

CA ADS™ Alive for CA IDMS™

ADS Alive User Guide

Release 18.5.00



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CA Product References

This document references the following CA products:

- CA ADS™
- CA ADS™ Alive
- CA IDMS™/DB
- CA IDMS™/DC Sort
- CA IDMS™/DC or CA IDMS™ UCF (DC/UCF)
- CA IDMS™ Dictionary Module Editor (CA IDMS DME)
- CA IDMS™ UCF (UCF)

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Contents

Chapter 1: General Information 9

Overview.....	9
CA ADS Alive: A Powerful Interactive Tool	9
Using CA ADS Alive to Debug and Test Dialogs.....	10
Dialog Animation.....	10
Dialog Animation Capabilities	10
Two Animation Modes	10
Specifying and Altering Stop Locations	11
Post-Abort Browse Facility	11
Displaying & Modifying Record/Element Contents	11
Suggestions for Testing.....	11
Online Documentation	12
Syntax Diagram Conventions	12

Chapter 2: CA ADS Alive Session 15

Overview.....	15
CA ADS Alive Session Overview	15
Typical CA ADS Alive Screen	17
Transfer Facility.....	18
Step 1: Invoke CA ADS Alive	18
Step 2: Select a Dialog for Animation.....	18
Step 2a: Specifying a Dialog at the Session Specification Screen	18
Step 2b: Accessing and Selecting a Dialog from the Dialog List Screen	20
Step 3: Specify the Animation Mode	22
Step 3a: Non-Interruptible Animation Mode.....	22
Step 3b: Interruptible Animation Mode.....	23
Step 4: Select Processes for Interruptible Animation.....	24
Step 5: Specify Stop Locations for Animation	25
Step 6: Specify Animation Session Values	26
Step 7: Animate the Dialog.....	28
Non-Interruptible Animation	29
Interruptible Animation	29
Post-Abort Browse Facility	30
Record/Element Display & Modification	31
Displaying a Record using the RECORD Command	32
Displaying a Record using the ELEMENT Command	33

Chapter 3: Commands

35

Overview.....	35
Conventions, Syntax, and Summary Figures	35
Common Commands	36
= (Equals) Command.....	37
DOWN Command.....	37
END Command.....	38
EXIT Command.....	38
HELP Command	38
KEYS Command.....	38
QUIT Command	39
UP Command	40
Animation Setup Commands	40
ELEMENT Command	41
REMOVE Command	41
SHOW Command.....	41
STOP Command.....	41
Animation Runtime Commands	42
ELEMENT Command	44
GO Command.....	44
INFO Command	44
NOANIMAT Command	46
NOPROCSS Command	46
NOSTOP Command	46
PROCESS Command	47
RECORD Command	47
REMOVE Command	47
RGO (REMOVEGO) Command.....	48
SHOW Command.....	48
SKIP Command.....	48
STEP Command.....	48
STOP Command.....	48
Post-Abort Browse Facility Commands	50
DME Command.....	50
ELEMENT Command	50
INFO Command	51
RECORD Command	52
SETUP Command.....	53
Record/Element Display & Modification Commands.....	53
DISPLAY Command.....	54
EXIT Command.....	54

INITIALIZE Command	54
QUIT Command	54
SET AUTOHEX Command	54
SET HEX/NATIVE Command.....	55
SET LOWERCASE Command	55

Chapter 4: Operations **57**

Overview.....	57
Operating Environment.....	57
Online Documentation Print Utility	58
CA ADS Alive Customization Macros	59
Reviewing the Post-Abort Browse Queue	60
The Queue Review Procedure	60
The Queue Review Screen	60

Chapter 5: Messages **63**

Overview.....	63
Messages Generated by CA ADS Alive.....	63
Severity Codes	64

Appendix A: Browse Commands **133**

Overview.....	133
Browse Commands	133
Scroll Options.....	133
Primary Commands.....	134
Line Commands	134
Program Function Keys	134
Entering Commands	134
Scroll Options.....	135
Primary Commands.....	136
BOTTOM Command.....	136
CAPS Command	136
CURSOR Command	137
DOWN Command.....	137
EDITOR-ID Command.....	138
ECHO Command	138
ENTER Command.....	138
FIND Command.....	138
FIRST Command.....	139
LAST Command.....	139

LEFT Command	139
LOCATE Command	140
MEMORY Command	140
PROFILE Command.....	141
RESET Command	141
RESHOW Command	141
RFIND Command	142
RIGHT Command	142
TIME Command	142
TOP Command	142
UP Command	142
Line Commands	143
Entering Line Commands	143
A (after) Command	143
B (before) Command	144

Glossary	145
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Index	147
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Chapter 1: General Information

This section contains the following topics:

[Overview](#) (see page 9)

[CA ADS Alive: A Powerful Interactive Tool](#) (see page 9)

[Dialog Animation](#) (see page 10)

[Suggestions for Testing](#) (see page 11)

[Online Documentation](#) (see page 12)

[Syntax Diagram Conventions](#) (see page 12)

Overview

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

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

CA ADS Alive: A Powerful Interactive Tool

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

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

Using CA ADS Alive to Debug and Test Dialogs

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

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

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

Dialog Animation

The CA ADS Alive online process by which you can test and debug your dialogs is called dialog "animation." Animation is an online view of CA ADS source execution. A typical animation session is described in detail in Chapter 2, [CA ADS Alive Session](#) (see page 15).

Dialog Animation Capabilities

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

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

Two Animation Modes

CA ADS Alive provides two animation modes:

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

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

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

Specifying and Altering Stop Locations

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

This gives you the ability to control the animation process and quickly and easily pinpoint errors.

Post-Abort Browse Facility

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

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

The Post-Abort Browse Facility is described in detail in Chapter 2, [CA ADS Alive Session](#) (see page 15). The queue review procedure is described in detail in Chapter 4, [Operations](#) (see page 57).

Displaying & Modifying Record/Element Contents

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

Suggestions for Testing

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

- Test a dialog with an animation stop point at the beginning of each possible dialog path. Execution of the dialog will temporarily halt when the stop point is reached, and you can quickly determine the logic through which the dialog is passing.
- Test a dialog with stop points set at logical points to verify data fields. When data values such as status codes, control fields, or intermediate work fields change during a single execution, you can set stop points to trap and review the changing values.

- Test multiple conditions during one session, avoiding recompilation or regeneration. When data values control the dialog flow, you can set stop points at decision points and alter data values as needed using the RECORD command. In this way, you can exercise alternate dialog paths without creating new test data cases.
- Scroll through a record from beginning to end when the dialog has stopped. You can look for questionable values and change invalid ones before they affect further processing.
- Use the STOP command to set animation stop points to stop only when a field reaches a specific value. This will aid in determining invalid information stored in records or finding error codes when they occur.
- Run a test session in the Non-Interruptible Mode (without animation stop points). In the event of an abort, CA ADS Alive takes you to a browse session from which you can expand error messages, move to an edit session, or go back to an Animation Setup Session (the Animation Setup Session is described in detail in Chapter 2, CA ADS Alive Session).

Online Documentation

CA ADS Alive provides comprehensive online documentation including information on using screens and an online message facility.

At any point in a CA ADS Alive Session, you can enter the HELP command in the COMMAND or OPTION field to access online documentation.

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

For more information see Chapter 4, [Operations](#) (see page 57) of this guide for detailed information on using the Online Documentation Print Utility.

Syntax Diagram Conventions

The syntax diagrams presented in this guide use the following notation conventions:

UPPERCASE OR SPECIAL CHARACTERS

Represents a required keyword, partial keyword, character, or symbol that must be entered completely as shown.

lowercase

Represents an optional keyword or partial keyword that, if used, must be entered completely as shown.

italicized lowercase

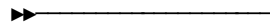
Represents a value that you supply.

lowercase bold

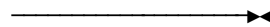
Represents a portion of the syntax shown in greater detail at the end of the syntax or elsewhere in the document.



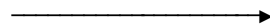
Points to the default in a list of choices.



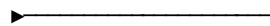
Indicates the beginning of a complete piece of syntax.



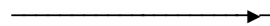
Indicates the end of a complete piece of syntax.



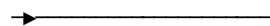
Indicates that the syntax continues on the next line.



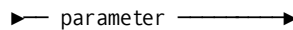
Indicates that the syntax continues on this line.



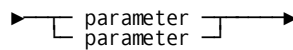
Indicates that the parameter continues on the next line.



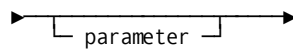
Indicates that a parameter continues on this line.



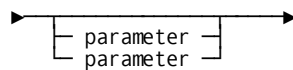
Indicates a required parameter.



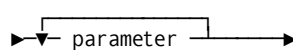
Indicates a choice of required parameters. You must select one.



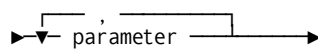
Indicates an optional parameter.



Indicates a choice of optional parameters. Select one or none.



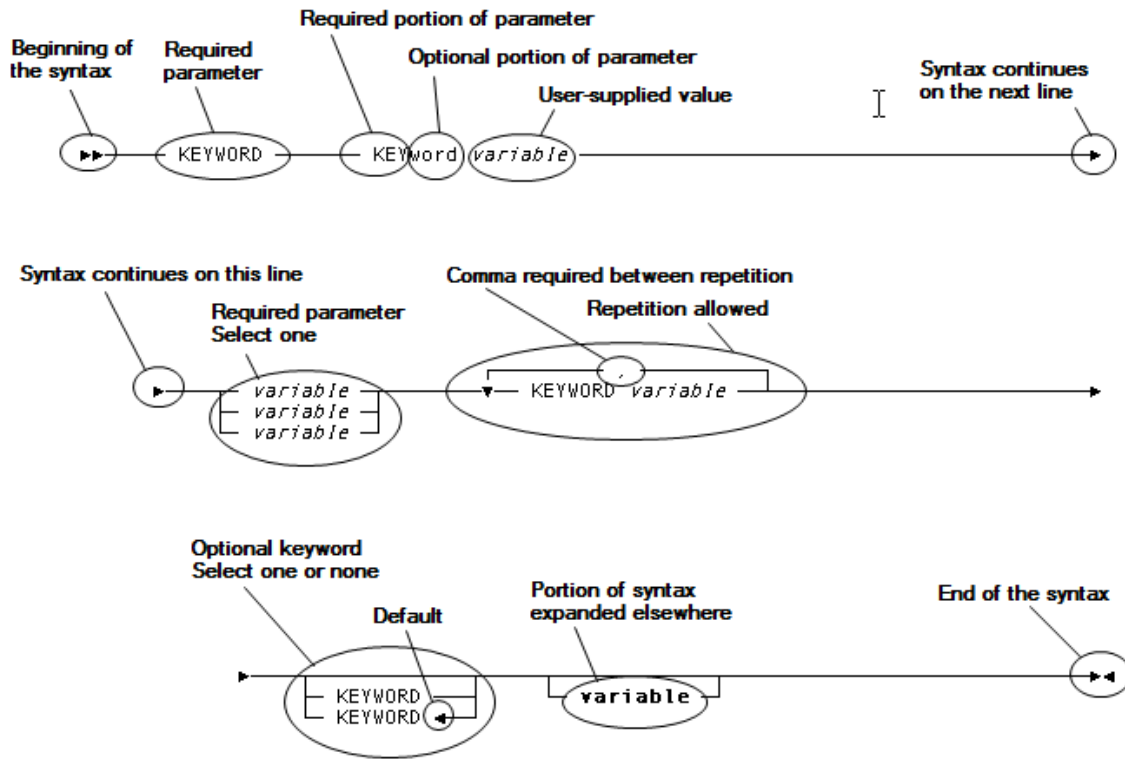
Indicates that you can repeat the parameter or specify more than one parameter.



Indicates that you must enter a comma between repetitions of the parameter.

Sample Syntax Diagram

The following sample explains how the notation conventions are used:



Chapter 2: CA ADS Alive Session

This section contains the following topics:

[Overview](#) (see page 15)

[CA ADS Alive Session Overview](#) (see page 15)

[Typical CA ADS Alive Screen](#) (see page 17)

[Step 1: Invoke CA ADS Alive](#) (see page 18)

[Step 2: Select a Dialog for Animation](#) (see page 18)

[Step 3: Specify the Animation Mode](#) (see page 22)

[Step 4: Select Processes for Interruptible Animation](#) (see page 24)

[Step 5: Specify Stop Locations for Animation](#) (see page 25)

[Step 6: Specify Animation Session Values](#) (see page 26)

[Step 7: Animate the Dialog](#) (see page 28)

[Post-Abort Browse Facility](#) (see page 30)

[Record/Element Display & Modification](#) (see page 31)

Overview

This chapter provides information on using CA ADS Alive. Topics include:

- An overview of the CA ADS Alive session
- Detailed descriptions of the CA ADS Alive session steps
- A description of the Post-Abort Browse Facility
- Instructions for reviewing and modifying records/elements.

CA ADS Alive Session Overview

The CA ADS Alive animation session is made of a series of steps. These steps make up the following animation subsessions:

- **The Animation Setup Session** - In this subsession you access CA ADS Alive, select a dialog for animation, specify animation stop locations, and specify animation session values.
- **The Animation Runtime Session** - In this subsession you actually animate the dialog and correct any bugs or errors as they occur.

The following table provides an overview of the CA ADS Alive session. Step numbers, step names, screen names, and animation subsessions are all related in this table.

Step Number	Step Name	Screen Name	Animation Subsession
1	Invoke CA IDMS/ADS Alive	CA IDMS/DC System Prompt	Animation Setup Session
2	Select a Dialog for Animation	Session Specification Screen Dialog List Screen	
3	Specify Animation Mode	Specify Animation for DIALOG Screen	
4	Select Processes for Interruptible Animation	Process List Screen	
5	Specify Stop Locations for Animation	Animation Setup Edit Screen List of Records Owning Element	
6	Specify Animation Session Values	Animation Session Control Screen	
7	Animate the Dialog	Animation Runtime Edit Screen Post-Abort Browse Screen Record List Screen List of Records Owning Element Record/Element Review Screen	Animation Runtime Session

Typical CA ADS Alive Screen

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

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

In this chapter, the commands that are active are listed after the screen. The commands are described in detail in Chapter 3, "Commands" of this guide.

```

CA IDMS/ADS ALive Rnn.nn -- Dialog List -----hh:mm mm/dd/yy
COMMAND ==>                                     USGADLS

DICTIONARY:          NODE:
Enter "S" to specify a Dialog for Animation Processing

      DIALOG      DIALOG      DATE      TIME
      NAME        VERSION     UPDATED   UPDATED
      AAAABBBB    0001        mm/dd/yy  171733
      AA1          0001        mm/dd/yy  152751
      ABC          0001        mm/dd/yy  101316
      ABCD1234    0001        mm/dd/yy  171811
      ADSAlive    0001        mm/dd/yy  155237
      ADSCXIST    0001        mm/dd/yy  103947
      ALFDI002    0001        mm/dd/yy  144941
      ALFD002     0001        mm/dd/yy  122632
      ATSQLDLG    0001        mm/dd/yy  154443
      BEPPOD1     0001        mm/dd/yy  144834
      CUDI002     0001        mm/dd/yy  164951
      CUDI003     0001        mm/dd/yy  114230
      CUDI004     0001        mm/dd/yy  090054
      CUID002     0001        mm/dd/yy  105116
      D1          0001        mm/dd/yy  165401
      GWGDIA01    0001        mm/dd/yy  143725
  
```

Active Commands

```

=
DOWN
END
EXIT
HELP
KEYS
QUIT
UP
  
```

Transfer Facility

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

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

Step 1: Invoke CA ADS Alive

To invoke CA ADS Alive from the CA IDMS/DC system:

1. Type your site-specific task code (ADSALIVE is the default) at the CA IDMS/DC system prompt.
2. Press the ENTER key.

CA ADS Alive responds by displaying the Session Specification screen.

```
V81  ENTER NEXT TASK CODE:
ADSALIVE
```

Step 2: Select a Dialog for Animation

To begin a CA ADS Alive session, select a dialog for animation. To make a selection:

- Specify a dialog at the Session Specification screen.
- or
- Select a dialog at the Dialog List screen.

Step 2a: Specifying a Dialog at the Session Specification Screen

To specify a dialog for animation at the Session Specification screen:

1. Type option **1** (Animate) in the OPTION field.
2. Type the dictionary, node, dialog, and dialog version number.
3. Press the ENTER key.

When specifying a dialog by this method, you may use wildcards (*) in the dialog field. The following screen shows an example of wildcard use. This is a system option that is specified when CA ADS Alive is installed. See your DBA if you have any questions about the use of wildcards at your site.

CA ADS Alive responds by displaying the Specify Animation for DIALOG screen. Proceed to the Specify the Animation Mode step.

```

          CCCCCCCC
          CCCCCCCC
          CCC
          CCC      AAAA
          CCC      AAAAA
          CCC      AAAAAA
          CCC      AAA AAA
          CCC      AAA  AAA
          CCAAACCCCC OPTION ==> 1
          AAACCCCCCCC 1 Animate   - Specify Animation for DIALOG
          AAA      AAA  2 Remove   - Remove DIALOG from Animation
          AAA      AAA  3 Session  - Specify Animation Session Values
          AAA      AAA  T Tutorial  - Display information about ADS/Alive
                               X Exit   - Exit ADS/Alive (Leave Session Intact)
                               Q Quit   - Exit ADS/Alive (Terminate Session)

          Dictionary ==>      Node ==>
          Dialog ==> *HAX      (Blanks for Dialog List)
          Dialog Version ==>  (Blanks for all Version of Dialog)

          Copyright (C) 1988, 2003 CA, Inc.
    
```

Active Commands

```

=
END
EXIT
HELP
KEYS
QUIT
    
```

Step 2b: Accessing and Selecting a Dialog from the Dialog List Screen

To access the Dialog List screen:

1. Type **1** (Animate) in the OPTION field of the Session Specification screen.
2. Leave the Dialog and Dialog Version fields blank.
3. Press the ENTER key.

CA ADS Alive responds by displaying the Dialog List screen.

```
CCCCCCCC
CCCCCCCC
CCC
CCC      AAAA
CCC      AAAAA
CCC      AAAAAA
CCC      AAA AAA
CCC      AAA AAA
CCAAACCCCC OPTION ==> 1
AAACCCCCCCC 1 Animate - Specify Animation for DIALOG
AAA      AAA 2 Remove - Remove DIALOG from Animation
AAA      AAA 3 Session - Specify Animation Session Values
AAA      AAA T Tutorial - Display information about ADS/Alive
X Exit - Exit ADS/Alive (Leave Session Intact)
Q Quit - Exit ADS/Alive (Terminate Session)

Dictionary ==> Node ==>
Dialog ==> (Blanks for Dialog List)
Dialog Version ==> (Blanks for all Version of Dialog)

Copyright (C) 1988, 2003 CA, Inc.
```

Active Commands

=
END
EXIT
HELP
KEYS
QUIT

```

CA IDMS/ADS Alive Rnn.nn -- Dialog List ----- hh:mm mm/dd/yy
COMMAND ==>
USGADLS

DICTIONARY:      NODE:
Enter "S" to specify a Dialog for Animation Processing

      DIALOG      DIALOG      DATE      TIME
      NAME        VERSION     UPDATED   UPDATED
      AAAABBBB    0001      mm/dd/yy  171733
      AA1         0001      mm/dd/yy  152751
      ABC         0001      mm/dd/yy  101316
      ABCD1234    0001      mm/dd/yy  171811
      ADSALive    0001      mm/dd/yy  155237
      ADSCXIST    0001      mm/dd/yy  103947
      ALFDI002    0001      mm/dd/yy  144941
      ALFD002     0001      mm/dd/yy  122632
      ATSQLDLG    0001      mm/dd/yy  154443
      BEPP0D1     0001      mm/dd/yy  144834
      CUDI002     0001      mm/dd/yy  164951
      CUDI003     0001      mm/dd/yy  114230
      CUDI004     0001      mm/dd/yy  090054
      CUID002     0001      mm/dd/yy  105116
      D1          0001      mm/dd/yy  165401
      GWGDIA01    0001      mm/dd/yy  143725

```

Active Commands

=
 DOWN
 END
 EXIT
 HELP
 KEYS
 QUIT
 UP

4. Select a dialog by typing an **S** in the field to the left of the dialog you want to animate.

CA ADS Alive responds by displaying the Specify Animation for DIALOG screen. Proceed to the Specify the Animation Mode step.

Step 3: Specify the Animation Mode

CA ADS Alive provides two animation modes:

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

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

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

Step 3a: Non-Interruptible Animation Mode

1. Type **N** (No) in the Interrupt? field. **Y** (Yes) is the default.
2. Type a delay interval (in seconds) in the Delay Interval field. This interval specifies the length of time the dialog will rest on a line of code before automatically going on to the next line.
3. Press the ENTER key. CA ADS Alive responds by displaying a message that the dialog has been enabled for animation.
4. If you specified **N** for Interrupt?, type **=3** in the COMMAND field to proceed to the Specify Animation Session Values step.

```
CA IDMS/ADS Alive Rnn.nn -- Specify Animation for DIALOG --- hh:mm mm/dd/yy
COMMAND ==> =3                                         USGASET
USG0029I DIALOG AAL VERSION 0001 ENABLED FOR ANIMATION

DICTIONARY:          NODE:
  DIALOG: AAL        VERSION: 0001

Specify Whether or not Animation is interruptible for this DIALOG:

      Interrupt? ==> N                                 (Y-Yes or N-No)

If DIALOG is interruptible, are specific PROCESSES to be interrupted?:

      Specify Processes? ==> N                         (Y-Yes or N-No)

If DIALOG is NOT interruptible, specify delay interval for animation:

      Delay Interval ==> 0003                          (in seconds)
```

Active Commands

```
=
END
EXIT
HELP
KEYS
QUIT
```

Step 3b: Interruptible Animation Mode

1. Type Y (Yes) in the Interrupt? field. Y (Yes) is the default.
2. If you want to specify animation stops for specific processes, type Y (Yes) in the Specify Processes field.
3. Press the ENTER key.
4. If you specified processes for interruption, CA ADS Alive responds by displaying the Process Lists screen. Proceed to the Select Processes for Interruptible Animation step.

or

If you did not specify processes for interruption, proceed to the Specify Animation Session Values step.

```
CA IDMS/ADS Alive Rnn.nn -- Specify Animation for DIALOG --- hh:mm mm/dd/yy
COMMAND ==>                                     USGASET
USG0029I DIALOG AA1 VERSION 0001 ENABLED FOR ANIMATION

DICTIONARY:          NODE:
  DIALOG: AA1        VERSION: 0001

Specify Whether or not Animation is interruptible for this DIALOG:
  Interrupt? ==> Y                                     (Y-Yes or N-No)

If DIALOG is interruptible, are specific PROCESSES to be interrupted?:
  Specify Processes? ==> Y                             (Y-Yes or N-No)

If DIALOG is NOT interruptible, specify delay interval for animation:
  Delay Interval ==> 0000                             (in seconds)
```

Active Commands

=
END
EXIT
HELP
KEYS
QUIT

Step 4: Select Processes for Interruptible Animation

Optionally select specific processes for interruptible animation from the Process List screen.

The Process List screen instructs you to type **S** or **X** in the field to the left of the process name to indicate every line or specific lines for animation. You may also choose to type **D** in front of a process name to delete the process from animation.

The example below shows that the process AA-PREMAP-1 has been selected for line-specific animation and the process AA1-RESPONSE-1 has been selected for animation of every line.

After these selections are entered, the Animation Setup Edit screen is displayed for each process that you selected with an **X**.

```
CA IDMS/ADS ALive Rnn.nn -- Process List -----hh:mm mm/dd/yy
COMMAND ==> USGAPL
USG0037I CONTROL VALUES ACCEPTED -- SELECT PROCESSES FOR ANIMATION
DICTIONARY:      NODE:      DIALOG: AA1      VERSION: 0001
Enter "S" to select every line of the PROCESS for animation
Enter "D" to delete the PROCESS from animation
Enter "X" to select specific lines in the PROCESS for animation

          PROCESS NAME                DATE      DATE
          X AA-PREMAP-1                0001 mm/dd/yy mm/dd/yy PREMAP
          S AA1-RESPONSE-1             0001 mm/dd/yy mm/dd/yy RESPNS PF1
          **END**
```

Active Commands

=
DOWN
END
EXIT
HELP
KEYS
QUIT
UP

Step 5: Specify Stop Locations for Animation

Use the Animation Setup Edit screen to specify animation stop locations or interruption points.

You set the stop locations using a combination of primary commands and line specifications. For example, the STOP command allows you to stop the animation B-(Before) or A-(At) lines and values after n iterations of a loop, at a numerically repeating interval of an iteration, or combinations.

See Chapter 3, [Commands](#) (see page 35) for detailed descriptions of animation setup commands. See Chapter 1, [General Information](#) (see page 9) for suggestions on stop command placement.

After entering animation stop locations, you are ready to specify animation session values.

To save the changes to the dialog and access the Animation Session Control screen, type =3 in the COMMAND field and press the ENTER key.

```

EDIT --ANIMATE DIALOG AA1 VERSION 0001                COLUMNS 001 072
COMMAND ==>                                         SCROLL ==> PAGE
***** ** TOP OF DATA ***** CA IDMS/ADSA Live**
==MSG> DICTIONARY:                                NODE:
==MSG>   DIALOG: AA1
==MSG>   VERSION: 0001
==MSG>   PROCESS: AA-PREMAP-1
==MSG>   VERSION: 0001
000006 MOVE '1' TO AA-ELEMENT-1.
000007 MOVE 99 TO AA-ELEMENT-2.
000008 MOVE 'PREMAP COMPLETED' TO AA-ELEMENT-3.
000009 IF AA-ELEMENT-2 = 100
000010 DO.
000011 MOVE '2' TO AA-ELEMENT-1.
000012 MOVE 101 TO AA-ELEMENT-2.
000013 END.
000014 ELSE
000015 DO.
000016 MOVE '3' TO AA-ELEMENT-1.
000017 MOVE 104 TO AA-ELEMENT-2.
000018 END.
000019 DISPLAY.
***** ** BOTTOM OF DATA *****CA IDMS/ADSA Live **

```

Active Commands

BOTTOM
CAPS
CURSOR
DOWN
EDITOR-ID
ENTER

FIND
FIRST
LAST
LEFT
LOCATE
MEMORY
PROFILE
RESET
RESHOW
RFIND
RIGHT
TIME
TOP
UP
ELEMENT
REMOVE
SHOW
STOP

Step 6: Specify Animation Session Values

The Animation Session Control screen allows you to change the animation session values shown below. After entering the values, you can enter **⇒X** to exit CA ADS Alive. If you specified **ADS dialog-name** to invoke upon exit from the session, you will automatically proceed to the Animate the Dialog step.

SPECIFY ENVIRONMENT OPTIONS

This area allows you to change the dbname, dbnode, and dialog version number of the dialog to be animated.

SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM SESSION

This field allows you to specify the task code you want to invoke when you finish the Animation Setup Session. For example, type **ADS dialog-name**. If the dialog is a mainline dialog, CA ADS Alive takes you to the Animation Runtime Session of the dialog you specified as soon as you exit the Animation Setup Session. The dialog does not, however, have to be defined as mainline to use CA ADS Alive. This can be the task code of the application of which your dialog is a part.

Leave this field blank to return to the CA IDMS/DC prompt, ENTER NEXT TASK, when you exit the Animation Setup Session.

SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM ANIMATION

This field allows you to specify the task code you want to invoke when you exit from CA ADS Alive during an Animation Runtime Session. For example, type **ADS** to move to the CA ADS main menu as soon as you exit from the Animation Runtime Session. You could also exit to CA IDMS DME by entering **DME** or the appropriate task code.

```

CA IDMS/ADS Alive Rnn.nn -- Animation Session Control ----- hh:mm mm/dd/yy
COMMAND ==>
USG0016I FUNCTION SUCCESSFULLY COMPLETED
SPECIFY ENVIRONMENT OPTIONS:

    Alter Defaults for Execution? ==> N          (Y-Yes or N-No)

                DBNAME ==>

                DBNODE ==>

                Version ==> 0001

SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM SESSION:
    (NOTE: Enter BLANKS to return to ENTER NEXT TASK)

==> ADS AA1

SPECIFY TASK STREAM TO INVOKE UPON EXIT FROM ANIMATION:
    (NOTE: Enter BLANKS to return to ENTER NEXT TASK)

==> DME

```

Active Commands

```

=
END
EXIT
HELP
KEYS
QUIT

```

Step 7: Animate the Dialog

To animate the dialog:

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

or

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

```
EDIT --DIALOG AA1 IS RUNNING...                                COLUMNS 001 072
COMMAND ==>                                                    SCROLL ==> PAGE
***** ** TOP OF DATA ***** CA IDMS/ADSALive ***
==MSG> DICTIONARY:          NODE:
==MSG>   DIALOG: AA1
==MSG>   VERSION: 0001
==MSG>   PROCESS: AA-PREMAP-1
==MSG>   VERSION: 0001
==MSG> .....NEXT LINE TO EXECUTE FOLLOWS.....
=STOP> MOVE '1' TO AA-ELEMENT-1.
000008 MOVE 99 TO AA-ELEMENT-2.
=STOP> MOVE 'PREMAP COMPLETED' TO AA-ELEMENT-3.
000010 IF AA-ELEMENT-2 = 100
000011 DO.
000012   MOVE '2' TO AA-ELEMENT-1.
000013   MOVE 101 TO AA-ELEMENT-2.
000014 END.
000015 ELSE
000016 DO.
000017   MOVE '3' TO AA-ELEMENT-1.
000018   MOVE 104 TO AA-ELEMENT-2.
000019 END.
=STOP> DISPLAY.
***** ** BOTTOM OF DATA ***** CA IDMS/ADSALive ***
```

Active Commands

BOTTOM
CAPS
CURSOR
DOWN
EDITOR-ID
ENTER
FIND
FIRST
LAST
LEFT
LOCATE
MEMORY
PROFILE

RESET
RESHOW
RFIND
RIGHT
TIME
TOP
UP
ELEMENT
GO
INFO
NOANIMAT
NOPROCSS
NOSTOP
PROCESS
RECORD
REMOVE
REMOVEGO
SHOW
SKIP
STEP
STOP

Non-Interruptible Animation

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

Interruptible Animation

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

For more information see Chapter 3, [Commands](#) (see page 35) for detailed descriptions of Animation Runtime Session commands.

Post-Abort Browse Facility

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

This screen is presented if DIAGNOSTIC SCREEN IS YES is specified as a CA ADS statement in your sysgen. See your database administrator if you have any questions.

If ACTIVITY LOG IS YES is specified as a CAADS statement in your sysgen, the Post-Abort Browse Facility diagnostic screens are saved to a queue. See Chapter 4, [Operations](#) (see page 57) for information on reviewing the CA ADS Alive diagnostic queue.

```
BROWSE -DIALOG AA1 HAS ABENDED. .                                COLUMNS 001 079
COMMAND ==>                                                    SCROLL ==> PAGE
*** TOP OF DATA ***** CA IDMS/ADSALive ***
DICTIONARY:                NODE:
    DIALOG: AA1
    VERSION: 0001
    PROCESS: AA1-RESPONSE-1
    VERSION: 0001
!THIS RESPONSE EXERCISES THE NEW ABORT INTERFACE FROM ADSODBUG
MOVE 9555 TO SKILL-ID-0455.
MOVE 'VERBALIZATION' TO SKILL-NAME-0455.
MOVE 'SHOOTING THE BREEZE' TO SKILL-DESCRIPTION-0455.
!I FORGOT TO EVER OBTAIN THE SKILL RECORD.
DC173008 APPLICATION ABORTED. BAD IDMS STATUS RETURNED;
STATUS=0809
MODIFY SKILL.
DISPLAY MESSAGE TEXT 'SKILL MODIFIED'.
*** BOTTOM OF DATA ***** CA IDMS/ADSALive ***
```

Active Commands

- BOTTOM
- CAPS
- CURSOR
- DOWN
- EDITOR-ID
- ENTER
- FIND
- FIRST
- LAST
- LEFT
- LOCATE
- MEMORY
- PROFILE
- RESET
- RESHOW
- RFIND

RIGHT
TIME
TOP
UP
DME
ELEMENT
INFO
RECORD
SETUP

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

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

For more information, see Chapter 3, [Commands](#) (see page 35) for detailed descriptions of the Post-Abort Browse Facility commands.

Record/Element Display & Modification

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

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

Displaying a Record using the RECORD Command

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

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

```

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

A RECORD command was entered without a Record Name

Enter "S" to select the RECORD for processing
Enter the "END" command to terminate processing

RECORD NAME          DATE      DATE      USER
AA-RECORD-1          VERS  CREATED  UPDATED  UPDATED
AA-RECORD-2          0001   mm/dd/yy
ADS0-STAT-DEF-REC   0001   mm/dd/yy
SKILL                0100   mm/dd/yy  mm/dd/yy PUBLIC
**END**
    
```

Active Commands

```

=
DOWN
END
EXIT
HELP
KEYS
QUIT
UP
    
```

If you specify a *record-name* and optionally *version*, CA ADS Alive responds by displaying the Record/Element Review screen (shown below). See Chapter 3, [Commands](#) (see page 35) for detailed information on record/element display and modification commands.

```

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

RECORD: AA-RECORD-1 V 1                          DICT:

                                           LINE 0001 OF 0003
05 AA-ELEMENT-1.....A
05 AA-ELEMENT-2.....F +0000000000
05 AA-ELEMENT-3.....A
    
```


Active Commands

```

=
DISPLAY
DOWN
END
EXIT
INITIALIZE
HELP
KEYS
QUIT
SET AUTOHEX
SET HEX/NATIVE
SET LOWERCASE
SETUP
UP

```

Displaying a Record using the ELEMENT Command

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

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

```

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

Element AA-ELEMENT-1

Enter the "END" command to terminate Inquiry List

      RECORD NAME                DATE      DATE      USER
      AA-RECORD-1                VERS  CREATED  UPDATED  UPDATED
      **END**                    0001  mm/dd/yy

```

Active Commands

```

=
DOWN
END
EXIT
HELP
KEYS
QUIT
UP

```

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

For more information see Chapter 3, [Commands](#) (see page 35) for detailed information on record/element display and modification commands.

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

RECORD: AA-RECORD-1 V 1                            DICT:
                                                    LINE 0001 OF 0003

05 AA-ELEMENT-1.....A
05 AA-ELEMENT-2.....F +0000000000
05 AA-ELEMENT-3.....A
```

Active Commands

- =
- DISPLAY
- DOWN
- END
- EXIT
- INITIALIZE
- HELP
- KEYS
- QUIT
- SET AUTOHEX
- SET HEX/NATIVE
- SET LOWERCASE
- SETUP
- UP

Chapter 3: Commands

This section contains the following topics:

[Overview](#) (see page 35)

[Conventions, Syntax, and Summary Figures](#) (see page 35)

[Common Commands](#) (see page 36)

[Animation Setup Commands](#) (see page 40)

[Animation Runtime Commands](#) (see page 42)

[Post-Abort Browse Facility Commands](#) (see page 50)

[Record/Element Display & Modification Commands](#) (see page 53)

Overview

This chapter provides a guide to CA ADS Alive commands. The chapter is divided into five sections covering the following CA ADS Alive commands:

- Common Commands
- Animation Setup Commands
- Animation Runtime Commands
- Post-Abort Browse Facility Commands
- Record Element Display & Modification Commands

A description of each command is given, along with its syntax and the rules for its use.

Conventions, Syntax, and Summary Figures

Be sure to review the following information before you begin your first CA ADS Alive animation session:

- Notation Conventions
- Common Commands Summary
- Animation Setup Commands Summary
- Animation Runtime Commands Summary
- Post-Abort Browse Facility Commands Summary
- Record/Element Display & Modification Commands Summary

Notation Conventions

Exit

Keywords appear in mixed case. The minimum required portion of each keyword appears in uppercase.

INITialize record-name

Variables appear in lowercase. You substitute an appropriate value for each variable.

RECORD [record-name] RECORD

Brackets indicate optional clauses or commands.

SET element < HEX > \ NATIVE /

Braces enclose two or more options. You select one of them.

Common Commands

The following CA ADS Alive commands except UP and DOWN can be entered in the COMMAND field of all CA ADS Alive session screens. The UP and DOWN commands can be entered at any of the list screens.

Common Commands Summary

= (Equals)

Transfer to other levels in CA ADS Alive.

DOWN

Scroll down a full screen or down to the last full screen.

END

Exit current screen and save changes.

EXIT

Exit CA ADS Alive and leave animation session intact.

HELP

Access online documentation on the current screen.

KEYS

Change PF key values.

QUIT

Exit CA ADS Alive and terminate animation session.

UP

Scroll up a full screen or to the top of the first full screen.

Common Commands Syntax Summary

= (Equals)

DOWN

END

EXIT

HELP

KEYS

QUIT

UP

= (Equals) Command

=a

where:

a

one of the following CA ADS Alive system levels:

- **0** - Session Specification screen
- **1** - Specify Dialog for Animation screen
- **3** - Animation Session Control screen
- **T** - CA ADS Alive Online Documentation Main Menu
- **X** - Exit CA ADS Alive (Leave Animation Session Intact)
- **Q** - Exit CA ADS Alive (Terminate Animation Session)

DOWN Command

Down [Max]

where:

MAX

roll down to the bottom of the last full screen.

Use the DOWN command to scroll the current display down a full screen or down to the last full screen.

END Command

END

Use the END command to exit the current screen and save any changes (when made).

EXIT Command

EXit

Use the EXIT command to exit CA ADS Alive and leave the animation session intact.

HELP Command

HELP

Use the HELP command to access information about using the current CA ADS Alive screen. You can enter the HELP command from any CA ADS Alive screen.

KEYS Command

KEYS

Use the KEYS command to display or change current PF key values. PF key value assignments are saved with user profile information.

CA ADS Alive responds by displaying the PF Key Values screen shown below. Press the ENTER key to move between the primary and secondary PF Key Values screens.

To change the value of a PF key, type the new command value over the old one. Enter the END command to process the changes and return to the previous screen. Be aware, however, that not all CAADS Alive commands are active at all CA ADS Alive screens.

```

CA IDMS/ADS Alive Rnn.nn -- Display PF Key Values ----- hh:mm mm/dd/yy
COMMAND ==>                                     USGAKEY
PF KEY VALUES: PRIMARY KEYS
PF1 ==> HELP
PF2 ==> STOP
PF3 ==> END
PF4 ==> KEYS
PF5 ==> RFIND
PF6 ==> =X
PF7 ==> UP
PF8 ==> DOWN
PF9 ==> QUIT
PF10 ==> INFO
PF11 ==> SKIP
PF12 ==> FIND

INSTRUCTIONS: Press "ENTER" key to process changes and display alternate keys
               Enter "END" command to process changes and RETURN

```

```

CA IDMS/ADS Alive Rnn.nn -- Display PF Key Values ----- hh:mm mm/dd/yy
COMMAND ==>                                     USGAKEY
PF KEY VALUES: ALTERNATE KEYS
PF13 ==> NOANIMAT
PF14 ==> RECORD
PF15 ==> END
PF16 ==> GO
PF17 ==> RGO
PF18 ==> STEP
PF19 ==> NOPROCSS
PF20 ==> PROCESS
PF21 ==> NOSTOP
PF22 ==> SKIP
PF23 ==> DME
PF24 ==> ELEMENT

INSTRUCTIONS: Press "ENTER" key to process changes and display primary keys
               Enter "END" command to process changes and RETURN

```

QUIT Command

Quit

Use the QUIT command to exit CA ADS Alive and terminate the animation session.

UP Command

Up [Max]

where:

MAX

roll to the top of the first full screen.

Use the UP Command to scroll the current display up a full screen or up to the top of the first full screen.

Animation Setup Commands

You can use the following primary commands during an Animation Setup Session:

Animation Setup Commands Summary

ELEMENT

Display a list of all records in which a specified element-name appears.

REMOVE

Remove a previously specified animation stop point.

SHOW

Display the animation STOP characteristics you specified.

STOP

Specify animation interrupt (STOP) locations.

Animation Setup Commands Syntax Summary

ELEMENT element-name

REMOVE

SHOW

STOP $\left[\begin{array}{l} / \text{ AFTER nn} \\ | \text{ ON EVERY nn} \\ < \text{ WHEN element-name (op) c'c' } \\ \backslash \text{ X'h' } \end{array} \right]$

ELEMENT Command

ELEMENT *element-name*

Use the ELEMENT command to display a list of all records owned by the dialog in which the specified *element-name* appears.

REMOVE Command

REMOVE

Use the REMOVE command in combination with the A-at and B-before line commands to override previously specified animation STOP (interrupt) locations.

SHOW Command

SHOW

Use the SHOW command in combination with the A-at or B-before line commands to display the animation STOP (interrupt) characteristics of specific interrupt locations. CA ADS Alive responds by inserting removable message lines containing the stop characteristics after the interrupt location.

STOP Command

$$\text{STOP} \left[\begin{array}{l} / \text{ AFTER } nn \\ \text{ ON EVERY } nn \\ < \text{ WHEN } \textit{element-name} \text{ (op) } c'c' \\ \backslash \text{ X'h' } \end{array} \right]$$

where:

AFTER nn

specifies a bypass of the interrupt location until *nn* repetitions have occurred.

ON EVERY nn

specifies a bypass of the interrupt location except on exact multiple intervals of *nn*.

element-name

an element within a record owned by the dialog.

op

one of the following operators:

- EQ or = - (Equal)
- NE or != - (Not Equal)
- GT or > - (Greater Than)
- GE or >= - (Greater Than or Equal)
- LT or < - (Less Than)
- LE or <= - (Less Than or Equal)

c'c'

a character string (quoted strings allowed)

X'h'

a hex string always enclosed in quotes.

Use the STOP command to specify stop (animation interrupt) locations within a dialog for which you specified interruptible animation.

STOP Command Rules

- Only a single condition per element is allowed.
- When the data type of the *element-name* is defined as a numeric, and a non-hex string is provided, CA ADS Alive performs numeric data conversions.
- If using the WHEN qualifier, the animation interrupt is bypassed unless the value test is met.
- If the element cannot be uniquely located in the dialog's records, CAADS Alive responds by displaying the Record List screen, from which you can choose a record.
- Occurring fields are *not* supported.

Animation Runtime Commands

You can use the following primary commands in the COMMAND field during an Animation Runtime Session:

Animation Runtime Commands Summary

ELEMENT

Display a list of all records in which a specified element-name appears.

GO

Resume dialog animation after a STOP is encountered.

INFO

Expand CA IDMS and LRF status information.

NOANIMAT

Remove the dialog from animation.

NOPROCSS

Stop dialog animation at every line of every process.

NOSTOP

Change to Non-Interruptible Animation Mode.

PROCESS

Limit animation stops to certain processes.

RECORD

Display the contents of a record and its elements.

REMOVE

Remove a previously specified animation STOP point.

RGO

(REMOVEGO) Remove current stopping point and resume animation.

SKIP

Change the animation mode to Step Mode and bypass a specified number of statements before animation is stopped again.

SHOW

Display the animation STOP characteristics you specified.

STEP

Stop animation at every line of the current process.

STOP

Specify animation interrupt (STOP) locations.

Animation Runtime Commands Syntax Summary

```

ELEMENT element-name

GO
INFO
NOANIMAT
NOPROCSS
NOSTOP
PROCESS
RECORD [record-name] [VERSION [version-number]]
REMOVE
RGO
SHOW
SKIP nnnn
STEP
STOP [ / AFTER nn \
      | ON EVERY nn |
      < WHEN element-name (op) /c'c' \ >
      \ \X'h' / / ]
    
```

ELEMENT Command

ELEMENT element-name

Use the ELEMENT command to display a list of all records owned by the dialog in which the specified *element-name* appears.

GO Command

GO

Use the GO command to resume animation of the dialog after CA ADS Alive encounters a STOP point without removing the STOP point.

INFO Command

INFO

Use the INFO command during an Animation Runtime Session to expand CA IDMS and LRF status information by displaying the series of informational windows shown below.

INFO Command Windows

Window 1

Interprets CA IDMS and LRF status information; the current contents of ERROR RECORD and SET; and last good AREA, RECORD, and SET.

Window 2

Expands the CA IDMS major and minor code into a narrative interpretation.

Window 3

Presents dialog compile date-time, map name, map compile date-time, schema, subschema, access module, and previous dialog in the execution path.

INFO Display - Window 1

```

*----- INFO -----*                                COLUMNS 001 079
Error Status: 0809 (F1=Expand Status)                SCROLL ==> PAGE
Last Record:                                       *****CA IDMS/ADS Alive **
Last Area:
Error Set:
Error Record: SKILL
Error Area: ORG-DEMO-REGION
LR Status:
                                                    ERFACE FROM ADSODBG
*-- F3=QUIT -- F8=MORE INFO -----*
MOVE 'VERBALIZATION' TO SKILL-NAME-0455.
MOVE 'SHOOTING THE BREEZE' TO SKILL-DESCRIPTION-0455.
!I FORGOT TO EVER OBTAIN THE SKILL RECORD.
DC173008 APPLICATION ABORTED. BAD IDMS STATUS RETURNED;
STATUS=0809
MODIFY SKILL.
DISPLAY MESSAGE TEXT 'SKILL MODIFIED'.
*** BOTTOM OF DATA ***** CA IDMS/ADS Alive **

```

INFO Display - Window 2

```

*----- INFO -----*                                COLUMNS 001 072
Error Status: 1400 ==> *----- STATUS EXPANSION -----*
Last Record:                                       Function:
Last Area:                                       &vbar. BIND
Error Set:                                       Reason:
Error Record:                                       &vbar. NO MINOR DB CODE
Error Area:                                       &vbar.
LR Status:                                       *-- F3=QUIT -- F7=LESS INFO -----*
                                                    ORT INTERFACE FROM ADSODBG
*-- F3=QUIT -- F8=MORE INFO -----*FOLLOWS.....
000008 MOVE 9555 TO SKILL-ID-0455.
000009 MOVE 'VERBALIZATION' TO SKILL-NAME-0455.
000010 MOVE 'SHOOTING THE BREEZE' TO SKILL-DESCRIPTION-0455.
000011 !I FORGOT TO EVER OBTAIN THE SKILL RECORD.
000012 MODIFY SKILL.
000013 DISPLAY MESSAGE TEXT 'SKILL MODIFIED'.
***** ** BOTTOM OF DATA ***** CA IDMS/ADS Alive **

```

INFO Display - Window 3

```
*----- INFO -----*                                COLUMNS 001 072
Error Status: 1400 (F1=Expand Status)                SCROLL ==> PAGE
Last Record:                                         ***** CA IDMS/ADS Alive **
Last Area:
Error Set:
Error Record:
Error Area:
LR Status:

                                ORT INTERFACE FROM ADSODEBUG
*-- F3=QUIT -- F8=MORE INFO -----*FOLLOWS.....
000008 MOVE 9555 TO SKILL-ID-0455. *----- DIALOG INFO -----*
000009 MOVE 'VERBALIZATION' TO SKIL                Compiled: mm/dd/yy-15275171
000010 MOVE 'SHOOTING THE BREEZE' T                Uses Map: AAMAP1
000011
FORGOT TO EVER OBTAIN THE      Map Compiled: mm/dd/yy-152715R2
000012 MODIFY SKILL.                Schema/Version: EMPSCHM 0100
000013 DISPLAY MESSAGE TEXT 'SKILL          Subschema: EMPSS01
***** ** BOTTOM OF DATA *****          Called By:                *
                                Access Module:
*-- F3=QUIT -- F7=LESS INFO -----*
```

NOANIMAT Command

NOANIMAT

Use the NOANIMAT command to remove the dialog from animation during an Animation Runtime Session.

NOPROCSS Command

NOPROCSS

Use the NOPROCSS command to alter the animation characteristics of the dialog to stop at every line of every process. The dialog animation is automatically restarted.

NOSTOP Command

NOSTOP

Use the NOSTOP command to alter the animation characteristics of the current session to the Non-Interruptible Animation Mode. The dialog animation is automatically restarted.

PROCESS Command

PROCESS

Use the PROCESS command to limit stops to certain processes. CA ADS Alive responds by displaying the Animation Runtime Process List screen.

PROCESS Command Rule

Only process-level stops are allowed from this function. To set line-level stops from this function, animation must stop within the dialog/process, after which you can use the STOP command to specify line-level stops.

RECORD Command

RECORD [record-name] [VERSION [version-number]]

Use the RECORD command to display the contents of a record and its elements.

If *record-name* is specified, CA ADS Alive responds by displaying the Record/Element Review screen.

If *record-name* is not specified, CA ADS Alive responds by displaying the Record List screen. You can then select from all the records owned by the dialog you are animating.

Note: CA ADS Alive now recognizes tables as records. The RECORD command now lists SQL tables, as well as native DML records.

Note: If the selected records to be displayed are subschema built, only those record elements contained in the subschema view are displayed. Otherwise, all record elements are displayed.

REMOVE Command

REMOVE

Use the REMOVE command in combination with the A-at and B-before line commands to override previously specified animation STOP (interrupt) locations.

RG0 (REMOVEGO) Command

RG0

Use the RG0 command to remove the current STOP point and resume the animation of the dialog.

This command is a combination of REMOVE and GO for the current STOP point.

SHOW Command

SHOW

Use the SHOW command in combination with the A-at or B-before line commands to display the animation STOP (interrupt) characteristics of specific interrupt locations. CA ADS Alive responds by inserting removable message lines containing the stop characteristics after the interrupt location.

SKIP Command

SKIP nnnn

where:

nnnn

the number of statements bypassed before dialog animation is stopped. The default is 1.

Use the SKIP command to change the animation session mode to Step Mode and to bypass nnnn statements before the dialog animation is stopped again.

STEP Command

STEP

Use the STEP command to alter the characteristics of the current Animation Runtime Session to stop at every line of the current process.

STOP Command

STOP $\left[\begin{array}{l} / \text{ AFTER nn} \\ / \text{ ON EVERY nn} \\ < \text{ WHEN element-name (op) /c'c' \ } \\ \text{ \ X'h' / } \end{array} \right]$

where:

AFTER nn

specifies a bypass of the interrupt location until *nn* repetitions have occurred.

ON EVERY nn

specifies a bypass of the interrupt location except on exact multiple intervals of *nn*.

element-name

an element within a record owned by the dialog.

op

one of the following operators:

- EQ or = (Equal)
- NE or != (Not Equal)
- GT or > (Greater Than)
- GE or >= (Greater Than or Equal)
- LT or < (Less Than)
- LE or <= (Less Than or Equal).

c'c'

a character string (quoted strings allowed).

x'h'

a hex string always enclosed in quotes.

Use the STOP command in combination with the A-at or B-before line commands to specify stop (animation interrupt) locations within a dialog for which you specified interruptible animation.

STOP Command Rules

- Only a single condition per element is allowed.
- When the data type of the *element-name* is defined as a numeric, and a non-hex string is provided, CA ADS Alive performs numeric data conversions.
- If using the WHEN qualifier, the animation interrupt is bypassed unless the value test is met.
- If the element cannot be uniquely located in the dialog's records, CAADS Alive responds by displaying the Record List screen, from which you can choose a record.
- Occurring fields are *not* supported.

Post-Abort Browse Facility Commands

The following commands are active at the Post-Abort Browse Facility screen:

Post-Abort Browse Facility Commands Summary

DME

Transfer to CA IDMS DME session.

ELEMENT

Display a list of all records in which a specified element-name appears.

INFO

Expand CA IDMS and LRF status information.

RECORD

Display the contents of a record and its elements.

SETUP

Transfer to the CA ADS Alive Session Specification screen.

Post-Abort Browse Facility Commands Syntax Summary

DME

ELEMENT *element-name*

INFO

RECORD [*record-name*] [VERSION [*version-number*]]

SETUP

DME Command

DME

Use the DME command to terminate the Post-Abort Browse Session and move to a CA IDMS DME session. The abort messages are presented prior to the sourceline which caused the abort.

ELEMENT Command

ELEMENT *element-name*

Use the ELEMENT command to display a list of all records owned by the dialog in which the specified *element-name* appears.

INFO Command

INFO

Use the INFO command during an Animation Runtime Session to expand CA IDMS and LRF status information by displaying the series of informational windows shown below.

INFO Command Windows

Window 1

Interprets CA IDMS and LRF status information; the current contents of ERROR RECORD and SET; and last good AREA, RECORD, and SET.

Window 2

Expands the CA IDMS major and minor code into a narrative interpretation.

Window 3

Presents dialog compile date-time, map name, map compile date-time, schema, subschema, access module, and previous dialog in the execution path.

INFO Display - Window 1

```
*----- INFO -----*                                COLUMNS 001 079
Error Status: 0809 (F1=Expand Status)                   SCROLL ==> PAGE
Last Record:                                           *****CA IDMS/ADS Alive **
Last Area:
Error Set:
Error Record: SKILL
Error Area: ORG-DEMO-REGION
LR Status:
                                                    ERFACE FROM ADSODBG
*-- F3=QUIT -- F8=MORE INFO -----*
MOVE 'VERBALIZATION' TO SKILL-NAME-0455.
MOVE 'SHOOTING THE BREEZE' TO SKILL-DESCRIPTION-0455.
!I FORGOT TO EVER OBTAIN THE SKILL RECORD.
DC173008 APPLICATION ABORTED. BAD IDMS STATUS RETURNED; STATUS=0809
MODIFY SKILL.
DISPLAY MESSAGE TEXT 'SKILL MODIFIED'.
*** BOTTOM OF DATA ***** CA IDMS/ADS Alive **
```

INFO Display - Window 2

```

*----- INFO -----*                                COLUMNS 001 072
Error Status: 1400 =====> *----- STATUS EXPANSION -----*
Last Record:                               Function:
Last Area:                                 &vbar.  BIND
Error Set:                                 Reason:
Error Record:                             &vbar.  NO MINOR DB CODE
Error Area:                               &vbar.
LR Status:                                *-- F3=QUIT -- F7=LESS INFO -----*
                                           ORT INTERFACE FROM ADSODEBUG
*-- F3=QUIT -- F8=MORE INFO -----*FOLLOWS.....
000008 MOVE 9555 TO SKILL-ID-0455.
000009 MOVE 'VERBALIZATION' TO SKILL-NAME-0455.
000010 MOVE 'SHOOTING THE BREEZE' TO SKILL-DESCRIPTION-0455.
000011 !I FORGOT TO EVER OBTAIN THE SKILL RECORD.
000012 MODIFY SKILL.
000013 DISPLAY MESSAGE TEXT 'SKILL MODIFIED'.
***** ** BOTTOM OF DATA ***** CA IDMS/ADSAlive **
    
```

INFO Display - Window 3

```

*----- INFO -----*                                COLUMNS 001 072
Error Status: 1400 (F1=Expand Status)          SCROLL ==> PAGE
Last Record:                                ***** CA IDMS/ADS Alive **
Last Area:
Error Set:
Error Record:
Error Area:
LR Status:
                                           ORT INTERFACE FROM ADSODEBUG
*-- F3=QUIT -- F8=MORE INFO -----*FOLLOWS.....
000008 MOVE 9555 TO SKILL-ID-0455. *----- DIALOG INFO -----*
000009 MOVE 'VERBALIZATION' TO SKIL          Compiled: mm/dd/yy-15275171
000010 MOVE 'SHOOTING THE BREEZE' T        Uses Map: AAMAPI
000011
FORGOT TO EVER OBTAIN THE                    Map Compiled: mm/dd/yy-152715R2
000012 MODIFY SKILL.                        Schema/Version: EMPSCHEM 0100
000013 DISPLAY MESSAGE TEXT 'SKILL          Subschema: EMPSS01
***** ** BOTTOM OF DATA *****          Called By:
                                           Access Module:
*-- F3=QUIT -- F7=LESS INFO -----*
    
```

RECORD Command

RECORD [record-name] [VERSION [version-number]]

Use the RECORD command to display the contents of a record and its elements.

If *record-name* is specified, CA ADS Alive responds by displaying the Record/Element Review screen.

If *record-name* is not specified, CA ADS Alive responds by displaying the Record List screen. You can then select from all the records owned by the dialog you are animating.

SETUP Command

SETUP

Use the SETUP command to transfer to the CA ADS Alive Session Specification screen. From this screen you can review the animation setup process after encountering an initial abort.

Record/Element Display & Modification Commands

The following commands are active at the Record/Element Review screen:

Record/Element Display & Modification Commands Summary

Command	Function
DISPLAY	Redisplay the record after using the SET command.
EXIT	Leave record display, leave animation session intact, and return to the Animation Setup Session.
INITIALIZE	Ensure that all record element descriptions are available and initialize elements to null values.
QUIT	Leave record display, terminate animation session, and return to the CA IDMS/DC system prompt.
SET HEX/NATIVE	Change the display format to/from hexadecimal format.
SET AUTOHEX	Change the display format of any element whose data content does not match its picture and/or usage to hexadecimal.
SET LOWERCASE	Change the display format of any element to lowercase.

Record/Element Display & Modification Commands Syntax Summary

```

DISPLAY [CONTINUE]
EXIT
INITialize record-name
QUIT

[SET] AutoHEX [ / \ ]
               [ < ON > ]
               [ \ OFF / ]

[SET] element [ < HEX > ]
              [ \ NATIVE / ]

[SET] LowerCASE [ / \ ]
                [ < ON > ]
                [ \ OFF / ]

```

DISPLAY Command

DISPLAY [CONTINUE]

Use the DISPLAY command to redisplay the record under review or modification. You must enter this command in order to enact a SET AUTOHEX, SET HEX/NATIVE, or SET LOWERCASE command.

Rule for the DISPLAY Command

Record display may exhaust available CA ADS Alive storage before all fields (or occurrences) are formatted. CA ADS Alive responds by displaying a warning message to inform you of this condition. Use the DISPLAY CONTINUE command to begin formatting at the point in the record where storage is exhausted.

EXIT Command

EXit

Use the EXIT command to leave the record display, leave the animation session intact, and return to an Animation Setup Session.

INITIALIZE Command

INITialize record-name

Use the INITIALIZE command at the Record/Element Review screen to ensure that all record element descriptions are available and to initialize elements to null values appropriate to usage: numeric fields are initialized to zero and others are initialized to spaces

QUIT Command

Quit

Use the QUIT command to leave the record display, terminate the animation session, and return to the CA IDMS/DC system prompt.

SET AUTOHEX Command

[SET] AutoHEX [/ < ON > \]
 [\ OFF /]

Use the SET AUTOHEX command to automatically change the record/element display format of any element whose data contents does not match its PICTURE and/or USAGE to hexadecimal. Items with valid data are not affected.

If ON or OFF is not specified, the option is toggled.

If AUTOHEX is specified while a record is being displayed, enter the DISPLAY command to change the fields on the current display.

SET HEX/NATIVE Command

```
[SET] element [ < HEX >
                \ NATIVE / ]
```

Use the SET HEX/NATIVE command to change the display format of a specific element to/from hexadecimal format.

The command does not cause the record, group, or element to be displayed. The new mode takes effect only when you enter the DISPLAY command or when a new occurrence of the record is obtained from the database.

When you specify NATIVE at the element level, CA ADS Alive displays the level number and usages of the specified element in the message area.

SET LOWERCASE Command

```
[SET] LowerCASE [ / < ON > \
                 \ OFF / ]
```

Use the SET LOWERCASE command to change the display format of any element to lowercase.

If ON or OFF is not specified, the option is toggled.

If LOWERCASE is specified while a record is being displayed, enter the display command to change the fields on the current display.

Chapter 4: Operations

This section contains the following topics:

[Overview](#) (see page 57)

[Operating Environment](#) (see page 57)

[Online Documentation Print Utility](#) (see page 58)

[CA ADS Alive Customization Macros](#) (see page 59)

[Reviewing the Post-Abort Browse Queue](#) (see page 60)

Overview

This chapter describes the CA ADS Alive operating environment, describes the CA ADS Alive online documentation print facility, describes the CA ADS Alive customization macro, and discusses the Post-Abort Browse Facility diagnostic queue.

Operating Environment

CA ADS Alive operates in the following environments:

- CA IDMS/DC
- CA IDMS UCF

and in the following operating systems:

- z/OS
- z/VSE
- z/VM

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

Online Documentation Print Utility

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

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

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

COMMANDS

General Browse Commands

USGAMEN

CA ADS Alive Tutorial Main Menu

USGADLS

Dialog List screen

USGAESH

List of Records Owning Element screen

USGAKEY

PF Key Values screen

USGAPL

Process List screen

USGASES

Animation Session Control screen

USGASET

Specify Animation for DIALOG screen

USGBRWS

Post Abort Browse Facility commands

USGGNRC

Common commands

USGMSG

CA ADS Alive messages

USGRECL

Record/Element Review commands

USGRUNT

Animation Runtime Session commands

USGSETU

Animation Setup Session commands

CA ADS Alive Customization Macros

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

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

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

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

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

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

Reviewing the Post-Abort Browse Queue

If `ACTIVITY LOG ISYES` is specified as an ADSO statement in your sysgen, all Post-Abort Browse Facility diagnostics screens are saved to a queue.

The Queue Review Procedure

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

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

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

The Queue Review Screen

The following is a description of the Queue Review screen:

Release Number

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

DATE

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

TIME

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

PROGRAM

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

USER

The CA IDMS user ID of the user signed on when the error occurred appears in the fourth column below the screen name. This field is blank if no user was signed on.

LTERM

The logical terminal ID of the terminal being used when the error occurred appears in the fifth column below the screen name.

STATUS

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

Options Available

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

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

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

DIAGNOSTIC QUEUE		Rnn.nn	QUEUE REVIEW		PROPERTY OF CA, INC	
USOQ0111 NO MORE IN QUEUE						
DATE	TIME		PROGRAM	USER	LTRM	STATUS
99182	14:35:47.53	AA1	BRASC02	BRASC02	VTAMLT01	ADSO
99182	14:53:04.96	AA1	BRASC02	BRASC02	VTAMLT01	ADSO
99182	15:35:16.93	AA1	BRASC02	BRASC02	VTAMLT02	ADSO
99182	15:35:44.70	AA1	BRASC02	BRASC02	VTAMLT02	ADSO
99182	15:36:20.98	AA1	BRASC02	BRASC02	VTAMLT02	ADSO
99182	15:43:41.09	AA1	BRASC02	BRASC02	VTAMLT03	ADSO
99182	17:00:29.19	AA1	BRASC02	BRASC02	VTAMLT01	ADSO
99182	17:01:17.84	AA1	BRASC02	BRASC02	VTAMLT01	ADSO
99182	17:02:47.46	AA1	BRASC02	BRASC02	VTAMLT01	ADSO
99182	18:47:40.26	AA1	BRASC02	BRASC02	VTAMLT02	ADSO

ENTER-(S)ELECT OR (D)ELETE DETAIL PF7-PRIOR PAGE PF8-NEXT PAGE PF3-EXIT

Chapter 5: Messages

This section contains the following topics:

[Overview](#) (see page 63)

[Messages Generated by CA ADS Alive](#) (see page 63)

Overview

This chapter lists all messages generated by CA ADS Alive. Included are the codes for messages, reasons for their occurrences, and suggestions for appropriate remedial actions.

Messages Generated by CA ADS Alive

CA ADS Alive messages are preceded by a unique eight-character code. The message code is in the format *USGnnns*, where *USG* is the ID for CA ADS Alive, *nnnn* is the message number, and *s* is the severity code for the message. The severity code is either I, W, or E. Severity codes are explained below.

EDITOR messages are preceded by a unique eight-character code. The message code is in the format *USXnnns*, where *USX* is the ID for the EDITOR, *x* is the ID of the module issuing the message, *nnn* is the message number, and *s* is the severity code for the message. The severity code is either I, W, or E. Severity codes are explained below.

General Service messages are preceded by a unique eight-character code. The message code is in the format *GSCKnnns*, where *GSCK* is the ID for the general service routine and the module issuing the message, *nnn* is the message number, and *s* is the severity code for the message. The severity code is either I, W, or E. Severity codes are explained below.

CA IDMS/DC Sort messages are preceded by a unique eight-character code. The message code is in the format *aaaannns*, where *aaaa* is the ID for the module issuing the message, *nnn* is the message number, and *s* is the severity code for the message. The severity code is either I, W, or E. Severity codes are explained below. These are internal errors -- call CA Technical Support.

Record/Element Subroutine messages are in the format *annnn*, where *a* is a one-character identifier and *nnnn* is a unique message number.

Severity Codes

Informative – A code ending with the letter I indicates an informative message. Informative messages need no remedial action.

Warning – A code ending with the letter W indicates a warning. Warning messages report conflicting parameter data or processing conditions that may cause unexpected results.

Error – A code ending with the letter E indicates an error. Error messages report erroneous and conflicting parameter data that has caused processing to terminate.

E2001

KEYWORD NOT RECOGNIZED - keyword/command/operand

Reason:

The keyword, command, and/or operand that was entered have not been defined to GSIRECEL.

Action:

There are two possible courses of action:

1. Refer to the appropriate section in this guide for the correct spelling.
2. Enter the corrected command operand, and/or keyword, then press the ENTER key.

E5101

UNKNOWN COMMAND

Reason:

An unknown command was entered in the GSIRECEL command line.

Action:

Enter another command, or request HELP for information regarding valid commands.

E2002

OPERAND MUST BE NUMERIC LITERAL

Reason:

A non-numeric operand was entered with the LINE command.

Action:

Enter a numeric value and press the ENTER key.

E2019

FORMAT ERROR(S)

Reason:

A format error(s) occurred when processing new or modified data was entered. The field entered was in the wrong format (i.e., more than one decimal point entered in a numeric field. '1.2.3').

Action:

1. Enter the 'SET field-name NATIVE' command to determine the correct usage mode for the field.
2. Correct and reenter the data.

E2027

LOGICAL DATA WIDTH MUST BE NUMERIC

Reason:

The value that was entered for the logical data width was entered as a non-numeric value.

Action:

Reenter the field as a numeric value. (This value must be from 80 to 264.)

E2033

INVALID DISPLAY OPTION

Reason:

The operand entered on the DISPLAY command has not been defined to GSIRECEL.

Action:

There are two possible courses of action:

1. Validate the operand on the DISPLAY command or
2. Correct the operand and reenter the command.

E2034

CONTINUE ONLY VALID FOR THE LAST

Reason:

The CONTINUE operand on the DISPLAY command can only be used if a second screen is waiting to be viewed. (See the GSIRECEL online help facility for more details on the DISPLAY CONTINUE command.)

Action:

Delete CONTINUE operand and reenter the command.

E2038

LOGICAL DATA WIDTH IS OUT OF RANGE

Reason:

The Logical Data Width entered is either less than 80 or greater than 264. A value outside of this range is not permitted.

Action:

Enter a value between 80 and 264 as specified on the sign-on screen.

E2050

PA KEY/PF KEY NOT RECOGNIZED

Reason:

The value entered on Sign-on screen for the INTERRUPT key is not one of the supported keys. Valid values are PA1, PA2, PA3, and PF1 through PF24.

Action:

Change the value after the interrupt field on the Sign-on screen to one of the supported keys and reenter.

E2005

RECORD NOT IN SUBSCHEMA

Reason:

The record-name specified in an INITIALIZE command is invalid.

Action:

Correct the INIT and reissue the command.

E5512

COMMAND NOT ALLOWED AT THIS POINT

Reason:

You entered a command that is not allowed at this point in the session.

Action:

Remove the error command.

E5526

LOGICAL DATA WIDTH MUST BE NUMERIC AND 80-255

Reason:

You entered an invalid data width (screen width).

Action:

Correct the data width and retry.

F0100

TERMINAL READ/WRITE ERROR

Reason:

The terminal read or write routine has issued a return code greater than zero to GSIRECEL. A possible line or terminal error has occurred.

Action:

Re-invoke GSIRECEL, and try again. If the problem recurs, contact CA Technical Support.

F0102

INTERNAL SCAN ERROR ON INPUT DATA

Reason:

The 3270 scan routine cannot locate the end-of-record marker for the data string that was entered.

Action:

Re-invoke GSIRECEL, and try again. If the problem recurs, contact CA Technical Support.

F0103

TEMPORARY STORAGE ACQUIRE ERROR

Reason:

One of the following caused this message:

1. A non-zero return code was returned from CICS/VS temporary storage, or
2. An ID error was encountered.

Action:

Re-invoke GSIRECEL, and try again. If the problem recurs, contact CA Technical Support.

F0108

DUPLICATE HASH ENTRY

Reason:

GSIRECEL located a duplicate area or record name in the internal table.

Action:

Contact CA Technical Support.

F0118

RECORD HAS NO FIELDS

Reason:

A request was entered to process a record that did not have any elements defined.

Action:

Verify the record description in the subschema; if elements do exist, contact CA Technical Support.

F1002

PUSH STACK OVERFLOW

Reason:

GSIRECEL received a non-zero return code from the storage routine.

Action:

Allocate more storage to GSIRECEL. If the problem recurs, contact CA Technical Support.

F1003

ENTER STACK OVERFLOW

Reason:

GSIRECEL received a non-zero return code from the storage routine.

Action:

Allocate more storage to GSIRECEL. If the problem recurs, contact CA Technical Support.

F1718

INVALID USAGE FOR DEPENDS ON FIELD

Reason:

A record with an occurs depending on group has an object field whose usage mode is not numeric.

Action:

Verify the record. If the field is defined as numeric, contact CA Technical Support.

F1719

INVALID USAGE FOR SUBSCRIPTED FIELD

Reason:

The usage mode for a subscripted field must be filler, hexadecimal, or picture X.

Action:

Contact CA Technical Support.

F1938

PACKED FIELD GREATER THAN 16 BYTES

Reason:

GSIRECEL encountered a field with a usage mode of packed decimal and a length greater than 16 bytes.

Action:

Contact CA Technical Support.

F2005

OBTAIN FOR SS-026 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SS-026' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2006

OBTAIN FOR SSR-032 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SSR-032' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2007

OBTAIN FOR SSOR-034 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SSOR-034' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2008

OBTAIN FOR SR-036 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SR-036' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2009

OBTAIN FOR SDR-042 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SDR-042' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2012

OBTAIN FOR PROG-051 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'PROG-051' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2014

OBTAIN FOR RCDSYN-079 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'RCDSYN-079' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2015

OBTAIN FOR NAMESYN-083 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'NAMESYN-083' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2016

OBTAIN FOR SRCD-113 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SRCD-113' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2020

INVALID FIELD BLOCK CHAIN POINTER

Reason:

An error has occurred within GSIRECEL.

Action:

Contact CA Technical Support.

F2023

INVALID PICTURE FOR FIELD

Reason:

The field name and picture clause that follow the message are invalid or not supported with the current release.

Action:

If the picture is invalid, correct the source.

F2024

BIT FIELD LENGTH TOO LONG FOR DISPLAY

Reason:

The requested bit field has exceeded your logical data width display area. (You defined this area when you signed on to GSIRECEL. For more information on logical data width, refer to the GSIRECEL online help facility.)

Action:

1. Re-invoke GSIRECEL.
2. Supply GSIRECEL with a number in the logical data width field to accommodate the length of the bit field you need to display.

F2025

DLENGTH DATA INCORRECT (SHORT)

Reason:

The record length defined in the SSR-032 record is less than the actual record length. This is due to an invalid record length calculation for records containing BIT fields.

Action:

Re-invoke GSIRECEL and bypass binding any records with BIT fields. GSIRECEL cannot access these records.

F2026

SESSION STORAGE UNAVAILABLE

Reason:

Request for storage returned a 'NOT AVAILABLE' condition.

1. The subschema being accessed requires more session storage than was available.
2. System load may be too high.
3. Dynamic storage pool defined in the TP environment may be too small.

Action:

1. Use a smaller subschema.
2. Wait until the system load decreases.
3. Increase TP environment dynamic storage pool. (For example, in CA IDMS/DC, increase STORAGE POOL SIZE; in CICS, increase DYNAMIC STORAGE POOL.)

F2027

PROGRAM LOAD FAILURE

Reason:

A module required by GSIRECEL could not be loaded.

Action:

Verify that USDDRCT, USDERRS, (and USDVMFS, if you are running under CMS) are located in the library used for the GSIRECEL environment.

F2028

OBTAIN FOR SSMR-068 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SSMR-068' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2029

OBTAIN FOR SSCR-070 FAILED

Reason:

A non-zero status was returned while CA IDMS was accessing the dictionary record 'SSCR-070' that relates to your subschema.

Action:

1. Correct the cause for the CA IDMS status code. The code is displayed on the screen.
2. Re-invoke GSIRECEL.

F2031

INTERNAL ERROR, MISSING SET HTE

Reason:

GSIRECEL could not find a set control block.

Action:

Contact CA Technical Support.

F7702

LINK FOR GSIHELP FAILED

Action:

Ensure that the installation instructions appropriate for your TP monitor have been followed.

F9800

INTERNAL ERROR IN HASH LOGIC

Reason:

Internal error.

Action:

Call CA Technical Support.

F9990

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9991

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9992

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9993

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9994

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9995

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9996

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9997

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9998

INTERNAL ERROR

Reason:

Internal error.

Action:

Call CA Technical Support.

F9999

INTERNAL ERROR VALUE TOO LARGE

Reason:

An error has occurred within GSIRECEL.

Action:

Contact CA Technical Support.

FILE905E

GSSFILE RETURNED AN ERROR DURING file-function, FILE= file-name, CODES n1, n2, n3, n4

Reason:

The file handler is unable to perform the file function with the indicated file.

Action:

See Exhibit 5.1 for an explanation and appropriate action for the return codes indicated.

GSCK000W

USER RECORD NOT FOUND user-id

Reason:

No user ID was entered.

Action:

Enter correct user ID.

GSCK001E

DATABASE ERROR STATUS idms-status-code

Reason:

An unexpected status code was returned from an CA IDMS call.

Action:

Check the status code for appropriate action.

GSCK002E

ENTITY REC NOT FOUND entity-calc-key

Reason:

Internal error.

Action:

Contact CA Technical Support.

GSCK003E

AUTH. CODE NOT DEFINED invalid-request

Reason:

Internal error.

Action:

Contact CA Technical Support.

GSCK004E

SET NOT FOUND set-name

Reason:

Internal error.

Action:

Contact CA Technical Support.

Two types of errors can be reported by the return codes of n1, n2, n3, and n4--non-VSAM file errors and VSAM file errors. The error is described by n2 and n4. For VSAM file errors, n4 is always equal to 28. The error is described by n1, n2, and n3. A general return code is given by n4 for both non-VSAM and VSAM errors. All return codes are decimal values.

n4	Reason	Action
4	End-of-file	Call Technical Support.
8	Open error or file is not open	Look for JCL errors or for the use of improper files.
12	An I/O error has occurred	Find cause for I/O error.
16	Request not recognized	Call Technical Support.
20	File was already opened	Call Technical Support.
24	Parameter list error	Call Technical Support.
28	VSAM error n1=R15 return code from VSAM n2=low order byte from R0 GENCB/MODCB type of error n3=VSAM feedback byte error in I/O request	Use n1, n2, and n3 to check for possible user errors. If there are no user errors, call Technical Support.
32	Insufficient storage	Increase storage for job step.
36	SYNAD error occurred n1=byte 1 of DECB n2=byte 2 of DECB n3=byte 3 of DECB	For BDAM files.
40	BPAM FIND error n1=R15 n2=R0	Use n1 and n2 (as described in Data Management Macro Instructions) to check for errors.

44	BPAM STOW error n1=R15 n2=0	Use n1 and n2 (as described in Data Management Macro Instructions) to check for errors.
n2	Reason	Action
0	n4=8, use of unopened file n4=24, parameter list error	Call Technical Support. Call Technical Support.
1	JCL/label override parm list	Remove DCB information from JCL and ensure that the correct files are referenced.
2	Parm list override JCL/label	Remove DCB information from JCL and ensure that the correct files are referenced.
3	Unrecognized request	Call Technical Support.
4	z/OS x13 ABEND trapped at open	Fix cause for x13 ABEND.
5	Tried to update seq. file	Call Technical Support.
6	VSAM write at other than load	Call Technical Support.
7	SOS table could not expand	Call Technical Support.
8	z/OS DCB open failed	Call Technical Support.
9	SOS table buffer pointer lost	Call Technical Support.
10	SOS table file CB not built	Call Technical Support.
11	z/OS DD statement Missing	Supply missing DD statement.
12	VSAM ACB open failed	Call Technical Support.
13	Record format invalid	Call Technical Support.
14	Macro format invalid	Call Technical Support.
15	Record length not numeric	Call Technical Support.
16	Record length too large	Call Technical Support.
17	Block size not numeric	Call Technical Support.
18	Block size too large	Call Technical Support.
19	Invalid z/VSE sysname table	Assemble a valid sysname table.
20	z/VSE sysname table entry missing	Assemble a sysname table with an entry for the missing one.
21	z/VSE LU number too large	Use an LU number within range.
22	z/VSE sysname is not numeric or is misspelled	Correct to a valid sysname.

23	z/VSE sysname blank	Do not use blank sysname.
24	z/VSE LU not assigned	Call Technical Support.
25	z/VSE DTF prototype missing	Call Technical Support.
26	z/VSE logic module missing	Generate missing logic module.
27	z/VSE CCW mismatch	Call Technical Support.
28	File is not a PDS	Allocate file to a PDS.

GSKK005E

ENTITY TYPE NOT FOUND entity-type

Reason:

Internal error.

Action:

Contact CA Technical Support.

GSKK999E

UNDEFINED ERROR

Reason:

Internal error.

Action:

For assistance, contact CA Technical Support at <http://ca.com/support>

GSFL999I

file-id IS NOT VSAM - WILL TRY QSAM

Reason:

In z/VSE, the indicated file is not a VSAM file. The message is preceded by a system message indicating an open error for a VSAM file.

Action:

None. If the attempt to open the file for QSAM processing is successful, CA IDMS/DC Sort will continue with normal processing.

I2001

FIELD RESET TO USAGE MODE LENGTH nnn BYTES, LEVEL nn

Reason:

The field-name was previously changed to hexadecimal usage mode. This message is returned after the field has been reset to its native mode by using the 'SET field-name NATIVE' command.

Action:

None. This message is informative only.

I2002

USAGE CHANGED

Reason:

The field or record in the 'SET field-name HEX' command was changed to hexadecimal usage mode.

Action:

None. This message is informative only.

I5001

AUTOHEX MODE NOW on/off

Reason:

The SET command for this option was processed.

Action:

None.

I5002

COBOL DISPLAY MODE NOW on/off

Reason:

The SET command for this option was processed.

Action:

None.

I5003

COMMAND DISPLAY WILL BE as input / as used

Reason:

The SET command for this option was processed.

Action:

None.

I5004

LOWER CASE OPTION NOW on/off

Reason:

The SET command for this option was processed.

Action:

None.

IDMS001E

PROGRAM program-name **ABORTED WITH STATUS OF** idms-status

Reason:

A non-zero return code was encountered in a CA IDMS call.

Action:

See the CA IDMS Messages and Codes Guide.

LMSG900E

GSILMSG FAILURE CC = n

Reason:

A severe error occurred during an attempt to format another error message.

Action:

Condition code (CC) n indicates the specific problem and course of action:

- **4** – An attempt was made to generate the message associated with a message code that is not in the message table. Reinstall load module TPSMSGT. If the problem persists, contact CA Technical Support.
- **8** – The message table could not be loaded. Check for a proper sysgen and load module for TPSMSGT.
- **12** – Not enough storage is available for message processing. Check the amount of storage allocated to the TP monitor and increase it, if necessary.
- **16** – Incompatible parameters were passed to the message handler. Ensure that the most recent versions of CA IDMS/DC Sort and GSILMSG are installed. Contact CA Technical Support if the problem persists.

SGEN001I

SUCCESSFUL PREPROCESS FOR LANGUAGE language-name ENVIRONMENT CICS/IDMS

Reason:

The preprocessor was successfully executed.

Action:

None.

TPE7001E

INVALID PARM LIST FOR process-name - PARM NUMBER = parm-number

Reason:

An invalid parameter sequence was specified during CA IDMS/DC Sort processing, where x represents the TPSPROC value, and y represents the number of the invalid parameter.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7002E

INVALID TPS-REQUEST VALUE OF request-type

Reason:

CA IDMS/DC Sort found a value other than U' or S' in TPSRQST.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7003E

INVALID TPS-ELEMENTS TYPE OF element-type

Reason:

CA IDMS/DC Sort found a value other than I', C' or P' in TPSELEM.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7004E

REQUEST OF request-type INVALID WITH ELEMENTS OF element-type

Reason:

The value in TPSRQST conflicts with the value in TPSELEM.

Action:

If TPSRQST has a value of U', TPSELEM must have a value of I' or C'. If TPSRQST has a value of S', TPSELEM must have a value of P' or blank.

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7005E

INVALID VALUE FOR PROCESS process-type - PARM NUMBER = parm-number

Reason:

The parameter number is in the format xy. A value in the TPSPROC parameter list, represented by x, is invalid. Y represents the sequential number of the parameter.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7006E

INVALID PROCESS VALUE OF process-type

Reason:

TPSPROC contains a value other than SETSORT', PUTSORT', GETSORT' or ENDSORT'.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7007E

NO SETSORT PERFORMED FOR SESSION session-number

Reason:

TPSPROC value of PUTSORT', GETSORT' or ENDSORT' was specified, but no CA IDMS/DC Sort controls were set up for this session.

Action:

Enter the necessary syntax to establish a SETSORT for this session.

TPE7008E

DUPLICATE SETSORTS ISSUED FOR SESSION session-number

Reason:

The indicated sort session contains two SETSORT requests without an intervening ENDSORT within a single task invocation.

Action:

Include an ENDSORT prior to the second SETSORT for this session.

TPE7009E

INVALID NUMBER OF SORT KEYS SPECIFIED FOR SESSION session-number

Reason:

The number of keys is either less than 1 or greater than 16.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7010E

RECORD LENGTH IS 0 OR BEYOND MAXIMUM FOR SESSION session-number

Reason:

The TPSRLEN field is less than 1 or greater than 32,000 for CA IDMS or 16,000 for CICS.

Action:

Contact CA Technical Support.

TPE7011E

PUTSORT BUFFER NOT SPECIFIED FOR SESSION session-number

Reason:

In the indicated session-number, a SETSORT request was made without a record-name parameter.

Action:

Review the CA IDMS/DC Sort parameters for errors. If the syntax is correct, contact CA Technical Support.

TPE7012E

INVALID DISPLACEMENT FOUND IN KEY OCCURRENCES FOR SESSION session-number

Reason:

The sort-control record for the indicated session contains incorrect values. An element that is not in the session record has been specified in the FIELDS statement.

Action:

Correct the invalid FIELDS statement.

TPE7013E

KEY LENGTH EXCEEDS RECORD BOUNDARY FOR SESSION session-number

Reason:

The field-length specified for a field-name in a FIELDS statement exceeds the record boundary.

Action:

Correct the invalid FIELDS statement.

TPE7014E

INVALID KEY ORDER OF sort-order FOR SESSION session-number

Reason:

An invalid sort order was specified in the keys section.

Action:

Correct the value to either A or D in the sort keys table.

TPE7015E

MAIN AND AUX EXCEEDED - UNABLE TO CONTINUE

Reason:

In the current sort session, the maximum number of bytes allowed in MAIN and AUX has been exceeded.

Action:

In the user program, check for program loops which may be causing excessive PUT requests. If the program logic is correct, have your system programmer review the MAIN and AUX values in the TPSPARM macro to determine whether they need to be increased. See [Operations](#) (see page 57) for more information.

TPE7016E

PUTSORT DISALLOWED AFTER GETSORTS FOR SESSION session-number

Reason:

The applications program has attempted to write another record after one or more GET requests have been issued.

Action:

Either remove the PUTSORT from the program logic, or close and open the session with an ENDSORT/SETSORT sequence.

TPE7017E

STORAGE FAILURE DURING SORT PROCESSING

Reason:

A required storage block allocation failed.

Action:

Retry the application. If this message is frequently issued, review storage pool definitions for your online regions.

TPE7018E

THE RETURN ADDRESS FOR SORTED RECORDS WAS NOT SPECIFIED FOR GETSORT

Reason:

The buffer address of the area into which sorted records are returned has been overlaid.

Action:

Review program logic to ensure that a loop has not overlaid TPSORT control blocks. If there is no apparent cause for the control block alteration, contact CA Technical Support.

TPE7019E

NO RECORDS WERE SORTED FOR SESSION session-number

Reason:

The sort queue for the indicated session-number was empty. A GETSORT request was issued, but no records were sent to CA IDMS/DC Sort through PUTSORT requests.

Action:

Review your program to determine if the condition is appropriate.

TPE7020E

END OF SET ENCOUNTERED FOR SESSION session-number DURING process-type PROCESS

Reason:

The top or bottom of the sorted queue for the indicated session has been reached. Process-type indicates if the condition occurred during NEXT or PRIOR processing.

Action:

If you wish to take advantage of this condition and execute special processing at the end of the queue, add program logic to trap the TPSRETN value 7020. The content of the sorted record is unpredictable until another GETSORT request is successfully executed.

TPE7040E

INVALID SESSION VALUE OF session-number

Reason:

The session-number specified in the SESSION statement is not an integer between 0 and 9.

Action:

Correct the SESSION statement and retry the preprocessor.

TPE7041E

MISMATCH ON TPSKNUM AND ACTUAL PARAMETERS FOR SESSION session-number

Reason:

The number in TPSKNUM and the number of parameters in the interface call to TPSET do not agree.

Action:

Contact CA Technical Support.

TPE7044E

SETLIMIT OCCURRED AFTER PUTSORT FOR SESSION n

Reason:

A SETLIMIT statement for session n appears in the program after one or more PUTSORT statements for session n. For a given session, SETLIMIT must appear before any PUTSORTs.

Action:

Correct the program by moving the SETLIMIT statement for session n to a position after the SESSION statement for session n and before any PUTSORTs for session n.

TPE7045E

SETLIMIT ATTEMPTED, BUT INSTALLATION PROHIBITS USE

Reason:

The program contains a SETLIMIT statement, but your installation prohibits its use.

Action:

Correct the program by removing the SETLIMIT statement. Or, contact your systems programmer to reassemble the tailoring macro TPSPARM. This macro currently specifies LIMLOCK=Y, which prohibits use of the SETLIMIT statement. To allow use of SETLIMIT, TPSPARM must be reassembled with LIMLOCK=N, and CA IDMS/DC Sort must be relinked with the reassembled TPSPARM object deck.

TPP7021E

MODULE module-name NOT FOUND

Reason:

The user has attempted to execute the CA IDMS/DC Sort CA ADS preprocessor. The module name parameter from the datastream or the user display cannot be located in the dictionary/node/version specified.

Action:

Correct module name, dictionary, node, and/or version.

TPP7022E

DATABASE BIND FAILED FOR INDICATED DICT AND NODE--RECHECK THESE VALUES

Reason:

The dictionary and/or nodes specified to the CA IDMS/DC Sort CA ADS preprocessor does not exist under the current CV.

Action:

Correct dictionary and/or node names.

TPP7023E

INVALID DATA LINE ON TPSG

Reason:

An invalid or missing datastream has been entered as part of the execution of the TPSG task.

Action:

Enter the required information in the screen display.

TPP7024E

INVALID MODULE NAME IN INPUT DATA LINE

Reason:

An invalid module-name format was specified as part of the TPSG task datastream. The module name must be between 1 and 32 alphanumeric, non-space characters.

Action:

Correct the module name in the user display.

TPP7025E

INVALID PARAMETER AFTER DEFAULT VERSION

Reason:

Following the version-number default, the next fields must be a 1- to 8-character dictionary name or dictionary name default (represented by a comma), followed by a 1-to 8-character node name or node name default (represented by a comma).

Action:

Correct dictionary and/or node values in the user display.

TPP7026E

INVALID VERSION NUMBER IN INPUT DATA LINE

Reason:

The parameter after the module name in the TPSG task datastream must be a display integer between 1 and 9999, or the version number default (represented by a comma).

Action:

Enter a valid version number in the user display.

TPP7027E

INVALID ALTERNATE DICTIONARY NAME

Reason:

The dictionary name in the TPSG task datastream is not either a 1- to 8-character alphanumeric field, or the dictionary default (represented by a comma).

Action:

Enter a valid dictionary name in the user display.

TPP7028E

INVALID ALTERNATE NODE NAME

Reason:

The node name in the TPSG task datastream is not either a 1- to 8-character alphanumeric field, or the node default (represented by a comma).

Action:

Enter a valid node name in the user display.

TPP7029E

MODULE TEXT ENDED WITH IMPROPERLY TERMINATED TPSORT SYNTAX

Reason:

The end of the CA ADS process source was reached, but a CA IDMS/DC Sort syntax set was still in progress. CA IDMS/DC Sort syntax must be terminated with a period (.) or a semi-colon (;), and must wholly reside within a single, non-included module.

Action:

Either correct the syntax using the EDITOR, issuing a RETRY in the EDITOR command line, or CANCEL the preprocessor section.

TPP7030E

MINIMUM ENTRY OF MODULE NAME IS REQUIRED

Reason:

To initiate a CA IDMS/DC Sort CA ADS Preprocessor session, a minimum entry of module name is required.

Action:

Enter a module name in the user display.

TPP7031I

PREPROCESSING TERMINATED BY USER REQUEST

Reason:

The user has requested the termination of the current CA IDMS/DC Sort preprocessing.

Action:

None.

TPP7032E

SYNTAX OVERFLOW - TOO MANY CONTIGUOUS LINES IN A SINGLE TPSORT STATEMENT

Reason:

A single CA IDMS/DC Sort syntax statement can only occupy 50 lines of user source.

Action:

Reduce the number of lines in the indicated statement to 50.

TPP7033E

INVALID WORD word IN STATEMENT/WORD word-position

Reason:

An invalid or misplaced word has been detected in the CA IDMS/DC Sort syntax, where word-position represents the sequential position in the CA IDMS/DC Sort statement.

Action:

Correct the CA IDMS/DC Sort syntax, and enter RETRY in the EDITOR command line.

TPP7034E

INCOMPLETE OR INVALID STATEMENT AT WORD word

Reason:

A CA IDMS/DC Sort statement has been incorrectly specified. Usually this error occurs because the statement terminator was encountered before a substatement was fully qualified.

Action:

Correct the CA IDMS/DC Sort syntax, and enter RETRY in the EDITOR command line.

TPP7035E

SUBPARAM parameter-number SEQUENTIAL POSITION OF WORD IS OF INCORRECT LENGTH

Reason:

A parameter substatement has failed a length edit at the specified word.

Action:

Correct the CA IDMS/DC Sort syntax, and enter RETRY in the EDITOR command line.

TPP7036E

WORD word WAS FOUND WHEN TERMINATION WAS EXPECTED

Reason:

Instead of the expected terminator, the specified word was encountered.

Action:

Correct the CA IDMS/DC Sort syntax, and enter RETRY in the EDITOR command line.

TPP7037E

AT LEAST ONE SET OF FIELDS MUST BE SPECIFIED

Reason:

The current SETSORT request requires a FIELDS keyword and one or more sets of FIELDS subparameters.

Action:

Correct the SETSORT syntax and retry the preprocessor.

TPP7038E

RECORD record-name NOT FOUND

Reason:

The SETSORT statement specified a record that could not be located in the indicated dictionary/node/version.

Action:

Correct the FOR statement, and retry the preprocessor.

TPP7039E

ELEMENT element-name NOT IN INDICATED RECORD

Reason:

An element name in the FIELDS statement could not be located in the record specified in the FOR statement.

Action:

Correct the statement in error and retry the preprocessor.

TPP7042I

SUCCESSFUL UPDATE OF MODULE module-name

Reason:

The indicated module has been successfully updated.

Action:

None.

TPP7043E

DICTIONARY UNABLE TO BE READIED IN UPDATE MODE

Reason:

An attempt has been made to update the indicated dictionary in update mode. This error is associated with the CA ADS Preprocessor only.

Action:

Check the status of the area or specify another dictionary.

TPP7046I

SUCCESSFUL PREPROCESS OF TPSORT STATEMENTS

Reason:

The TPSG verb was entered in CA IDMS DME, and the syntax was preprocessed without errors.

Action:

None.

TPP7047E

ERROR(S) DETECTED IN TPSORT STATEMENT(S)

Reason:

The TPSG verb was entered in CA IDMS DME, and errors were encountered in the TPSORT syntax.

Action:

Review the embedded error messages following each TPSORT statement in error, and reenter the TPSG verb after all errors are corrected.

TPP7048E

ELEMENT element-name IS A CONDITIONAL NAME (88 LEVEL)

Reason:

element-name is an 88-level condition name and cannot be used as a sort key. A field name is required.

Action:

Replace element-name with a valid field name.

TPP7091E

ESAMcode END OF FILE REACHED (BEYOND BOTTOM)

Reason:

An error occurred during the CA IDMS/DC Sort CA ADS preprocessor interface to the EDITOR.

Action:

Contact CA Technical Support.

TPP7092E

ESAMcode INVALID PARAMETER LIST

Reason:

An error occurred during the CA IDMS/DC Sort CA ADS preprocessor interface to the EDITOR.

Action:

Contact CA Technical Support.

TPP7093E

ESAMcode ILLEGAL CALL (PUT BEFORE OPEN)

Reason:

An error occurred during the CA IDMS/DC Sort CA ADS preprocessor interface to the EDITOR.

Action:

Contact CA Technical Support.

TPP7094E

ESAMcode AN I/O ERROR OCCURRED. I/O ERROR CODE: error-code

Reason:

An error occurred during the CA IDMS/DC Sort CA ADS preprocessor interface to the EDITOR.

Action:

Contact CA Technical Support.

TPP7095E

ESAMcode UNEXPECTED RETURN CODE WHILE CREATING THE SOURCE TEXT AREA

Reason:

An error occurred during the CA IDMS/DC Sort CA ADS preprocessor interface to the EDITOR.

Action:

Contact CA Technical Support.

TPP7096E

GSUIFLOW MODULE ERROR MESSAGE: error-message

Reason:

An error occurred during the case change to CAPS ON for the CA IDMS/DC Sort CA ADS preprocessor.

Action:

Contact CA Technical Support.

TPU7050E

NO RECORD NAME FOUND IN SORT-CONTROL BLOCK

Reason:

The current request requires a record name in TPSRECN.

Action:

Contact CA Technical Support.

TPU7051E

NON-IDMS INTERFACE REQUIRES ELEMENT NAMES

Reason:

A non-CA IDMS USER request requires element names in TPSKOCCS.

Action:

If the call was formatted by a preprocessor, contact CA Technical Support.

TPU7052E

RECORD NOT FOUND IN DICTIONARY

Reason:

An CA IDMS USER request is in progress, but the values specified in TPSRECN cannot be located using the values in TPSRVRS, TPSDICT, and TPSNODE.

Action:

Correct the values which are in error, recompile the dialog or program, and reexecute.

TPU7053E

NUMBER OF ELEMENTS IN RECORD EXCEEDS 720

Reason:

This release of CA IDMS/DC Sort does not support a USER request for records that contain more than 720 elements.

Action:

Create a new record equivalent containing 720 or fewer elements, recompile the dialog or program, and reexecute.

TPU7054E

MAIN STORAGE NOT AVAILABLE

Reason:

Sufficient storage was not available to complete the USER request.

Action:

Increase the available user storage for the TP monitor.

TPU7055I

USER CANCELED SORT

Reason:

A USER sort request was terminated before a key was specified.

Action:

None. The user program must contain logic to recognize this condition.

TPU7056E

NUMBER OF SORT KEYS EXCEEDS 16

Reason:

During a USER sort request, the user specified more than 16 keys.

Action:

Reinvoke the USER sort request, specifying 16 or fewer keys.

TPU7057E

SEQUENCE NUMBER MUST BE BETWEEN 1 AND 16

Reason:

A value other than 1 through 16 was specified in the SEQUENCE field on the CA IDMS/DC Sort USER screen.

Action:

Correct the indicated SEQUENCE field.

TPU7058E

SEQUENCE NUMBER IS A DUPLICATE

Reason:

More than one SEQUENCE field contains the same value on a USER sort screen.

Action:

Correct the appropriate SEQUENCE entry.

TPU7059E

SORT ORDER IS MISSING

Reason:

A SEQUENCE value was specified for an element in the CA IDMS/DC Sort USER screen, but the ORDER value is missing.

Action:

Add a related ORDER value or remove the indicated SEQUENCE value.

TPU7060E

SORT ORDER MUST BE (A) OR (D)

Reason:

An ORDER value other than A' or D' was specified on the USER screen.

Action:

Specify A' to sort in ascending order, or D' to sort in descending order, or remove the SEQUENCE and ORDER entries.

TPU7061E

AN IMPROPER PF KEY WAS PRESSED

Reason:

During USER screen processing, an undefined PF key was pressed.

Action:

Press the appropriate key.

TPU7062E

EXECUTION REQUIRES ALL ERRORS CORRECTED

Reason:

The PF3 key was pressed to execute the sort from the USER screen, but errors remain in the SEQUENCE and ORDER fields.

Action:

Correct the indicated errors, press ENTER to validate, and then retry PF3.

TPU7063E

IDMS INTERFACE ABEND - IDMS STATUS idms-status

Reason:

During CA IDMS/DC Sort USER processing, an unidentified CA IDMS abend occurred. The CA IDMS status code for the error can be found in TPSRETN.

Action:

See the CA IDMS Messages and Codes Guide.

TPU7064E

SEQUENCE NUMBER MISSING

Reason:

The sequence numbers specified on the USER screen must begin with 1 and proceed sequentially.

Action:

Correct the sequence number order, press ENTER to validate, and retry PF3.

TPU7065E

CURSOR NOT POSITIONED ON SEQUENCE OR ORDER FIELD IN ERROR

Reason:

PF1 was pressed during a USER session to expand a short error message on a detail line. There are two possible errors:

1. The cursor must be on an item in either the SEQUENCE or ORDER column that has a short error message following it.
2. The indicated detail line has no error message(s).

Action:

Move the cursor to the detail line item for which a message expansion is needed, and press PF1 again.

TPU7066E

ONE OR MORE DETAIL FIELDS ARE IN ERROR

Reason:

ORDER or SEQUENCE fields have errors. Each field in error has its own associated short error message.

Action:

Move the cursor to a detail line item for which a message has been issued. Press PF1 to see an expanded message.

Correct the fields in error, and press ENTER to reedit the screen values.

USG0001E

COMMAND x IS NOT ACTIVE FOR THIS FUNCTION

Reason:

A primary command "x" was entered which is not active for this function, or is an unknown command.

Action:

Enter another command or request HELP concerning valid commands for this function.

USG0002E

DICTIONARY "x" -- NODE "y" NOT FOUND

Reason:

The dictionary/node combination does not exist in the central version.

Action:

Correct the dictionary and/or node and retry the transaction.

USG0003E

PROCESSING INTERRUPTED BY USER REQUEST

Reason:

The END command was specified without completing the selection of a dialog for animation or removal.

Action:

None.

USG0004E

AN ERROR OCCURRED DURING RECOVERY PROCEDURES

Reason:

An error occurred during an attempt to restart a previously interrupted session specification.

Action:

Enter the QUIT command and reenter the menu.

USG0005E

DIALOG NOT DEFINED OR NOT GENERATED

Reason:

A dialog name has been specified for animation that is either non-existent or non-generated.

Action:

Correct the dialog name or use ADSC to create an executable dialog.

USG0006E

HIGHLIGHTED FIELD VALUES ARE IN CONFLICT -- PLEASE RESOLVE AND REENTER

Reason:

The indicated field values are in conflict.

Action:

Correct the field conflict and retry the transaction. If the reason for the conflict is not apparent, enter the HELP command for information concerning the current screen.

USG0007E

SOURCE CODE EQUIVALENT OF DIALOG IS MISSING

Reason:

Although the selected dialog has a fixed dialog block (FDB), there is no equivalent source code structure in the indicated dictionary.

Action:

Migrate the source code structure or select another dialog for testing.

USG0008E

UNABLE TO TRANSFER TO a

Reason:

A transfer command "=a" was entered, but no function exists for function identifier.

Action:

Select another function identifier or use the END command to step upward to the Session Specification screen that lists the identifiers.

USG0009E

SUBROUTINE ERROR -- a

Reason:

An unexpected internal program error has occurred.

Action:

Contact CA Technical Support with the message text following the error.

USG0010E

THE HIGHLIGHTED FIELD(S) CONTAINS AN INVALID VALUE

Reason:

Invalid values were entered in the indicated fields.

Action:

Correct the invalid values and retry the transaction. If the reason for the error is not clear, enter the HELP command for information regarding the correct value entries.

USG0011E

PLEASE MAKE A SELECTION FROM THE INDICATED OPTIONS

Reason:

The ENTER key was pressed before a primary command or option was selected.

Action:

Enter a primary command or option, or enter the HELP command for information concerning valid values.

USG0012E

SOURCE OF DIALOG HAS CHANGED -- REGENERATION REQUIRED

Reason:

CA ADS Alive has detected a discrepancy between the "LAST CHANGED" dates of the PROG-051 record in the dictionary, and the related fixed dialog block (FDB).

Action:

Use ADSC to recompile the dialog, and retry animation.

USG0013E

UNABLE TO LOAD FDB FOR REQUESTED DIALOG

Reason:

The indicated dialog and version exists in source code, but has never been generated.

Action:

Enter a valid, generated dialog or request the Dialog List screen to make a selection.

USG0014E

DIALOG MUST BE GENERATED WITH SYMBOL TABLE

Reason:

A dialog has been selected for animation, but it has been defined without symbol tables.

Action:

Recompile the dialog using ADSC and select the symbol table option, or select another dialog.

USG0015E

DIALOG MUST BE GENERATED WITH DIAGNOSTIC TABLES

Reason:

A dialog has been selected for testing, but it has been defined without diagnostic tables.

Action:

Recompile the dialog using ADSC and select the diagnostic table, or select another dialog.

USG0016I

FUNCTION SUCCESSFULLY COMPLETED

Reason:

The requested function was completed without errors.

Action:

None.

USG0017E

PROCESS a VERSION b NOT FOUND

Reason:

The selected process, as indicated by membership in the current dialog's fixed dialog block (FDB), cannot be located in the dictionary. The probable cause is that the process was deleted, but the dialog has not been corrected and regenerated.

Action:

Correct the dialog by removing references to the indicated process, and regenerate the dialog.

USG0018E

PROCESS a VERSION b DATE CONFLICT

Reason:

The indicated process and version has been changed at the source level since the dialog was last generated. CA ADS Alive is unable to animate the dialog, or the Post-Abort Browse Facility cannot display the dialog source.

Action:

Regenerate the dialog before attempting animation, or review the print log to determine the cause for the dialogabend.

USG0020E

ESAMVVVV -- INVALID PARAMETER LIST

Reason:

A system internal failure has occurred during EDITOR interface processing.

Action:

Contact CA Technical Support with the message text following the error.

USG0021E

ESAMVVVV -- ILLEGAL CALL (PUT BEFORE OPEN)

Reason:

A system internal failure has occurred during EDITOR interface processing.

Action:

Contact CA Technical Support with the message text following the error.

USG0022E

ESAMVVVV -- I/O ERROR VVVV OCCURRED

Reason:

A system internal failure has occurred during EDITOR interface processing.

Action:

Contact CA Technical Support with the message text following the error.

USG0023E

ESAMVVVV -- UNEXPECTED RETURN CODE WHILE CREATING THE SOURCE TEXT AREA

Reason:

A system internal failure has occurred during EDITOR interface processing.

Action:

Contact CA Technical Support with the message text following the error.

USG0024E

ESAM -- END OF FILE REACHED (BEYOND BOTTOM)

Reason:

A system internal failure has occurred during EDITOR interface processing.

Action:

Contact CA Technical Support with the message text following the error.

USG0025E

DIALOG a VERSION b NOT ANIMATED

Reason:

Animation removal was requested for a dialog for which no animation was enabled.

Action:

Do one of the following:

- Select another dialog for removal
- Request a list of test enabled dialogs
- Request another function

USG0026I

RECOVERY WAS SUCCESSFUL

Reason:

An abnormally interrupted Animation Setup Session was successfully restarted.

Action:

None.

USG0027E

BAD RETURN OF a FROM KEY HANDLER

Reason:

An internal key-handling error was encountered.

Action:

1. Issue the QUIT command.
2. Reenter CA ADS Alive.
3. Attempt a PFKey substitution.

If the error reoccurs, contact CA Technical Support with the message text following the error.

USG0028I

DIALOG a VERSION b REMOVED FROM ANIMATION

Reason:

The indicated dialog and version has been successfully removed from animation.

Action:

None.

USG0029I

DIALOG a VERSION b ENABLED FOR ANIMATION

Reason:

The indicated dialog has been successfully enabled for animation.

Action:

None.

USG0032E

NO DIALOGS IN DICTIONARY "a" NODE "b"

Reason:

The Dialog List screen was requested but the dictionary contains no dialogs.

Action:

Select another dictionary/node.

USG0033E

TPSORT ERROR OF a

Reason:

An error occurred during the sorting of a list.

Action:

Contact CA Technical Support with the error message and return code.

USG0034E

ONLY ONE SELECTION IS ALLOWED FROM THIS FUNCTION

Reason:

Multiple selections were made from the Dialog List screen or the Record List screen when only one selection is allowed.

Action:

Limit the selection to one.

USG0035E

NO DIALOG IS IN THE PROCESS OF ANIMATION SPECIFICATION

Reason:

A function requiring animation of a dialog has been attempted, but no dialog has been specified.

Action:

Select another function or enable a dialog for testing.

USG0036W

VALUES ACCEPTED -- INTERVAL IS EXCESSIVE

Reason:

A value of 10 or more seconds has been enabled for non-interruptible testing. An interval of this duration will lead to excessive dialog execution time.

Action:

Specify a shorter duration or accept the entered value.

USG0037I

CONTROL VALUES ACCEPTED -- SELECT PROCESSES FOR ANIMATION

Reason:

Process-level animation specification has been enabled, and the sorted Process List screen presented.

Action:

Select processes for global or line-specific animation.

USG0038E

DIALOG a VERSION b OWNS NO PROCESSES

Reason:

Process-level animation has been requested for a dialog which owns no processes.

Action:

Add a process to the indicated dialog and regenerate, or select another dialog.

USG0039E

PROGRAM a NOT DEFINED CORRECTLY FOR MPMODE

Reason:

The indicated program updates DC control values but the MPMODE parameter on the sysgen statement is incorrect.

Action:

Respecify the PROGRAM statement on the sysgen as MPMODE SYSTEM and STORAGE PROTECTION.

USG0040E

WORD PARSE FAILURE -- ORIGINAL LENGTH OF STRING EXCEEDED

Reason:

A command string has been entered which overflows the command line.

Action:

Correct the length of the command string.

USG0041E

WORD PARSE FAILURE -- ARRAY AREA OVERFLOW

Reason:

A string has been entered for the STOP WHEN command that exceeds the space allowed.

Action:

Correct the command syntax and retry.

USG0042E

THE a COMMAND CANNOT BE ASSOCIATED WITH THIS LINE

Reason:

The indicated command was associated with an invalid B-Before or A-At line command.

Action:

Specify the B or A line command on a valid line.

USG0043E

INVALID NUMERIC IN a AT WORD NUMBER b

Reason:

The word at "b" should have been a numeric integer.

Action:

Correct the command and retry.

USG0044E

INVALID SYNTAX IN a AT WORD NUMBER b

Reason:

The word at position "b" is incorrect.

Action:

Correct the syntax and retry.

USG0045E

INCOMPLETE OR INVALID COMMAND STRING

Reason:

A partial or incorrect command stream was entered.

Action:

Correct the command syntax and retry.

USG0046E

ENDING QUOTE IS MISSING

Reason:

The ending quote of a quoted string has not been detected.

Action:

Correct the command syntax and retry.

USG0047E

HEX STRING MUST CONTAIN EVEN NUMBER OF CHARACTERS

Reason:

A hex format quoted string was entered with an uneven number of character positions.

Action:

Correct the hex format quoted string to contain an even number of characters and retry.

USG0048E

NON-HEX CHARACTER FOUND IN HEX STRING

Reason:

A hex format quoted string was entered with one or more non-hex values.

Action:

Correct the hex format quoted string to contain only 0-9 or A-F.

USG0049E

"WHEN" ELEMENT REQUIRES NUMERIC OR HEX VALUE

Reason:

The element object of a STOP WHEN command is defined as display numeric, zone decimal, or computational. The comparison string contains a non-numeric or non-hex character string.

Action:

Correct the comparison value and retry.

USG0050E

UNSUPPORTED ELEMENT TYPE AS TARGET OF "WHEN"

Reason:

The indicated element is of a non-supported data type.

Action:

Select another element as the target of the STOP WHEN command.

USG0051E

"WHEN" LENGTH MISMATCHES ELEMENT DEFINITION

Reason:

The comparison string portion of the STOP WHEN command is longer than the element against which the comparison is directed.

Action:

Correct the length of the comparison string.

USG0052I

STOP PARAMETERS <ADDED&vbar.MODIFIED>

Reason:

The indicated STOP parameter was successfully processed.

Action:

None.

USG0053E

OVERFLOW OF MTC TABLE IN USGAESH

Reason:

The dialog owns more than 200 records.

Action:

This is a CA ADS Alive dialog limitation. Contact CA Technical Support if this becomes an operational limitation.

USG0054E

TRANSFER COMMANDS ARE DISABLED FOR THIS FUNCTION

Reason:

Transfer commands may not be entered from this function.

Action:

Select another function.

USG0056I

ANIMATION MODIFIED TO STOP AT ALL LINES IN THIS PROCESS

Reason:

The STEP command was successfully completed.

Action:

None.

USG0057I

PROCESS SELECTIONS SUCCESSFULLY COMPLETED

Reason:

The PROCESS command was successfully completed.

Action:

None.

USG0060I

RECORD a VERSION b <REVIEWED&vbar.MODIFIED>

Reason:

The RECORD command was successfully completed, and the indicated record was either REVIEWED or MODIFIED.

Action:

None.

USG0061E

INVALID SELECTION VALUE

Reason:

An invalid select code was entered.

Action:

Enter a correct select value or enter the HELP command for information on selection values.

USG0062I

DIALOG a VERSION b ALREADY ENABLED FOR ANIMATION -- BEGIN MODIFICATION

Reason:

The indicated dialog was already enabled for animation, but a subsequent animation request has been entered.

Action:

Alter the current animation values or select another dialog for animation.

USG0063E

RECORD a VERSION b NOT FOUND

Reason:

The indicated record was specified in a RECORD command that is either not owned by the dialog or is not a supported record type.

Action:

Select another record or request the Record List screen.

USG0064E

ELEMENT NAME a NOT IN ANY DIALOG-OWNED RECORD

Reason:

An element name was specified that is not in any record associated with the dialog.

Action:

Specify another element name.

USG0065E

ADSOMAIN MUST BE DEFINED AS RESIDENT

Reason:

The following message appears in the DC LOG at startup: "In order for CA ADS Alive to properly enable, ADSOMAIN must be defined as RESIDENT."

Action:

Correct the sysgen to define ADSOMAIN as resident.

USG0066E

ADSOMAIN CONTENT VALIDATION ERROR AT a

Reason:

The following message appears in the DC LOG at startup: "In order for CA ADS Alive to properly enable, validation of ADSOMAIN contents occurs."

Action:

When the error is at ADSOPTCH, then the dynamic patch may be occurring at a previously patched area. Refer to SRCLIB member USGTPARM on re-specifying the dynamic patch point.

For other validation failures, contact CA Technical Support with the message and a dump of the ADSOMAIN load module.

USG0067I

ADSOMAIN ENABLED FOR ANIMATION

Reason:

The following message appears in the DC LOG at startup: "CA ADS Alive has been successfully enabled."

Action:

None.

USG0068I

nnnn STATEMENTS WILL BE SKIPPED BEFORE STOPPING

Reason:

You entered a SKIP command. If you did not concatenate a GO with the SKIP, this message is presented to verify that you entered the correct SKIP count.

Action:

Specify GO to enact the SKIP or specify another SKIP value.

USG0069E

FEATURE DISABLED THROUGH SITE OPTION

Reason:

The attempted function has been disabled using the CA ADS Alive customization macro.

Action:

Select another action or contact your DBA to enable this feature.

USG0070E

DIALOG NAME AND VERSION REQUIRED DUE TO SITE OPTION

Reason:

The Area Sweep option for Dialogs has been disabled in the Installation Parameter settings.

Action:

Specify appropriate values for the Dialog Name and Version number.

USG0071E

DIALOG <dialog-name> V <version-number> ABENDED - ERROR STATUS <error status> - DETAILS IN QREVIEW

Reason:

The name dialog has abended and the Post Abort Browse screen facility has been disabled in the Installation Parameter settings. The abend details will still be written to the DEBUGQUEUE for later review with QREVIEW.

Action:

See details of abend using QREVIEW task.

USG0072W

SOURCE CHANGED SINCE DIALOG GENERATED – OVERRIDE SPECIFIED

Reason:

There has been a change to the Process code source since the dialog was last generated. The installation settings dictate that this condition should be overridden.

Action:

Continue with the animation session.

USXD002E

INVALID COMMAND

Reason:

An invalid primary command was encountered. The cursor will be on the command.

Action:

Check the syntax of the command. Correct and reenter the command.

USXD202E

INVALID PARAMETER ON COMMAND

Reason:

A valid command has been entered with an unrecognizable parameter.

Action:

Check the syntax of command parameter. Correct and reenter the parameter.

USXD204E

ENTER LOCATE PARAMETER

Reason:

A line number was not included as a parameter in the LOCATE command.

Action:

Check the syntax of the command. Correct the command (include line number parameter) and reexecute.

USXD206E

ONLY A NUMBER, MAX, HALF, CSR, OR PAGE IS ALLOWED

Reason:

An illegal option has been used with the LEFT, RIGHT, UP, or DOWN command.

Action:

Check the syntax of the parameter. Correct the parameter (you may have included some erroneous characters in the syntax line) and reexecute.

USXD208E

ONLY "ON" OR "OFF" IS ALLOWED. "ON" IS THE DEFAULT

Reason:

An illegal option has been used with the NULLS command or CAPS command.

Action:

Check the syntax of the parameter. Correct the parameter (you may have included some erroneous characters in the syntax line) and reexecute.

USXD210E

NO PARAMETER IS ALLOWED ON COMMAND

Reason:

A parameter has been included in the syntax of the CANCEL command that excludes parameters.

Action:

Check the syntax of the command. Correct the command (delete the parameter) and reexecute.

USXF001I

FOUND CHARS "string"

Reason:

The string indicated has been found in the text. The cursor will be positioned at the beginning of the found string.

Action:

None.

USXF003I

REP "string" WITH "replacement-string"

Reason:

The string indicated has been replaced with the replacement string. The cursor will be positioned at the replacement string.

Action:

None.

USXF004E

MUST ENTER A FIND OR CHANGE COMMAND FIRST

Reason:

The RFIND (repeat find) or RCHANGE (repeat change) command was entered without a FIND or a CHANGE command being entered first.

Action:

Be sure to enter the FIND command or the CHANGE command before the RFIND command or the RCHANGE command.

USXF005I

BOTTOM OF DATA REACHED

Reason:

The bottom of the text was reached before the string was found. If you enter an RFIND (repeat find) or an RCHANGE (repeat change) at this time, the EDITOR will begin searching for the string at the top of the text.

Action:

None.

USXF006E

ENCLOSE STRING IN QUOTES

Reason:

A single quotation mark was found where a pair is required or embedded blanks were found in the search string.

Action:

Check quotation marks, correct, and reenter the command. If a string has embedded blanks, enclose it in quotation marks.

USXF007E

INVALID FIND SYNTAX

Reason:

The string specified in the FIND command is invalid. If the string has embedded blanks or quotation marks, it may appear to the editor to be more than one string; you can only specify one string in the FIND command.

Action:

Check the syntax of the command. If the string has embedded blanks, enclose it in quotation marks. If the string has embedded single quotation marks, enclose it in double quotation marks. If the string has embedded double quotation marks, enclose it in single quotation marks. Then reenter the command.

USXF008E

INVALID CHANGE SYNTAX

Reason:

A string specified in the CHANGE command is invalid. If one of the strings has embedded blanks or quotation marks, it may appear to the editor that you are entering more than two strings; you can only specify two strings in the CHANGE command.

Action:

Check the syntax of the command. If a string has embedded blanks, enclose it in quotation marks. If a string has embedded single quotation marks, enclose it in double quotation marks. If a string has embedded double quotation marks, enclose it in single quotation marks.

Then reenter the command.

USXF009I

NO CHAR "string" FOUND

Reason:

The EDITOR has searched the entire text without finding the indicated string.

Action:

None.

USXF010W

ERROR CHARACTERS "string"

Reason:

The string used to replace the one found is too long.

Action:

Adjust the length of the found string or reduce the length of the replacement string to match the length of the one found.

USXF012I

FOUND nnn OCCURRENCES OF "string"

Reason:

A string specified in the FIND ALL command has been found the specified number of times.

Action:

None.

USXF014I

CHANGED nnn OCCURRENCES OF "string"

Reason:

A string specified in the CHANGE ALL command has been changed in the text the specified number of times.

Action:

None.

USXF016E

CHANGE COMMAND NOT ENABLED IN BROWSE MODE

Reason:

The CHANGE command was used in the Browse Option to search for and change the next occurrence of a string.

Action:

None. The CHANGE command can only be used when editing text (Edit Option) and not while in Browse mode.

USXF018W

CHANGED nnn OCCURRENCES WITH nnn ERRORS OF "string"

Reason:

The string identified in the CHANGE ALL command has been changed successfully (nnn OCCURRENCES) with (nnn ERRORS).

Action:

Look for the error message on the line number field(s) and make the necessary correction(s).

USXI002E

INVALID COMMAND

Reason:

An invalid line command has been entered.

Action:

Check the syntax of the line command on the line number field. Correct and reenter the command.

USXI006E

INVALID ON THIS LINE

Reason:

A line command has been entered on a line for which the command is invalid.

Action:

Reenter the line command on an appropriate line.

USXI008E

INVALID SCROLL AMOUNT

Reason:

An invalid Scroll Option was entered in the SCROLL field.

Action:

Check the syntax of the Scroll Option next to the word SCROLL. Be sure the option starts in the left-most position of the field. Correct syntax or position.

USXL002W

BLOCK COMMAND INCOMPLETE

Reason:

A partial sequence of Line Commands, in block form, is incomplete and cannot be executed.

Action:

If you are just scrolling or using the FIND command to locate the line to complete the block command, this message serves as a warning. Complete the command and execute. Otherwise, check the syntax of the commands to be sure all commands in block form are in pairs. Correct the commands and reexecute.

USXL004E

COMMAND CONFLICT

Reason:

A sequence of Line Commands cannot be executed.

Action:

Check the order of the commands. Correct the commands and reexecute.

USXL006W

MOVE/COPY PENDING

Reason:

A move or copy cannot be executed because of a missing 'A'(after), 'B' (before), 'C' (copy), or 'M' (move) line command or COPY Primary command.

Action:

Enter the missing command.

USXL008E

ITERATION COUNT MISMATCH

Reason:

Block (RR) line command iterations have conflicting values.

Action:

Check the syntax of the command. Make sure that the values of the iterations match (one or both may be left blank).

USXL009E

LINE COMMAND RANGE CONFLICT

Reason:

A sequence of Line Commands cannot be executed because the range of one line command overlaps the range of another.

Action:

Check the order of the commands. Correct the commands and reexecute.

W2001

MODIFIED DATA ENTERED, COMMAND IGNORED

Reason:

This message is displayed when data has been entered in the unprotected area and in the command input area. The data entered in the unprotected area always takes precedence over any command entered. (Refer to the GSIRECEL online help for a detailed discussion.)

Action:

To enter the command, rekey the first character in the displayed command and press the ENTER key.

Note: This will not occur if MAPIN mode is FAST.

W2003

OCCURS DEPENDING ON CONTROL FIELD ALTERED - REDISPLAY RECORD

Reason:

A control field in an 'OCCURS DEPENDING ON' clause has been changed.

Action:

GSIRECEL has changed the field in the record data buffer. If you want to add or delete data in a field, enter 'DISPLAY record-name'. This will reformat the record to allow data to be added or deleted in the display record buffer area.

W2004

A REDEFINING FIELD WAS MODIFIED

Reason:

This message indicates that a field in a redefined group has been changed.

Action:

GSIRECEL has changed the field in the record data buffer. To view the record in its new format, enter the 'DISPLAY record-name' command. This will avoid possible confusion when the display is different.

W2008

RECORD DISPLAY INCOMPLETE - TOO MANY (FIELDS/OCCURS)

Reason:

The record to be displayed could not fit into the display buffer area. The display buffer area ran out of line storage space.

Action:

Enter the 'DISPLAY record-name CONTINUE' command to view the remaining fields.

W2009

RECORD DISPLAY INCOMPLETE - FIELD TOO LONG

Reason:

The record to be displayed could not fit into the display buffer area. The display buffer area ran out of line storage space.

Action:

Enter the 'DISPLAY record-name CONTINUE' command to view the remaining fields. (If you were displaying a field, the entire record must be displayed to use the CONTINUE option.)

W2010

USAGE MODE MAY NOT BE CHANGED FOR A BIT FIELD

Reason:

The usage mode can be changed for any type of field except bit.

Action:

None.

W5001

MODIFIED DATA ENTERED, PF KEY IGNORED

Reason:

Record data was changed at the same time that a PF key associated with a command was pressed, and MAPIN mode was not FAST.

Action:

None.

Appendix A: Browse Commands

This section contains the following topics:

- [Overview](#) (see page 133)
- [Browse Commands](#) (see page 133)
- [Program Function Keys](#) (see page 134)
- [Entering Commands](#) (see page 134)
- [Scroll Options](#) (see page 135)
- [Primary Commands](#) (see page 136)
- [Line Commands](#) (see page 143)

Overview

This appendix provides a guide to the browse commands that are available at the Animation Setup Edit screen and the Animation Runtime Edit screen. This appendix describes each command and its syntax.

Browse Commands

There are the following types of browse commands:

- Scroll Options
- Primary Commands
- Line Commands.

Scroll Options

Scroll options are used to determine how many lines or columns of the source to scroll up, down, right, or left when using a primary command or a PF key.

Primary Commands

Primary commands are used to:

- Locate the desired line of the source
- Find the next occurrence of a string
- Reset the screen display to remove all line commands, column markers, and extraneous messages
- Turn the CAPS Mode on or off
- Display the time and date
- Navigate through the source.

Line Commands

Line commands are used in conjunction with the STOP and REMOVE CA ADS Alive commands to specify and de-specify animation stop locations.

Program Function Keys

PF keys are set to many frequently used commands. Therefore, you can enter a command from any position on the Animation Setup or Runtime Edit screen with one keystroke. In addition, the PA1, PA2, and CLEAR keys are set to redisplay the screen. Use the KEYS primary command to change EDITOR PF key settings.

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

Entering Commands

The following are descriptions of where commands are entered:

- **Scroll Options**--Enter these options at the far right side of the second line on the screen, after the word SCROLL.
- **Primary Commands**--Enter these commands at the left side of the second line, after the word COMMAND. This field is called the COMMAND line.
- **Line Commands**--Enter these commands in the line number fields at the left.

RESet

Keywords appear in mixed case. The minimum required portion of each keyword appears in uppercase.

Find string

Variables appear in lowercase. You substitute an appropriate value for each variable.

Up [number-of-lines]

Brackets indicate optional clauses or commands.

```
CAPS [ < ON >
      \ OFF / ]
```

Braces enclose two or more options. Select an option.

```
CAPS [ < ON◀ >
      \ OFF / ]
```

A left arrow indicates the default value.

Order of Commands

You must enter a B (before) or an A (after) line command in conjunction with the STOP and REMOVE CA ADS Alive commands to specify and de-specify animation stop locations.

Entering Blanks In Commands

Blanks (character spaces) are ignored in line command sequences, so you can enter blanks between a command and a value without affecting processing.

You must enter at least one blank (character space) between a primary command and a primary command value. You cannot embed blanks in a keyword.

Command Stacking

You can enter multiple primary and line commands. Primary commands must be separated by a semicolon (;).

Scroll Options

```
/ 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.

Use scroll options 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 far-right side of the second line on the 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 will remain in effect until you enter a different setting.

Primary Commands

Primary commands are entered on the second line of the screen after the word COMMAND. You can enter more than one primary command at a time. Use the following syntax:

command;command

BOTTOM Command

BOTtom

The BOTTOM command displays the last full screen at the bottom of the source.

CAPS Command

CAPS < ON◀ >
 \ OFF /

Use the CAPS command to turn the CAPS Mode on and off. With the CAPS Mode on, all new alpha data is translated into uppercase. With the CAPS Mode off, the data remains unaffected. Data that was initially entered with the CAPS Mode off will remain in lowercase unless you edit the field.

CURSOR Command

CURSor

The CURSOR command moves the cursor directly to the COMMAND line. It functions in the same way as the home key.

The default keys are PF12 and PF24.

DOWN Command

```
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

specifies the last full screen at the bottom of the source.

Half

specifies to scroll down half a screen.

Page

specifies to scroll down a full screen.

Use the DOWN (scroll down) command to display source lines below your current view. The amount you scroll is determined by the Scroll Option. You can override the setting at anytime.

The default keys are PF8 and PF20.

EDITOR-ID Command

EDITOR-ID

The EDITOR-ID command displays the release number for the version of the EDITOR invoked. The release is displayed in message format.

ECHO Command

ECHO {ON
OFF}

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 userid. The PROFILE command can be used to display all environmental settings, which will include the ECHO setting.

The Default setting is OFF.

This command is available in edit and browse modes.

ENTER Command

ENTER

The ENTER command redisplay the current screen with any changes made.

The default key is ENTER.

FIND Command

FIND [< ALL >] [< * >] string [lb[rb]] [< X >]
 [< FIRST >] [< / >]

Where:

ALL

specifies that all occurrences of a string are to be found in scanned lines.

FIRST

specifies that the first occurrence of a string is to be found.

string

specifies the string is to be found.

*** (asterisk)**

specifies the string value from the last FIND command entered.

lb rb

specifies the left and right bounds (column positions) for the find. If specifying just the left bound, the string to found must begin in that same column. If specifying both left and right bounds, the string to be found can appear anywhere within those bounds.

X

specifies only excluded lines are to be scanned.

NX

specifies only non-excluded lines are to be scanned.

Use the FIND command to search for a string in the source.

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 operands of this command can appear in any order.

FIRST Command

FIRst

The FIRST command displays the first screen of the source.

LAST Command

LASt

The LAST command presents the last screen of the source.

LEFT Command

LEft [number-of-columns]

The LEFT command scrolls the current display to the left the specified number of columns. If the number parameter is blank, the Scroll Options are used.

LOCATE Command

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.

Use the LOCATE command to move the display to a specific source line or to the beginning or the end of the source.

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 source, you can specify 0 as the line number, and the first line of the source will be the top line displayed.

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

MEMORY Command

MEMory [< STATIC >]
 \ DYNAMIC /

Where:

STATIC

specifies to obtain storage one time and track until the end of the setup or runtime session.

DYNAMIC

specifies to obtain new storage and free it each time the EDITOR driver module is called.

Internal storage is determined by the MEMORY command.

PROFILE Command

PROFfile

Use the PROFILE command to display the environmental parameters under which your animation setup or runtime 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.

RESET Command

RESet

Use the RESET command to clear the display of any line commands, column markers, or extraneous messages.

The default keys are PF9 and PF21.

RESHOW Command

RESHOW

Use the RESHOW 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.

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

RFIND Command

RFIND

The RFIND command repeats the last FIND command that was entered.

The RFIND search begins at the position of the cursor. When it reaches the end of the file, it will reach the bottom and the message line will state, BOTTOM OF DATA REACHED. Entering RFIND again will resume the search at the top of the file. Then if the string is not found in the file, the message line displays **NO CHAR: *string* Found**. Entering the RFIND command has no effect.

The default keys are PF5 and PF17.

RIGHT Command

Right [number-of-columns]

The RIGHT (scroll right) command scrolls the current display to the right the specified number of columns. If the number parameter is blank, the scroll options are used.

The default keys are PF11 and PF23.

TIME Command

TIME

The TIME 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.

TOP Command

TOP

The TOP command displays the first full screen at the top of the source.

UP Command

UP $\left[\begin{array}{l} / \text{ number-of-lines } \backslash \\ | \text{ Max } | \\ < \text{ Half } > \\ \backslash \text{ Page } / \end{array} \right]$

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 up to the first screen of the source.

Half

specifies to scroll up half a screen.

Page

specifies that you want to scroll up a full screen.

Use the UP (scroll up) command to display source lines above your current view. The amount you scroll is determined by the Scroll Option. You can override the setting at anytime.

The default keys are PF7 and PF19.

Line Commands

Line commands are used in conjunction with the STOP and REMOVE CA ADS Alive commands to specify animation stop locations 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.

A (after) Command

A

Use the A (after) line command in conjunction with the STOP and REMOVE CA ADS Alive commands to specify and de-specify animation stop locations.

B (before) Command

B

Use the B (before) line command in conjunction with the STOP and REMOVE CA ADS Alive commands to specify and de-specify animation stop locations.

Glossary

Animation

An online view of actual CA ADS source execution that allows you to test and debug CA ADS dialogs.

Animation Mode

There are two major animation modes: Interruptible Mode and Non-Interruptible Mode. Within the Interruptible Mode, there are two additional modes: STEP Mode and SKIP Mode.

Animation Runtime Session

The CA ADS Alive animation subsession during which the actual online dialog code compile takes place.

Animation Setup Session

The CA ADS Alive animation subsession during which you define animation stop (interrupt) points and specify various CA ADS Alive operating options.

Animation Stop Points

A point in dialog source at which you tell CA ADS Alive to interrupt (or stop) the dialog animation.

Interruptible Mode

The Animation Mode in which you specify animation stop (interrupt) points.

Non-Interruptible Mode

The Animation Mode in which you *do not* specify animation stop (interrupt) points. CA ADS Alive steps through dialog animation one line of code at a time, pausing for a specified length of time. The Non-Interruptible Mode causes all CA ADS Alive Animation Runtime Session commands to be inoperative.

Post-Abort Browse Facility

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

SKIP Mode

An Animation Mode that you specify during an Animation Runtime Session in Interruptible Mode. CA ADS Alive responds by changing the Animation Mode to STEP Mode and a specified number of statements are bypassed before dialog animation is stopped again.

STEP Mode

An Animation Mode that you specify during an Animation Runtime Session in Interruptible Mode. CA ADS Alive stops at every line of code for the current process.

Index

A

Animation • 145
Animation Mode • 145
Animation Runtime Commands • 42
Animation Runtime Session • 145
Animation Setup Commands • 40
Animation Setup Session • 145
Animation Stop Points • 145

B

Browse Commands • 133

C

CA ADS Alive
 A Powerful Interactive Tool • 9
CA ADS Alive Customization Macros • 59
CA ADS Alive Session Overview • 15
Common Commands • 36
Conventions, Syntax, and Summary Figures • 35

D

Dialog Animation • 10
Dialog Animation Capabilities • 10

E

Entering Commands • 134

I

Interruptible Mode • 145

L

Line Commands • 143

M

Messages Generated by CA ADS Alive • 63

N

Non-Interruptible Mode • 145

O

Online Documentation • 12
Online Documentation Print Utility • 58

Operating Environment • 57

P

Post-Abort Browse Facility • 11, 30
Post-Abort Browse Facility Commands • 50
Primary Commands • 134, 136
Program Function Keys • 134

R

Record/Element Display & Modification • 31
Record/Element Display & Modification Commands
 • 53
Reviewing the Post-Abort Browse Queue • 60

S

Scroll Options • 133, 135
SKIP Mode • 145
Step 1
 Invoke CA ADS Alive • 18
Step 2
 Select a Dialog for Animation • 18
Step 3
 Specify the Animation Mode • 22
Step 4
 Select Processes for Interruptible Animation • 24
Step 5
 Specify Stop Locations for Animation • 25
Step 6
 Specify Animation Session Values • 26
Step 7
 Animate the Dialog • 28
STEP Mode • 146
Suggestions for Testing • 11

T

Typical CA ADS Alive Screen • 17