

CA Datacom®/DB

DBUTLTY Quick Reference Guide

Version 14.02



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This document references the following CA products:

- CA Datacom®/DB
- CA Datacom® Datadictionary™
- CA Datacom® SQL (SQL)

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Chapter 1: Introduction

This guide provides a quick reference for experienced users of the CA Datacom/DB Utility (DBUTLTY).

Complete information about using the CA Datacom/DB Utility (DBUTLTY) is not provided in this quick reference guide. Use this guide in conjunction with the *CA Datacom/DB DBUTLTY Reference Guide*.

Reading Syntax Diagrams

Syntax diagrams are used to illustrate the format of statements and some basic language elements. Read syntax diagrams from left to right and top to bottom.

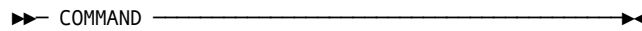
The following terminology, symbols, and concepts are used in syntax diagrams:

- Keywords appear in uppercase letters, for example, COMMAND or PARM. These words must be entered exactly as shown.
- Variables appear in italicized lowercase letters, for example, *variable*.
- Required keywords and variables appear on a main line.
- Optional keywords and variables appear below a main line.
- Default keywords and variables are indicated by a single arrowhead pointing to the left.
- Double arrowheads pointing to the right indicate the beginning of a statement.
- Double arrowheads pointing to each other indicate the end of a statement.
- Single arrowheads pointing to the right indicate a portion of a statement, or that the statement continues in another diagram.
- Punctuation marks or arithmetic symbols that are shown with a keyword or variable must be entered as part of the statement or command. Punctuation marks and arithmetic symbols can include the following:

,	comma	>	greater than symbol
.	period	<=	less than symbol
(	open parenthesis	=	equal sign
)	close parenthesis	¬	not sign
+	addition	-	subtraction
*	multiplication	/	division

Statement Without Parameters

The following is a diagram of a statement without parameters:



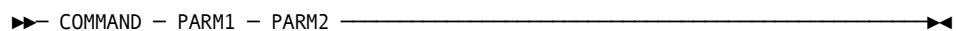
For this statement, you must write the following:

COMMAND

Statement with Required Parameters

Required parameters appear on the same horizontal line, the main path of the diagram, as the command or statement. The parameters must be separated by one or more blanks.

The following is a diagram of a statement with required parameters:



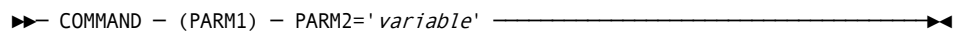
You must write the following:

COMMAND PARAM1 PARAM2

Delimiters Around Parameters

Delimiters, such as parentheses, around parameters or clauses must be included.

The following is a diagram of a statement with delimiters around parameters:



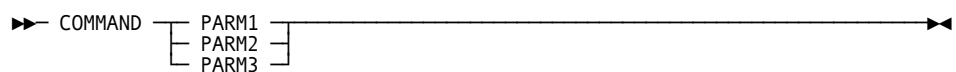
If the word *variable* is a valid entry, you must write the following:

COMMAND (PARAM1) PARAM2='variable'

Choice of Required Parameters

When you see a vertical list of parameters as shown in the following example, you must choose one of the parameters. This indicates that one entry is required, and only one of the displayed parameters is allowed in the statement.

The following is a diagram of a statement with a choice of required parameters:



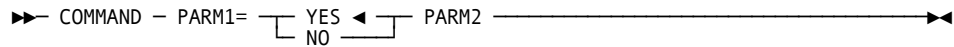
You can choose one of the parameters from the vertical list, such as in the following examples:

```
COMMAND PARM1
COMMAND PARM2
COMMAND PARM3
```

Default Value for a Required Parameter

When a required parameter in a syntax diagram has a default value, the default value appears above the main line, and it indicates the value for the parameter if the command is not specified. If you specify the command, you must code the parameter and specify one of the displayed values.

The following is a diagram of a statement with a default value for a required parameter:



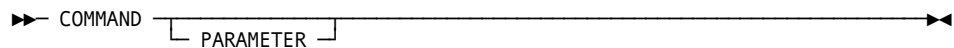
If you specify the command, you must write one of the following:

```
COMMAND PARM1=NO PARM2
COMMAND PARM1=YES PARM2
```

Optional Parameter

A single optional parameter appears below the horizontal line that marks the main path.

The following is a diagram of a statement with an optional parameter:



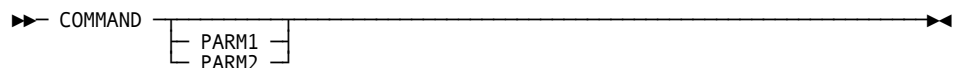
You can choose (or not) to use the optional parameter, as shown in the following examples:

```
COMMAND
COMMAND PARAMETER
```

Choice of Optional Parameters

If you have a choice of more than one optional parameter, the parameters appear in a vertical list below the main path.

The following is a diagram of a statement with a choice of optional parameters:



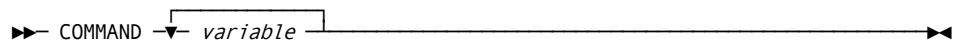
You can choose any of the parameters from the vertical list, or you can write the statement without an optional parameter, such as in the following examples:

```
COMMAND
COMMAND PARM1
COMMAND PARM2
```

Repeatable Variable Parameter

In some statements, you can specify a single parameter more than once. A repeat symbol indicates that you can specify multiple parameters.

The following is a diagram of a statement with a repeatable variable parameter:



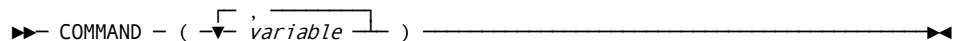
In the preceding diagram, the word *variable* is in lowercase italics, indicating that it is a value you supply, but it is also on the main path, which means that you are required to specify at least one entry. The repeat symbol indicates that you can specify a parameter more than once. Assume that you have three values named VALUEX, VALUEY, and VALUEZ for the variable. The following are some of the statements you might write:

COMMAND VALUEX
COMMAND VALUEX VALUEY
COMMAND VALUEX VALUEX VALUEZ

Separator with Repeatable Variable and Delimiter

If the repeat symbol contains punctuation such as a comma, you must separate multiple parameters with the punctuation. The following diagram includes the repeat symbol, a comma, and parentheses:

The following is a diagram of a statement with a separator with a repeatable variable and a delimiter:



In the preceding diagram, the word *variable* is in lowercase italics, indicating that it is a value you supply. It is also on the main path, which means that you must specify at least one entry. The repeat symbol indicates that you can specify more than one variable and that you must separate the entries with commas. The parentheses indicate that the group of entries must be enclosed within parentheses. Assume that you have three values named VALUEA, VALUEB, and VALUEC for the variable.

The following are some of the statements you can write:

```
COMMAND (VALUEC)
COMMAND (VALUEB, VALUEC)
COMMAND (VALUEB, VALUEA)
COMMAND (VALUEA, VALUEB, VALUEC)
```

Optional Repeatable Parameters

The following diagram shows a list of parameters with the repeat symbol for optional repeatable parameters:



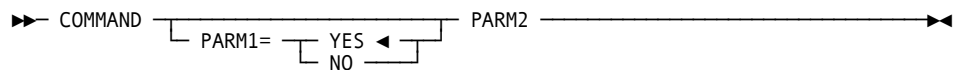
The following are some of the statements you can write:

```
COMMAND PARM1
COMMAND PARM1 PARM2 PARM3
COMMAND PARM1 PARM1 PARM3
```

Default Value for a Parameter

The placement of YES in the following diagram indicates that it is the default value for the parameter. If you do not include the parameter when you write the statement, the result is the same as if you had actually specified the parameter with the default value.

The following is a diagram of a statement with a default value for an optional parameter:

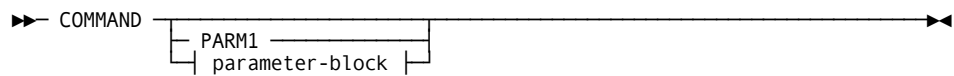


For this command, COMMAND PARM2 is the equivalent of COMMAND PARM1=YES PARM2.

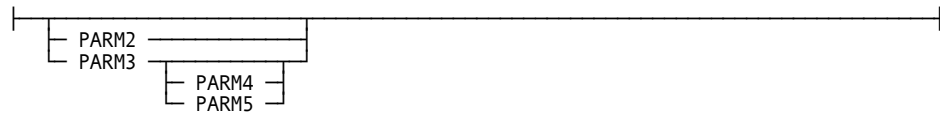
Variables Representing Several Parameters

In some syntax diagrams, a set of several parameters is represented by a single reference.

The following is a diagram of a statement with variables representing several parameters:



Expansion of parameter-block



The *parameter-block* can be displayed in a separate syntax diagram.

Choices you can make from this syntax diagram therefore include, but are not limited to, the following:

```
COMMAND PARM1
COMMAND PARM3
COMMAND PARM3 PARM4
```

Note: Before you can specify PARM4 or PARM5 in this command, you must specify PARM3.

Chapter 2: Console Commands

For a comprehensive discussion about console and console-like commands in Version 14, see the information about maintaining CA Datacom/DB using console commands in the *CA Datacom/DB Database and System Administration Guide*.

As discussed in the *CA Datacom/DB Database and System Administration Guide*, some of the commands in the CA Datacom/DB Utility (DBUTLTY) can be executed from the console. A list of those commands and their syntax diagrams begins in [Console Commands in DBUTLTY](#) (see page 18).

The DBUTLTY STATUS console command that is referred to in the *CA Datacom/DB Database and System Administration Guide* is discussed beginning in DBUTLTY STATUS Console Support.

DBUTLTY STATUS

Console support for DBUTLTY STATUS is similar to support for MUF STATUS. The option is controlled by keyword `CONSOLE_MINUTES=` in the DBSYSID macro that generates the DBSIDPR loaded module.

To support the console status of DBUTLTY, do not specify a 0 (zero) for `CONSOLE_MINUTES=`. Specifying `CONSOLE_MINUTES=0` means that you do not want console support. We do not recommend using `CONSOLE_MINUTES=0`. Specifying any value other than 0 allows the console command STATUS to be issued to an executing DBUTLTY as a z/OS 'modify' command, and DBUTLTY responds.

If you do not specify `CONSOLE_MINUTES=0`, DBUTLTY attaches a subtask during its startup and detaches that subtask during its ending process. The subtask supports a console STATUS command and other allowed console commands. DBUTLTY functions that include status support are: BACKUP, EXTRACT, LOAD, REORG, and RETIX.

The default is `CONSOLE_MINUTES=10`, indicating that every 10 minutes of execution, DBUTLTY provides an automatic status. With `CONSOLE_MINUTES=` not equal to 0, the first interval starts during DBUTLTY initialization. At the end of each interval, a function equivalent to the console STATUS is done. If a status is available, the message is written with the status (same message as console STATUS). If no status is available at this instant, no console message is issued. The internal STATUS does not interact with, interfere with, or hinder your ability to issue a console STATUS at any time manually.

Note: The option to select an interval of time is only available in z/OS environments. Also, the DBFLSUB callable load process is not part of DBUTLTY and does not support the console status option.

Communicating to a DBUTLTY Job with STATUS Command

In z/OS, to communicate to a DBUTLTY job:

1. Issue a modify command (job name) for the DBUTLTY job with STATUS.
2. DBUTLTY status messages are then displayed.

In z/VSE, to communicate to a DBUTLTY job:

1. Message the partition containing the DBUTLTY job.
2. At system response, enter STATUS.
3. DBUTLTY status messages are then displayed.

Messages

In support of the DBUTLTY STATUS console command, the following messages can be received:

DB01319I NO CURRENT DBUTLTY STATUS AVAILABLE
DB01320I a BASE b AREA cd ON BLOCK e OF f RECORD g h i
DB01321I a BASE b AREA c SORTING d KEYS e
DB01322I a BASE b AREA c LOADING KEY d OF e
DB01323I a BASE b AREA cd RECORD e OF ABOUT f

More information about these messages can be found in the *CA Datacom/DB Message Reference Guide*.

Console Commands in DBUTLTY

AUTOSTAT Console Commands

Any console command that changes an operational parameter except REPEATS, such as EXCLUDE DURATION0, will go into effect at the next processing cycle.

When you have a long REPEATS value, the console interaction allows you to make the change and also force an immediate Snapshot. In cases, where you want to force a Snapshot without changing the overall operational parameters, you can do this by just issuing the REPEATS command with a value equal to the current REPEATS value.

Issuing the AS_OPTIONS command does not change any operational values or trigger a Snapshot. AS_OPTIONS only requests that the current operational values are printed to SYSPRINT for review purposes.

Console interaction is provided through the following /STOP, /CANCEL, and /MODIFY processes.

/STOP jobname

Terminates the AUTOSTAT task. The process is the same as the following /MODIFY *jobname*,EOJ process.

/CANCEL jobname

Causes the AUTOSTAT task to be canceled with a S222 abend.

/MODIFY jobname,command

Issues changes using a specific command format as documented in the following section. It allows you to pass information to the active AUTOSTAT task.

MODIFY Command Format

The MODIFY command has the following format:

►► /MODIFY — *jobname,command* —————►►

The jobname is the name of the AUTOSTAT job and command is the action to be taken and value is the optional value supplied to the command. There must only be a comma separating the jobname and the command and there must be a space separating the command and the value, if specified.

Console commands will be echoed to the SYSPRINT output.

Command

ADDMUF *newmuf*

Add the new MUFNAME to the list of MUFs that are being targeted for the status Snapshots. *newmuf* is 1 to 8 alphanumeric characters.

Note: There is a limit of 100 MUFNAMEs per AUTOSTAT execution.

AS_OPTIONS

Produces a listing of all AUTOSTAT options in effect to the SYSPRINT output.

COMM EOJ

Same as EOJ.

EOJ

Complete current Snapshot, set return code, and terminate the AUTOSTAT program.

EXCLUDE DURATION0

Excludes tasks that have a "blank" duration.

EXCLUDE HEADER

Tells the utility to stop producing heading pages to the SYSPRINT output file.

EXCLUDE NOTACTIVE

Excludes tasks that have a NOT ACTIVE status.

EXCLUDE REPCONNECT

Suppresses the URT open and close that occurs in conjunction with the REPEATS= parameter.

Note: With the EXCLUDE REPCONNECT option specified, you must terminate AUTOSTAT before issuing the EOJ to the repository MUF.

EXCLUDE WARNMSG

Suppresses warning messages.

INCLUDE DURATION0

Includes tasks regardless of duration.

INCLUDE HEADER

Produces a page header at the top of each new page of the SYSPRINT output file. Each page is typically 60 lines.

INCLUDE NOTACTIVE

Includes tasks regardless of task status.

INCLUDE REPCONNECT

Activates the URT open and close that occurs in conjunction with the REPEATS= parameter.

INCLUDE WARNMSG

Enables warning messages.

OUTTAG *tag1*

Changes the current OUTTAG value to a new value. Value must be between 1 and 16 alphanumeric characters.

REMOVEMUF *oldmuf*

Remove the existing MUFNAME from the list of MUFs that are being used as the source for the status Snapshots.

Note: There must be at least one valid MUFNAME per AUTOSTAT execution. If you attempt to remove the last MUFNAME, the command will be ignored and a message issued.

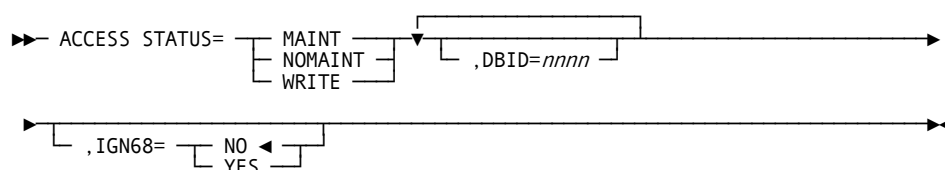
REPEATS *nnnnn*

Changes the current REPEATS= parameter timer to this new value. Value must be 0 or between 3 and 64800. Changing the value to 0 causes the utility to do one last Snapshot and end. Changing the value to other than 0 forces an immediate Snapshot and changes the wait interval between further Snapshots and the utility continues to execute in the loop with the new REPEATS value.

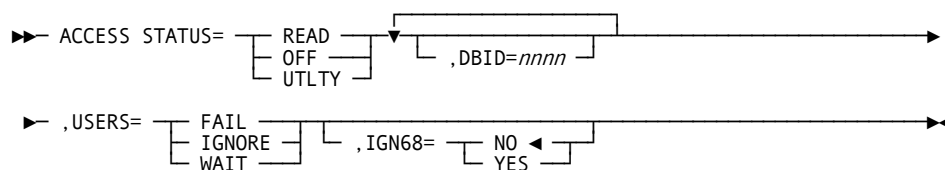
Chapter 3: DBUTLTY Commands

ACCESS— Restricting Opens or Maintenance

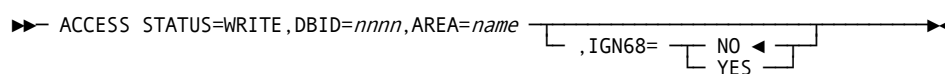
ACCESS STATUS— MAINT/NOMAIN/WRITE, Database Level



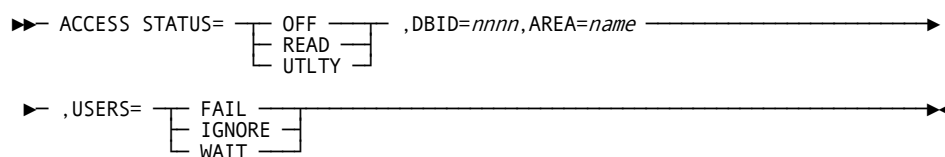
ACCESS STATUS— READ/OFF/UTLTY, Database Level



ACCESS STATUS— WRITE, Area Level



ACCESS STATUS— OFF/READ/UTLTY, Area Level



ACCT— Accounting Facility

ACCT CATALOG— Catalog Accounting Database

```
➤➤ ACCT OPTION=CATALOG,DATABASE=entity-occurrence ➤➤
    |
    | ,DBID= 4
    |      |
    |      | n
```

ACCT CLOSE— Close Accounting Tables

```
➤➤ ACCT OPTION=CLOSE, TABLE= Ann
    |
    | ALL
```

ACCT EDIT— Edit Accounting Database Definitions

```
➤➤ ACCT OPTION=EDIT | ,DATABASE=entity-occurrence
    |                | ,TABLE=entity-occurrence
    |                |
    |                |
    | ,DDOVER=0000 | ,STATUS= PROD
    |              |      |
    |              |      | Tnnn
```

ACCT OPEN— Open Accounting Tables

```
➤➤ ACCT OPTION=OPEN, TABLE= Ann
    |
    | ALL
```

ACCT SPILL— Force Accounting Data Recording

```
➤➤ ACCT OPTION=SPILL, TABLE= Ann
    |
    | ALL
```

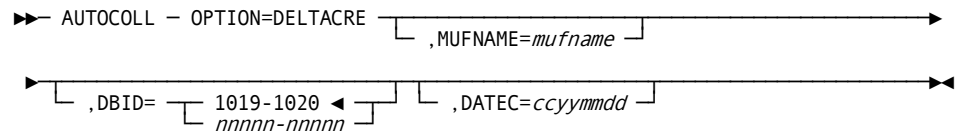
AUTOCOLL— Collect and Manage Snapshots

Also see the *AutoScope User Guide*.

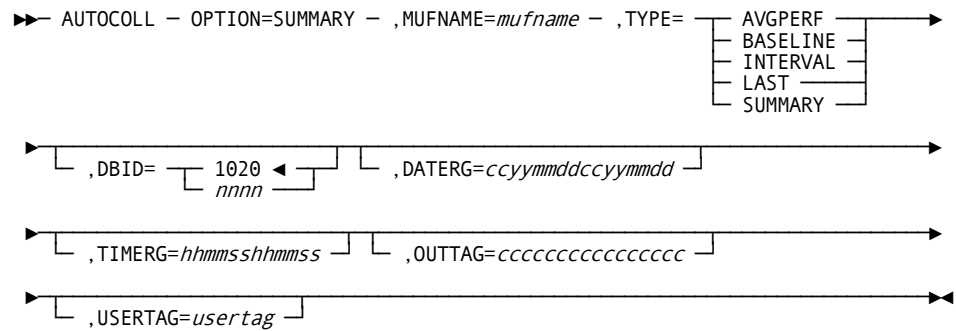
AUTOCOLL SNAPSHOT— Create a Snapshot

```
➤➤ AUTOCOLL - OPTION=SNAPSHOT,MUFNAME=mufname ➤➤
    |
    | ,DBID= 1019
    |      |
    |      | nnnn
    |      |
    | ,OUTNAME=cccccccc
```

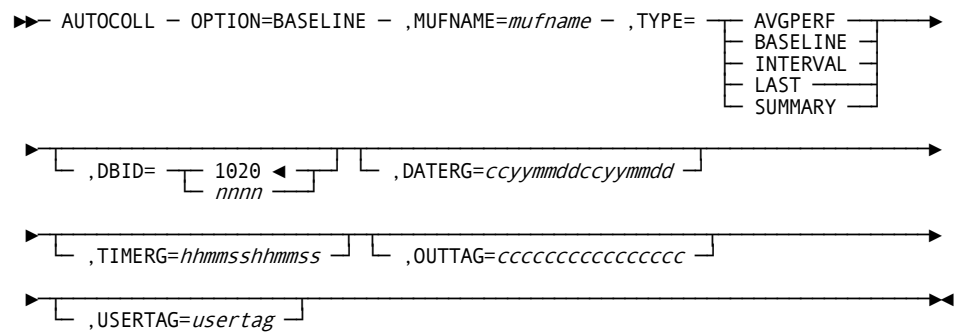

AUTOCOLL DELTACRE— Process a Snapshot Rowset into a Delta Rowset



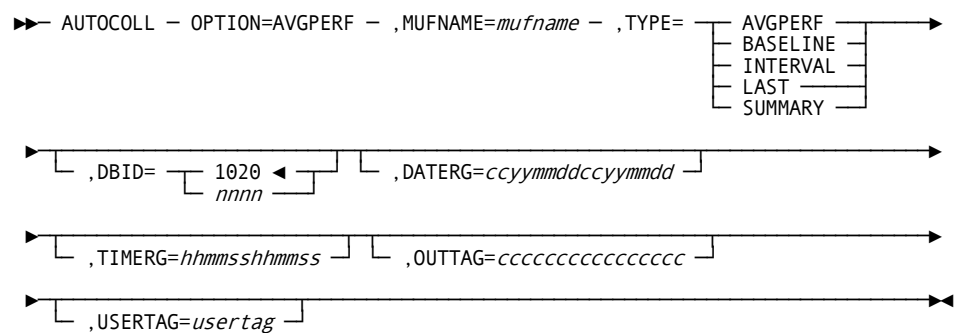
AUTOCOLL SUMMARY— User Created SUMMARY Delta Rowset



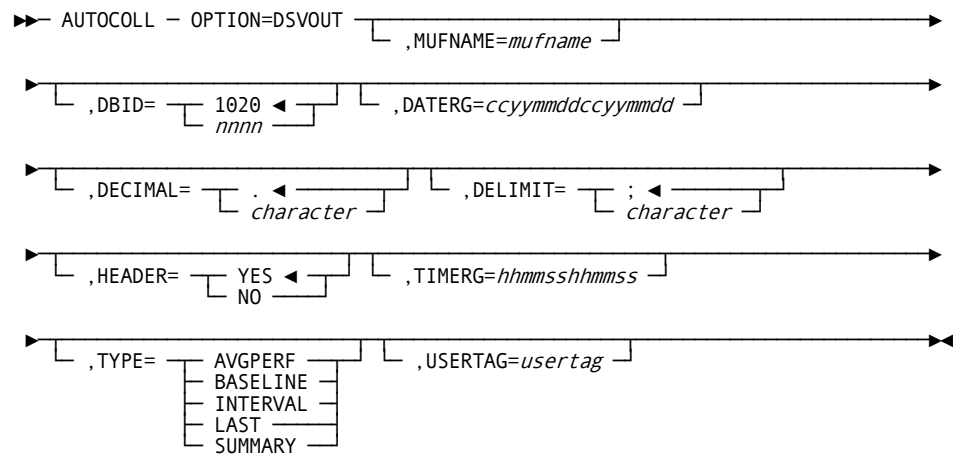
AUTOCOLL BASELINE— User Created BASELINE Delta Rowset



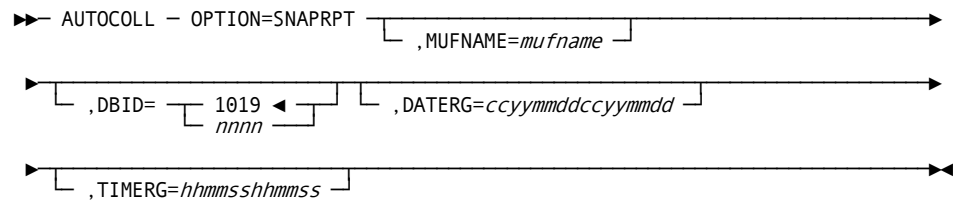
AUTOCOLL AVGPREF— User Created AVGPREF Delta Rowset



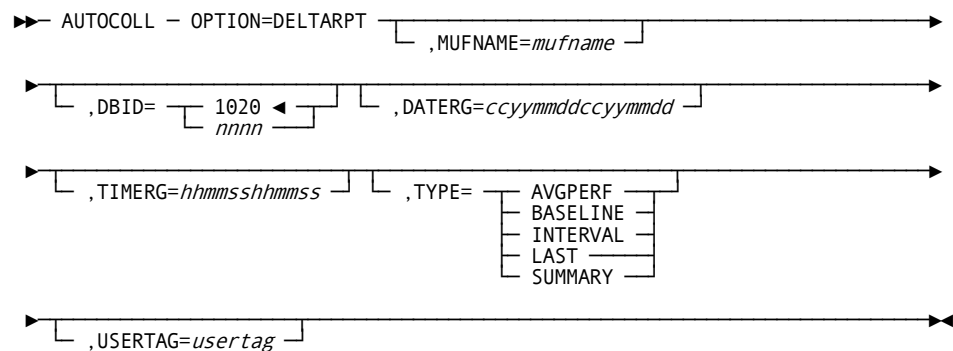
AUTOCOLL DSVOUT— Create DSV Output Data Sets



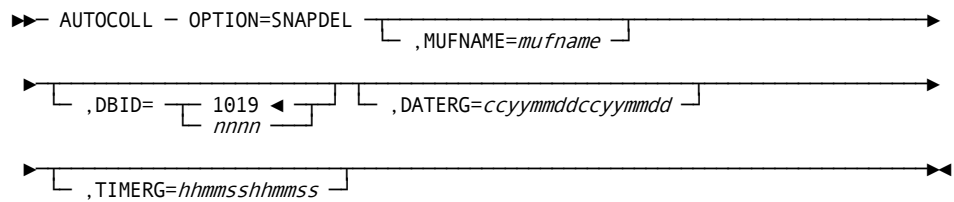
AUTOCOLL SNAPRPT— Reporting Snapshot Rowsets



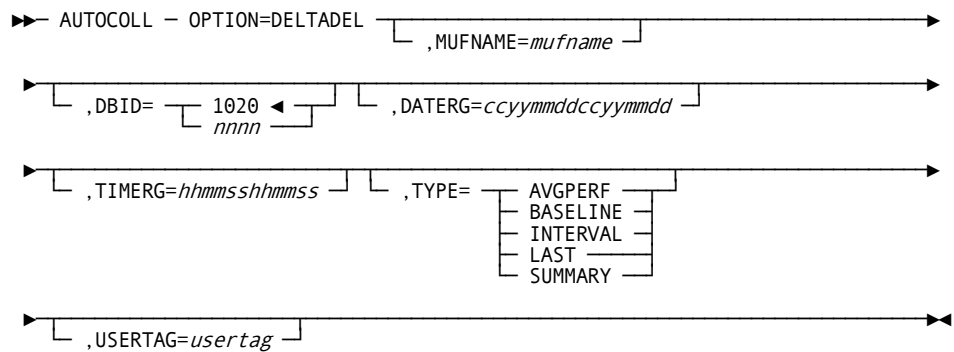
AUTOCOLL DELTARPT— Reporting Delta Rowsets



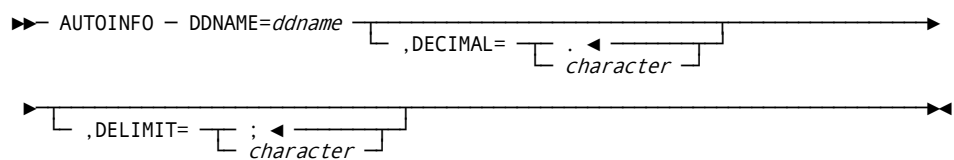
AUTOCOLL SNAPDEL— Deleting Snapshot Rowsets



AUTOCOLL DELTADEL— Deleting Delta Rowsets

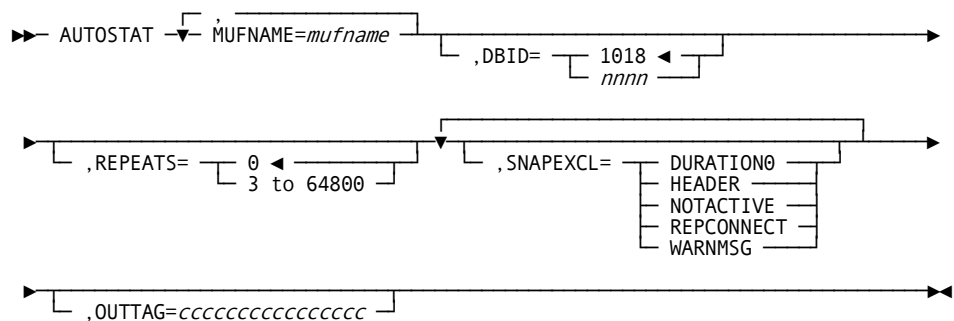


AUTOINFO— Collect Environmental MUF Information



AUTOSTAT— Report on MUF Information

Also see the *AutoScope User Guide*.



BACKUP— Create Backups

BACKUP CXX— Back Up Directory (z/OS)

➤➤ BACKUP AREA=CXX, DDNAME=ddddddd , DBID=n

BACKUP CXX— Back Up Directory (z/VSE)

➤➤ BACKUP AREA=CXX — , DEVICE= DISK
TAPE
Snnn , DTFNAME=ddddddd

, DBID=n , LABEL= YES
NO , REWIND= YES
NO

BACKUP— All Data Areas in Database Native (z/OS)

➤➤ BACKUP BLKSIZE=nnnnn, DBID=n, DDNAME=bbbbbbb

, CMPRS= YES
NO , EXCLUDE=ccc , INCLUDE=ccc , SEQBUFS=nnn

➤ , SEQ=NATIVE

BACKUP— All Data Areas in Database (z/VSE)

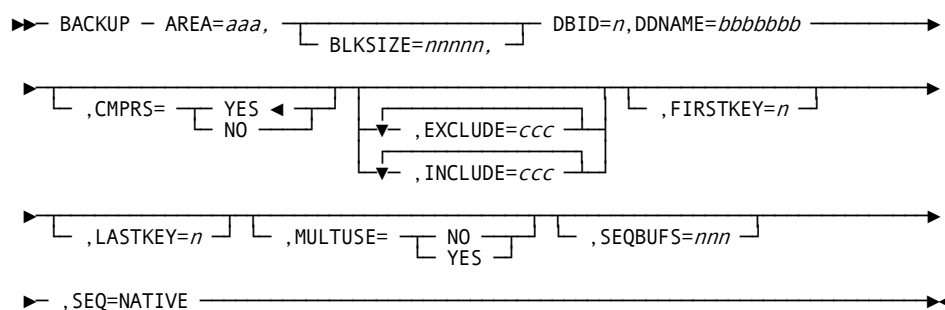
➤➤ BACKUP BLKSIZE=nnnnn, DBID=n, DEVICE= DISK
TAPE
Snnn

, DTFNAME=bbbbbbb , CMPRS= YES
NO , EXCLUDE=ccc , INCLUDE=ccc

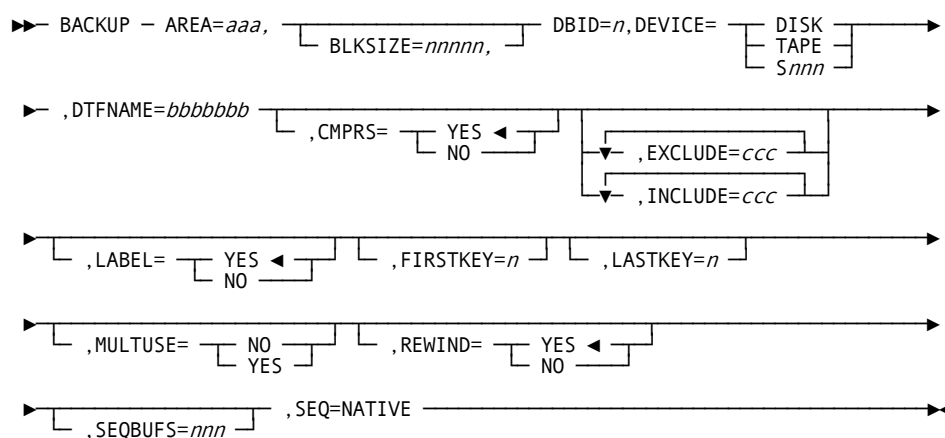
, LABEL= YES
NO , REWIND= YES
NO

, SEQBUFS=nnn , SEQ=NATIVE

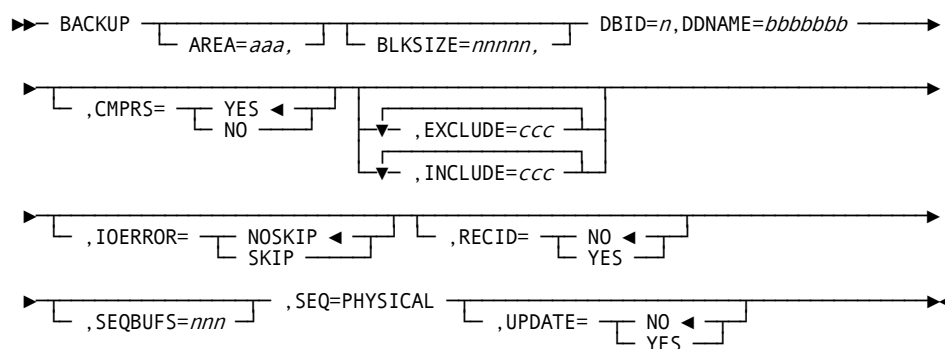
BACKUP— Single Data Area in Database Native (z/OS)



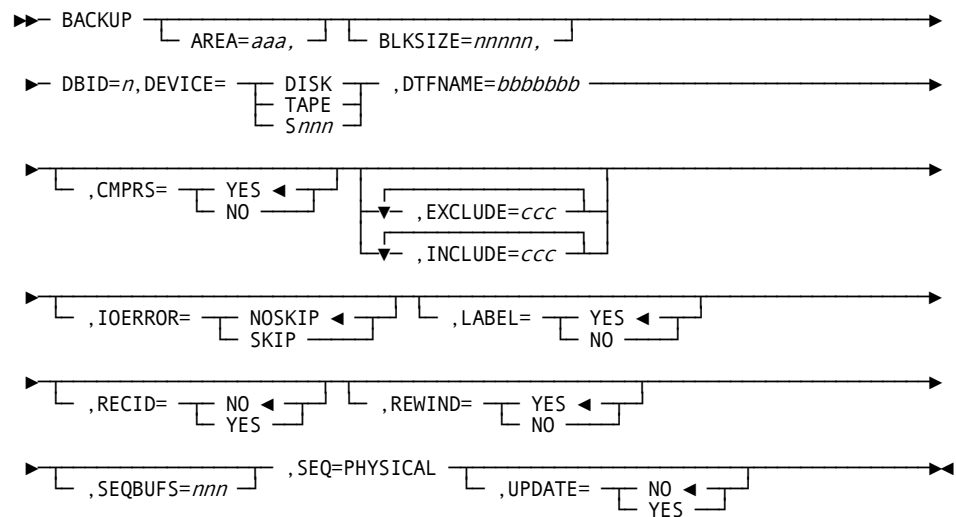
BACKUP— Single Data Area in Database (z/VSE)



BACKUP— Data Area Physical (z/OS)

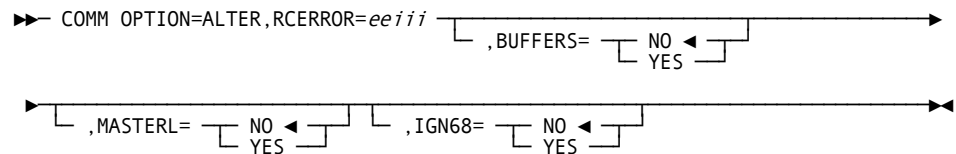


BACKUP— Data Area Physical (z/VSE)

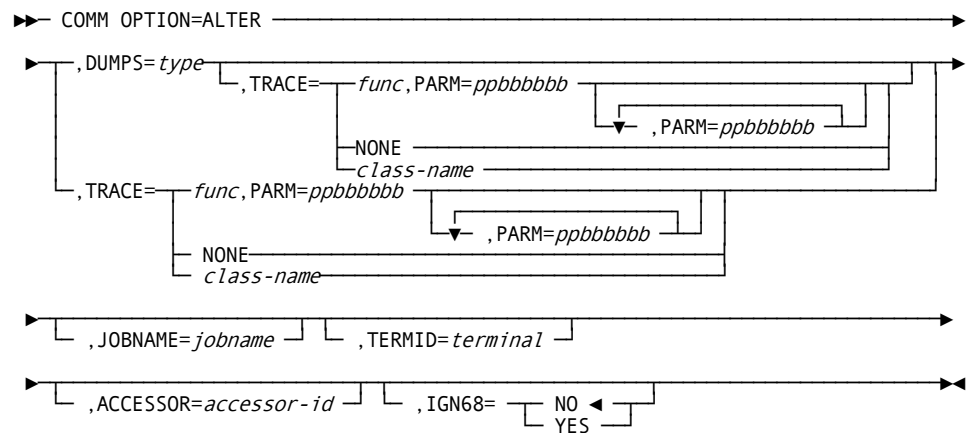


COMM— Communicate with Multi-User Facility

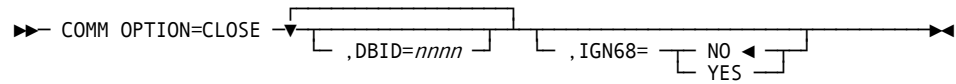
COMM ALTER— Modify Error Table (RCERROR=)



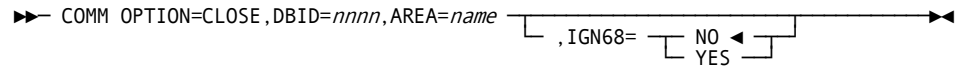
COMM ALTER— Modify Error Table (DUMPS= and TRACE=)



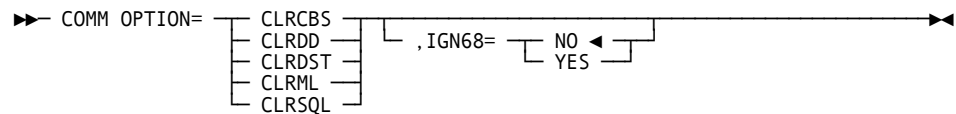
COMM CLOSE— Close a Full Database



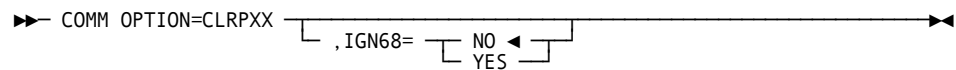
COMM CLOSE— Close an Area in a Database



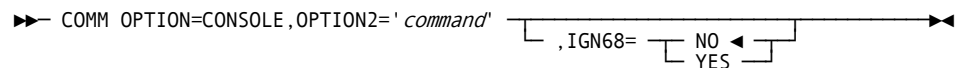
COMM CLRnnn— Reset Alternate Output Data Sets (z/OS)



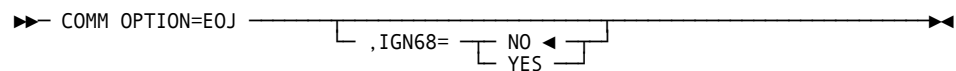
COMM CLRPXX— Clear Statistics and Diagnostics Area



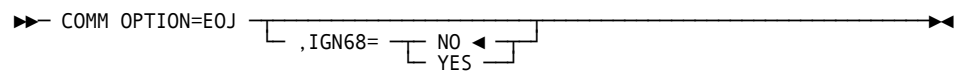
COMM CONSOLE— Simulate Console Command



COMM EOJ— End Multi-User Processing (z/OS)



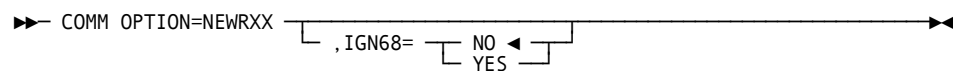
COMM EOJ— End Multi-User Processing (z/VSE)



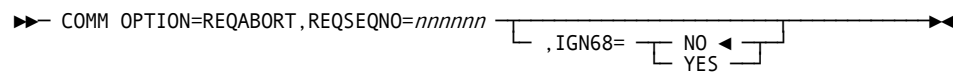
Reports Produced in MUF when it Completes Processing

For detailed information about the reports produced, see the *CA Datacom/DB DBUTLTY Reference Guide*.

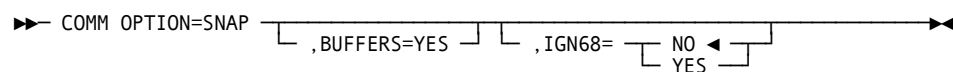
COMM NEWRXX— Request New Recovery File



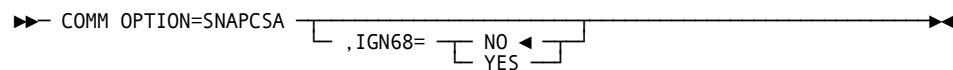
COMM REQABORT— Abort a Request



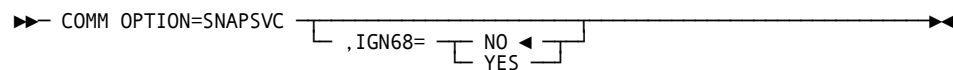
COMM SNAP— Write Dump of Master List



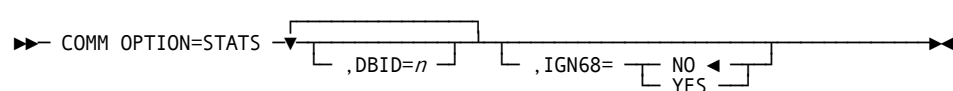
COMM SNAPCSA— Print Dump of Common Storage Area (z/OS)



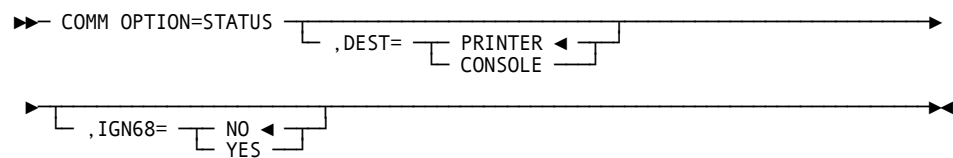
COMM SNAPSVC— Print Dump of the SVC (z/OS)



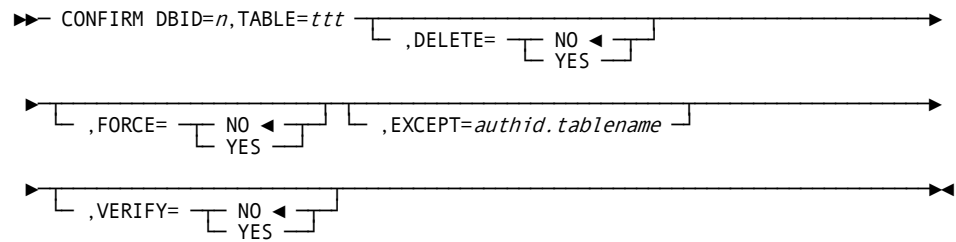
COMM STATS— Write Current Statistics



COMM STATUS— Print Status of Multi-User Jobs



CONFIRM— Verify Constraint Integrity

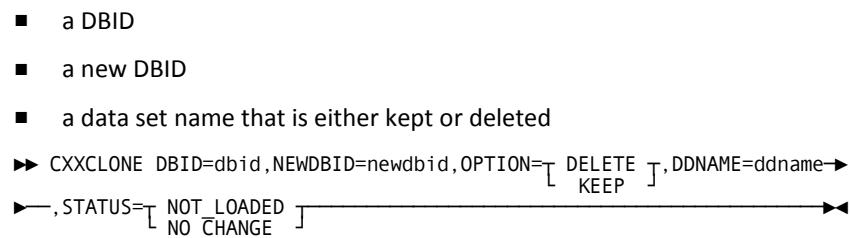


CXXCLONE - Clone Environment

There are four varieties of the CXXCLONE function of DBUTLTY.

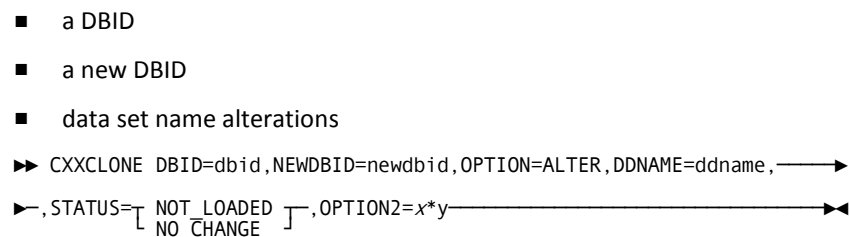
CXXCLONE - Kept or Deleted DSN

Following is a syntax diagram for the CXXCLONE function of DBUTLTY that executes with:



CXXCLONE with DSN Alterations

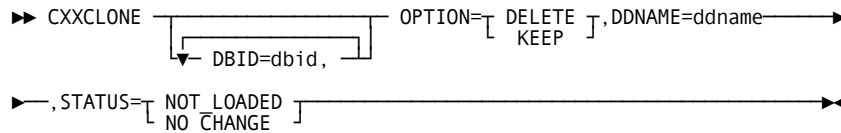
Following is a syntax diagram for the CXXCLONE function of DBUTLTY that executes with:



Optional DBID with Kept or Deleted DSN

Following is a syntax diagram for the CXXCLONE function of DBUTLTY that executes with:

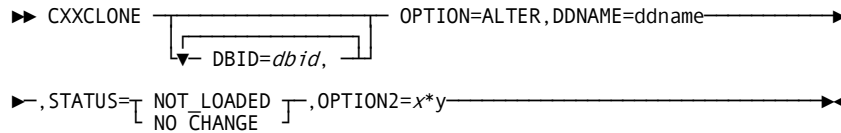
- an optional DBID
- no new DBID
- a data set name that is either kept or deleted



CXXCLONE - Optional DBID with DSN Alterations

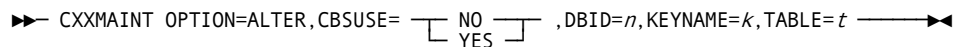
Following is a syntax diagram for the CXXCLONE function of DBUTLTY that executes with:

- an optional DBID
- no new DBID
- data set name alterations



CXXMAINT— Maintain Directory

CXXMAINT ALTER CBSUSE— Trial Delete a Key from CBS Use



CXXMAINT ALTER CXXENQ— Controlling ENQ



CXXMAINT ALTER DBCS— Activating DBCS Support

```

>> CXXMAINT OPTION=ALTER, DBCS= 

|     |
|-----|
| FM  |
| FS  |
| IM  |
| IS  |
| OFF |


```

CXXMAINT ALTER DSN— Modify Data Set Name

```

>> CXXMAINT OPTION=ALTER, AREA=aaa , DBID=n, DSN=dataset

```

CXXMAINT ALTER DSOP— Modify Space Reclamation Option

```

>> CXXMAINT OPTION=ALTER, AREA=a, DBID=n, DSOP=n

```

CXXMAINT ALTER LANGUAGE— Activating LANGUAGE Support

```

>> CXXMAINT OPTION=ALTER, LANGUAGE= 

|     |
|-----|
| K   |
| OFF |


```

CXXMAINT ALTER LINK— Disable CXX Name Edit

```

>> CXXMAINT OPTION=ALTER, LINK= 

|     |
|-----|
| YES |
| NO  |

 , DBID=n, AREA=aaa

```

CXXMAINT ALTER LOGGING— Start/Stop Logging by Table

```

>> CXXMAINT OPTION=ALTER, DBID=n, LOGGING= 

|     |
|-----|
| NO  |
| YES |

 , TABLE=t

```

CXXMAINT ALTER OPTION2=datafs— Fast Search Data Block

```

>> CXXMAINT OPTION=ALTER, OPTION2= 

|          |
|----------|
| Y_DATAFS |
| N_DATAFS |


```

CXXMAINT ALTER OPTION2=datahu— High Used Mark

```

>> CXXMAINT OPTION=ALTER, OPTION2= 

|          |
|----------|
| Y_DATAHU |
| N_DATAHU |


```

CXXMAINT ALTER OPTION2=areaev— Data Area Extent Validation

```

>> CXXMAINT OPTION=ALTER, OPTION2= 

|          |
|----------|
| Y_AREAEV |
| N_AREAEV |


```

CXXMAINT ALTER OPTION2=sumode— Single User Mode

```

>> CXXMAINT OPTION=ALTER,OPTION2= ☐ Y_SU ☐ N_SU

```

CXXMAINT ALTER OPTION2=MATCHSID

```

>> CXXMAINT OPTION=ALTER,OPTION2=MATCHSID
<
>> CXXMAINT OPTION=ALTER,OPTION2=MATCHSID,OUTNAME=sysplex-name

```

CXXMAINT ALTER SINGLE— Run in Single User Environment

```

>> CXXMAINT OPTION=ALTER,SINGLE= ☐ NO ☐ YES

```

CXXMAINT CONVERT1214— Upgrade CXX to Current Version (z/OS)

```

>> CXXMAINT OPTION=CONVERT1214,DDNAME=ddddddd

```

CXXMAINT CONVERT1214— Upgrade CXX to Current Version (z/VSE)

```

>> CXXMAINT OPTION=CONVERT1214,DEVICE= ☐ DISK ☐ TAPE ,DTFNAME=ddddddd
<
< ,LABEL ☐ YES ☐ NO ,REWIND= ☐ YES ☐ NO

```

CXXMAINT CONVERT1412— Downgrade CXX to Prior Version (z/OS)

```

>> CXXMAINT OPTION=CONVERT1412,DDNAME=ddddddd

```

CXXMAINT CONVERT1412— Downgrade CXX to Prior Version (z/VSE)

```

>> CXXMAINT OPTION=CONVERT1412,DEVICE= ☐ DISK ☐ TAPE ,DTFNAME=ddddddd
<
< ,LABEL ☐ YES ☐ NO ,REWIND= ☐ YES ☐ NO

```

CXXMAINT DDPROD— Update Directory (z/OS)

```

>> CXXMAINT OPTION=DDPROD,DDNAME=d ☐ ,NEWDBID=n

```

CXXMAINT DDPROD— Update Directory (z/VSE)

▶▶ CXXMAINT OPTION=DDPROD,DEVICE= DISK TAPE ,DTFNAME=*d* →
 ▶ ,NEWDBID=*n* →▶▶

CXXMAINT DELETE— Delete CXX Definitions

►► CXXMAINT OPTION=DELETE,DBID=*n* ,TABLE=*t* ►►

CXXMAINT FORMAT0102— Base Level Full Features

►► CXXMAINT OPTION=FORMAT0102,DBID=*n* ◄◄

CXXMAINT FORMAT0201— Base Level Restrict to r11 Compatible Features

►► CXXMAINT OPTION=FORMAT0201,DBID= n —————►

CXXMAINT PURGE— Remove Database from Directory

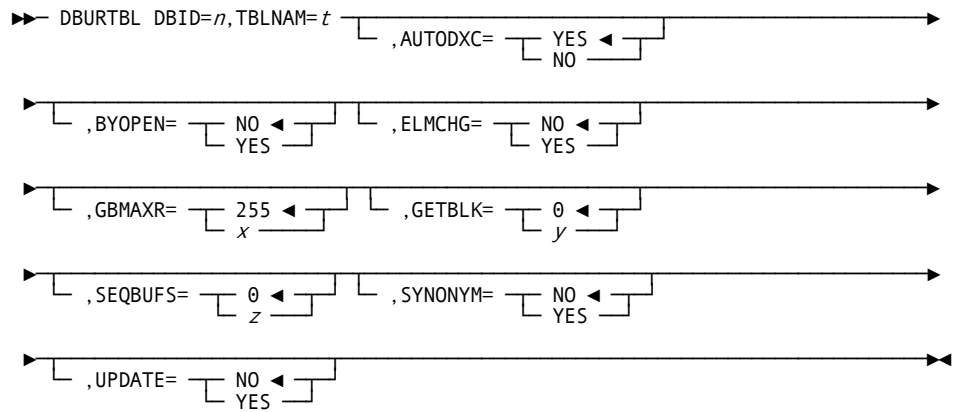
►► CXXMAINT OPTION=PURGE,DBID=*n* ◄◄

DBTEST— Execute Test/Analysis Programs

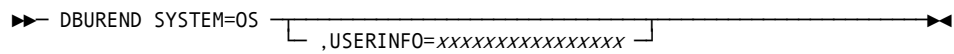
DBTEST Command 1— DBURSTR (z/OS)

DBTEST Command 1— DBURSTR (z/VSE)

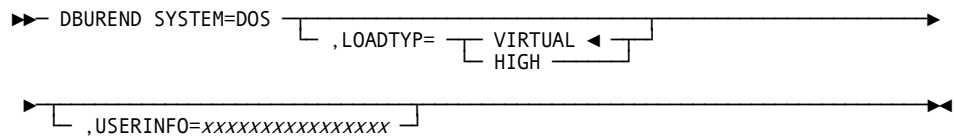
DBTEST Command 2— DBURTBL



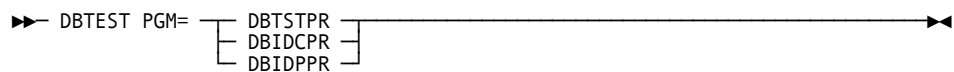
DBTEST Command 3— DBUREND (z/OS)



DBTEST Command 3— DBUREND (z/VSE)

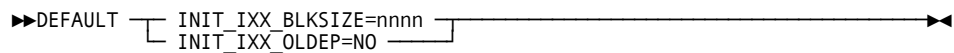


DBTEST Command 4— DBTEST

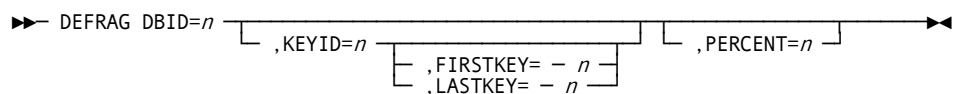


DEFAULT- Control Defaults

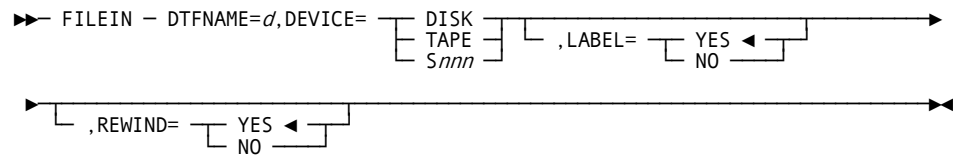
Note: This is not supported as normal SYSIN input to DBUTLTY. It is allowed through the DBIN1PR process.



DEFRAG— Defragment Index



FILEIN— Concatenate Input (z/VSE)

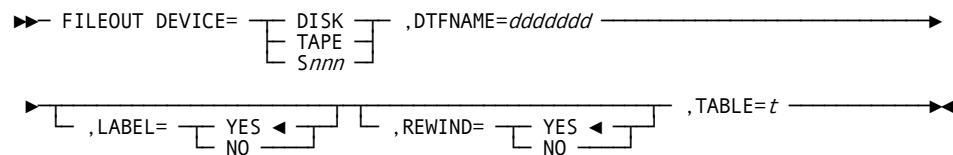


FILEOUT— Define Output Data Sets

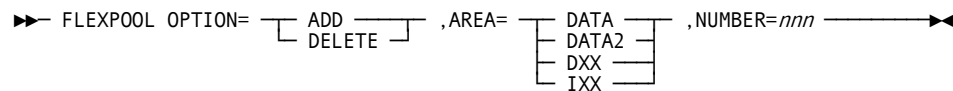
FILEOUT— Define Output Data Sets (z/OS)



FILEOUT— Define Output Data Sets (z/VSE)

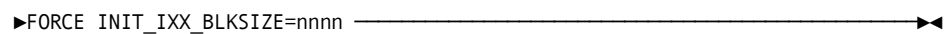


FLEXPOOL— Dynamic Buffers

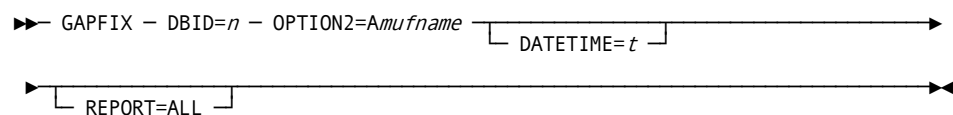


FORCE- Force Keyword Values

Note: This is not supported as normal SYSIN input to DBUTLTY. It is allowed through the DBIN1PR process.



GAPFIX— Fix CDC Gaps



INIT CXX/FXX/IXX/LXX/WXX/Data Area

INIT CXX— Format Directory

➤➤ INIT AREA=CXX,CXXNAME=aaaaaaaa,DATACom= ☐ AD ☐ DB

INIT Data Area— Format Data Area

➤➤ INIT AREA=a,DBID=*n* ☐ ,VERIFY= ☐ NO ☐ YES

☐ ,MULTUSE= ☐ NO ☐ YES ☐ OPTION1=REINIT

INIT FXX— Format Force Area

➤➤ INIT AREA=FXX,BLKSIZE=nnnnn ☐ ,BLOCKS=nnnnnn ☐ ,TASKS=*n*

INIT IXX— Format Index Area

➤➤ INIT AREA=IXX,DBID=*n* ☐ ,VERIFY= ☐ NO ☐ YES ☐ BLKSIZE=*size*

☐ OLDEP= ☐ YES ☐ NO ☐ IXXAREA=aaa ☐ OPTION1=REINIT

INIT LXX - Format Log Area

➤➤ INIT AREA=LXX,BLKSIZE=nnnnnn ☐ ,BLOCKS=*n* ☐ ,TSN=xxxxxxxx

☐ ,VARIABLE= ☐ NO ☐ YES

INIT WXX— Format RRM Log (z/OS)

➤➤ INIT AREA=WXX

LINK— Link to the CXX

Note: The DBID can be a single instance or a range of bases. It can also repeat.

```

▶▶ LINK -> DBID=nnnn

```

LOAD— Build CXX or Data Area

LOAD CXX— Build Directory (z/OS)

Note: The DBID can be a single instance or a range of bases. It can also repeat.

```

▶▶ LOAD AREA=CXX,DDNAME=d
      ,DBID=n
      ,NEWDBID=n

```

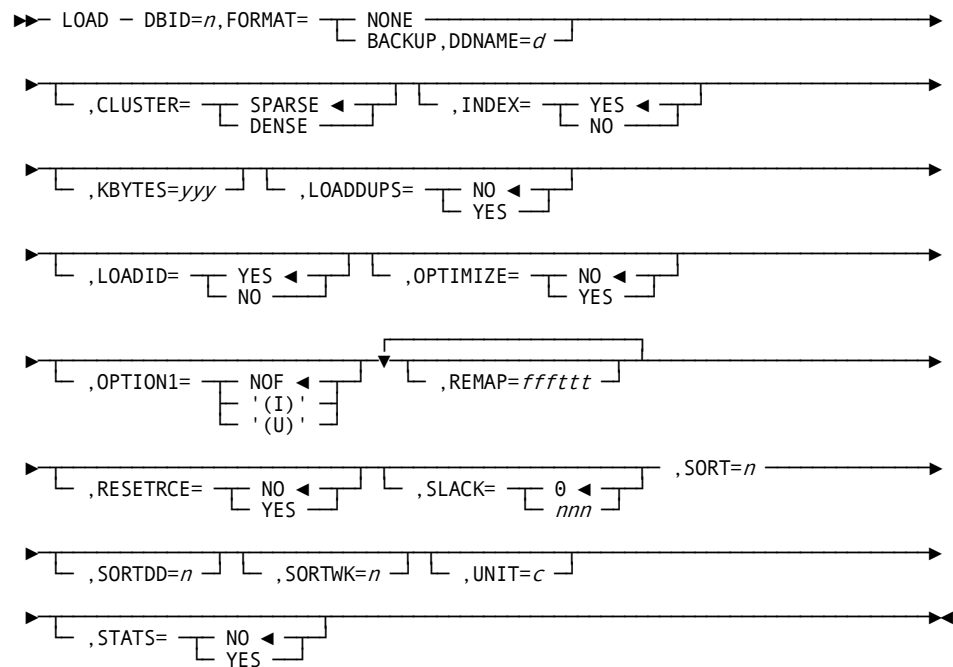
LOAD CXX— Build Directory (z/VSE)

```

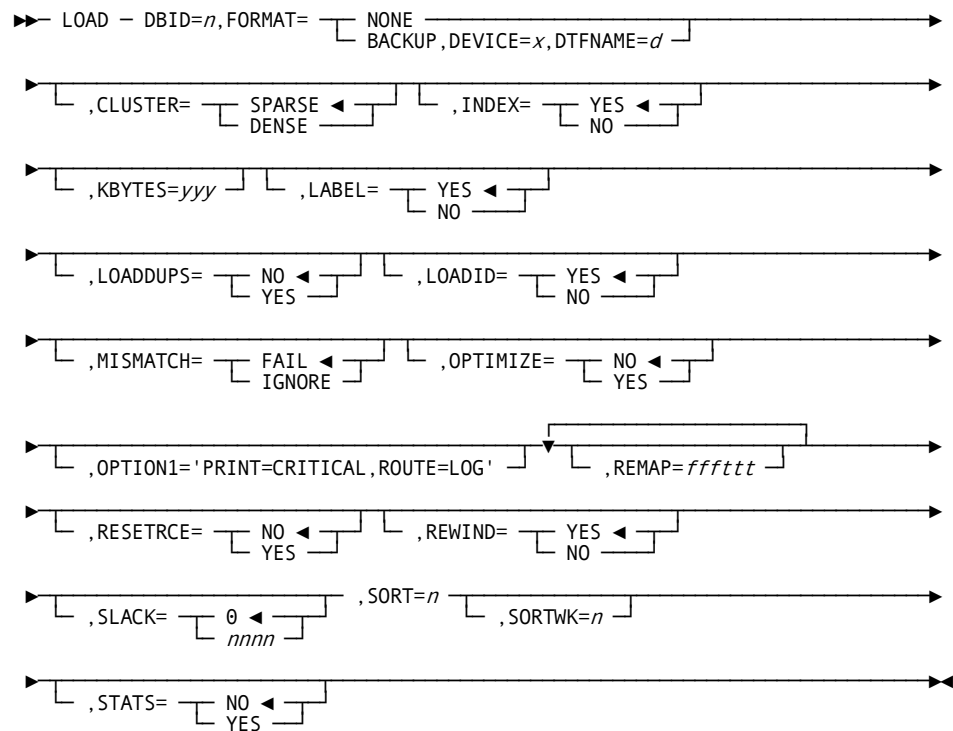
▶▶ LOAD AREA=CXX,DEVICE=
      [ DISK
      [ TAPE
      [ Snnn
      ,DTFNAME=d
      ,DBID=n
      ,NEWDBID=n
      ,REWIND= [ NO
              [ YES
      ,LABEL= [ YES
              [ NO

```

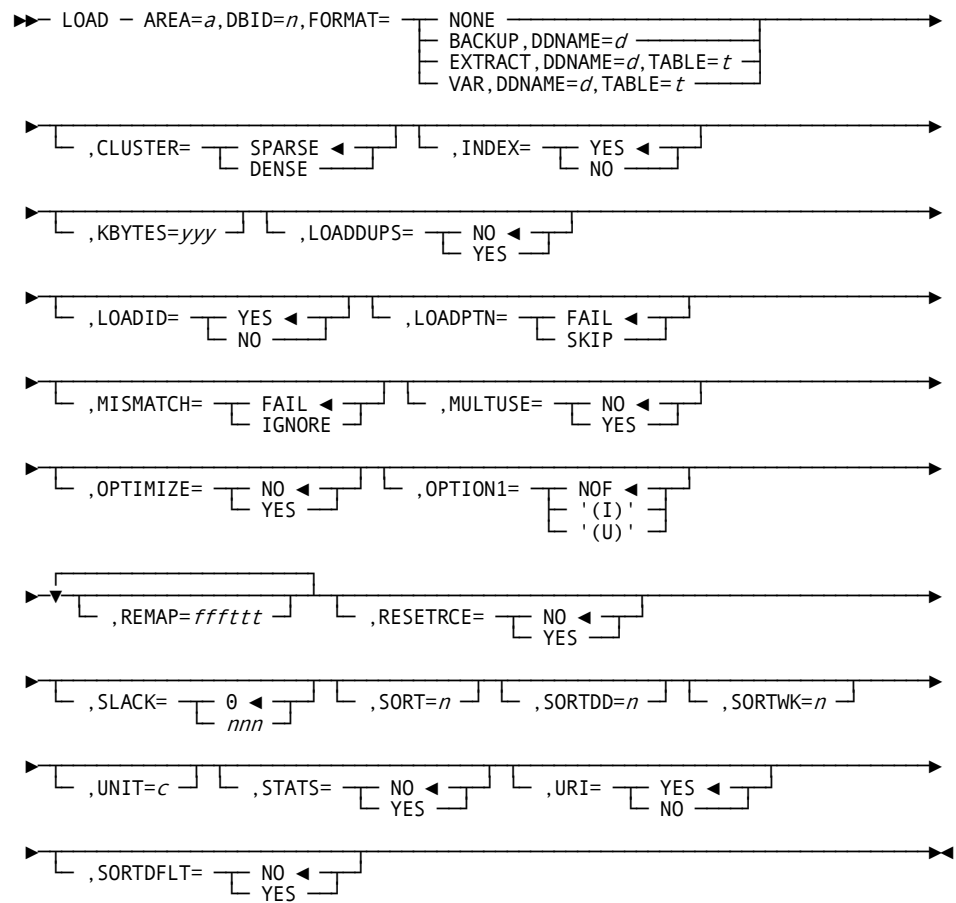
LOAD— Build a Full Database (z/OS)



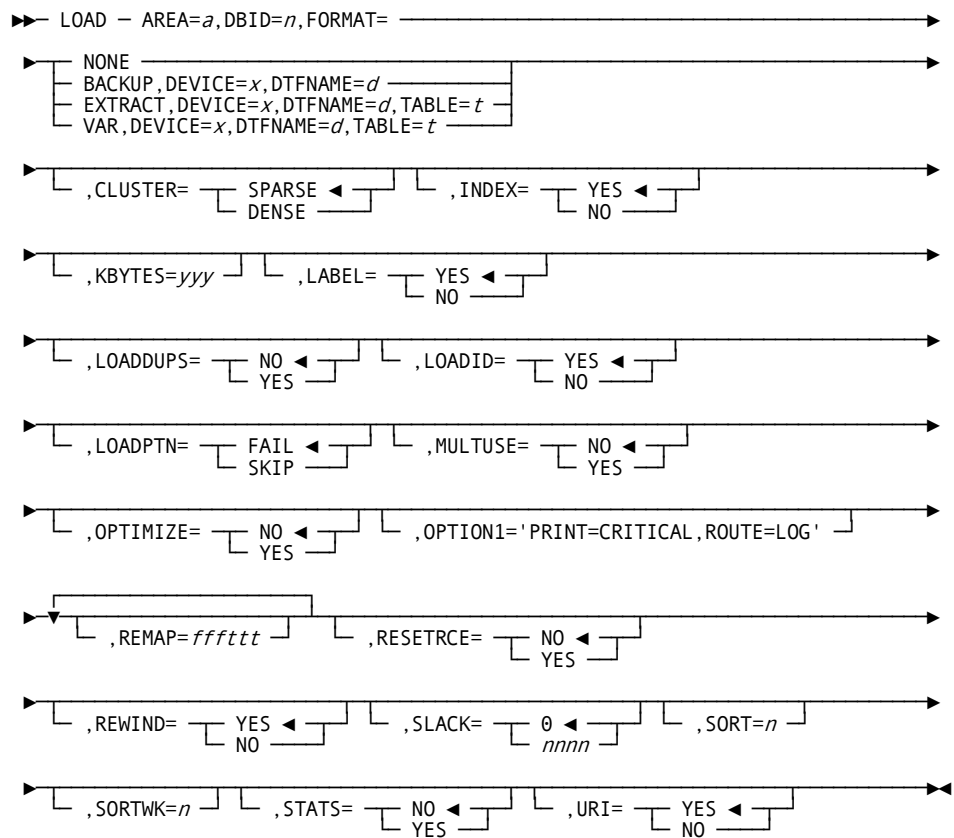
LOAD— Build a Full Database (z/VSE)



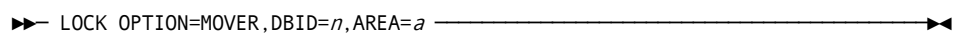
LOAD— Build a Data Area (z/OS)



LOAD— Build a Data Area (z/VSE)

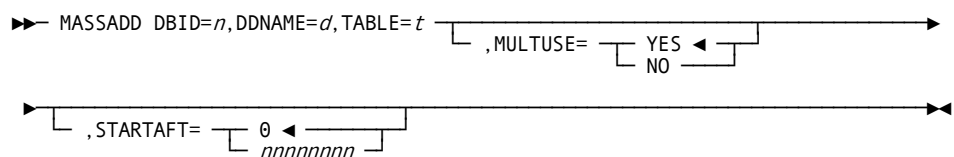


LOCK— Lock a Data Area

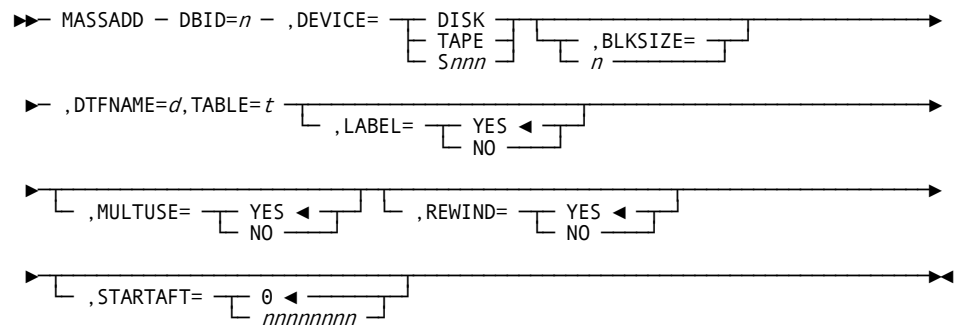


MASSADD— Add Records to Table

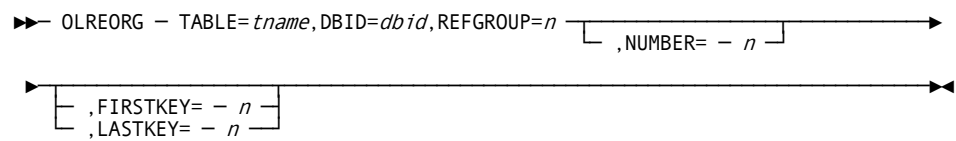
MASSADD— Add Records to Table (z/OS)



MASSADD— Add Records to Table (z/VSE)

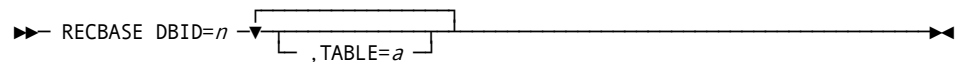


OLREORG— Reorganize a Database Online

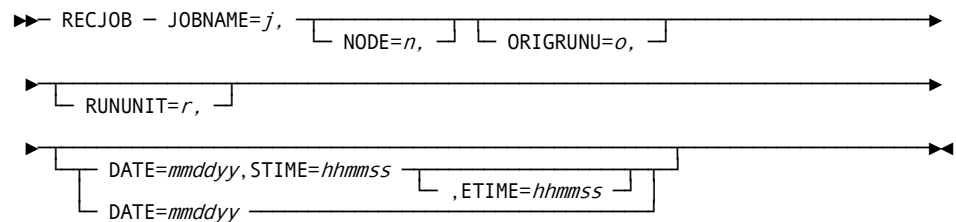


RECOVERY— Rebuild a Database

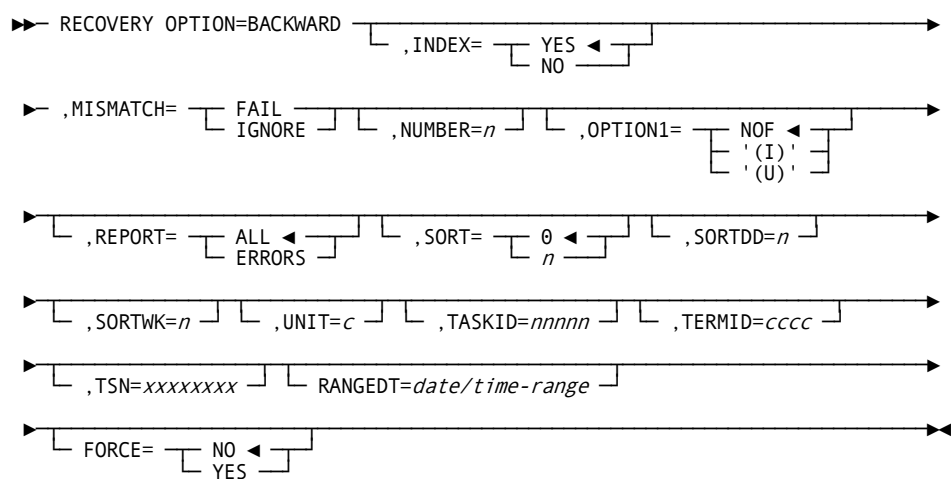
RECOVERY Command 1 (RECBASE)



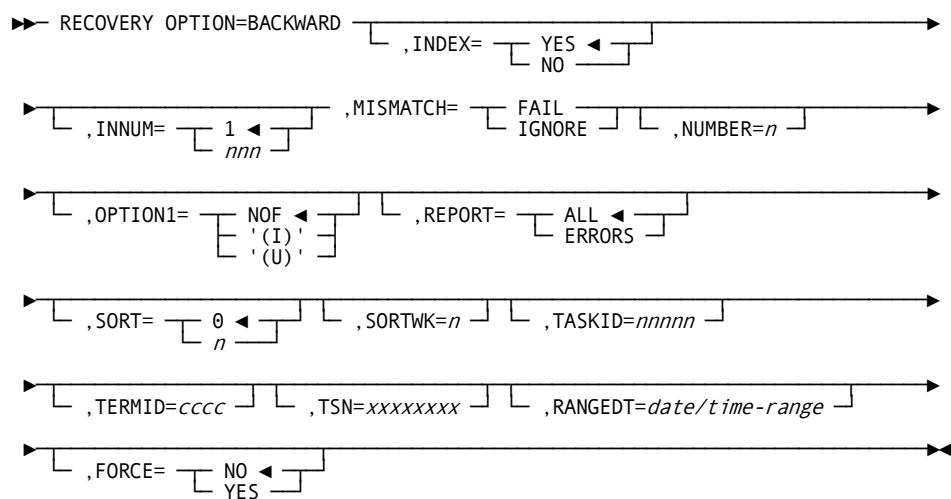
RECOVERY Command 2 (RECJOB)



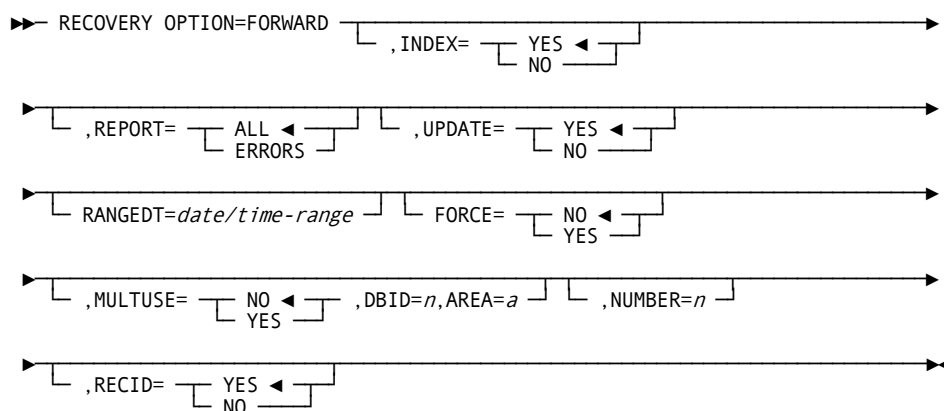
RECOVERY Command 3— Backward Recovery, Rebuild a Database (z/OS)



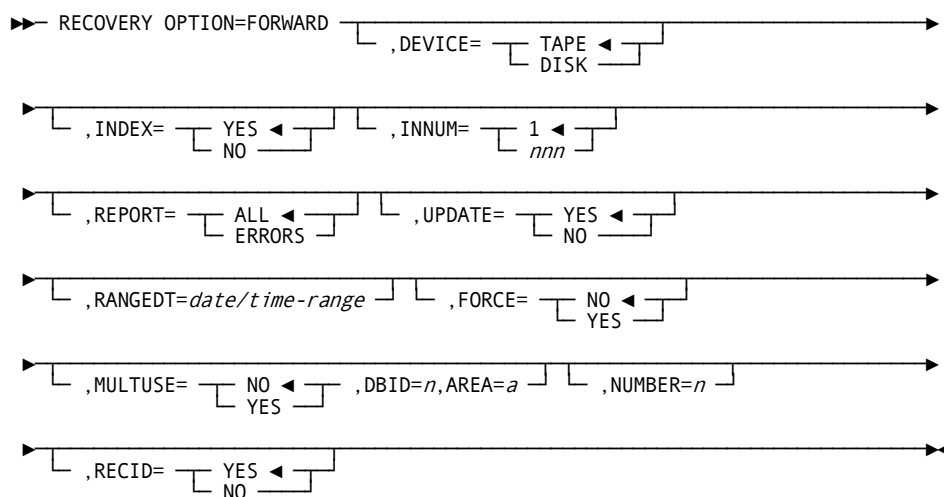
RECOVERY Command 3— Backward Recovery, Rebuild a Database (z/VSE)



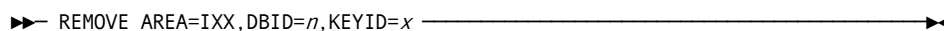
RECOVERY Command 3— Forward Recovery, Rebuild a Database using RECOVERY (z/OS)



RECOVERY Command 3— Forward Recovery, Rebuild a Database (z/VSE)



REMOVE— Remove Key ID



REORG— Parallel BACKUP/LOAD

REORG - Backup Only Reorg (z/OS)

```

▶▶ REORG OPTION2=BACKUPONLY,DBID=n,AREA=a,DDNAME=d,INNUM=n
└─┐
  └─┐ ,CYCLE=n └─┐ ,SEQBUFS=n

```

REORG - Backup Only Reorg (z/VSE)

```

▶▶ REORG OPTION2=BACKUPONLY,DBID=n,AREA=a ─ ,DEVICE= ┌─┐ DISK ──┐
                                                         └─┐ TAPE ──┐
                                                         └─┐ Snnn ──┐
└─┐ ,DTFNAME=bbbbbbb,INNUM=n └─┐ ,BLKSIZE=nnnnn, └─┐
└─┐ ,LABEL= ┌─┐ YES ──┐ └─┐ ,REWIND= ┌─┐ YES ──┐ └─┐ ,CYCLE=n └─┐
           └─┐ NO ──┐ └─┐ NO ──┐
└─┐ ,SEQBUFS=n

```

REORG - Backup Load/Load Only Reorg (z/OS)

Note: FORMAT=EXTRACT is only valid when OPTION2=LOADONLY.

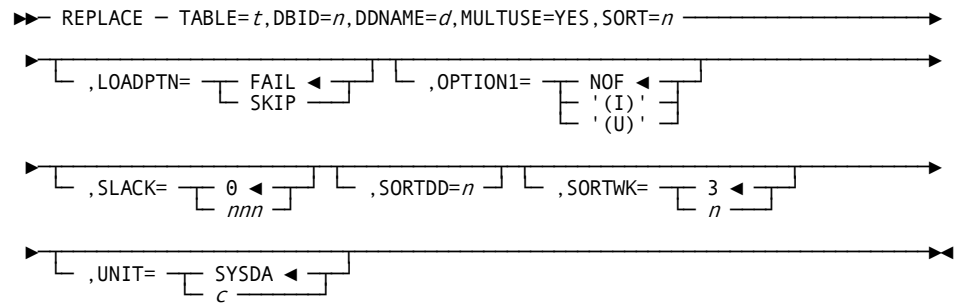
```

▶▶ REORG OPTION2= ┌─┐ BACKUPLoad ──┐ ,DBID=n,AREA=a,DDNAME=d,INNUM=n ──┐
                  └─┐ LOADONLY ──┐
└─┐ ,FORMAT= ┌─┐ BACKUP ──┐ └─┐ ,KBYTES=n └─┐
              └─┐ EXTRACT, TABLE=name ──┐
└─┐ ,SLACK=n └─┐ ,NUMBER=n └─┐ ,RESETRCE= ┌─┐ YES ──┐
                                                └─┐ NO ──┐
└─┐ ,CYCLE=n └─┐ ,TASKS=n └─┐ ,MULTUSE= ┌─┐ NO ──┐
                                                └─┐ YES ──┐

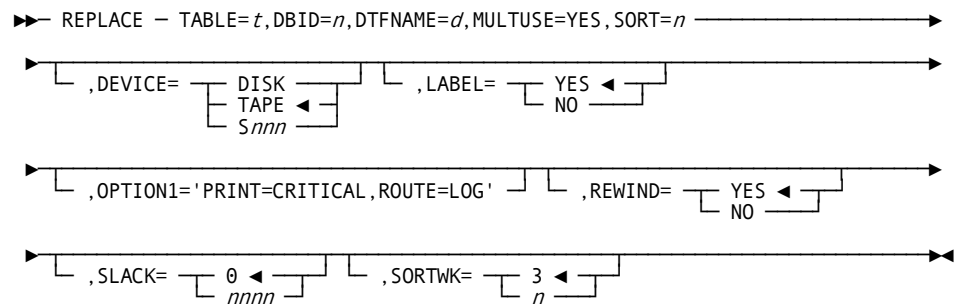
```

REPLACE— Replace All Data in a Table

REPLACE— Replace Data in a Table (z/OS)

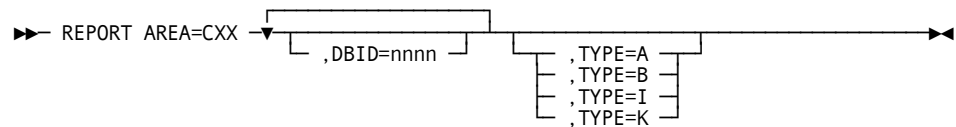


REPLACE— Replace Data in a Table (z/VSE)

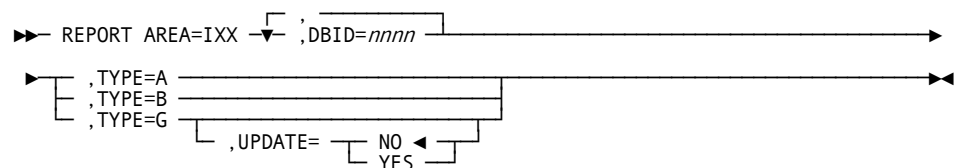


REPORT— Generate Reports

REPORT CXX— Directory Reports, Types Full, A, B, I, and K



REPORT IXX— Index Area Reports, Types A, B, and G



REPORT IXX— Index Area Reports, Types D and E

```

▶▶ REPORT AREA=IXX,DBID=nnnn ,TYPE=D,KEYID=n
                                     ,TYPE=E,KEYID=n IXXAREA=aaa
  
```

REPORT LXX— Log Area Reports

```

▶▶ REPORT AREA=LXX
  
```

REPORT RXX— Recovery File Analysis Report

```

▶▶ REPORT AREA=RXX
    BLOCK=blocknumber DBID=nnnn
    JOBNAME=jobname LOGPRINT=log-print-type
    OPTION2=name RANGEDT=date/time-range
    RANGETSN=tsn-numbers RECORDS=log-recs-accepted
    RUNUNIT=run-unit-numbers STARTAFT=log-recs-to-count
    TABLE=table-name TSNPRINT=tsn-print-type
    URINUM=uri-number
  
```

REPORT RXX— RXX Split File Analysis Report

```

▶▶ REPORT AREA=RXX
    LOGPRINT=
      DETAIL
      DETAILX
    BLOCK=blocknumber DBID=nnnn TABLE=ttt
    STARTAFT=nnnnn RECORDS=nnnnn URINUM=nnnnnnnn
  
```

REPORT REFGROUP— REFGROUP Report

```

▶▶ REPORT - REFGROUP=n, TABLE=tname, DBID=dbid, TYPE=
      D
      K
      S
    ,FIRSTKEY= - n
    ,LASTKEY= - n
  
```

REPORT MEMORY=DS (Data Space)

```

▶▶ REPORT MEMORY=DS

```

REPORT MEMORY=MVS

```

▶▶ REPORT MEMORY=MVS

```

REPORT PXX— Statistics and Diagnostics Area Report

```

▶▶ REPORT AREA=PPX
    ,DUMPS= FULL REQUEST TRACE
    ,JOBNAME=jjjjjjjj
    ,JOBSTAT= DETAIL DETAILX SUMMARY
    ,RTNCODE=nn
    ,SYSSTAT= DETAIL DETAILX SUMMARY

```

REPORT DEVICE— Data Area Space Estimation Report (z/VSE)

```

▶▶ REPORT DEVICE= nnnn FBA ,RECSIZE=n
    ,COMPER= 0 nn
    ,COMPRESS= NO YES
    ,GROWTH= 0 n
    ,RECORDS= 0 nnnnnnnn
    ,RECOVERY= NO YES
    ,STARTAFT= 1 nnn

```

REPORT MEMORY=DS— Data Space Report (z/OS)

```

▶▶ REPORT MEMORY=DS

```

REPORT TYPE=DATANE

```

▶▶ REPORT TYPE=DATANE,DBID=dbid, TABLE=table
    ,KEYNAME=keyname ,NUMBER=nnnn ,RECORDS=nnnnnnnn

```

REPORT TYPE=DATASP

REPORT TYPE=DATASP,DBID=dbid,AREA=area ,BLOCKS=nnnnnn

REPORT Type H— Utility Function History Report

REPORT DBID=nnnn ,TYPE=H

REPORT TYPE U— Debugging Report (z/OS)

REPORT TYPE=U ,DDNAME=DD-name

RESET— Reset Area

RESET CXX— Release Directory and Database Control

RESET AREA=CXX DBID=nnnn ,REPLY= NO YES

RESET LXX— Reset Log Area to Empty

RESET AREA=LXX

RETIX— Reconstruct Index

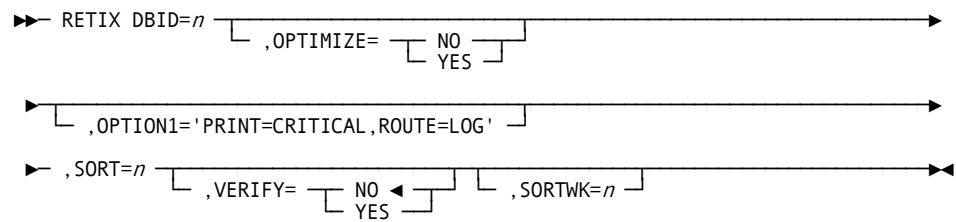
RETIX— Rebuilding the Data Space Index or Recounting Records

RETIX AREA=a, DBID=n ,KEYNAME=*DATA ,KEYNAME=*SETR

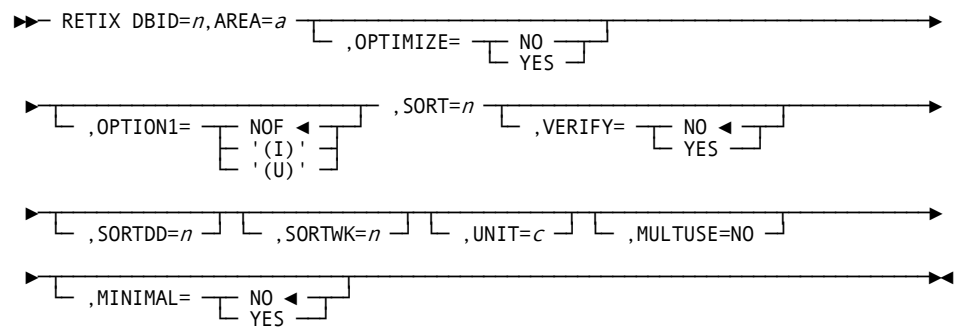
RETIX— Rebuilding a Full Index Area (z/OS)

RETIX DBID=n ,OPTIMIZE= NO YES ,OPTION1= NOF '(I)' '(U)'
 ,SORT=n ,VERIFY= NO YES ,SORTDD=c ,SORTWK=n
 ,UNIT=c ,SORTDFLT= NO YES

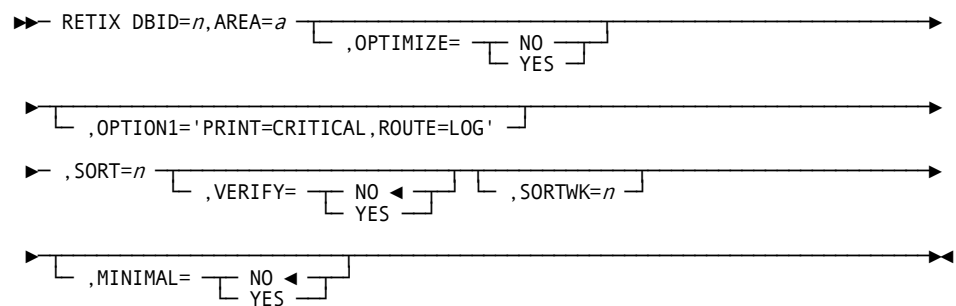
RETIX— Rebuilding a Full Index Area (z/VSE)



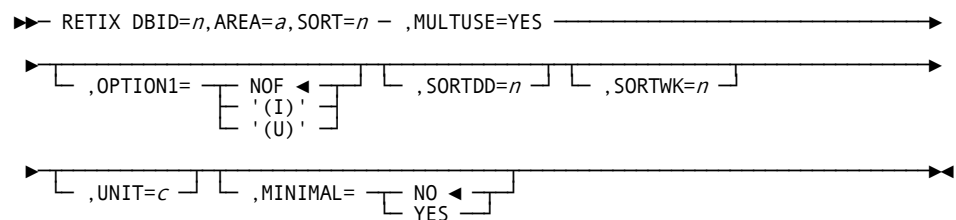
RETIX— Rebuilding an Area's Index in Single User (z/OS)



RETIX— Rebuilding an Area's Index in Single User (z/VSE)



RETIX— Rebuild an Area's Index Area in Multi-User (z/OS)



RETIX— Rebuild an Area's Index Area in Multi-User (z/VSE)

```

▶▶ RETIX DBID=n, AREA=a, SORT=n — , MULTUSE= ☐ NO ☐ YES
      ☐ , OPTION1='PRINT=CRITICAL , ROUTE=LOG' ☐ , SORTWK=n
      ☐ , MINIMAL= ☐ NO ☐ YES

```

RETIX— Resetting the TSN

```

▶▶ RETIX ☐ AREA=a, DBID=n — , KEYNAME=*RTSN

```

RXXFIX— Recover End-Of-File

```

▶▶ RXXFIX CYCLE=nnnnnn ☐ DBID=nnnn ☐ HISTORY=choice

```

SECURITY RESET— Clearing Security Validation Buffer

```

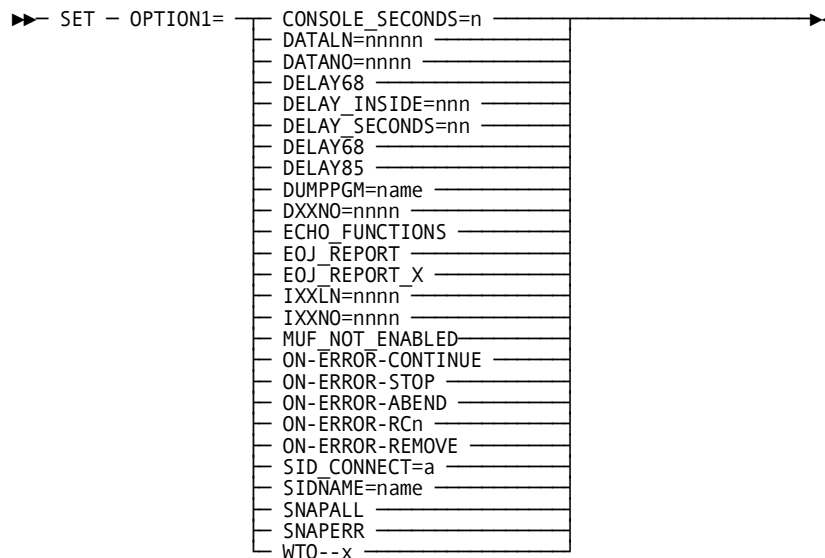
▶▶ SECURITY — , OPTION=RESET ☐ , USER=name

```

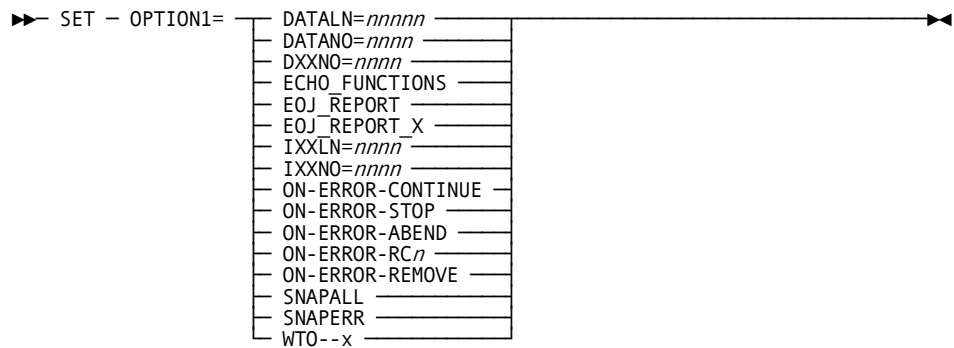

SET— Changing Error Processing

SET— Changing Error Processing (z/OS)

Note: Some are only used through DBIN1PR.

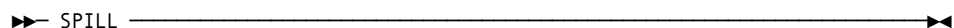


SET— Changing Error Processing (z/VSE)



SPILL (and SPILLREW in z/VSE)— Transfer Data to RXX

SPILL



SPILLREW (z/VSE)

►► SPILLREW REWIND= ☐ NO ☐ YES ◄◄

SPILOPT— Transfer Data to RXX Using MAX/MIN

►► SPILOPT - SPILL= ☐ MAX ☐ MIN ☐ , HISTORY=*choice* ◄◄

UNLOCK— Unlock a Data Area

►► UNLOCK OPTION=MOVER,DBID=*n*,AREA=*a* ◄◄

VERINDEX— Verify Index

VERINDEX— Verify Index

►► VERINDEX - DBID=*databaseid* - OPTION= ☐ DATAINDEX ☐ INDEXDATA ◄◄ TABLE=*tablename* →

◄◄ KEYNAME= ☐ ALL ◄◄ ☐ keyname ◄◄

DATAINDEX— Data to Index

The DATAINDEX option processes each data row for updating using physical data row order GSETP/GETPS commands with row locking.

Note: For more information, see the *CA Datacom/DB DBUTLTY Reference Guide*.

INDEXDATA— Index to Data

The INDEXDATA option processes each key definition selected for the table.

Note: For more information, see the *CA Datacom/DB DBUTLTY Reference Guide*.