialog from the screen you choose.

3. Select a dialog from the Session Specification screen. The following screen shows an example of wildcard use. This option is specified when CA ADS Alive is installed. Using this method, you may use wildcards (*) in the dialog field. See your DBA if you have any questions about the use of wildcards at your site.
   a. For OPTION, type 1 (Animate).
   b. Type the dictionary, node, dialog, and dialog version number.
   c. Press Enter.
4. Select a dialog from the Dialog List Screen.
   a. From the Session Specification screen, for OPTION type 1 (Animate).
   b. Leave the Dialog and Dialog Version fields blank.
   c. Press Enter to display the Dialog List screen.
   d. Type "S" to specify a Dialog.

5. Specify the animation mode for the interrupt points—the duration that the dialog pauses on a line of code before moving to the next line. CA ADS Alive provides two modes: Interruptible (default) and Non-Interruptible. Choose Non-Interruptible if you do not want to use the default interrupt points.
   **To change the mode to Non-Interruptible follow these steps:**
   a. From the Specify Animation for DIALOG screen, type N for Interrupt?
   b. For Delay Interval, type the duration in seconds.
   c. Press Enter. A message displays indicating that animation is enabled.
   d. In the COMMAND field, type =3 and press Enter, to proceed.

6. Optional. You can select specific processes for Interruptible Animation.
   a. From the Process List screen, enter "S," "D," or "X" in the column to the left of PROCESS NAME.
      "S" selects every process line.
      "D" deletes the process from animation.
      "X" selects specific process lines. The Animation Setup Edit screen displays for each process selected.
   b. For each process you selected "X," specify the animation mode.

7. Specify stop locations for animation. You set the stop locations using a combination of primary commands and line specifications. For example, the STOP command allows you to stop the animation B-(Before) or A-(At) lines and values after n iterations of a loop, at a numerically repeating interval of an iteration, or combinations.
   a. After you set the stop locations, press Enter.
   b. In the COMMAND filed, type=3 and press Enter, to proceed.

8. Specify animation session values, from the Animation Session Control screen. The options are:
   a. **SPECIFY ENVIRONMENT OPTIONS**: Allows you to change the dbname, dbnode, and dialog version number of the dialog to be animated.
   b. **SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM SESSION**: Specifies the task code to invoke when you finish the Animation Setup Session. For example, type ADSdialog-name. If the dialog is a mainline dialog, CA ADS Alive takes you to the Animation Runtime Session of the specified dialog, as soon as you exit the Animation Setup
Session. The dialog does not, however, have to be defined as mainline to use CA ADS Alive. This can be the task code of the application of which your dialog is a part. Leave this field blank to return to the CA IDMS/DC prompt, ENTER NEXT TASK, when you exit the Animation Setup Session.

c. **SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM ANIMATION:** Specifies the task code to invoke when you exit from CA ADS Alive during an Animation Runtime Session. For example, type ADS to move to the CA ADS main menu as soon as you exit from the Animation Runtime Session. You could also exit to CA IDMS DME by entering DME or the appropriate task code.

**Animate the Dialog**

Animate the dialog to correct bugs or errors as they occur.

To animate the dialog choose one of the following options:

1. Enter =X (Exit) in the COMMAND field of the Animation Session Control screen. If you specified **ADS dialog-name** in the SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM SESSION field of the Animation Session Control screen, you will automatically move to the Animation Runtime Edit screen. Or,

2. Type **ADS dialog-name** after the CA IDMS/DC prompt to move to the Animation Runtime Edit screen.

**Active Commands**

BOTTOM
CAPS
CURSOR
DOWN
EDITOR-ID
ENTER
FIND
FIRST
LAST
Non-Interruptible Animation

If you selected non-interruptible animation, you can watch the animation process stop at each line of the dialog. The Non-Interruptible Animation Mode causes all CA ADS Alive Animation Runtime Session commands to be inoperative.

Interruptible Animation

If you selected interruptible animation, animation proceeds to the locations that you set at the Animation Setup Edit screen. The message "NEXT LINE TO EXECUTE FOLLOWS" precedes each animation stop location.

For more information, see Commands for detailed descriptions of Animation Runtime Session commands.

Typical CA ADS Alive Screen

The following display shows a typical CA ADS Alive screen. The typical screen includes a COMMAND or OPTION field followed by a message area.

Online documentation is provided for every screen. Enter the HELP command in the COMMAND or OPTION field for screen information.

In this section, the commands that are active are listed after the screen. The commands are described in detail in Common Commands.

CA IDMS/ADS Alive Rnn.nn -- Dialog List ---------------------hh:mm mm/dd/yy
COMMAND ===> USGADLS
DICTIONARY: NODE:
Enter "S" to specify a Dialog for Animation Processing
Transfer Facility

An equal sign (=) followed by an alphanumeric string (=string) gives you the ability to transfer to the system-level function represented by string. Below is a list of values for the various system levels.

- Session Specification Screen = 0
- Specify Dialog for Animation Screen = 1
- Session Control Screen = 3
- Exit - Leave Animation Session Intact = X
- Quit - Terminate Animation Session = Q

Post-abort Browse

In the event of an animation/execution abort, CA ADS Alive displays the Post-Abort Browse Session screen showing the process containing the error. The line of source code that caused the abort is preceded by the associated error messages.

This screen is presented if DIAGNOSTIC SCREEN IS YES is specified as a CA ADS statement in your sysgen. See your database administrator if you have any questions.
If ACTIVITY LOG IS YES is specified as a CA ADS statement in your sysgen, the Post-Abort Browse Facility diagnostic screens are saved to a queue. See Section 4, Operations (see page 18) for information on reviewing the CA ADS Alive diagnostic queue.

```
BROWSE -DIALOG AA1 HAS ABENDED.. COMMAND ===> SCROLL ===> PAGE
*** TOP OF DATA ****************************************************** CA IDMS/ADSAlive ***
DICTIONARY: NODE:
  DIALOG: AA1
  VERSION: 0001
  PROCESS: AA1-RESPONSE-1
  VERSION: 0001
!THIS RESPONSE EXERCISES THE NEW ABORT INTERFACE FROM ADS0DEBUG
MOVE 9555 TO SKILL-ID-0455.
MOVE 'VERBALIZATION' TO SKILL-NAME-0455.
MOVE 'SHOOTING THE BREEZE' TO SKILL-DESCRIPTION-0455.
!I FORGOT TO EVER OBTAIN THE SKILL RECORD.
DC173008 APPLICATION ABORTED. BAD IDMS STATUS RETURNED;
STATUS=0809
MODIFY SKILL.
DISPLAY MESSAGE TEXT 'SKILL MODIFIED'.
*** BOTTOM OF DATA *********************************************** CA IDMS/ADSAlive ***
```

**Active Commands**

- BOTTOM
- CAPS
- CURSOR
- DOWN
- EDITOR-ID
- ENTER
- FIND
- FIRST
- LAST
- LEFT
- LOCATE
- MEMORY
- PROFILE
- RESET
- RESHOW
- RFIND
- RIGHT
- TIME
- TOP
- UP
- DME
- ELEMENT
- INFO
- RECORD
- SETUP

From the Post-Abort Browse Session screen, you can use the:

- **DME command** to terminate the session and move to a CA IDMS DME session. The abort message is presented prior to the source line which caused the abort.
- **INFO command** to expand CA IDMS and LRF status information.
- **SETUP command** to return to a CA ADS Alive Setup Session.

For more information, see Section 3, Commands (https://docops.ca.com/display/IDMSCU/ADS+Alive+Commands) for detailed descriptions of the Post-Abort Browse Facility commands.
Record/Element Display & Modification

Contents
- Displaying a Record using the RECORD Command (see page 16)
- Displaying a Record using the ELEMENT Command (see page 17)

You can use the RECORD command during an Animation Runtime Edit Session or a Post-Abort Browse Session to display the content of a record and its elements.

You can use the ELEMENT command during an Animation Setup Edit Session to display a list of all records owned by the dialog in which the specified element-name appears.

Displaying a Record using the RECORD Command

To display a record using the RECORD command, enter the RECORD command during an Animation Runtime Session or Post-Abort Browse Session.

If you do not specify a record-name, CA ADS Alive responds by displaying the List of Records screen (shown below). You can then select from all the records owned by the dialog you are animating.

If you specify a record-name and optionally version, CA ADS Alive responds by displaying the Record/Element Review screen (shown below). See Section 3, Commands (https://docops.ca.com/display/IDMSCU/ADS+Alive+Commands) for detailed information on record/element display and modification commands.

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### Displaying a Record using the RECORD Command

To display a record using the RECORD command, enter the RECORD command during an Animation Runtime Session or Post-Abort Browse Session.

If you do not specify a record-name, CA ADS Alive responds by displaying the List of Records screen (shown below). You can then select from all the records owned by the dialog you are animating.

```plaintext
CA IDMS/ADS Alive Rnn.nn -- List of Records ---------------- hh:mm mm/dd/yy
COMMAND ===> USGAESH

A RECORD command was entered without a Record Name
Enter "S" to select the RECORD for processing
Enter the "END" command to terminate processing

<table>
<thead>
<tr>
<th>RECORD NAME</th>
<th>DATE</th>
<th>DATE</th>
<th>USER</th>
</tr>
</thead>
<tbody>
<tr>
<td>AA-RECORD-1</td>
<td>0001</td>
<td>mm/dd/yy</td>
<td></td>
</tr>
<tr>
<td>AA-RECORD-2</td>
<td>0001</td>
<td>mm/dd/yy</td>
<td></td>
</tr>
<tr>
<td>ADSO-STAT-DEF-REC</td>
<td>0001</td>
<td>mm/dd/yy</td>
<td></td>
</tr>
<tr>
<td>SKILL</td>
<td>0100</td>
<td>mm/dd/yy</td>
<td>PUBLIC</td>
</tr>
<tr>
<td><strong>END</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Active Commands**

- =
- DOWN
- END
- EXIT
- HELP
- KEYS
- QUIT
- UP

If you specify a record-name and optionally version, CA ADS Alive responds by displaying the Record/Element Review screen (shown below). See Section 3, Commands (https://docops.ca.com/display/IDMSCU/ADS+Alive+Commands) for detailed information on record/element display and modification commands.

```plaintext
GSI Rnn.nn ----- Record/Element Review ----- CA IDMS DC hh:mm mm/dd/yy
COMMAND ===> GSIRECC0

RECORD: AA-RECORD-1 V 1
DICT:
LINE 0001 OF 0003
```
Displaying a Record using the ELEMENT Command

Use the ELEMENT element-name command to display a list of all records in which the specified element-name appears. You can use the ELEMENT command during any Animation Setup Session, Animation Runtime Session, or Post-Abort Browse Session.

CA ADS Alive responds by displaying the List of Records Owning Element screen (shown below).

CA IDMS/ADS Alive Rnn.nn -- List of Records -----------------hh:mm mm/dd/yy
COMMAND ==> USGAESH
Element AA-ELEMENT-1

Enter the “END” command to terminate Inquiry List

**END**

Active Commands

You can then view a list of all the records in which the specified element-name appears. If you want to modify a record/element, return to an Animation Runtime Edit Session and use the RECORD command to access the record.

For more information see Section3, Commands (https://docops.ca.com/display/IDMSCU/ADS+Alive+Commands) for detailed information on record/element display and modification commands.

GSI Rnn.nn -------- Record/Element Review -------- CA IDMS DC hh:mm mm/dd/yy
COMMAND ==> GSIRECC0
CA ADS Alive Operations

This section describes the CA ADS Alive operating environment, online documentation print facility, and customization macro. The Post-Abort Browse Facility diagnostic queue is also discussed.

CA ADS Alive operates in the following environments and operating systems:

- CA IDMS/DC
- CA IDMS UCF
- z/OS
- z/VSE
- z/VM

⚠️ **Note:** CA ADS Alive should not be installed in production environments, since some of the buffer modification facilities could lead to security breaches unless stringently secured.
Online Documentation Print Utility

The Online Documentation Print Utility provided with CA ADS Alive allows error messages and other product information to be printed upon request. The Target or Distribution source library member GSIPRINT (z/OS), TOOLJCL library member GSIPRINT.S (z/VSE), or the GSIPRINT EXEC (z/VM), downloaded from the CA ADS Alive installation media, contains the JCL to execute the Online Documentation Print Utility. The online documentation modules for CA ADS Alive processing are listed in the following table.

The printed version of the online documentation is presented one screen per page and includes page reference indexes for screen options. Characters highlighted in the online documentation appear bolded in the printed version.

Note: The characters "{}", which are used to denote optional statements in online documentation modules, appear as "& &" when printed with the Online Documentation Print Utility. The character "<|>", used to denote "or" in online documentation modules, appears as "::" when printed with the Online Documentation Print Utility.

- **COMMANDS**
  - General Browse Commands
- **USGAMEN**
  - CA ADS Alive Tutorial Main Menu
- **USGADLS**
  - Dialog List screen
- **USGAESH**
  - List of Records Owning Element screen
- **USGAKEY**
  - PF Key Values screen
- **USGAPL**
  - Process List screen
- **USGASES**
  - Animation Session Control screen
- **USGASET**
  - Specify Animation for DIALOG screen
- **USGBRWS**
  - Post Abort Browse Facility commands
- **USGGNRC**
  - Common commands
CA ADS Alive Customization Macros

Two customization macros are provided with CA ADS Alive which allow you to change various CA ADS Alive runtime options:

The CA ADS Alive customization macro gives the system administrator the ability to:

- Alter the task code used to invoke CA ADS Alive.
- Specify the dictionary, node, and version number of online documentation modules.
- Specify whether dialog wildcards are allowed when selecting a dialog at the Session Specification screen.
- Specify whether Non-Interruptible Animation Mode is allowed.
- Specify the number of days that CA ADS Alive queue records should be retained.
- Indicate whether or not the Post Abort Browse screen should be displayed when the Activity Log setting is Yes.

The CA IDMS/DC Sort subroutine customization macro gives the system administrator the ability to:

- Specify the amount of main storage and auxiliary storage to be made available to the CA IDMS/DC Sort subroutine used by CA ADS Alive.
- Indicate how space is to be allocated to buffers at runtime. The allocation of buffers also depends on the record length in a particular sort.

These runtime options can be changed at any time after initial product installation. The source statements are in the USGTPARM and TPSPARM members of your CUSTOM.SRCLIB and the link statements are in the USGTPARM and TPSPARM members of your CUSTOM.LNKLIB.

Reviewing the Post-Abort Browse Queue

Contents
The Queue Review Procedure

You access the Queue Review Facility through CA IDMS/DC. Simply enter the task code QREVIEW and CA ADS Alive responds by displaying the Queue Review screen shown below. The Queue Review screen lists each error for which screens are stored. If there are many entries, you may need to view more than one Queue Review screen. To review or delete an entry, move the cursor to the left-most position of the line for the entry. Enter an S to select the entry for review; enter a D to delete the entry.

When you delete an entry, all screens stored for the entry are deleted from the queue permanently.

Note: The autotask USGADEL automatically deletes from the queue all entries that are older than the number of days specified in the runtime customization macro.

The Queue Review Screen

The following is a description of the Queue Review screen:

- **Release Number**
  The number of the CA ADS Alive release being executed appears before the screen name on the first line.

- **DATE**
  The date on which the error occurred appears in the left column below the screen name. The format is yyddd (Julian date), where yy is the year (such as 99 for 1999) and ddd is the sequential day (such as 001 for January 1st or 033 for February 2nd).

- **TIME**
  The time at which the error occurred appears in the second column below the screen name. The format is hh:mm:ss.tt, where hh is the hour (such as 14 for 1400 hours or 2 p.m.) and mm:ss.tt is minutes, seconds, and hundredths of seconds past the hour (such as 21:08.02 for 21 minutes, eight and two-hundredths seconds).

- **PROGRAM**
  The name of the CA ADS dialog in which an error occurred appears in the third column below the screen name.

- **USER**
  The CA IDMS user ID of the user signed on when the error occurred appears in the fourth column below the screen name. This field is blank if no user was signed on.
• **LTERM**
The logical terminal ID of the terminal being used when the error occurred appears in the fifth column below the screen name.

• **STATUS**
The CA IDMS error status code of the error that occurred (ADSO for CA ADS dialogs) appears in the right column below the screen name.

• **Options Available**
The options available to you at this time appear on the last line of the screen:

  ▪ **S** - Select an entry for review.
  ▪ **D** - Delete an entry.
  ▪ **PF8/PF20 key** - Scroll forward one screen.
  ▪ **PF7/PF19 key** - Scroll backward one screen.
  ▪ **PF3/PF15 key** - Exit the Queue Review Facility.

The PF8/PF20 key can be used to scroll forward when there is more than one Queue Review screen of entries.

<table>
<thead>
<tr>
<th>DIAGNOSTIC QUEUE</th>
<th>Rnn.nn</th>
<th>QUEUE REVIEW</th>
<th>PROPERTY OF CA, INC</th>
</tr>
</thead>
<tbody>
<tr>
<td>US000111</td>
<td>NO MORE IN QUEUE</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DATE</th>
<th>TIME</th>
<th>PROGRAM</th>
<th>USER</th>
<th>LTRM</th>
<th>STATUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>99182</td>
<td>14:35:47.53</td>
<td>AA1</td>
<td>BRASC02</td>
<td>VTAMLT01</td>
<td>ADSO</td>
</tr>
<tr>
<td>99182</td>
<td>14:53:04.96</td>
<td>AA1</td>
<td>BRASC02</td>
<td>VTAMLT01</td>
<td>ADSO</td>
</tr>
<tr>
<td>99182</td>
<td>15:35:16.93</td>
<td>AA1</td>
<td>BRASC02</td>
<td>VTAMLT02</td>
<td>ADSO</td>
</tr>
<tr>
<td>99182</td>
<td>15:35:44.70</td>
<td>AA1</td>
<td>BRASC02</td>
<td>VTAMLT02</td>
<td>ADSO</td>
</tr>
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ENTER -(S)ELECT OR (D)ELETE DETAIL  PF7-PRIOR PAGE PF8-NEXT PAGE PF3-EXIT