CA IDMS - 19.0
Using the IDMS Dictionary
Module Editor

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Using the IDMS Dictionary Module Editor

This user section provides information on the features and functionality of the CA IDMS Dictionary Module Editor. The product includes an extensive HELP facility for quick access to screen and field information, commands, and message text.

CA IDMS DME is a powerful online program development facility used to edit and browse modules stored in the dictionary, add and execute modules, and create executable statements. This section presents an overview of CA IDMS DME features and functions.
Using CA IDMS DME

This section provides information on using CA IDMS DME. It shows you the steps that may be used in a typical session and details each of the Main Menu options. The CA IDMS DME session can be approached as a series of steps using a succession of screens to access, edit, browse, add, and execute a module. At any point in the CA IDMS DME session, you can use the HELP command to access the online documentation which includes:

- Information about CA IDMS DME screens
- Complete detail on each of the commands, options, and keys used to process a module
- Message text.

You use these steps during a typical CA IDMS DME session:

- **Step 1** -- Invoke CA IDMS DME
- **Step 2** -- Specify or select a module to process
- **Step 3** -- Process a module
- **Step 4** -- Suspend the session
- **Step 5** -- Restart the session
- **Step 6** -- Exit CA IDMS DME

**Step 1 -- Invoke CA IDMS DME**

You can invoke CA IDMS DME from:

- CA IDMS/DC -- standard access
- CA IDMS/DC -- Quick-In access
- CA ADS Alive
- ADSC
- Transfer Control Facility (TCF).
From the CA IDMS/DC System Using Standard Access

To invoke CA IDMS DME from the CA IDMS/DC system:

1. Type the user-defined task code at the CA IDMS/DC system prompt. The default task code is **DME**

2. Press the Enter key.

The CA IDMS DME Main Menu screen is displayed.

From the CA IDMS/DC System Using Quick-In Access

After you have become familiar with CA IDMS DME, you may want to bypass the Main Menu and move directly to one of the Main Menu options. To do this:

1. Type the task code (defined at installation, the default is DME) followed by the number indicating the Main Menu option you want to access.

2. Press the Enter key.

For example, if you want to move directly to the Module Selection screen, type **DME 1** at the CA IDMS /DC system prompt. Press the Enter key. The Module Selection screen is displayed.

From CA ADS Alive

While you are testing dialogs with CA ADS Alive, you can invoke CA IDMS DME from that product after a dialog execution aborts. In this case the Edit screen is displayed, showing the line in error along with a message from CA ADS Alive. See the **CA ADS Alive Using section** for details.

From ADSC

You can invoke CA IDMS DME from the ADSC compile screen when you see the message **Select 2 to review errors**, then Enter to see compile errors. A CA IDMS DME Browse session of the ADSC dialog compile listing is invoked.

The errors are flagged by `<E>` in the line number of the error listing. The PF17 key is set at installation to FIND `<E>`; UP 10. When you press PF17, your first error is positioned at the center of the screen.

At this point, you can invoke a CA IDMS DME Edit session in three ways:
Position the cursor on a line you want to change. Press PF18.

In the Command line, type

```
EDIT process-name <version>
```

where:
- **process name** is the name of the process you want to edit
- **version** is one of the following: the numeric version number, HIGH, LOW, or blank. If you do not indicate a version number, the system default for HIGH or LOW is used.

In the Command line, type

```
EDIT
```

Position the cursor on the line in error. Press the Enter key.

The original Browse session of the error listing remains open and you can use PF9, PF21, or the SWITCH command to switch back and forth between the Edit session and the Dialog Compile Error Listing.

Most Editing Commands are available within this Edit session, however, you cannot transfer to another Main Menu option using the EQUALS (=) Command.

When you complete the Edit session, type `=X` in the Command line to return control to ADSC.

If you use successive END commands to back out of the Browse session of the Dialog Compile Errors listing, control returns to the CA IDMS DME Main Menu. Notice that the Main Menu now includes Option I ADSC Interface, which is used to review and modify ADSC compile errors.

After you exit CA IDMS DME, control returns to the ADSC Compile screen. At the Command line, type `1` and press the Enter key to re-invoke a compile of your edited dialog.

---

**From the Transfer Control Facility**

The Transfer Control Facility (TCF) allows you to transfer from one CA IDMS/DC online development tool to another without returning to CA IDMS/DC.

**To invoke CA IDMS DME under TCF:**

1. From the CA IDMS/DC system prompt, execute the task code TCF to display the TCF Selection screen.
2. Select the TCF task code DMET to access the CA IDMS DME Main Menu screen.

**To terminate a TCF-invoked CA IDMS DME session:**

1. Complete and end the session through CA IDMS DME. The TCF Selection screen is displayed.
2. Select the option Terminate TCF Session.

**To suspend a TCF-invoked CA IDMS DME session:**
1. Type TSUSPEND in the Command field.

2. Press the Enter key. This suspends the current CA IDMS DME session and returns control to TCF.

To resume a suspended TCF-invoked session:

1. Select the task code DMET with the session descriptor CA IDMS DME-TCF-SESSION from the TCF Selection screen. The CA IDMS DME Main Menu screen is displayed.

2. Press the Enter key. The Restart screen is displayed. See Restart the Session for more information.

To switch to another TCF task:

The TCF SWITCH command allows you to switch to another TCF task from module selection screens excluding lists. You can also switch to another TCF task from the Edit screen.

To switch a TCF task:

1. Type SWITCH and the task you want to switch to in the COMMAND line.

2. Press the Enter key.

You can use the SWITCH command from all of the screens up to the Edit screen and including the edit screen.

The CA IDMS DME Main Menu Options

The CA IDMS DME Main Menu screen is displayed after you invoke CA IDMS DME. The options that are used to directly or indirectly specify modules to process are discussed in "Accessing a Module". These include the Module option, the Class/Attribute option, and the Dialog option.

- Accessing a Module (see page 13)
- Selecting an Attribute (see page 15)
- Using the Dialog Option (see page 16)
- Processing a Module (see page 18)
- Using the Copy Selection Screen (see page 20)
- Invoking the CA IDMS/DC Sort CA ADS Preprocessor from CA IDMS DME (see page 21)
- Managing the Session (see page 22)
- Exiting CA IDMS DME (see page 23)

To select an option from the CA IDMS DME Main Menu:

1. Type the character that precedes the option you want in the OPTION field.

2. Press the Enter key.
Accessing a Module

Specify a Module Using the Module Option

You can access a module to process by specifying the name of the module on the Module Selection screen.

To access the Module Selection screen, follow these steps:

1. Type 1 (indicating the Module option) in the OPTION field of the Main Menu.

2. Press Enter. The Module Selection screen displays. See following example:

   CA IDMS DME Rnn.nn   Module Selection   hh:mm mm/dd/yy
   COMMAND ===>         USEAMSL
   DICTIONARY:         NODE:
   ACTION ===>         (A=Add/B=Browse/E=Edit/X=Execute)
   MODULE NAME ===>    
   VERSION ===>        
   LANGUAGE ===>     

   If the "Execute" Action has been selected, enter the compiler to execute:
   COMPILER ===> 

To access the module from the Module Selection screen:

1. Type the appropriate character in the ACTION field (use A to add a module, B to browse, E to edit, or X to execute).

2. Type the name of the module you want to access in the MODULE NAME field. If you do not know the module name, you can use the Class/Attribute option or the Dialog option of the Main Menu. These options are detailed on the following pages.
3. Type the version number in the VERSION field. If no version is entered, the default (highest or lowest) that was determined at installation is used.

4. Press the Enter key.

Select a Module Using the Class/Attribute Option

You can access a module by selecting the name of the module from a list generated using the Class/Attribute option of the Main Menu. If you know the class and attribute names, you can specify both to generate a list of modules with that class/attribute combination. If you know only the class name, you can specify that to generate a list of attributes for that class.

To access the Class/Attribute Selection screen:

1. Type 2 (indicating the Class/Attribute option) in the OPTION field of the Main Menu.

2. Press the Enter key.

The Class/Attribute Selection screen is displayed.

To select a module from the Class/Attribute screen:

1. Tab to the CLASS field and type the name of the class.

2. If the name of the attribute in known, tab to the ATTRIBUTE field and type the attribute name. If the name of the attribute in unknown, leave the ATTRIBUTE field blank to display an Attribute List screen from which you can select an attribute name.

3. Enter Y or N to determine whether or not you want your module list sorted. If you indicate Y, the list will be sorted in name sequence. Extremely large lists of modules may result in sort error TPE7015E. This indicates that there was not adequate scratch for sorting. If this occurs, you can limit the number of entries to be sorted by selecting a mask or prefix, or indicating N in the SORT MODULE LIST field.

4. Press the Enter key.

A Module List screen is displayed with a list of modules having the same class/attribute you specified.
Select a Module at the Module List Screen

The Module List screen is displayed when you specify a class and attribute on the Class/Attribute Selection screen.

To select a module from the list that is displayed:

1. Tab to the module name you want to select.
2. Type an S to the left of the module to select it for edit, or type a B to select it for browse.
3. Press the Enter key.

Selecting an Attribute

The Attribute List screen is displayed when you specify only a class name on the Class/Attribute Selection screen. This screen lists attributes belonging to the specified class. The following sample screen is displayed if you specify language in the CLASS field of the Class/Attribute List screen.

To select an attribute from the Attribute List screen:

1. Tab to the attribute you want to select.
2. Type an **S** next to the attribute name.

3. Press the Enter key.

A Module List screen is displayed with a list of modules having the class name you specified and the attribute name you selected.

Type an **S** next to a module name to select that module for edit, or type a **B** next to the module name to select that module for browse.

**Using the Dialog Option**

Use the Dialog Selection screen to access a list of dialogs.

To display the Dialog Selection screen from the CA IDMS DME Main Menu:

1. Type **3** (indicating the Dialog option) in the OPTION field.

2. Press the Enter key.

The Dialog Selection screen is displayed.

   CA IDMS DME Rnn.nn Dialog Selection hh:mm mm/dd/yy USEADSL
   COMMAND ===> Dialog Selection
   DICTIONARY : NODE :
   DIALOG NAME ===> VERSION ===> MASK ===>
   -or- PREFIX ===>
   SORT DIALOG LIST? ===> 

To access a list of dialogs from the Dialog Selection screen:

1. Type the name of the dialog you want to access in the DIALOG NAME field. If the dialog name is unknown, leave the DIALOG NAME field blank to display the Dialog List screen. You can restrict the Dialog List by entering a mask or prefix in the appropriate field. A mask will search the entire dialog name for the entered characters. A prefix will look for dialog names that begin with the entered characters.

2. Type the version of the dialog (if a dialog name is specified) in the VERSION field. If a version number is not specified, the default (highest/lowest) determined during the installation of CA IDMS DME is used.

3. Enter **Y** or **N** to determine whether or not you want your dialog list sorted. If you indicate **Y**, the list will be sorted in name sequence. Extremely large lists of dialogs may result in sort error TPE7015E. This indicates that there was not adequate scratch for sorting. If this occurs, you can limit the number of entries to be sorted by selecting a mask or prefix, or indicating **N** in the SORT DIALOG LIST field.

4. Press the Enter key.
If a dialog name is specified in the DIALOG NAME field, a list of process modules associated with that dialog is displayed.

Select a Dialog from a Dialog List Screen

The Dialog List screen is displayed if you do not specify a dialog in the DIALOG NAME field of the Dialog Selection screen.

To select a dialog from the Dialog List screen:
1. Tab to the dialog name you want to select.
2. Type an S next to the dialog name.
3. Press the Enter key.

A list of the process modules associated with the selected dialog is displayed.

Process List Screen

The Process List screen is displayed when you select a dialog from the Dialog List screen or specify a dialog name on the Dialog Selection screen. The Process List screen displays the names of the process modules belonging to the dialog you selected.

To select a process from the Process List screen:
1. Tab to the process name you want to select.

2. Type an $ to the left of the process name to select that process for edit, or type a B to the left of the process name to select that process for browse.

3. Press the Enter key.

### Processing a Module

CA IDMS DME gives you the following module processing options:

- Add
- Edit
- Browse
- Execute

### Add a Module

CA IDMS DME allows you to add modules to any dictionaries for which you have add authority. You can specify an existing module as a prototype so that the new module will have the same attributes as that module.

To add a module:

1. Type A (indicating Add) in the ACTION field of the Module Selection screen.
2. Tab to the MODULE NAME field and type the name of the module you want to add.
3. Tab to the VERSION field and type the version number for the module you want to add.
4. Press the Enter key.

The Module Creation screen is displayed.

### Using the Module Creation Screen to Define a New Module

Use the Module Creation screen to specify information defining the module you are adding. When the Module Creation screen is displayed, the MODULE NAME and VERSION fields contain the information you specified on the Module Selection screen.
To create a module:

1. Specify the USER ID and PASSWORD (if the S function had been used previously to change signon).

2. If you want to use an existing module as a prototype, type the name of the existing module in the PROTOTYPE field. The module you add will have the same attributes as this module.

3. Press the Enter key.

A null Edit screen is displayed.

**Edit a Module**

Use the Edit screen to edit a module or to access the Copy Selection screen to copy lines from other modules or to copy an entire module.

For information on edit commands, see Section3, “Using CA IDMS DME”. Information is also available online by typing HELP in the COMMAND line of any screen.

**Browse a Module**

There are several ways in which you may have accessed a module to browse. They include:

- Specifying B in the ACTION field on the Module Selection screen or Copy Selection screen, and supplying a module name

- Selecting a module name or process name from a List screen by using a B (selecting with an S indicates that you want to edit).
Execute a Module

You can execute a module in these ways:

- Use the X option on the Module Selection screen
- Use the EXECUTE command.

To execute a command from the Module Selection screen:

1. Type X (indicating execute) in the ACTION field.
2. Type the name of the module you want to execute in the MODULE NAME field.
3. Type the version number for that module in the VERSION field.
4. Press the Enter key. The Edit screen is displayed.
5. Press the Enter key again to execute the module.

⚠️ Note: You must not have a compiler session currently suspended if you wish to execute that compiler from within CA IDMS DME. An abend will result.

See Section3: (see page 9) or the online documentation for information on executing a module using the EXECUTE command.

Using the Copy Selection Screen

Use the Copy Selection screen to copy source lines from another module or to copy an entire module. You can also use the Copy Selection screen to copy a module from one dictionary to another by specifying a different dictionary name and node name.

To use the copy function:

1. At the Edit screen, type an A (After) or a B (Before) in the line number to the left of the line you want to indicate that the lines (or module) copied should be placed before or after that line.
2. Type COPY in the COMMAND line.
3. Press the Enter key to display the Copy Selection screen.
3. At the Copy Selection screen, if you want to access the Class/Attribute List screen type 1 in the COMMAND line. Type 2 for the Dialog List screen.

4. If you specify a module name directly, you must also specify S (select) or B (browse) in the ACTION field.

5. Specify line numbers in the FIRST LINE and LAST LINE fields if you want to copy only part of a module. Leave these fields blank if you want to copy the entire module.

6. Specify REL (for relative line numbering) or IDD (for IDD line numbering) in the LINE TYPE field.

7. Press the Enter key.

The Edit screen, including the lines or module copied, is displayed.

Invoking the CA IDMS/DC Sort CA ADS Preprocessor from CA IDMS DME

If a CA ADS dialog process module contains CA IDMS/DC Sort statements (SETSORT, PUTSORT, GETSORT, ENDSORT, and SETLIMIT), you can invoke the CA IDMS/DC Sort preprocessor to check the syntax directly from CA IDMS DME.

While editing a process module, type TPSG in the COMMAND line and press the Enter key. This command invokes the CA IDMS/DC Sort CA ADS preprocessor. See the section 3.7.16 for details of the TPSG command.

If no syntax errors are detected, you can exit CA IDMS DME and generate the dialog.

If errors are detected in the CA IDMS/DC Sort statements, you should:

- Review the embedded error messages
- Correct the errors using CA IDMS DME
- Reenter TPSG in the COMMAND line.
For additional information on the CA IDMS/DC Sort CA ADS preprocessor, see the CA IDMS/DC Sort Using section.

Managing the Session

Suspend the Session

While editing a process module, you can suspend the session for later completion. This is a temporary save that allows you to continue the changes or cancel them when you return to the module. You may want to suspend the session to perform other tasks, such as adding a record, creating a map, generating a dialog, or editing a different module.

To suspend a session:

1. Type SUSPEND in the COMMAND line of the Edit Screen.
2. Press the Enter key.

You will return to the screen from which you selected the module.

Users of the CA IDMS DME must ensure that no sessions are suspended when first starting a system. If any such session exists, they must be terminated by saving the changes to the dictionary. To ensure that no sessions are suspended, you may use the QUED task code to determine whether or not this queue exists. If it does not exist, there are no suspended DME sessions. If it is necessary to fall back to an earlier version of the software, you must again ensure that no suspended DME sessions exist.

Restart the Session

The Restart Suspended Session screen is displayed whenever you specify or select a module that is currently suspended. From the Restart Suspended Session screen, you have these options:

- Edit the suspended module
- Leave the module suspended
- Cancel the changes, and edit original module
- Access online documentation for this screen

Note: Between the time you suspend a module and the time you restart a session for that module, someone else could edit the module with another tool (IDD, for example). Check the LAST UPDATED field on the Module Selection screen against DATE SUSPENDED and TIME SUSPENDED fields on the Restart Suspended Session screen to ensure you have the most current version of the module.

See the online documentation for details about using the Restart Suspended Session screen.
Exiting CA IDMS DME

You can complete and end a CA IDMS DME session by:

- Typing =X in the COMMAND line of any CA IDMS DME session screen
- Typing X or END in the OPTION field of the CA IDMS DME Main Menu.

Note: An edited module must be recompiled before it can be executed.

Additional Main Menu Options

Contents

- Signon Option (see page 24)
- Help Option (see page 24)
- Online Documentation Print Utility (see page 24)
- Online Message Facility (see page 25)
- Workpad Option (see page 26)
- Exit Option (see page 27)

These CA IDMS DME Main Menu options are detailed on the following pages:

- Signon
- Help
- Workpad
**Signon Option**

The Signon option allows you to select the appropriate user ID and dictionary for update without changing the CA IDMS DME signons.

To access the Dictionary Signon screen:

1. Type **S** (indicating Signon) in the OPTION field of the Main Menu.
2. Press the Enter key.

The Signon screen is displayed.

The current user ID is displayed so you will not have to enter your user ID unless you want to change it. If you change the USER, DICTIONARY, or NODE fields, the dictionary security may require you to enter a password.

```
CA IDMS DME Rnn.nn Dictionary Signon hh:mm mm/dd/yy
COMMAND ===> USEASON

USER ===> GERMAINE
PASSWORD ===>
DICTIONARY ===> NODE ===>
```

**Help Option**

The Help option allows you to access the online documentation which includes information on each screen, command, options, and message text. When Help is selected during a CA IDMS DME session, specific information on the current screen is presented. You can also access Help from any screen in the system by typing **HELP** in the COMMAND or OPTION line.

To select Help from the CA IDMS DME Main Menu:

1. Type **T** (Help option) in the OPTION field.
2. Press the Enter key.

The online documentation is displayed. You can scroll through the documentation or use the menus to select information on specific topics.

**Online Documentation Print Utility**

The Print Utility provided with CA IDMS DME allows error messages and other product information to be printed upon request.
Target or Distribution source library member GSIPRINT (z/OS), SAMPJCL library member GSIPRINT.S (z/VSE), or the GSIPRINT EXEC (z/VM), downloaded from the CA IDMS DME installation media, contains the JCL to execute the Online Documentation Print Utility. The online documentation modules for CA IDMS DME processing are listed in the following table in Online Message Facility (see page 25).

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.

### Online Message Facility

CA IDMS DME allows you to view message text in an online environment.

To access the Message Index screen:

1. Type M in the COMMAND field of the first online documentation panel for each DME screen.
2. Press the Enter key.

The Message Index Screen is displayed.

To view message text:

1. Type the message number in the INDEX line of the Message Index Screen.
2. Press the Enter key.

The text for that message is displayed.

<table>
<thead>
<tr>
<th>Member Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>COMMANDS</td>
<td>Editor command information</td>
</tr>
<tr>
<td>GSCMSG</td>
<td>General Service messages</td>
</tr>
<tr>
<td>GSIHELP</td>
<td>HELP information</td>
</tr>
<tr>
<td>GSTMSG</td>
<td>CA IDMS/DC Sort messages</td>
</tr>
<tr>
<td>USEAADD</td>
<td>Module Creation screen (Add)</td>
</tr>
<tr>
<td>USEAAL</td>
<td>Attribute List screen</td>
</tr>
<tr>
<td>USEACAL</td>
<td>Attribute List screen (Copy)</td>
</tr>
<tr>
<td>USEACAS</td>
<td>Class/Attribute Selection screen</td>
</tr>
<tr>
<td>USEACCA</td>
<td>Class/Attribute Selection screen (Copy)</td>
</tr>
<tr>
<td>USEACDL</td>
<td>Dialog Selection screen (Copy)</td>
</tr>
<tr>
<td>USEACDS</td>
<td>Dialog List screen (Copy)</td>
</tr>
<tr>
<td>USEACMD</td>
<td>CA IDMS DME commands, Editor commands</td>
</tr>
<tr>
<td>USEACPS</td>
<td>Process List screen (Copy)</td>
</tr>
<tr>
<td>USEACPY</td>
<td>Copy Selection List screen (Copy)</td>
</tr>
</tbody>
</table>
### Workpad Option

The CA IDMS DME Workpad provides a null edit session in which you can enter commands to be executed using either IDD, OCF, SYSGEN, SSC, and SCHEMA compilers, as well as from within an edit session. The Workpad may be executed from within an edit session as well as from the other CA IDMS DME screens.

To display the Workpad screen from the CA IDMS DME Main Menu screen:

1. Type **W** (indicating Workpad) in the OPTION field.
2. Press the Enter key.

The Workpad screen is displayed.

```plaintext
EDIT DME-WORKPAD
COMMAND ===> SCROLL ===> PAGE
****** *** TOP OF DATA ********************************************************** CA IDMS DME ***
000001
000002
000003
000004
000005
000006
000007
000008
000009
000010
****** *** BOTTOM OF DATA ********************************************************** CA IDMS DME ***
```

**Note:** You must not have a compiler session currently suspended if you wish to execute that compiler from within CA IDMS DME. An abend will result.
**Exit Option**

To exit CA IDMS DME from the Main Menu:

1. Type X (indicating exit) in the OPTION field.
2. Press the Enter key.

The CA IDMS/DC System Prompt is displayed.

**CA IDMS DME Commands**

This section provides a section to the four types of commands that are available in CA IDMS DME. This section describes each command, its syntax, and default PF key settings.

- Editing Command Types (see page 27)
- The Scroll Options (see page 30)
- Primary Commands 3 (see page 31)
- Line Commands 3 (see page 44)
- Text Manipulation (see page 49)
- CA IDMS DME Specific Commands (see page 52)

**Editing Command Types**

**Entering Commands**

The following are descriptions of where commands are entered:

- **Scroll Options** -- Type these options at the right side of the second line on the screen, in the SCROLL field.

- **Primary Commands** -- Type these commands at the left side of the second line on the screen, in the COMMAND line.

- **Line Commands** -- Type these commands in the line number fields at the left of the source displayed on the screen.

- **Product-Specific Commands** -- Type these commands at the left side of the second line, on the screen, in the COMMAND line.

These are the four types of editing commands:

**Contents**

- Entering Commands (see page 27)
Primary Commands

Primary commands are used to do the following:

- Display the last full screen at the bottom of the text
- Set the left and right column bounds
- Cancel all changes made to the text since the last SAVE
- Turn CAPS mode on and off
- Search for the next occurrence of a string in a module
- Move the cursor directly to the command line
- Display source lines above or below current view
- Display the release number for the current version of the Editor
- Redisplays the current screen with any changes made
- Limit your display to specific lines within the text being edited
- Search for a character string in a module
- Display the first screen of text contained in a module
- Present the last screen contained in a module
- Scroll the current display to the right of the specified number of columns
- Move the display to a specific source line or to the beginning or end of the module
- Obtain storage
- Turn the NULLS mode on or off
- Display the environmental parameters under which your edit session is operating
- Repeat the last CHANGE command that was executed
- Clear the display of any Line Commands, column markers, or extraneous messages
- Redisplay the original contents of a screen
- Repeat the last FIND command that was entered
- Scroll the current display to the left of the specified number of columns
- Move to the previous tab setting when TABS mode is on
- Move to the next setting when TABS mode is on
- Set the software tabbing
- Display the time-of-day and the date in the message area of the screen
- Display the first full screen at the top of the next text
- Display source lines above your current view.

**Line Commands**

Line commands are used to do the following:

- Copy source lines within the module
- Move source lines within the module
- Copy or move source lines over a line or lines
- Specify the location at which source lines are to be copied or moved
- Repeat source lines in the module
- Delete source lines
- Insert blank source lines
- Display a line with column markings across the screen
- Allow changes to the current boundary setting
- Exclude lines from the display

**Product-Specific Commands**

Product-specific commands are used to do the following:

- Copy all or part of a module into another module
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- Execute a module while using CA IDMS DME
- Access information on the current screen or application
- Save the source and update the dictionary
- Change the user and dictionary/node from any CA IDMS DME screen
- Suspend the current edit session in order to perform other tasks
- Swap WORKPAD between input and output screens (switch from one to the other)
- Switch to another TCF task while operating under TCF
- Preprocess the module source during a CA IDMS DME edit session
- Suspend the current edit session and return to the TCF screen
- Access "nullfile" Editor session where you can process commands to online compilers
- Display the last full screen at the bottom of the display
- Transfer to the system level function
- Edit a module from an ADSC compile listing browse session
- Access the Display Key Value Screens
- Print the contents of the current edit/browse session.

Program Function Keys

PF keys are set to many frequently used commands. This allows you to enter a command from any position on the Edit screen with one keystroke. In addition, the PA1 and PA2 keys are set to redisplay the screen.

For more information, see 4.7.8, "KEYS Command (see page 55)", 4.4.1, "Summary of Function Keys for Primary Commands", and the online documentation.

To execute a single command set for a PF key, press that key. The command executes when you press the PF key.

The Scroll Options

Scroll Options are used to specify how much of the screen is scrolled when you use an UP, DOWN, RIGHT, or LEFT Primary Command (or corresponding PF key) by itself.
At the right side of the second line on the Edit screen, the word SCROLL appears followed by one of the Scroll Options. To change the current setting, enter one of the other options over the current setting. The Scroll Option you set remains in effect until you enter a different setting. The following is the syntax for the Scroll Option:

\{Page
Half
Csr
number-of-lines\}

where:

**Page** -- specifies that a whole screen is to be scrolled whenever an UP, DOWN, RIGHT, or LEFT Command is used.

**Half** -- specifies that a half screen is to be scrolled whenever an UP, DOWN, RIGHT, or LEFT Command is used.

**CSR** -- specifies that the line with the cursor on it is to become: the bottom line displayed whenever the UP Command is used, the top line whenever the DOWN Command is used, the left-most column whenever the RIGHT Command is used, or the right-most column whenever the LEFT Command is used.

**number-of-lines** -- specifies that this number of lines are to be scrolled whenever an UP, DOWN, RIGHT, or LEFT Command is used.

### Primary Commands 3

**Contents**

- Summary of Function Keys for Primary Commands (see page 32)
- BOTTOM Command (see page 33)
- BOUNDS Command (see page 33)
- CANCEL Command (see page 33)
- CAPS Command (see page 34)
- CHANGE Command (see page 34)
- CURSOR Command (see page 35)
- DOWN Command (see page 35)
- EDITOR-ID Command (see page 36)
- ECHO Command (see page 36)
- ENTER Command (see page 36)
- EXCLUDE Command (see page 37)
- FIND Command (see page 37)
- FIRST Command (see page 38)
- LAST Command (see page 38)
- LEFT Command (see page 38)
- LOCATE Command (see page 38)
  - Using the LOCATE Command (see page 39)
Primary Commands are entered on the second line of the Edit screen after the word COMMAND. Using a semicolon (;) to separate each command, you can stack multiple primary commands on the command line. Use the following syntax:

`command;command`

### Summary of Function Keys for Primary Commands

<table>
<thead>
<tr>
<th>Control Key</th>
<th>Command</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENTER</td>
<td>ENTER</td>
<td>Redisplays current screen with any changes made</td>
</tr>
<tr>
<td>PF1</td>
<td>HELP</td>
<td>Provides information for the current screen or application</td>
</tr>
<tr>
<td>PF2</td>
<td>RESHOW</td>
<td>Redisplays original screen contents</td>
</tr>
<tr>
<td>PF3</td>
<td>END</td>
<td>Saves changes and exits the editor</td>
</tr>
<tr>
<td>PF4</td>
<td>KEYS</td>
<td>Displays PF Key values</td>
</tr>
<tr>
<td>PF5</td>
<td>RFIND</td>
<td>Repeats last FIND Command</td>
</tr>
<tr>
<td>PF6</td>
<td>RCHANGE</td>
<td>Repeats last CHANGE Command</td>
</tr>
<tr>
<td>PF7</td>
<td>UP</td>
<td>Scroll Up</td>
</tr>
<tr>
<td>PF8</td>
<td>DOWN</td>
<td>Scroll Down</td>
</tr>
<tr>
<td>PF9</td>
<td>SWAP</td>
<td>Used to swap between input and compiler output in the workpad</td>
</tr>
<tr>
<td>PF10</td>
<td>LEFT</td>
<td>Scroll columns to the left</td>
</tr>
<tr>
<td>PF11</td>
<td>RIGHT</td>
<td>Scroll columns to the right</td>
</tr>
<tr>
<td>PF12</td>
<td>CURSOR</td>
<td>Moves cursor to the command line</td>
</tr>
<tr>
<td>PF13</td>
<td>HELP</td>
<td>Provides information for the current screen or application</td>
</tr>
<tr>
<td>PF14</td>
<td>RESHOW</td>
<td>Redisplays original screen contents</td>
</tr>
<tr>
<td>PF15</td>
<td>END</td>
<td>Saves changes and exits the editor</td>
</tr>
<tr>
<td>Control Key</td>
<td>Command</td>
<td>Function</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PF16</td>
<td>KEYS</td>
<td>Displays PF Key values</td>
</tr>
<tr>
<td>PF17</td>
<td>FIND &lt;E&gt;</td>
<td>Used when DME is invoked from ADSC to find errors in the listing</td>
</tr>
<tr>
<td>PF18</td>
<td>EDIT</td>
<td>Used when DME is invoked from ADSC to edit process code</td>
</tr>
<tr>
<td>PF19</td>
<td>UP</td>
<td>Scroll Up</td>
</tr>
<tr>
<td>PF20</td>
<td>DOWN</td>
<td>Scroll Down</td>
</tr>
<tr>
<td>PF21</td>
<td>SWAP</td>
<td>Used to swap between input and compiler output in the workpad</td>
</tr>
<tr>
<td>PF22</td>
<td>LEFT</td>
<td>Scroll columns to the left</td>
</tr>
<tr>
<td>PF23</td>
<td>RIGHT</td>
<td>Scroll columns to the right</td>
</tr>
<tr>
<td>PF24</td>
<td>CURSOR</td>
<td>Moves cursor to the command line</td>
</tr>
</tbody>
</table>

**BOTTOM Command**

The BOTTOM Command displays the last full screen at the bottom of the text. The syntax for the BOTTOM Command is:

```
BOTtom
```

This command is available in edit and browse modes.

**BOUNDS Command**

The BOUNDS Primary Command sets the left and right column bounds. These bounds are saved in the edit profile. In addition, the BOUNDS Command alters the action of the FIND, CHANGE, Line shifts, and other commands that are column-sensitive.

You must specify left and right bounds, or neither. The left bound must be smaller than the right bound. If bounds are specified incorrectly or with no operand, the default is the dataset maximums. The syntax for the BOUNDS Commands is:

```
BOUnds [lb  rb]
```

where:

- `lb` -- specifies the left bound
- `rb` -- specifies the right bound

This command is available in edit mode only.

**CANCEL Command**

Use the CANCEL Command to cancel all changes made to the text since the last SAVE and to exit the Edit screen. You are returned to the previous display. The syntax for the CANCEL Command is:

```
CANcel
```
This command is available in edit mode.

**CAPS Command**

The CAPS Command is used to turn the CAPS mode on and off. With the CAPS mode on, all new alpha data is translated into upper case. With the CAPS mode off, the data remains unaffected. Data that was initially entered with the CAPS mode off will remain in lower case unless you edit the field. To override the existing mode, use the following syntax:

```
CAPs {ON|OFF}
```

**Default:** CAPS ON

This command is available in edit and browse modes.

**CHANGE Command**

Use the CHANGE Command to search for and change the next occurrence of a string in the module.

The Editor begins searching at the position of the cursor when you enter the command, and it searches downward until the string is found. If the cursor is on the Command line when you enter the command, the Editor begins searching at the top line displayed.

If the string is found, it is changed to the replacement string. The syntax for the CHANGE Command is:

```
Change {string {rstring [*] FIRST [X [lb
LAST NX]} [rb]]
ALL PREV: eHP5.
NEXT}}
```

where:

- **string** -- specifies the string of characters to find and replace by the **rstring**.
- **rstring** -- specifies the string of characters used to replace the **string**.
- *** (asterisk)** -- specifies the string value from the last FIND or CHANGE command entered.
- **FIRST** -- specifies the first occurrence of the **string** is modified.
- **LAST** -- specifies the last occurrence of the **string** is replaced.
- **ALL** -- specifies that all occurrences of a **string** are to be replaced in scanned lines.
- **PREV** -- specifies the prior occurrence of the **string** is changed.
- **NEXT** -- specifies the next occurrence of the **string** is changed.
- **X** -- specifies only excluded lines are scanned.
NX -- specifies only non-excluded lines are scanned.

lb -- specifies the left bound.

rb -- specifies the right bound.

Default: NEXT

⚠️ Note: ALL, FIRST, and the 'lb rb' can appear in any order, but the rstring must follow the string.

The following are the rules that you need to follow while using CHANGE command:

- If a string has embedded blanks, enclose the string in either single or double quotes. For example:
  
  `Change 'program nmae' 'program name'`
  `CHANGE "program nmae" "program name"`

- If a string has a single asterisk (*), a number, ALL, or FIRST, enclose the string in quotation marks. For example:
  
  `CHANGE '*' 'comments'`

- If a string has leading quotation mark (single or double) enclose the string in quotation marks of the opposite kind. For example:
  
  `CHANGE '"t' 't'
  `CHANGE '""' 'comments'`

- If CAPS mode is OFF, enter the string as it appears in the text and the rstring as it should appear in the text. If CAPS mode is ON, all lower case characters are translated to upper case characters.

This command is available in edit mode.

### CURSOR Command

The CURSOR Command moves the cursor directly to the command line. It functions in the same way as the home key. To move the cursor to the Command line, use the following syntax:

`CURsor`

The default keys are PF12 and PF24.

This command is available in edit and browse modes.

### DOWN Command

The DOWN (scroll down) Command is used to display source lines below your current view. The amount you scroll is determined by the current Scroll Option. The syntax for the DOWN Command is:
Down {number-of-lines
    Max
    Half
    Page}

where:

number-of-lines -- specifies the number of lines to scroll. If this is blank, then scrolling is determined by the scroll option.

Max -- moves to the last full screen at the bottom of the text.

Half -- moves to scroll down half a screen.

Page -- moves to scroll down a full screen.

The default keys are PF8 and PF20.

This command is available in edit and browse modes.

EDITOR-ID Command

The EDITOR-ID Command displays the release number for the version of the Editor invoked. The release is displayed in message format. The syntax for the EDITOR-ID Command is:

EDITOR-ID

This command is available in edit and browse modes.

ECHO Command

Use the ECHO command to preserve the primary command line. If ECHO is turned on, the last command entered on the command line is preserved and redisplayed. If ECHO is turned off, the last command entered is not preserved. The ECHO setting is maintained in the Editor profile for the signed on CA IDMS/DC user id. The PROFILE command can be used to display all environmental settings, which will include the ECHO setting. The syntax for the ECHO command is the following:

ECHO {ON|OFF}

Default: OFF

This command is available in edit and browse modes.

ENTER Command

The ENTER Command redisplays the current screen with any changes made. The syntax for the ENTER Command is:

ENTER

The default key is ENTER.
This command is available in edit and browse modes.

EXCLUDE Command
The EXCLUDE Command limits your display to specific lines within the text being edited. Redisplay excluded lines with the RESET Command. The syntax for the EXCLUDE Command is:

```
EXclude {first-line
       last-line
       ALL}
```

where:

- **first-line** -- specifies that the first line number is to be excluded from the display.
- **last-line** -- specifies the last line in the block of lines is to be excluded from the display. If this is left blank, the default is the last line in the text.
- **ALL** -- specifies that all lines in the text are excluded from the display.

This command is available in edit mode.

FIND Command
Use the FIND Command to search for a character string in a module.

The Editor begins searching at the position of the cursor when you enter the command. It searches downward until the string is found. If the cursor is on the Command line when you enter the command the Editor begins searching at the top line displayed. The syntax for the FIND Command is:

```
Find {string
       *}
```

where:

- **string** -- defines the characters to be found.
- *** (asterisk)** -- specifies the string value from the last FIND Command entered.
- **FIRST** -- specifies the first occurrence of a string is to be found.
- **LAST** -- specifies the last occurrence of a string is to be found.
- **ALL** -- specifies all occurrences of a string are to be found in scanned lines.
- **PREV** -- specifies the prior occurrence of a string is to be found.
- **NEXT** -- specifies the next occurrence of a string is to be found.
**FIRST Command**

The FIRST Primary Command displays the first page of text contained in an edit file. The syntax for the FIRST Command is:

```
FIRs t
```

This command is available in edit and browse modes.

**LAST Command**

The LAST Command presents the last page contained in the module. The syntax for the LAST Command is:

```
LASt
```

This command is available in edit and browse modes.

**LEFT Command**

The LEFT Command is used to scroll the display to a specific column. The syntax for the LEFT Command is:

```
LEf t
```

The default keys are PF10 and PF22

This command is available in edit and browse modes.

**LOCATE Command**

Use the LOCATE command to move the display to a specific source line or to the beginning or the end of the module. The syntax for the LOCATE command is:

```
Locate line-number
```
where:

**line-number** -- specifies the number of the line to which you want to move. The line you specify will be the top line displayed on the screen.

### Using the LOCATE Command

To move to a specific line, you specify the line number of the line you want displayed.

To move to the beginning of the module, you can specify 0 as the line number, and the first line of the module will be the top line displayed.

To move to the end of the module, you can specify the last line number or any larger number, and the last line of the module will be the top line displayed. For example, if the last line of the module is numbered 307 and you use 999, line number 307 will be the top line displayed.

This command is available in edit and browse modes.

### MEMORY Command

Internal storage is determined by the MEMORY Command. The syntax for the MEMORY Command is:

```plaintext
MEMory {STATIC
DYNAMIC}
```

where:

**STATIC** -- specifies to obtain storage one time and track it until the end of the session.

**DYNAMIC** -- specifies to obtain new storage and free it each time the Editor driver module is called.

This command is available in edit and browse modes.

### NULLS Command

The NULLS Command is used to turn the NULLS mode on and off. In the NULLS ON mode, null characters replace all but the first blank in a line. If the line is completely blank, null characters are not substituted.

To easily use the keyboard insert key to insert characters, turn NULLS mode ON so that trailing nulls is inserted in each data line in the display.

Normally, each data line is one field on the display. However, by using the TABS mode, 3270 tab characters can be created in selected columns and is a way to break up a line into several fields. NULLS will replace trailing blanks in each field.
If Edit places the cursor into a field, only blanks that follow the cursor on the line will be changed to NULLS. If a character is deleted with the DELETE key, all of the characters in the field is shifted left one position and NULL character is inserted into the last position in the field. If the Erase EOF key is pressed, NULL characters fill the field on which the cursor is located from the cursor to the end of the field. The syntax for the NULLS Command is:

```
NULLS {ON|OFF}
```

**Default:** ON

This command is available in edit mode.

---

**PROFILE Command**

Use the PROFILE Command to display the environmental parameters under which your Edit session is operating.

The profile identifiers that are displayed correspond to the Primary Commands. When you change parameters that are unique to your profile, the changes are saved to the CA IDMS/DC user signon.

Use the RESET Command to clear the display of any Line Commands, column markers, or extraneous messages. The syntax for the PROFILE Command is:

```
PROFile
```

This command is available in edit and browse modes.

---

**RCHANGE Command**

The RCHANGE Command repeats the last CHANGE Command that was executed.

The Editor begins searching at the first line of the display. When it reaches the bottom of data, the message "BOTTOM OF DATA REACHED" appears in the top line of the screen. The syntax for the RCHANGE Command is:

```
RCHANGE
```

This command is available in edit mode.

The default keys are PF6 and PF18.

---

**RESET Command**

Use the RESET Primary Command to clear the display of any Line Commands, column markers, or extraneous messages. The syntax for the RESET Command is:

```
RESet
```

The command is available in edit and browse modes.
RESHOW Command

Use the RESHOW Primary Command to redisplay the original contents of a screen. This command is only valid when you have typed a screen of data but have not pressed the Enter key. The syntax for the RESHOW Command is:

RESHOW

Note: If you use the RESHOW Command you will overlay the current screen with the previous screen.

The command is available in edit and browse modes.

RFIND Command

The RFIND command repeats the last FIND command that was entered. The Editor begins searching at the first line displayed. When it reaches the bottom of data, the message BOTTOM OF DATA REACHED appears in the top line of the screen. The syntax for the RFIND Command is:

RFIND

Using the RFIND and RCHANGE PF Keys to Selectively Change Strings

You can use the RFIND PF key in conjunction with the RCHANGE PF key to selectively change strings. For example, consider the following sequences:

<table>
<thead>
<tr>
<th>Part</th>
<th>Command</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>CHANGE 1  Work-Name-1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Work-Name-2</td>
<td>In Part 1, you enter the CHANGE Command to change the next occurrence of Work-Name-1 to Work-Name-2.</td>
</tr>
<tr>
<td></td>
<td>RFIND key 2</td>
<td>In Part 2, you want to find the next occurrence of Work-Name-1, but you are not sure if you will want to change the string. By pressing the RFIND key, the next occurrence of Work-Name-1 which was specified in the CHANGE Command during Part 1, is found.</td>
</tr>
<tr>
<td></td>
<td>RCHANGE key 3</td>
<td>In Part 3, you want to change the occurrence of Work-Name-1 that was found during Part 2 to Work-Name-2. By pressing the RCHANGE key, the occurrence is changed.</td>
</tr>
<tr>
<td></td>
<td>RFIND key 4 RFIND key</td>
<td>In Part 4, you press the RFIND key to find the next occurrence of Work-Name-1. This time you do not want to change the string, so instead of pressing the RCHANGE key, you press the RFIND key again. The next occurrence of Work-Name-1 is found.</td>
</tr>
</tbody>
</table>
Part Command Explanation

<table>
<thead>
<tr>
<th>Part</th>
<th>Command</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHANGE</td>
<td>Work-Name-1, Work-Name-2</td>
<td>In Part 1, you want to find the next occurrence of Work-Name-1, but if you are not sure if you want to change it to Work-Name-2. If you key in the CHANGE Command and press the RFIND key instead of the ENTER key, the RFIND will be executed. The next occurrence of Work-Name-1 that was specified in the CHANGE Command is found.</td>
</tr>
<tr>
<td>RFIND</td>
<td>key</td>
<td>In Part 2, you decide that you do not want to change the string that was found during Part 1, press the RFIND key. The next occurrence of Work-Name-1 is found.</td>
</tr>
<tr>
<td>RCHANGE</td>
<td>key</td>
<td>In Part 3, you want to change the string that was found during Part 2, press the RCHANGE key. This changes Work-Name-1 to Work-Name-2.</td>
</tr>
</tbody>
</table>

RIGHT Command

The RIGHT (scroll right) Primary Command scrolls the current display to the right of the specified number of columns. If the number parameter is blank, the Scroll Options are used. Use the following syntax:

Right number

The command is available in edit and browse modes.

The default keys are PF11 and PF23.

TABB Command

The TABB Primary Command is used to move to the previous tab setting when TABS mode is ON. The syntax for the TABB Command is:

TABB

This command is invoked more efficiently if you assign it a PF key value.

This command is available in edit mode.

TABF Command

The TABF (tab forward) Primary Command is used to move to the next tab setting when TABS mode is ON. The syntax for the TABB Command is:

TABF

This command is invoked more efficiently if you assign it a PF key value.

This command is available in edit mode.
TABS Command

The TABS Primary Command sets software tabbing. The command TABF (tab forward) and TABB (tab backward) are used to move a tab setting within the text. To customize tab settings, use the TAB Line Command. The syntax for the TABS Command is:

\text{TABS}\ {ON|OFF}\ \{\text{tab character}\}\ \{\text{operand}\}

where:

- \text{tab character} -- specifies any character used to signify a tab.
- \text{operand} -- specifies any of the following and their settings:
  - \text{ADS} -- specifies every five positions from 1 through 65.
  - \text{ASM} -- specifies the positions 1, 10, 16, and 36.
  - \text{COBOL} -- specifies the positions 8, 12, 16, and 20.
  - \text{STND} -- specifies the positions 1, 10, 16, and 36.

TIME Command

The TIME Command Primary Command displays the time-of-day and the date in the message area of the screen. The TIME is given in military hh:mm:ss format. The date is given in standard mm/dd/yy format. The syntax for the TIME Command is:

\text{TIME}

The command is available in edit and browse modes.

TOP Command

The TOP Primary Command displays the first full screen at the top of the text. The syntax for the TOP Command is:

\text{TOP}

The command is available in edit and browse modes.

UP Command

The UP (scroll up) Command is used to display source lines above your current view. The amount you scroll is determined by the Scroll Option setting. The setting can be overridden at any time. The syntax for the UP Command is:
UP \{number-of-lines
Max
Half
Page\}

where:

**number-of lines** -- specifies the number of lines to scroll. If this is blank, then scrolling is determined by the Scroll Option.

**Max** -- specifies that you want to scroll to the first or last screen of text.

**Half** -- moves to scroll down half a screen.

**Page** -- specifies that you want to scroll a full screen of text.

The command is available in edit and browse modes.

The default keys are PF7 and PF19

---

**Line Commands 3**

**Contents**

- Entering Line Commands (see page 44)
- How to Use Line Commands (see page 45)
- A (after) Command (see page 45)
- B (before) Command (see page 45)
- BNDS (bounds) Command (see page 45)
- COLS (columns) Command (see page 45)
- C (copy) Command (see page 46)
- D (delete) Command (see page 46)
- X (exclude) Command (see page 47)
- I (insert) Command (see page 47)
- M (move) Command (see page 47)
- O (overlay) Command (see page 48)
- R (repeat) Command (see page 48)
- TABS Command (see page 49)

Line commands are entered with the cursor positioned to the left of the source lines, in the line number fields. To use a Line command, type over the line numbers.

---

**Entering Line Commands**

Line Commands are entered within the line number at the left of the line data. A Line Command is considered to be any characters entered at or to the left of the cursor in the line sequence number fields.
How to Use Line Commands

If you wanted to repeat the line 10 times, here is how the line would appear:

000003 Before entering R (repeat) Command
R10003 After Entering R (repeat) Command

For the Editor to read the command as R10:

- Type 'R10' in the line number field and press the Enter key.
- Position the cursor immediately after R10 (type 'R1' and move the cursor to the right one position) and press the Enter key.

A (after) Command

The A (after) Line Command is used in conjunction with the C (copy), and M (move) Line Commands and the COPY/MOVE Primary Commands to copy or move sources line after the line containing the A Line Command. The syntax for the A (after) Command is:

A

B (before) Command

The B (before) Line Command is used in conjunction with the C (copy) and M (move) Line Commands and the COPY/MOVE Primary Commands to copy or move source lines before the line containing the B Line Command. The syntax for the B (before) Command is:

B

BNDS (bounds) Command

The BNDS Command displays and allows changes to the current boundary settings. The bounds line is displayed at the line where you entered the command.

Change the current bounds setting by using the less than (<) character to define the left bound and the greater than (>) character to define the right bound.

To remove the bounds line from the display, use the D (delete) Line Command or the RESET Primary Command. The syntax for the BNDS Command is:

BNDS

COLS (columns) Command

The COLS Command displays a line with the column markings for you to use as a reference. This line is for reference purposes only. It is not given a line number and is not saved with the text.
The column markings line appears before the line in which you enter the COLS Command.

To remove the COLS line from the display, use the D (delete) Line Command or the RESET Primary Command. The syntax for the COLS Command is:

\[ \text{COLS} \]

**C (copy) Command**

Use the C (copy) Command to copy one line or block of lines. The B (before) and A (after) Line Commands are used to specify the destination of the line or block to be copied. No other Line Commands can be entered on the lines to be copied. The syntax for the C (copy) Command:

\[ C = \text{number-of-lines} \]

where:

- **number-of-lines** -- specifies the number of lines to be copied.
- **C** -- specifies a single line to be copied.
- **Cn** -- specifies the first n line to be copied.
- **CC \ldots CC** -- specifies the first and last lines of a block of lines to be copied.

**Default:** 1

The following are the rules that are followed while using C (copy) command:

- When using the C number-of-lines or the CC form of the command, you cannot enter any other commands on the lines being copied.
- Each CC must be paired with another CC.
- You must pair a B (before), an A (after), or O or OO..OO (overlay) Command with every C or pair of CC Commands.

**D (delete) Command**

The D (delete) Command is used to delete a line or block of lines. No other Line Commands can be entered on the lines to be deleted. The syntax for the D (delete) Command is:

\[ D = \text{number-of-lines} \]

where:

- **number-of-lines** -- specifies the number of lines to be deleted.
- **D** -- specifies a single line to be deleted.
- **Dn** -- specifies the first of n lines to be deleted.
DD ... DD -- specifies the first and last lines of a block of lines to be deleted.

The following are the rules that you can follow while using D (delete) command:

- When using the D number-of-lines or the DD form of the command, you cannot enter any other commands on the lines being deleted.
- Each DD must be paired with another DD.

X (exclude) Command

Use the X (exclude) Command to exclude lines from the display. Use the following syntax:

\[
X = \text{number-of-lines}
\]

where:

- number-of-lines -- specifies the number of lines excluded.
- X -- specifies a single line to be excluded
- Xn -- specifies the first of n lines to be excluded.
- XX ... XX -- specifies the first and last lines of a block of lines to be excluded.

I (insert) Command

Use the I (insert) Command to insert blank lines after the line in which the I Command is entered. The I Command is not used with the A (after) and B (before) Commands. If no data is typed on an inserted line, the blank inserted line is deleted from the display after the Enter key is pressed or RESET, UP, or DOWN Primary Command is entered. The syntax for the I (insert) Command is:

\[
I = \text{number-of-lines}
\]

where:

- number-of-lines -- specifies the number of lines to be inserted.

M (move) Command

Use the M (move) Command to move a line or block of lines. The B (before) or A (after) Line Commands are used to specify the destination of the lines to be moved. No other commands can be entered on the lines to be moved. The syntax for the M (move) Command is:

\[
M = \text{number-of-lines}
\]

where:

- number-of-lines -- specifies the number of lines to be moved.
M -- specifies a single line to be moved.

Mn -- specifies the first of n lines to be moved.

MM ... MM -- specifies the first and last lines of a block.

Default: 1

The following are the rules that you can follow while using M (move) command:

- When using the M number-of-lines or the MM form of the command, you cannot enter any other commands on the lines being moved.
- Each MM must be paired with another MM.
- You must pair a B (before), an A (after), or O or OO..OO (overlay) Command with every M or pair of MM Commands.

O (overlay) Command

Use the O (overlay) Command in conjunction with the C (copy) and M (move) line commands to copy or move source lines over the line containing the O or block of lines containing the OO command. The syntax for the O (overlay) Command is:

O = number-of-lines

where:

number-of-lines -- specifies the number of lines to be overlaid.

O -- specifies a single line to be overlaid.

On -- specifies the first of n lines to be overlaid.

OO ... OO -- specifies the first and last lines of a block to be overlaid.

Default: 1

The following are the rules that you can follow while using O (overlay) command:

- Only blank characters are overlaid.
- If the move operation is specified, the source lines will be deleted ONLY if all characters in the source successfully overlay the destination lines.

R (repeat) Command

The R (repeat) Line Command is used to repeat a line or block of lines directly after the last line to be repeated. The syntax for the R (repeat) Command is:

R number-of-times
where:

- **number-of-times** -- specifies the number of times a line or block of lines is repeated.
- **R** -- specifies a single line to be repeated.
- **Rn** -- specifies a single line to be repeated n times.
- **RR** -- specifies the first and last lines of a block to be repeated one time.

**Default:** 1

The following are the rules that you can follow while using R (repeat) command:

- Pair each RR number-of-times with another RR number-of-times to complete a block command.
- If the number-of-times is specified on both RR block Commands, the greater number is used.
- No other line commands can be used on lines being repeated.

**TABS Command**

Type TABS in the line number field to view the current tab settings. You can also use the TABS Command to change the tabs by over striking the current setting (indicate by tab character with the new positions you choose. You can set up to 20 tab settings for each line of text.

The TABS line may be deleted from the display by the D (delete) Line Command or the RESET Primary Command.

**Text Manipulation**

**Contents**

- Text Split (see page 50)
- Text Flow (see page 50)
- Text Entry (see page 50)
- Destructive Line Shift Command (see page 51)
- Protective Line Shift Command (see page 51)

The Text Manipulation line commands are used when entering or altering text data. These commands are especially useful when used in combinations. For example, use TS (text split), enter a word or phrase, and then use TF (text flow) to reformat the paragraph.
Text Split

The TS Line Command splits the text at the cursor so that you can insert text. The following example shows how the text is split. The text following the cursor is moved to the left margin of the paragraph and an additional line is inserted. Use the following syntax:

```
TS number-of-lines
```

where:

- **number-of-lines** -- specifies the number of lines to be inserted between the split line.

**Default:** 1

For examples of the Text Split Line Command, see the online documentation.

Text Flow

The TF Command starts processing at the current line and flows text upward to the end of a paragraph. The end of a paragraph may be indicated by a:

- Blank line
- Change in indentation
- Special characters

Temporary lines such as COLS or BNDS are deleted before text is flowed.

A single blank separates existing text from the words that are flowed upward from a lower line. When the end of a sentence is detected, two blanks are inserted. Use the following syntax:

```
TF rb
```

where:

- **rb** -- specifies the right bound for the text.

For examples of Text Flow parameters, see the online documentation.

Text Entry

The Text Entry (TE) Line Command formats the screen with an unnumbered open text area which may be used without regard for line overflow. The cursor is positioned at the beginning of the first line and the remainder of the screen is blank. After you type the data and press the Enter key, the text is flowed into a paragraph format.

If you type a number after the TE Command, open the text entry area provided for only that number of lines. Use the following syntax:
TE = number-of-lines

where:

number-of-lines -- specifies the number of blank lines requested.

For examples of Text Entry Command examples, see the online documentation.

Destructive Line Shift Command

( [number-of-columns]
 ) [number-of-columns]
((( [number-of-columns] ... ((
 )) [number-of-columns] ... )))

where:

number-of-columns -- specifies the number of columns to shift. The default is 1.

( and ) -- specify that the line be shifted to the left or right one column.

(n and )n -- specify that the line be shifted to the left or right n columns.

(( and )) -- specify the first and last lines of a block to be shifted to the left or right one column.

((n and )n -- specify the first line of a block to be shifted to the left or right n columns. Use a (( or )) to mark the last line of the block.

Destructive line shift moves the text a specified number of columns to the right-) or left-. When the shift causes text to exceed the bound position, that text is discarded.

For line shift examples, see the online documentation.

Protective Line Shift Command

< [number-of-columns]
> [number-of-columns]
<<< [number-of-columns] ... <<<
>>> [number-of-columns] ... >>>

where:

number-of-columns -- specifies the number of columns to shift. The default is 1.

< and > -- specify that the line be shifted to the left or right one column.

<n and >n -- specify that the line be shifted to the left or right n columns.

<< and >> -- specify the first and last lines of a block to be shifted to the left or right one column.

<<n and >>n -- specifies the first line of a block to be shifted to the left or right n columns. Use a (( or )) to mark the last line of the block.
Protective line shift moves the text a specified number of columns to the right () or left ( ). When the shift causes the text to exceed the bound position, that text is retained and the shift operation is not completed.

See the online documentation for protective line shift examples.

CA IDMS DME Specific Commands

Contents

- COPY Command (see page 52)
  - Using the COPY Command (see page 53)
- DOWN Command (see page 53)
- EDIT Command (see page 54)
- END Command (see page 54)
- EQUALS Command (see page 54)
- EXECUTE Command (see page 55)
- HELP Command (see page 55)
- KEYS Command (see page 55)
- PRINT Command (see page 56)
- RETURN Command (see page 56)
- SAVE Command (see page 56)
- SIGNON Command (see page 56)
- SUSPEND Command (see page 57)
- SWAP Command (see page 57)
- SWITCH Command (see page 57)
- TPSG Command (see page 57)
- TSUSPEND Command (see page 58)
- UP Command (see page 58)
- WORKPAD Command (see page 58)

This section provides a list of CA IDMS DME specific commands.

COPY Command

Use the COPY Command to copy source line or an entire module from another module. The syntax for the COPY command is:

COPY module-name

where:

module-name -- specifies the name of the module from which you want to copy source lines. If you do not specify the name of the module here, you can specify it on the Copy screen.
Using the COPY Command

After typing in the primary COPY Command, you must specify the location at which you want lines copied in the current module. To copy the source lines before a given line, type in a B in its line number field.

When you press Enter, the COPY screen is displayed.

CA IDMS DME Rnn.nn --- Copy Selection --------------------- hh:mm mm/dd/yy USEACPY

DICTIONARY ==> NODE ==> PASSWORD ==>

ACTION ==> S (Select or Browse)

MODULE NAME ==> VERSION ==> LANGUAGE ==>

FIRST LINE ==> LAST LINE ==> LINE TYPE ==> (IDD or RELATIVE line numbering)

Enter Module information above OR Enter Option requested in COMMAND field.

OPTIONS:

1  Class/Attribute - Select by Class/Attribute combination
2  Dialog    - Select by Dialog Name
T  Help      - Display Tutorial for DME
X  Exit      - Exit from Copy

On the Copy Screen, you can key in the name, version, and language of the module you are considering for copy. If you want to Browse the module first, type a B in the ACTION field. If you want to select the module for copy type an S in the ACTION field. You can specify the name of a different dictionary, the name of a different node, and a different version number of the module.

From the COPY screen, you can either specify a first line, last line, and a line type for the lines you want to copy or leave these fields blank to copy the entire module. When you press the Enter key from the COPY screen, the lines are copied to the location determined by the A(after) or B(before).

Rather than type in a module name, you may select from a list of modules by entering a class and attribute on the COPY screen. A module selection list appears from which you can select a module by keying in the letter S to the left of the module name.

DOWN Command

The DOWN Command is active in the Editor and CA IDMS DME selection list and is used to display lines below your current view. The syntax for the DOWN Command is:

DOWN Max

where:

Max -- specifies the last full screen at the bottom of the display.
EDIT Command

This command is available for use only from the ADSC/DME Interface Error Display. It enables a user to immediately edit and correct errors resulting from an ADSC compile. The process name and/or version may be entered on the command line or the cursor may be placed at the line in error and the enter key pressed.

Pressing the PF18 while the cursor is positioned at the line to be changed will also invoke the EDIT Command. The syntax for the EDIT Command is:

```
EDIT process-name version
```

where:

- **process** -- specifies the module process that is to be edited.
- **version** -- specifies the process version that is to be edited.

END Command

In Edit mode the END command saves the source (if it has been changed) and exits the Editor. You return to the Main Menu screen or the Module Selection screen, depending on how the source was selected for editing.

While at other CA IDMS DME screens, the END command returns you to the previous CA IDMS DME function. The syntax for the END Command is:

```
END
```

EQUALS Command

The syntax for the EQUALS Command is:

```
=string
```

An equal sign (=) followed by an alphanumeric string gives you the ability to transfer to the system level function represented by the **string**.

<table>
<thead>
<tr>
<th>System Level</th>
<th>string</th>
</tr>
</thead>
<tbody>
<tr>
<td>CA IDMS DME Exit</td>
<td>X</td>
</tr>
<tr>
<td>CA IDMS DME Main Menu</td>
<td>0</td>
</tr>
<tr>
<td>Module Selection Screen</td>
<td>1</td>
</tr>
<tr>
<td>Class Attribute Selection Screen</td>
<td>2</td>
</tr>
<tr>
<td>Dialog Selection Screen</td>
<td>3</td>
</tr>
<tr>
<td>Dictionary Signon Screen</td>
<td>*S</td>
</tr>
<tr>
<td>Workpad Screen</td>
<td>*W</td>
</tr>
</tbody>
</table>
*Access using the = command and when you exit, you will return to the CA IDMS DME Main Menu.

⚠️ **Note:** This command is not available while viewing the output screen after the EXECUTE command has been performed.

**EXECUTE Command**

The EXECUTE Command is used to execute a module while you are using CA IDMS DME. In addition to the EXECUTE Command, you can also execute a module by using the X option on the CA IDMS DME Main Menu screen. Enter HELP at that screen for more information. See the online documentation for a further description of EXECUTE. The syntax for the EXECUTE Command is:

⚠️ **Note:** You must not have a compiler session currently suspended if you wish to execute that compiler from within CA IDMS DME. An abend will result.

```
EXECUTE compiler-name
```

where:

- `compiler-name` -- OCF, IDD, SSC, SCHEMA, SYSGEN

**HELP Command**

The HELP Command is used to access information on the current screen or application.

The syntax for the HELP Command is:

```
HELP
```

**KEYS Command**

The KEYS Command gives you the ability to access the Display PF Key Values screens. You can use these screens to assign any command to a PF key.

For more information on assigning values to PF keys, enter the HELP Command from the PF Key Values screen. The syntax for the KEYS Command is:

```
KEYS
```
PRINT Command

The PRINT Command gives you the ability to print the contents of your current edit or browse session. The printout is directed to any printer assigned to the print class which was previously assigned. You can change the print class on the CA IDMS DME Main Menu screen.

PRINT

RETURN Command

The RETURN Command saves the source (if changes were made) by updating the source in the dictionary and exits the Editor.

The syntax for the RETURN Command is:

RETURN

SAVE Command

The SAVE Command saves the source updating the source in the dictionary. Using the SAVE command does not cause you to exit the screen that is currently displayed. The syntax for the SAVE Command is:

SAVE

Note: This command is not available while viewing the output screen after the EXECUTE command has been performed, or while using the workpad option.

SIGNON Command

The SIGNON Command allows you to change the user and dictionary/node from any CA IDMS DME screen.

Enter the END Command to exit the Dictionary Signon screen and return to the previous screen. The syntax for the SIGNON Command is:

SIGNON

Note: This command is not available while viewing the output screen after the EXECUTE command has been performed, or while using the workpad option.
SUSPEND Command

The SUSPEND Command suspends the current edit session so that you can perform other tasks.

SUSPEND does not update the source in the dictionary. You can return to the edit session at another
time to finish and save the changes or cancel them. The syntax for the SUSPEND Command is:

SUSpend

Note: This command is not available while viewing the output screen after the EXECUTE
command has been performed, or while using the workpad option.

SWAP Command

The SWAP Command will allow you to swap the Workpad between input and output.

When executing a compiler, SWAP will take you to the output screen if you are currently in the input
screen, or take you to the input screen if you are currently in the output screen.

The SWAP Command also allows you to swap between the Compile Error Listing and the process
module being edited within the ADSC to CA IDMS DME interface.

The syntax for the SWAP Command is:

SWAp

SWITCH Command

The SWITCH Command can be used only under the TCF (Task Control Facility). You are able to switch
to another TCF task only if you are executing under TCF.

Type SWItch ADSCT to suspend the session you are currently working in. You will be switched into a
CA ADS generated session.

This command is available in an Editor session. The syntax for the SWITCH Command is:

SWItch tcf-task

TPSG Command

The TPSG Command allows the module source to be preprocessed at any time during a CA IDMS DME
edit session.

This command is available in an Editor session. The syntax for the TPSG Command is:

TPSg
TSUSPEND Command

The TSUSPEND Command suspends the current edit session and returns you to the TCF screen.

TSUSPEND does not update the module in the dictionary. You can return to the edit session at another time to finish and save the changes or cancel them.

If you enter TSUSPEND when you are in the TCF screen, you are returned to the CA IDMS DME Main Menu. The syntax for the TSUSPEND Command is:

TSUSPEND

Note: This command is not available while viewing the output screen after the EXECUTE command has been performed, or while using the workpad option.

UP Command

The syntax for the UP Command is:

UP Max

where:

Max -- displays the first full screen at the top of the display.

The UP command is active in both the Editor and in any CA IDMS DME selection list.

WORKPAD Command

When the WORKPAD command is entered, an empty Editor session is presented. You can enter into this edit session commands which can be processed by any of the online compilers (IDD, OCF, SSC, SYSGEN, or SCHEMA). You use the EXECUTE command to process these commands.

Enter the END command to end the WORKPAD session and return to the previous screen.

The syntax for the WORKPAD Command is:

W
CA IDMS DME -- A Powerful Editing Tool

CA IDMS DME is a powerful online program development facility. CA IDMS DME allows you to do the following tasks:

- Edit or browse a module that is stored in the dictionary using a full-screen editor
- Add a new module to the dictionary
- Execute a module using IDD, OCF, SSC, SYSGEN or SCHEMA compilers
- Use the Workpad to create executable statements and interact with IDD, OCF, SSC, SYSGEN, or SCHEMA compilers.

Commands Provide Extensive Editing Capabilities

The CA IDMS DME commands include the following:

- Scroll Options
- Primary Commands
- Line Commands
- Product Specific Commands.

The syntax and function of each command is detailed in "Using CA IDMS DME".

CA IDMS DME Operations

Terminal Type

CA IDMS DME can be used from any 3270-type terminals (models 2 through 5).

Security

In a CA IDMS Environment, standard dictionary security is honored. CA IDMS DME allows you to edit source lines of modules online and to create or delete modules. You can delete modules by using the Workpad and invoking the dictionary compiler so that security is maintained. This restriction ensures that the standards and procedures at your organization are not weakened by the installation of CA IDMS DME.
CA IDMS DME supports your standards and procedures by performing a security check before providing access to a module. CA IDMS DME checks the user statement for authority to execute secured operations and the user clause of the module statement to verify that the user has access to the module occurrence. Security is also enforced when copying modules and invoking CA IDMS DME from CA ADS Alive.

If you invoke CA IDMS DME without signing on to CA IDMS, you can enter a user-ID and password on the CA IDMS DME Specification Screen.

In addition, without specific changes, CA IDMS DME does not allow more than one user to edit a given module at the same time. This helps maintain the integrity of changes made with CA IDMS DME.

**Storage Requirements 1**

**Contents**
- Program Storage (see page 60)
- Working Storage (see page 60)
- Scratch Storage (see page 60)

CA IDMS DME requires:
- Program storage
- Working storage
- Scratch storage

**Program Storage**

CA IDMS DME's programs are pseudo-conversational and reentrant, so one copy supports multiple users. The editor requires 120K of program storage.

**Working Storage**

Each user currently executing a command uses 30K of working storage. In addition, each active user shares the program storage, which, as mentioned above, is 120K.

Each user not currently executing a command uses 20K of working storage.

**Scratch Storage**

Scratch records are used during the session to store the module being edited. For every 10 lines of module source code, you need 1K of scratch area.
CA IDMS DME Customization Macros

Two Customization macros are provided with CA IDMS DME which allow you to change various CA IDMS DME runtime options:

The **CA IDMS DME Customization macro** gives the system administrator the ability to do the following:

- Specify the default dictionary for CA IDMS DME online documentation
- Specify whether you want to enable IDD DB locking when an edit session is started
- Specify the command delimiter
- Specify the pad character as NULLS or BLANKS
- Set the default IDD version number
- Allow changes to USERID from within a CA IDMS DME session
- Specify whether or not you want to sort module lists
- Specify whether you want to, on CA IDMS DME exit, reset the database and node to the database and node used at signon.
- Set the default entry mode to display the Edit Module screen.

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 IDMS DME
- 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 anytime after initial product installation, either before or after SMP/E ACCEPT processing. See the *Installing section -- z/OS* for detailed instructions on processing Customization macro changes under SMP/E.

CA IDMS DME Features

These CA IDMS DME features are detailed as follows:

- Direct Entry from CA ADS Alive (see page 62)
- Direct Entry from ADSC (see page 63)
- Invoking the CA IDMS/DC Sort CA ADS Preprocessor from CA IDMS DME (see page 64)
- Invoking CA IDMS DME Under TCF (see page 64)
- Displaying the Full-Screen (see page 64)
Direct Entry from CA ADS Alive

If your organization has installed both CA IDMS DME and CA ADS Alive, you can go directly from a CA ADS Alive session to CA IDMS DME when an error occurs.

If you go to CA IDMS DME from CA ADS Alive, the line in error is positioned at mid-screen. The error message is also displayed.

From CA IDMS DME, you can correct the error by modifying the source lines of the module. You can then return to the CA ADS Alive session to continue testing (after recompiling the dialog).
If your organization uses both ADSC and CA IDMS DME, ADSC compile errors can be reviewed and corrected directly through CA IDMS DME.

If you choose the ADSC option to Review Errors, control is transferred to CA IDMS DME. A compile listing is displayed and the errors noted. After you complete the corrections and exit CA IDMS DME, control returns to ADSC, positioned for recompilation.
Invoking the CA IDMS/DC Sort CA ADS Preprocessor from CA IDMS DME

If a CA ADS module contains CA IDMS/DC Sort statements, you can invoke the CA IDMS/DC Sort CA ADS preprocessor to check the syntax directly from CA IDMS DME. See the CA IDMS/DC Sort Using section.

Invoking CA IDMS DME Under TCF

If your organization has installed the Transfer Control Facility (TCF) under CA IDMS/DC, you can invoke CA IDMS DME from the TCF Main Menu. You can also suspend a TCF-invoked session using the TSUSPEND command.

Displaying the Full-Screen

CA IDMS DME gives you full-screen display on all 3270-type terminals (models 2 through 5). On this full-screen display, you can edit any source text in a module.

Selecting Modules

CA IDMS DME lets you access modules in several ways. If you know the module name, you can access the module directly. Selection lists, based on class and attribute combinations, can also be used for module access. In addition, you can select a module by dialog name.

 Executing Modules

CA IDMS DME offers these convenient methods of interacting with online compilers (IDD, SSC, SYSGEN, SCHEMA, and OCF):

- Workpad
- Module Selection screen
- Edit session.

Note: You cannot have a compiler session currently suspended if you wish to execute that compiler from within CA IDMS DME. An abend will result.
Copying From Another Module

CA IDMS DME allows you to copy modules from a dictionary other than your current dictionary. In addition, while you are editing a module, you can copy lines from another module or copy an entire module.

Suspending a Session

CA IDMS DME allows you to suspend an edit session to perform other tasks. You can return to the suspended session to either finish or store changes or to cancel them. All suspended DME sessions should be saved to the dictionary before upgrading to this release of CA IDMS.

Printing Online Documentation and Messages

The Online Documentation Print Utility provided with CA IDMS DME allows error messages and other product information to be printed upon request.