

CA TPX™ Session Management

Windows User Guide

Release 5.3



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CA Technologies Product References

This document references the following CA Technologies products:

- CA TPX™ Session Management (CA TPX)

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Chapter 1: Introduction

This section contains the following topics:

[Overview](#) (see page 9)

[Parts of a Window](#) (see page 10)

[Purpose of This Guide](#) (see page 11)

Overview

CA TPX Windows, an extension of the CA TPX product, allows you to view and interact with two or more application sessions simultaneously on a 3270-type terminal. CA TPX Windows does this by dividing your screen into rectangular areas, or windows, that function as separate terminal screens. Your applications run in these windows, allowing you to work with several applications simultaneously from a single terminal. You can create your own configurations to define the size and location of the windows on the screen.

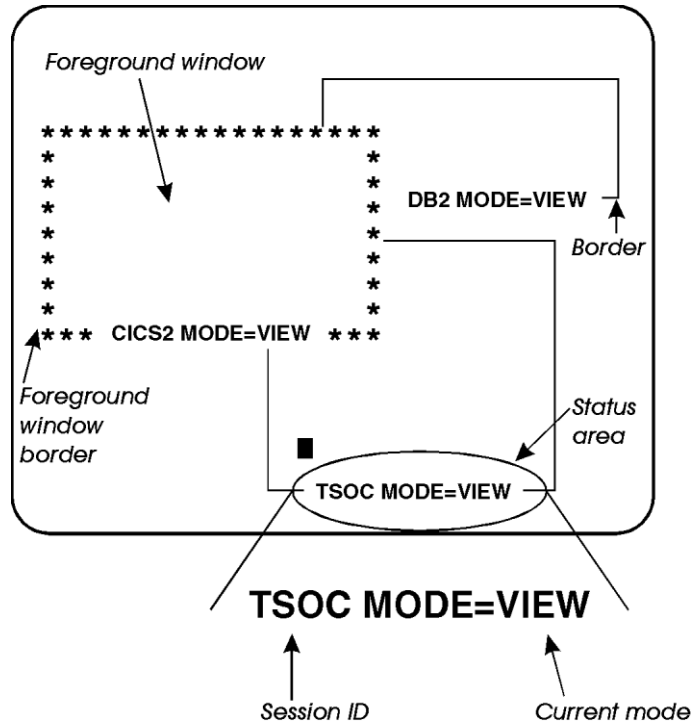
Features

With CA TPX Windows you can:

- Work with several windows, each containing a different application available through CA TPX.
- Add and delete windows.
- Change the shape and size of windows.
- Move windows to different parts of the screen.
- Change the part of the application image displayed in the window.
- Copy information from one window to another.

Parts of a Window

The following illustration shows a CA TPX Windows session with three windows. Each of these windows functions like a terminal on your desk. Without CA TPX Windows, you would need three terminals on your desk to view three applications simultaneously. You can also define the size and location of the windows by setting up your own configurations.



Border

Around each window is a **border** that distinguishes it from the other windows on the screen. You can define the character that this product uses for the window border in a CA TPX administration session.

Foreground Window

The **foreground window** is displayed in front of the other windows on the screen. You can send and receive data from all of the applications displayed in the windows on the screen, but some CA TPX Windows functions, such as moving the window and window borders, are available only for the foreground window. The foreground window's default border character is an asterisk (*), but it may be a different character on your system.

Background Window

A **background window** is displayed behind the foreground window and has a different border character. Some functions, such as moving the window and window borders, are not available for background windows.

Status Area

The **status area** on the bottom border of each window tells you the session ID for the application displayed in that window and the current interaction mode you are using. The available interaction modes are view, scroll, edit, and copy.

Purpose of This Guide

The remaining part of the guide is divided as follows:

The chapter “Navigating Through Windows” contains step-by-step instructions for starting a CA TPX Windows session. This chapter is particularly useful if you have never used this product before.

The chapter “Manipulating Windows” shows you how to change the way that the windows are displayed on the screen. This chapter includes instructions for changing the size of a window, scrolling through the application image in a window, copying information from one window to another, and many other useful functions.

The chapter “Setting Up Windows Configurations” shows you how to create and edit configurations.

The chapter “Commands and Special Keys Reference” provides a complete reference for interaction modes and functions. This chapter is most useful if you are already familiar with CA TPX Windows, but need information on a particular function.

Prerequisites

You should be familiar with CA TPX and how to use it, as this guide does not explain CA TPX outside of CA TPX Windows. For more information about CA TPX itself, see the *User Guide*. You also should know how to use 3270-type terminals.

Conventions Used in This Guide

CA TPX Windows makes it easy to manipulate windows by providing a window mode key and window command character. In this guide, the window mode key and window command character are represented by their default settings. The default window mode key is PA1, and the default window command character is a backslash (\).

Note: These settings may be different at your site. You will see your settings on the Change Window Mode Menu in CA TPX Windows. Directions for accessing this menu immediately follow this section.

Program Function keys are shown as PF*n*. For instance, Program Function Key two is represented as PF2.

Chapter 2: Navigating Through Windows

This section contains the following topics:

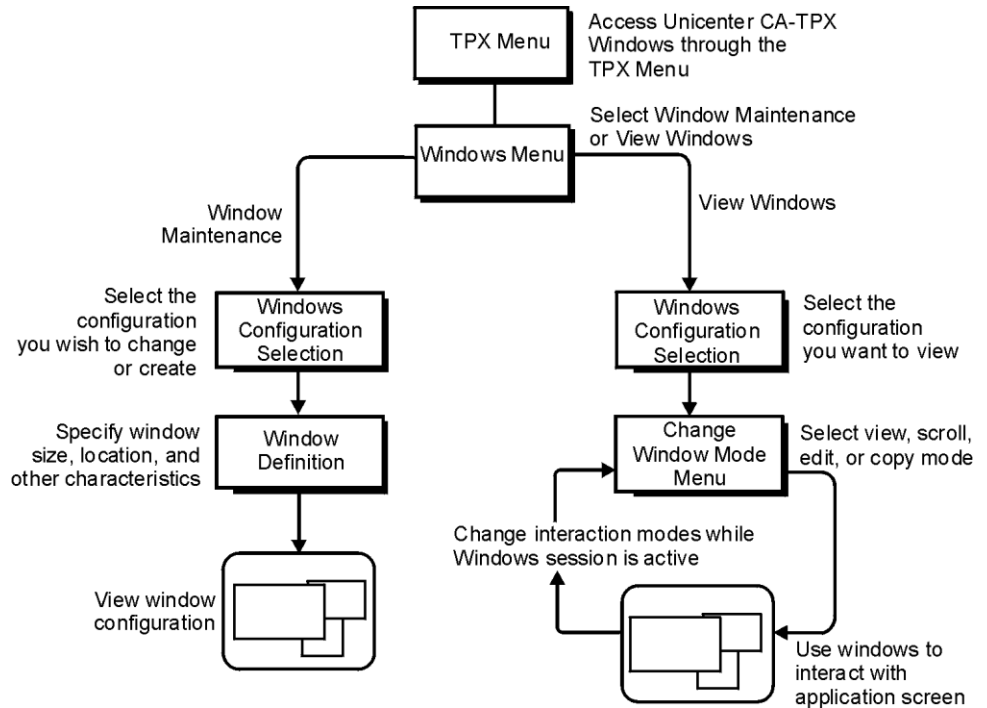
[Menus and Screens](#) (see page 13)

[Start CA TPX Windows](#) (see page 14)

[Activate an Application in a Window](#) (see page 16)

Menus and Screens

CA TPX Windows includes menus and screens that provide you with different options for manipulating windows. The following diagram shows the path through these menus and screens:



Start CA TPX Windows

To start a CA TPX Windows session

1. Activate CA TPX Windows from your Menu. (If you do not know how to activate a session, see the *User Guide* for instructions.)

The Menu is displayed.

2. Select Option 1, Window Maintenance.

The CA TPX Window Configuration Selection screen is displayed

```
TPX Window Configuration Selection
Command ==>
Window Configuration
DEFAULT
WINDOW
***** BOTTOM OF DATA *****
Panelid - TEN0997
Userid - USER1
Termid - A01B02C
Date - 10/10/03
Time - 14:26:07
PF1=Help PF3=End PF4=Return PF7=Up PF8=Down "CANCEL" cancel
```

3. If desired, you can copy the windows configurations from another user. To do this, go to the command line and type COPY userid where userid is the ID of user whose configurations you want to copy. Then, press Enter.

Next, select a windows configuration by typing an **S** in the action field to the left of the desired configuration and pressing Enter.

The CA TPX Window Definition is displayed.

Note: If you have not created a windows configuration, the default configuration will be listed.

```

                                TPX Window Definition
Command ==>
Window Configuration:  DEFAULT
                                Panelid - TEN0996
                                Userid  - USER1
                                Termid  - A01B02C
                                Date   - 10/10/03
                                Time   - 11:01:21

                                APPLICATION          WINDOW ON
                                VIEWPORT            PRESENTATION SPACE
                                Location and size of  Location of window on
                                window on terminal    application image

SessionId  Row  Col  Height  Width  Row  Col  Cursor  Background
TPXADMIN   06  005  10     070   01  001  Y (Y/N)  Y (Y/N)
TPXOPER    11  005  10     070   01  001  Y (Y/N)  Y (Y/N)
***** BOTTOM OF DATA *****

Enter "SHOW" on the Command line to display complete Window Configuration or
place "S" next to the session to display a specific session's Window.

PF1=Help  PF2=Show  PF3=End  PF4=Return  PF7=Up  PF8=Down  "CANCEL" cancel

```

- The CA TPX Change Window Mode Menu displays the interaction modes (view, scroll, edit, and copy) available in CA TPX Windows. Type the number of the interaction mode you want and press Enter.

Note: For a description of interaction modes, see the chapter "Commands and Special Keys Reference."

```

                                TPX Change Window Mode Menu
Select Window mode ==>
1  View Mode
2  Scroll Mode
3  Edit Mode
4  Copy Mode
5  Send Mode Key to active window(if applicable)

                                Panelid - TEN0886
                                Userid  - USER1
                                Termid  - A01B02C
                                Date   - 10/10/03
                                Time   - 14:25:55

                                Window Mode Key: PA1

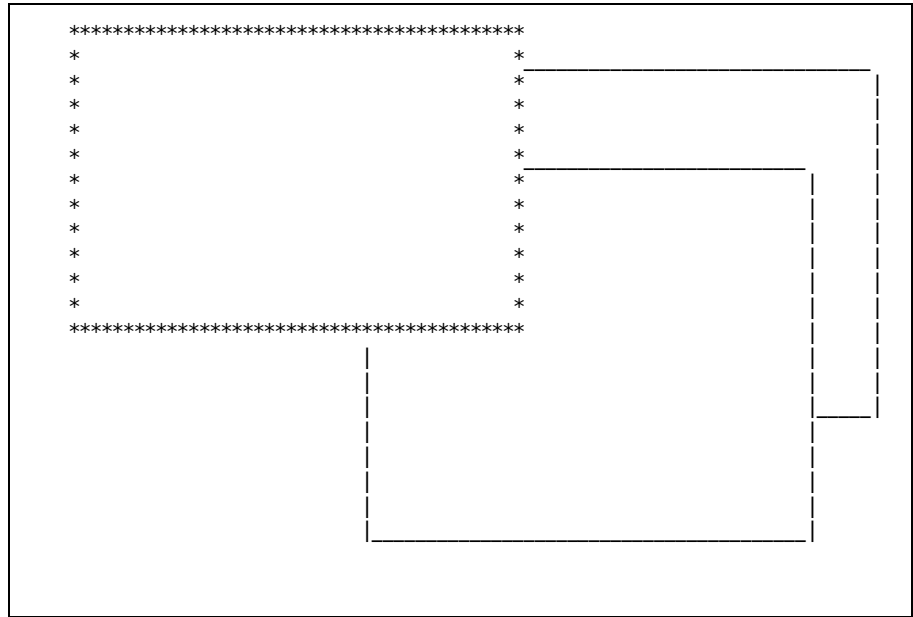
                                Window Cmd Char: \

PF1=Help  PF3=End  PF4=Return

```

Note: The settings for your window mode key and window command character are also displayed on the CA TPX Change Window Mode Menu. Your settings can be different than those displayed in the previous panel.

You will see the windows configuration that you selected in step 3. The following panel shows an example of a windows configuration. The configuration displayed on your screen can be different.



5. You can change your interaction mode after the window configuration is displayed. To change your interaction mode, press your window mode key, and the CA TPX Change Window Mode Menu will be displayed.

The following sections explain interaction modes and functions in detail.

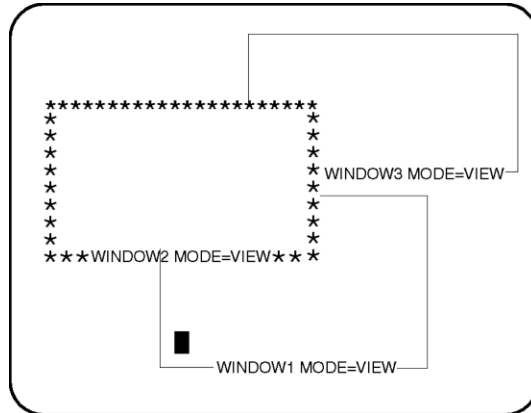
Activate an Application in a Window

Application sessions are not automatically activated when the windows configuration is displayed. Applications previously active on the Menu will be active when you access a windows configuration that displays them. When an application is not active, the window that displays it is blank.

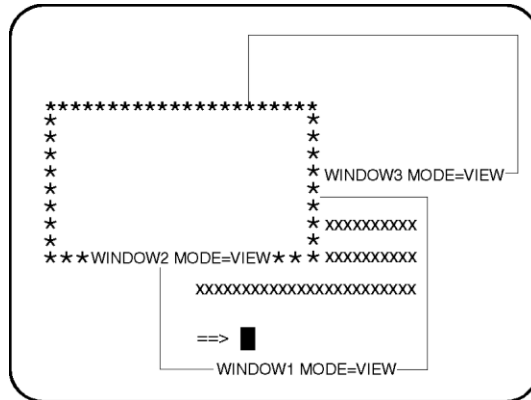
In View, Edit, or Scroll Mode

Follow this procedure to activate an application in a window:

Place the cursor within the window and press Enter.



The application is displayed in the window. If it is not, make sure the application is currently available.



If a window does not show you the part of the application image that you want to see, you can change the size of the window or scroll through the application image within the window. These and other functions are described in the chapter “Manipulating Windows.”

Chapter 3: Manipulating Windows

This section contains the following topics:

- [Select an Interaction Mode](#) (see page 19)
- [Use Send Mode Key](#) (see page 20)
- [More Information About Windows Functions](#) (see page 21)
- [How to Change the Foreground Window](#) (see page 22)
- [How to Zoom In and Out](#) (see page 23)
- [How to Expand a Window](#) (see page 25)
- [How to Shrink a Window](#) (see page 27)
- [How to Move Window Border to Right](#) (see page 29)
- [How to Move Window Border to Left](#) (see page 31)
- [How to Move Window Border Down](#) (see page 32)
- [How to Move Window Border Up](#) (see page 34)
- [How to Move a Window](#) (see page 35)
- [How to Open a Window](#) (see page 36)
- [How to Close a Window](#) (see page 39)
- [How to Scroll Down Through Application Image](#) (see page 40)
- [How to Scroll Up Through Application Image](#) (see page 42)
- [How to Scroll Left Through Application Image](#) (see page 44)
- [How to Scroll Right Through Application Image](#) (see page 46)
- [How to Copy and Paste Data](#) (see page 48)

Select an Interaction Mode

After you have displayed a windows configuration and activated the application sessions, you can perform functions such as moving windows or changing their size. You can use the CA TPX Change Window Mode Menu to select the interaction mode in which the function is available.

Interaction Modes

You can choose the following interaction modes from the CA TPX Change Window Mode Menu:

View Mode

Allows you to interact with the applications in the windows as you typically would on the terminal screen. You can also use the scroll mode functions in view mode by using the window command character.

Scroll Mode

Allows you to scroll up, down, right, or left through the application image in the window. You can also expand, shrink, move, delete, or add windows displayed on the screen.

Edit Mode

Allows you to move the borders of a window. You can also expand, shrink, move, delete, or add windows displayed on the screen.

Copy Mode

Allows you to cut and paste text in or between windows.

Send Mode Key

Allows you to send the window mode key to the application. For more information about sending the mode key to the application, see *Sending the Mode Key to the Application* in this chapter.

Use Send Mode Key

When you are working with applications in view mode, all PF keys except the window mode key are passed directly to the applications. However, there may be times when you need to use the window mode key in the application session. In these cases, use the Send Mode Key option on the CA TPX Change Window Mode Menu.

Example

Assume that your window mode key has been defined as PF23. You have accessed a windows configuration and discovered that an application in the configuration uses PF23 for a particular function.

You would follow these steps each time you wanted to use PF23 in the application session:

1. Press PF23 to display the CA TPX Change Window Mode Menu.
2. Choose option 5, Send Mode Key, on the CA TPX Change Window Mode Menu.

You will return directly to the windows configuration you were previously viewing, and the PF23 key will be passed to the application.

Note: When possible, assign your window mode key to a key that is not used by the applications you access most frequently.

More Information About Windows Functions

The following table lists the functions using illustrations for each function. If you are using this product for the first time, you should experiment with these functions in edit or scroll mode rather than in view mode. This will ensure that you do not enter an erroneous command in your application session.

Function	See Section
Changing the foreground window (PF9)	How to Change the Foreground Window (see page 22)
“Zoom” functions: expanding a window to full screen and back (PF2)	How to Zoom In and Out (see page 23)
Expanding and shrinking windows by one column in each direction (PF5 and PF6)	How to Expand a Window (see page 25)
Moving a window border to the right (PF11)	How to Move Window Border to Right (see page 29)
Moving a window border to the left (PF10)	How to Move Window Border to Left (see page 31)
Moving a window border down (PF8)	How to Move Window Border Down (see page 32)
Moving a window border up (PF7)	How to Move Window Border Up (see page 34)
Moving a window to another location on the screen (PF12)	How to Move a Window (see page 35)
Opening a new window (PF4)	How to Open a Window (see page 36)
Closing a window (PF3)	How to Close a Window (see page 39)
Scrolling down through the application image (PF8)	How to Scroll Down Through Application Image (see page 40)
Scrolling up through the application image (PF7)	How to Scroll Up Through Application Image (see page 42)
Scrolling to the left through the application image (PF10)	How to Scroll to the Left Through Application Image (see page 44)
Scrolling to the right through the application image (PF11)	How to Scroll to the Right Through Application Image (see page 46)
Cutting and pasting information between windows	How to Copy and Paste Data (see page 48)

How to Change the Foreground Window

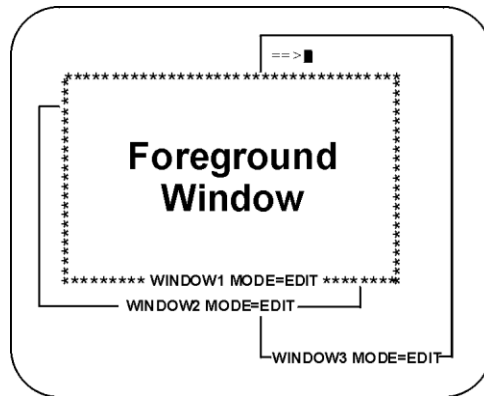
The foreground window is distinguished from the background windows by a special border character. The default foreground window border character is an asterisk (*), but it may be different on your system. At times, you may want one of the background windows to be the foreground window so that it is displayed in front of other windows. Another reason for making a background window a foreground window is that some functions only apply to the foreground window.

Change Foreground Window in Edit or Scroll Mode

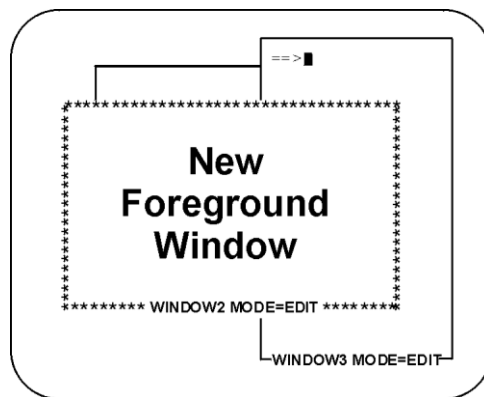
This procedure helps to make the next window the foreground window in edit or scroll mode.

To change the foreground window in edit or scroll mode

1. Press PF9. The location of the cursor on the screen is not important.



The window that was previously the foreground window is moved behind the other windows on the screen, and the window that was directly behind the foreground window becomes the new foreground window.

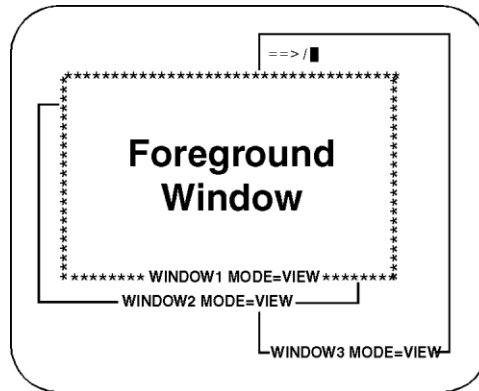


Change Foreground Window in View Mode

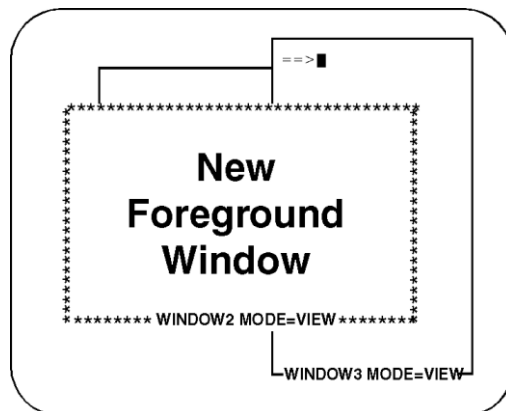
This procedure helps to make the next window the foreground window in view mode.

To change the foreground window in view mode

1. Tab to a data entry field in any active window and type your window command character.
2. Press PF9.



The window that was previously the foreground window is moved behind the other windows on the screen, and the window that was directly behind the foreground window becomes the new foreground window.



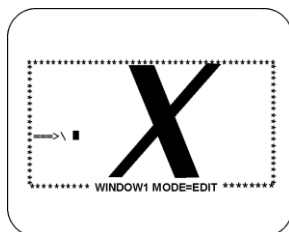
How to Zoom In and Out

The “zoom” function allows you to expand a window to fill the screen, or to shrink it back to its original size. The “zoom” function is available in edit, scroll, and view modes.

Zoom In and Out in Edit or Scroll Mode

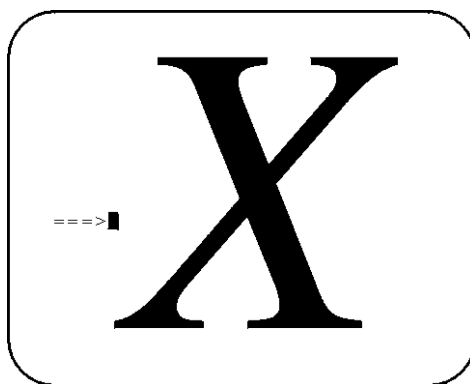
Follow this procedure to zoom in or out of a window in edit or scroll mode:

1. Place the cursor anywhere inside the window on which you want to use the “zoom” function.
2. Press PF2.



If the window is smaller than the total screen size, it will expand to fill the screen area.

If you press PF2 again, the window will return to its original size.



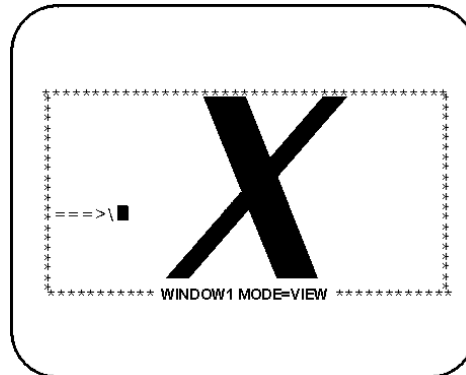
Note: When you use the “zoom” function on a window, it automatically becomes the foreground window.

Zoom In and Out in View Mode

To zoom in or out of a window in view mode

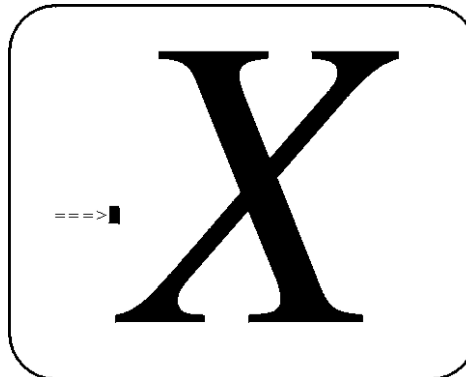
1. Use the Tab key to move the cursor to a data field in the window on which you want to use the “zoom” function.
2. Type your window command character and press PF2.

Figure 1: The diagram describes to zoom in or out of a window in view mode.



If the window is smaller than the total screen size, it will be expanded to fill the screen area.

If you follow steps 1 and 2 again, the window will return to its original size.



Note: When you use the “zoom” function on a window, it will automatically become the foreground window.

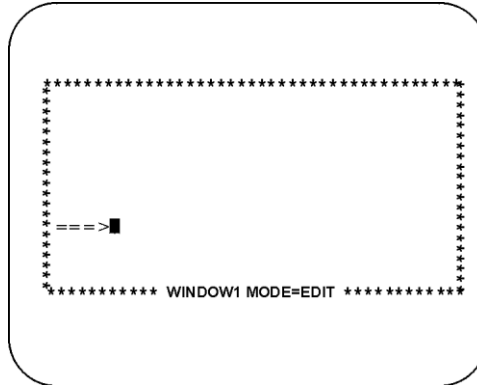
How to Expand a Window

You can make a window larger by using the “expand” function. The “expand” function enlarges a window by moving each border out one row and column. To make a window smaller, use the “shrink” function described in Shrinking a Window in this chapter.

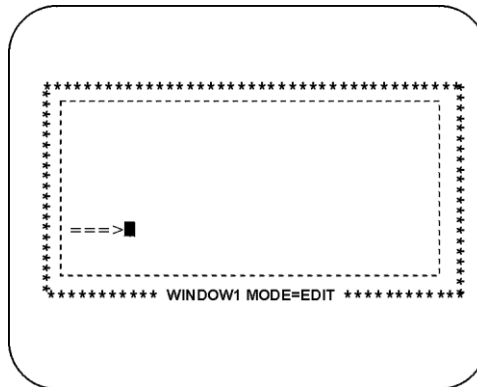
Expand Window in Edit or Scroll Mode

To expand a window in edit or scroll mode

1. Place the cursor anywhere inside the window you want to enlarge.
2. Press PF5.



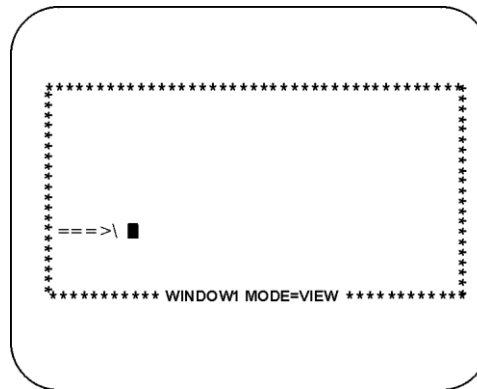
The borders of the window move out by one row and column to make the window larger.



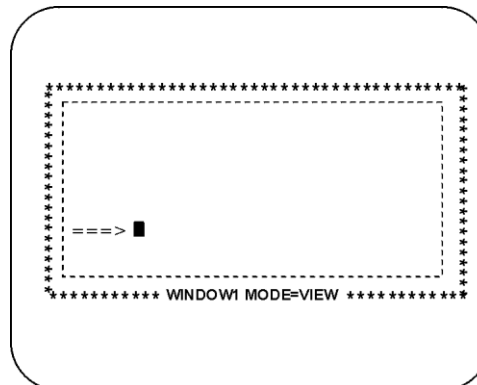
Expand Window in View Mode

To expand a window in view mode

1. Use the Tab key to move the cursor to a data entry field in the window you want to enlarge.
2. Type your window command character and press PF5.



The borders of the window move out by one row and column to make the window larger.



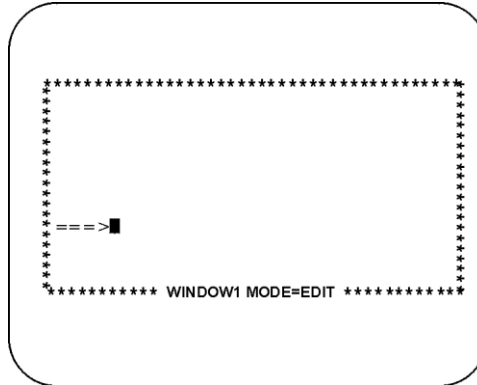
How to Shrink a Window

You can make a window smaller by using the “shrink” function. The “shrink” function makes the window smaller by moving each border in one row and column. To make a window larger, use the “expand” function described in Expanding a Window in this chapter.

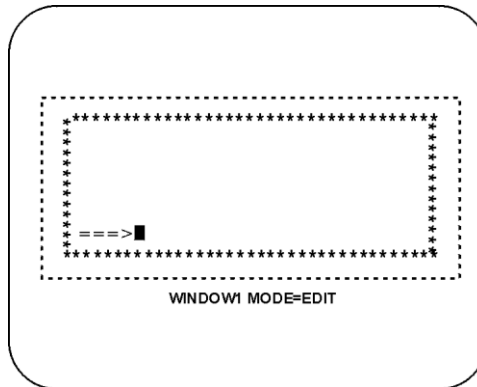
Shrink Window in Edit or Scroll Mode

To shrink a window in edit or scroll mode

1. Place the cursor anywhere inside the window you want to shrink.
2. Press PF6.



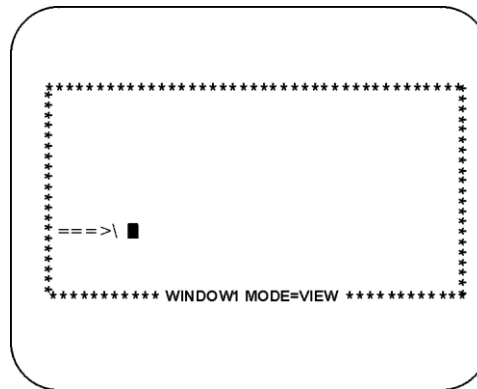
The borders of the window move in by one row and column to make the window smaller.



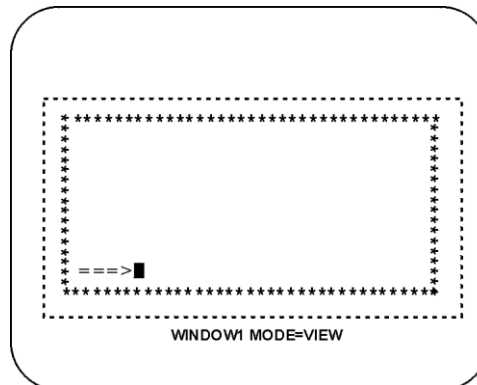
Shrink Window in View Mode

Follow this procedure to shrink a window in view mode:

1. Use the Tab key to move the cursor to a data entry field in the window you want to shrink.
2. Type your window command character and press PF6.



The borders of the window move in by one row and column to make the window smaller.



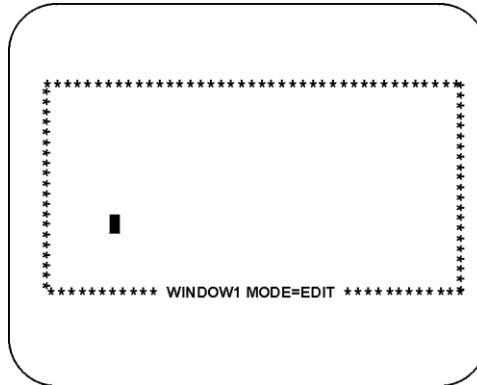
How to Move Window Border to Right

You can move one of the vertical borders on the foreground window to the right by using the "right" function in edit mode. This function is not available in scroll or view modes. (Selecting an Interaction Mode in this chapter shows you how to change the interaction mode for your windows.)

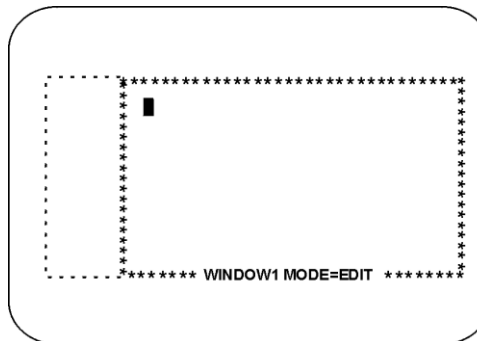
Move Window Border to Right in Edit Mode

To move the window border to the right in edit mode

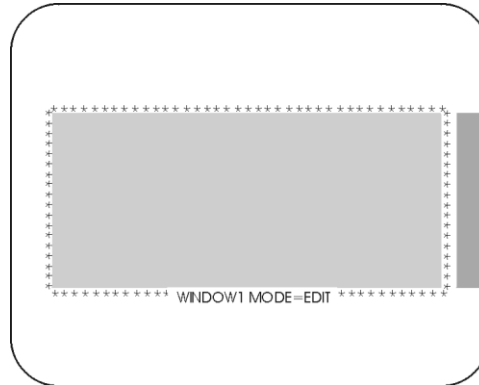
1. Place the cursor in the column where you want the border to be moved.
For example, if you want to move the left border five columns to the right, place the cursor five columns to the right of the border.
2. Press PF11.



The vertical border moves to the column in which the cursor is positioned. The other vertical border and the horizontal borders do not move.



Note: If you place the cursor to the right of the left window border (light-shaded area shown in the following), the left border will be moved to the right, and the window will be smaller. If you place the cursor to the right of the right window border (dark-shaded area shown in the following), the right border will be moved to the right, and the window will be larger.



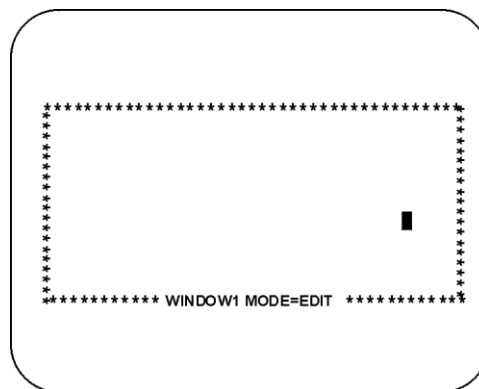
How to Move Window Border to Left

You can move one of the vertical borders on the foreground window to the left by using the “left” function in edit mode. This function is not available in scroll or view modes. (Selecting an Interaction Mode in this chapter shows you how to change the interaction mode for your windows.)

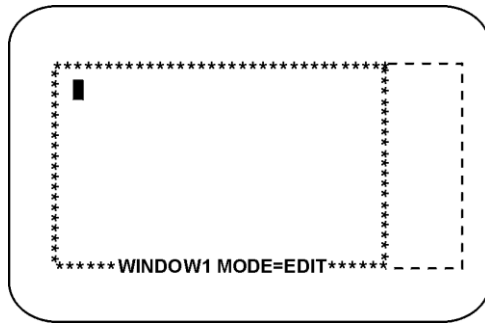
Move Window Border to Left in Edit Mode

To move the window border to the left in edit mode

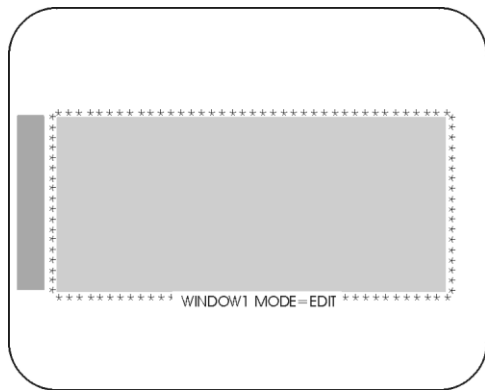
1. Place the cursor in the column where you want the border to be moved.
For example, if you want to move the right border five columns to the left, place the cursor five columns to the left of the border.
2. Press PF10.



The vertical border moves to the column in which the cursor is positioned. The other vertical border and the horizontal borders do not move.



Note: If you place the cursor to the left of the right window border (light-shaded area shown in the following), the right border will be moved to the left, and the window will be smaller. If you place the cursor to the left of the left window border (dark-shaded area shown in the following), the left border will be moved to the left, and the window will be larger.



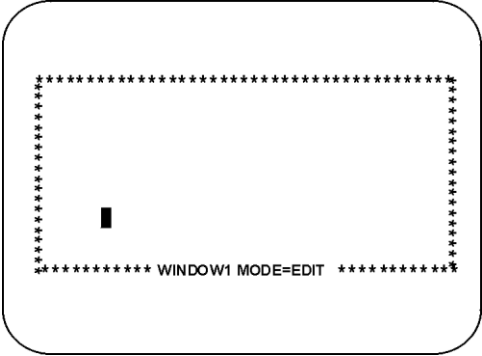
How to Move Window Border Down

You can move one of the horizontal borders on the foreground window down by using the “down” function in edit mode. This function is not available in scroll or view modes. (Selecting an Interaction Mode in this chapter shows you how to change the interaction mode for your windows.)

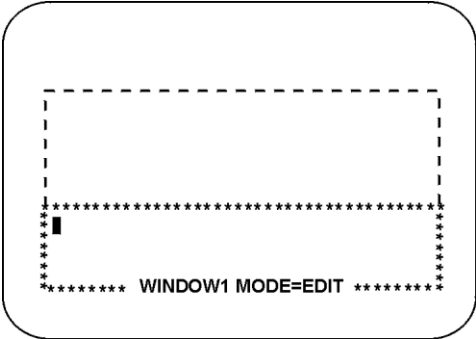
Move Window Border Down in Edit Mode

To move the window border down in edit mode

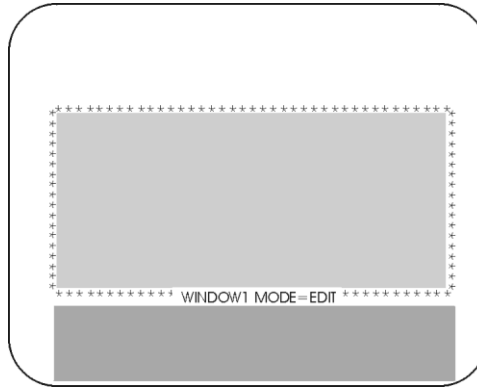
1. Place the cursor in the row where you want the border to be moved.
For example, if you want to move the top border eight rows down, place the cursor eight rows below the border.
2. Press PF8.



The horizontal border moves to the row in which the cursor is positioned. The other horizontal border and the vertical borders do not move.



Note: If you place the cursor below the top window border (light-shaded area shown in the following), the top border will be moved down, and the window will be smaller. If you place the cursor below the bottom window border (dark-shaded area shown in the following), the bottom border will be moved down, and the window will be larger.



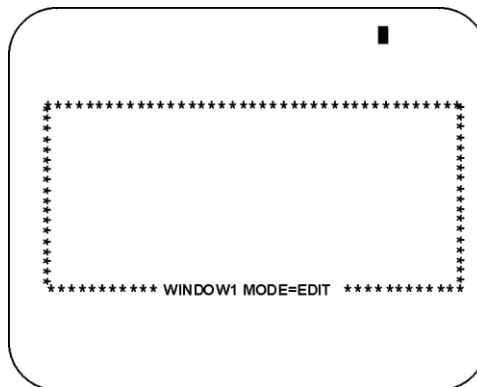
How to Move Window Border Up

You can move one of the horizontal borders on the foreground window up by using the “up” function in edit mode. This function is not available in scroll or view modes. (Selecting an Interaction Mode in this chapter shows you how to change the interaction mode for your windows.)

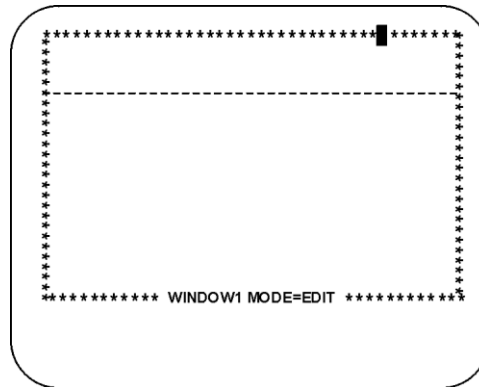
Move Window Border Up in Edit Mode

To move the window border up in edit mode

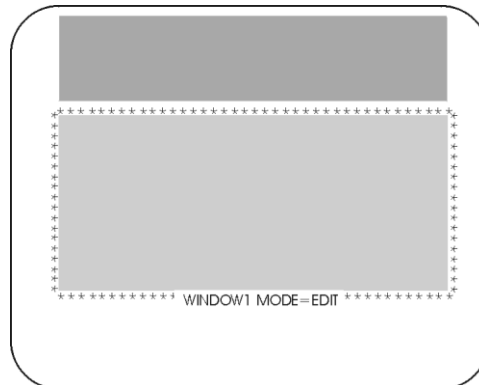
1. Place the cursor in the row where you want the border to be moved.
For example, if you want to move the bottom border five rows up, place the cursor five rows above the border.
2. Press PF7.



The horizontal border moves to the row in which the cursor is positioned. The other horizontal border and the vertical borders do not move.



Note: If you place the cursor above the bottom window border (light-shaded area shown in the following), the bottom border will be moved up, and the window will be smaller. If you place the cursor above the top window border (dark-shaded area shown in the following), the top border will be moved up, and the window will be larger.



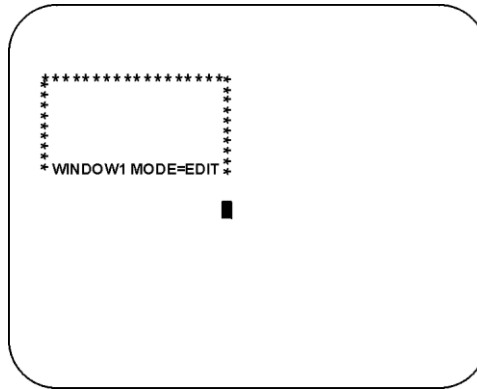
How to Move a Window

You can move the foreground window anywhere on the screen by using the “move” function in edit or scroll mode.

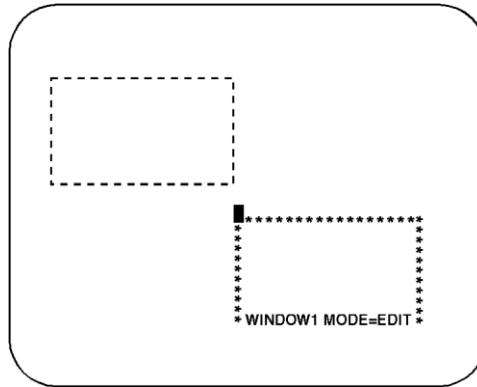
Move Window in Edit or Scroll Mode

To move a window in edit or scroll mode

1. Place the cursor at the point on the screen where you want the upper left corner of the window to be.
2. Press PF12.



The window moves so that the upper left corner is in the cursor position.



Note: If the position you have chosen does not provide enough room for the window, CA TPX Windows will shrink the window to fit the available space.

How to Open a Window

You can display a window for an application that is not in your windows configuration by using the “open” function. When you use the “open” function, you specify the application to be displayed in the new window and the size of the new window. You can open a window from view, edit, or scroll mode.

Open Window in Edit or Scroll Mode

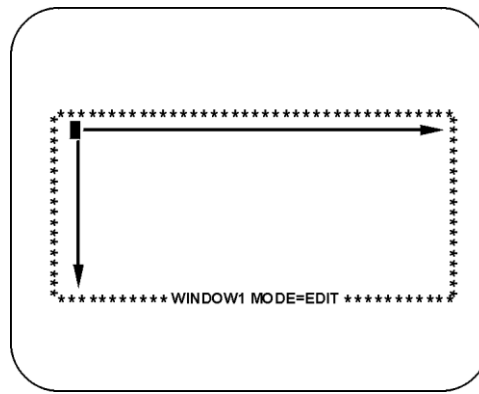
To open a window in edit or scroll mode

1. Define the size of the new window by placing the cursor inside an existing window.

The number of columns from the cursor to the right border of the existing window defines the width of the new window. The number of rows from the cursor to the bottom border of the existing window defines the height of the new window.

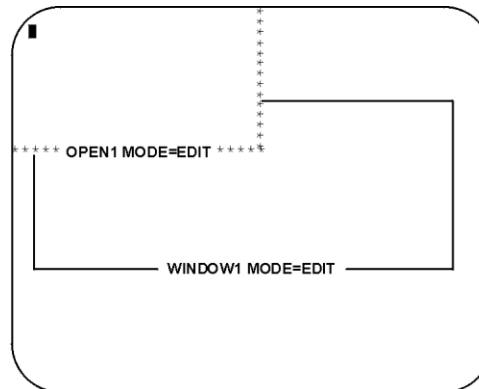
2. Press PF4.

A prompt is displayed, instructing you to enter the session ID of the application to be displayed in the new window.



3. Type the session ID of the application you want to display and press Enter.

The new window appears in the upper left corner of the screen.



Note: If you do not know the session ID for the application, display your Menu for a list of applications.

If you do not place the cursor inside a window, the new window will be the same size as the current foreground window.

Open Window in View Mode

To open a window in view mode

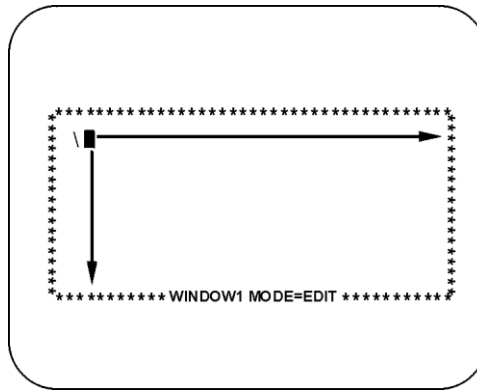
1. Define the size of the new window by placing the cursor in a data entry field of an existing window.

The number of columns from the cursor to the right border of the existing window defines the width of the new window. The number of rows from the cursor to the bottom border of the existing window defines the height of the new window.

Note: If there are no data entry fields in one of the current windows, you will have to access edit or scroll mode to open a window.

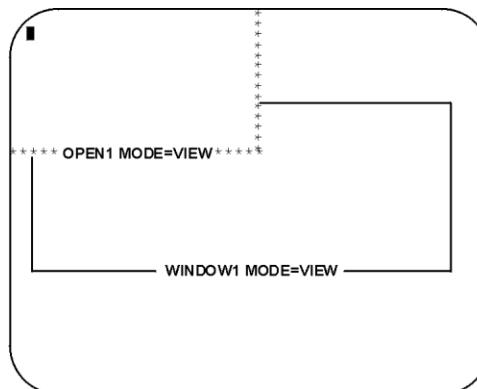
2. Type your window command character and press PF4.

A prompt is displayed, instructing you to enter the session ID of the application to be displayed in the new window.



3. Type the session ID of the application you want to display and press Enter.

The new window appears in the upper left corner of the screen.



Note: If you do not know the session ID for the application, display your Menu for a list of applications.

If you do not place the cursor inside a window, the new window will be the same size as the current foreground window.

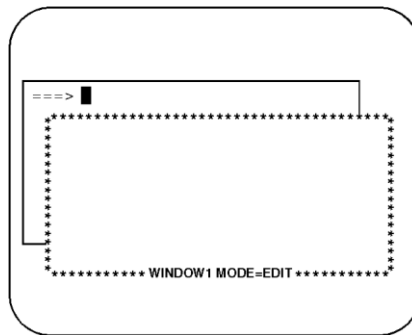
How to Close a Window

You can remove a window from the screen by using the “close” function. Although the window is removed from the screen, it is not removed from your configuration definition and will be displayed the next time you select the configuration. You can close a window in edit, scroll, or view mode.

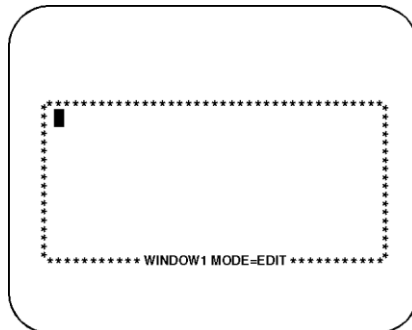
Close Window in Edit or Scroll Mode

To close a window in edit or scroll mode

1. Place the cursor inside a visible part of the window you want to close.
2. Press PF3.



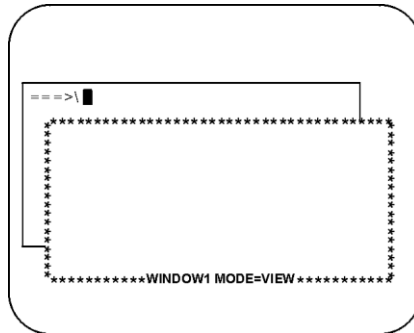
The window will be removed from the screen. To redisplay the window, see the discussion of the “open” function in Opening a Window in this chapter.



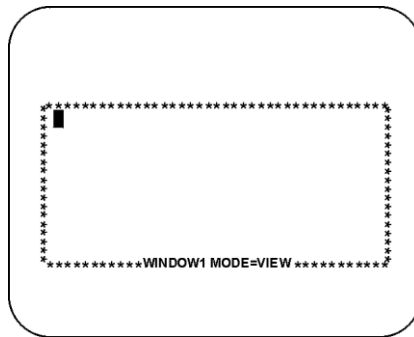
Close Window in View Mode

To close a window in view mode

1. Use the Tab key to move the cursor to a data entry field inside the window you want to close.
2. Type your window command character and press PF3.



The window will be removed from the screen. To redisplay the window, see the discussion of the “open” function in Opening a Window in this chapter.



How to Scroll Down Through Application Image

The “down” function in scroll mode allows you to scroll down through the application image in the window. You determine how many rows you want to scroll down.

Scroll Down Through Application Image in Scroll Mode

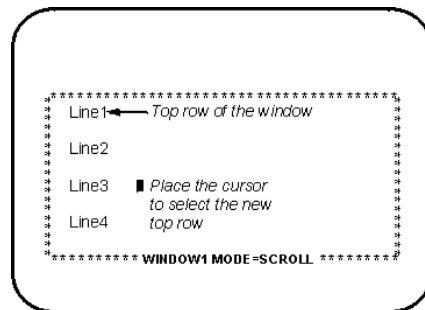
To scroll down through the application image in scroll mode

1. Place the cursor on the row you want to make the top row of the window.

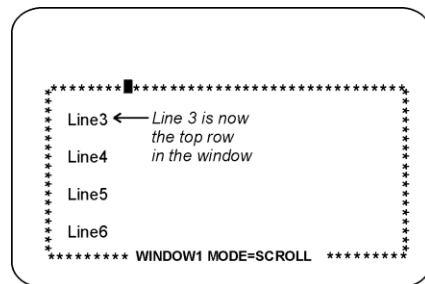
For example, if you want to scroll down two rows, place the cursor on the second row down from the top row of the window.

Note: If you want to scroll down the length of the screen, place the cursor on the bottom border of the window.

2. Press PF8.



The application image will scroll down until the row you selected with the cursor is the top row in the window.



Scroll Down Through Application Image in View Mode

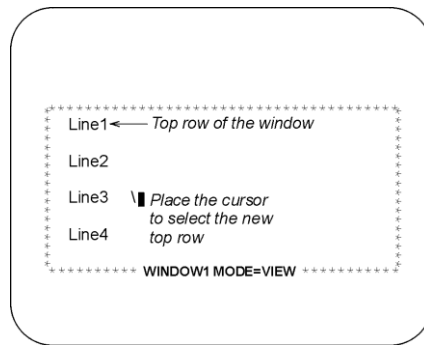
To scroll down through the application image in view mode

1. Use the Tab key to place the cursor in a data entry field on the row you want to make the top row of the window.

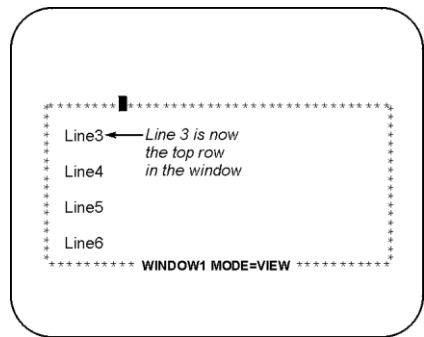
For example, if you want to scroll down two rows, place the cursor in a data entry field in the second row down from the top row of the window.

Note: If there are no data entry fields on the current application image, you have to access scroll mode to scroll down.

2. Type your window command character and press PF8.



The application image will scroll down until the row you selected with the cursor is the top row in the window.



How to Scroll Up Through Application Image

The “up” function in scroll mode allows you to scroll up through the application image in the window. You determine how many rows you want to scroll up.

Scroll Up Through Application Image in Scroll Mode

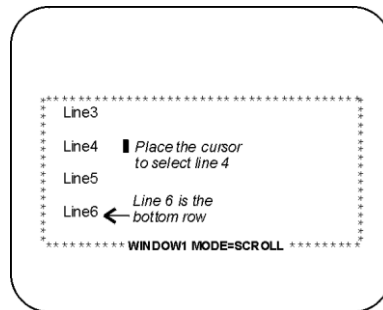
To scroll up through the application image in scroll mode

1. Place the cursor on the row you want to make the bottom row of the window.

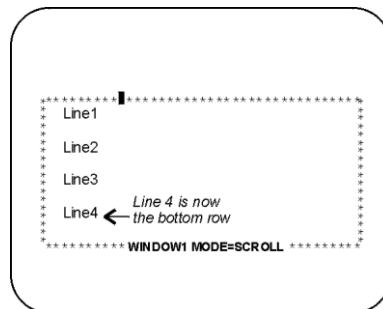
For example, if you want to scroll up two rows, place the cursor on the second row down from the top row of the window.

Note: If you want to scroll up the length of the screen, place the cursor on the top border of the window.

2. Press PF7.



The application image will scroll up until the row you selected with the cursor is the bottom row in the window.



Scroll Up Through Application Image in View Mode

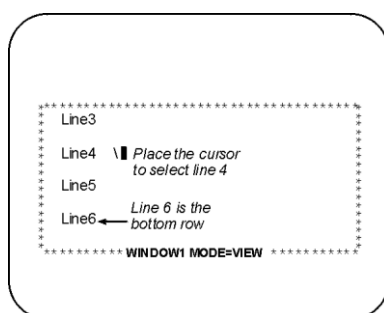
To scroll up through the application image in view mode

1. Use the Tab key to place the cursor in a data entry field on the row you want to make the bottom row of the window.

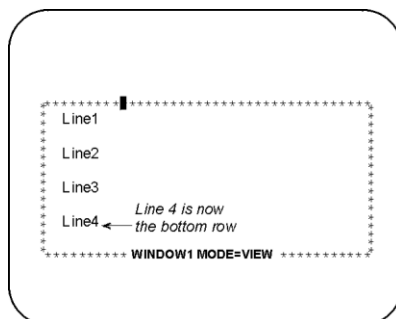
For example, if you want to scroll up two rows, place the cursor in a data entry field in the second row up from the bottom row of the window.

Note: If there are no data entry fields on the current application image, you have to access scroll mode to scroll up.

2. Type your window command character and press PF7.



The application image will scroll up until the row you selected with the cursor is the bottom row in the window.



How to Scroll Left Through Application Image

The “left” function in scroll mode allows you to scroll to the left through the application image in the window. You determine how many columns you want to scroll to the left.

Scroll Left Through Application Image in Scroll Mode

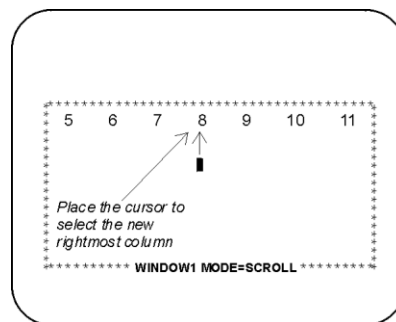
To scroll to the left through the application image in scroll mode

1. Place the cursor on the column you want to make the right-most column of the window.

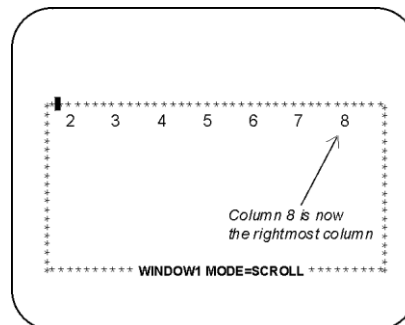
For example, if you want to scroll left three columns, place the cursor on the third column to the left of the right-most column of the window.

Note: If you want to scroll left the width of the screen, place the cursor on the left border of the window.

2. Press PF10.



The application image will scroll left until the column you selected with the cursor is the right-most column in the window.



Scroll Left Through Application Image in View Mode

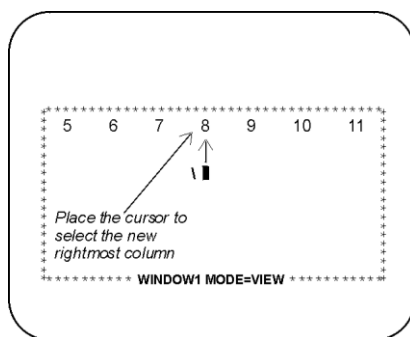
To scroll to the left through the application image in view mode

1. Use the Tab key to place the cursor in a data entry field on the column you want to make the right-most column of the window.

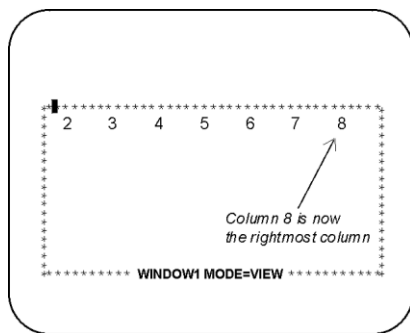
For example, if you want to scroll left three columns, place the cursor in a data entry field in the third column to the left of the right-most column of the window.

Note: If there are no data entry fields on the current application image, you have to access scroll mode to scroll left.

2. Type your window command character and press PF10.



The application image will scroll left until the column you selected with the cursor is the right-most column in the window.



How to Scroll Right Through Application Image

The "right" function in scroll mode allows you to scroll to the right through the application image in the window. You determine how many columns you want to scroll to the right.

Scroll Right Through Application Image in Scroll Mode

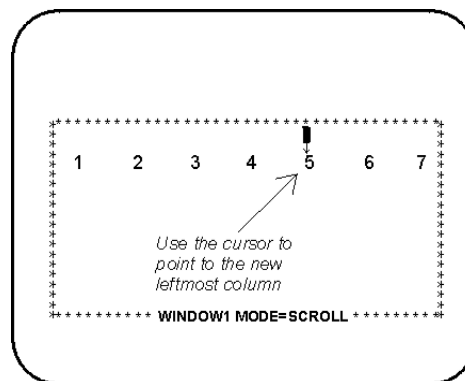
To scroll to the right through the application image in scroll mode

1. Place the cursor on the column you want to make the left-most column of the window.

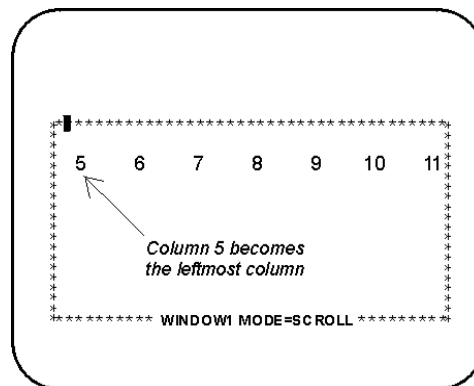
For example, if you want to scroll right four columns, place the cursor on the fourth column to the right of the left-most column of the window.

Note: If you want to scroll right the width of the screen, place the cursor on the right border of the window.

2. Press PF11.



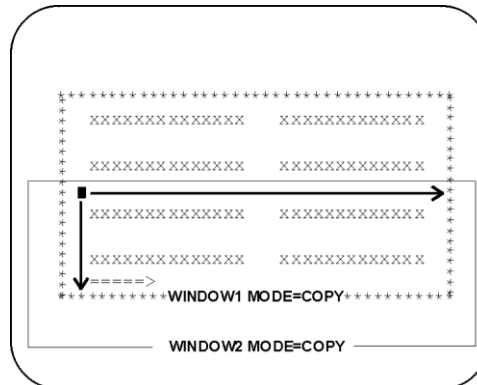
The application image will scroll right until the column you selected with the cursor is the left-most column in the window.



Copy Data in Copy Mode

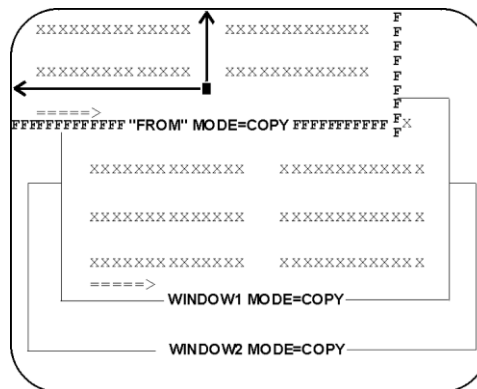
To copy data from one application to another in copy mode

1. Place the cursor at the top left corner of the information you want to copy and press Enter.



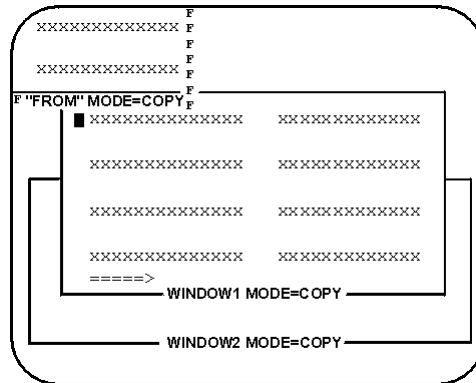
A temporary window containing the data to the right and below the cursor position appears on the screen. The border character for the temporary window is the letter "F".

2. In the temporary window, place the cursor at the bottom right corner of the data you want to copy and press Enter.

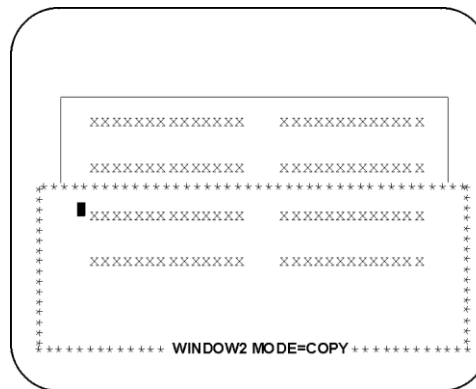


The temporary window now contains only the information you want to copy.

3. Move the cursor to the top left corner of the destination area and press Enter.



The data is copied into the application in the area you specified.



Guidelines for Copying Data

Keep the following points in mind when copying data:

1. When locating a destination for the data, you can access the CA TPX Change Window Mode Menu, enter edit or scroll mode, and perform the functions available in these interaction modes. The information will remain in the temporary window until you place it somewhere.
2. The "copy" function copies only the data that will fit in the destination area. For example, if the data to be copied is 20 rows long and 40 columns wide, and the destination window is five rows by 20 columns, only the first 20 columns of the first five rows are copied.

Data can only be copied into an unprotected data field.

Chapter 4: Setting Up Windows Configurations

This section contains the following topics:

[Windows Configuration](#) (see page 51)

[Create a Configuration](#) (see page 52)

[Change a Configuration](#) (see page 56)

[Change Configuration Using Show Function](#) (see page 57)

Windows Configuration

Configurations define how the windows will be displayed on the screen. You can create an almost unlimited number of configurations that users can choose from the Window Configuration Entry Selection screen. Configurations are accessible to all members of a user group.

Definition of Terms

The following terms are used in this chapter:

Application Image

The application image is the data that is normally displayed on the terminal screen (presentation space). Although screen size can vary, the application image usually has a height of 24 lines and a width of 80 columns.

Viewport

The viewport is the rectangular area on the screen through which you view the window on the presentation space. CA TPX allows you to define both the size of the viewport and the location of the viewport on the screen.

Window on the Presentation Space

The window on the presentation space is the portion of the application image displayed through the viewport. CA TPX Windows allows you to define the portion of the application image that is displayed in the viewport.

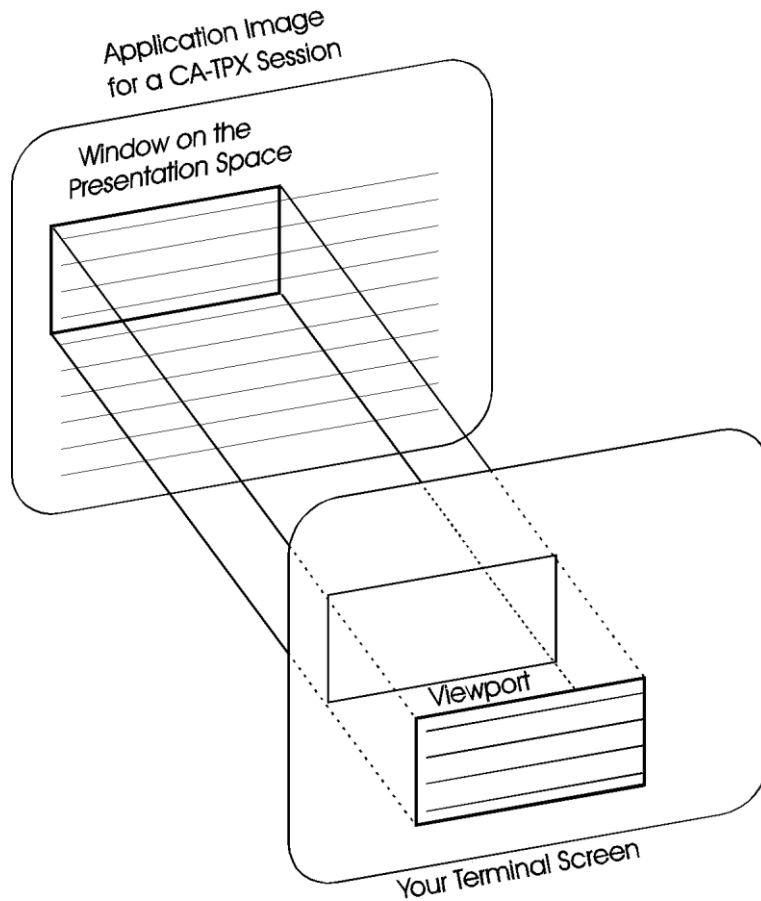
Window

In the other chapters of this guide, the viewport and the portion of the application image displayed through the viewport are considered to be one entity that is referred to as a window.

Illustration

To create a CA TPX Windows configuration, you define a viewport and a window on the presentation space that is displayed through that viewport. Both the viewport and the window on the presentation space are measured in terms of rows and columns.

The following screen shows a viewport and its window on the presentation space:



Create a Configuration

This section shows the procedure you follow to create a window configuration. Also included are definitions for the fields you need to complete when defining a window configuration.

To create a window configuration

1. Activate CA TPX Windows from the CA TPX Menu.

The CA TPX Window Menu is displayed.

If you do not know how to activate a session, see the *User Guide* for instructions.

2. Choose option 1, Window Maintenance.

The CA TPX Window Configuration Entry Selection screen is displayed.

```

TPX Window Configuration Entry Selection
Command ==> S MYCONFIG
Table Name:      USER1
Window Mode Key: PA1

Window
CONFIG1
CONFIG2
DEFAULT
***** BOTTOM OF DATA *****

PF1=Help  PF3=End  PF4=Return  PF7=Up  PF8=Down  "CANCEL" cancel

```

3. On the command line, type an S (for select) followed by a space and the name you want to give your Windows Configuration.

For example, if you want to create a new configuration named MYCONFIG, type the following on the command line:

```
S MYCONFIG
```

Note: Configuration names can contain up to eight (8) characters. If you enter a space in the name, the characters after the space are ignored.

4. Press Enter.

The CA TPX Window Definition screen (shown in the following) is displayed.

```
TPX Window Definition
Command ==>
Window Configuration: MYCONFIG < NEW >
Panelid - TEN0996
Userid - USER1
Termid - A01B02C
Date - 10/10/03
Time - 14:27:32
APPLICATION          WINDOW ON
VIEWPORT             PRESENTATION SPACE
Location and size of  Location of window on
window on terminal    application image
SessionId Row Col Height Width Row Col Cursor Background
***** BOTTOM OF DATA *****
Update

Enter "SHOW" on the Command line to display complete Window Configuration or
place "S" next to the session to display a specific session's Window.

PF1=Help PF2=Show PF3=End PF4=Return PF7=Up PF8=Down "CANCEL" cancel
```

5. Use the Tab key to move the cursor to the left of the "SessionId" field.
6. Type an I (for insert) and press Enter.
A line of values for a viewport appears. These default values define a full-screen viewport.
7. Use the Tab key to move the cursor to the "SessionId" field.
8. Define the characteristics for the viewport by completing the "SessionId" field and changing the values for the other fields. Definitions for these fields follow. Keep the following points in mind when defining viewport characteristics:
 - You can define viewports so that they overlap.
 - Viewports cannot be larger than the size of the terminal screen.
 - Make sure your viewports are large enough to be useful.
 - The first session ID in the configuration table will be the foreground viewport.

Note: You can use the *show* function to view and modify these values if you like. For a description of the *show* function, see [Change Configuration Using Show Function](#) (see page 57).
9. Repeat steps three through seven to add another viewport.

Note: You can define as many viewports as you like for a windows configuration, but keep in mind that too many viewports on the screen at one time can make the configuration confusing and difficult to use.

Application Viewport Fields

These fields define the size and location of the windows on the screen:

SessionId

The session ID of the application to be displayed in the viewport. You must use the session ID from the CA TPX Menu. The application ID will not be recognized.

Row

Indicates the row number where the upper left corner of the viewport is located.

For example, to display the viewport with the upper border in the fifth row from the top, type 5 in this field.

Col

Indicates the column number where the upper left corner of the viewport is located.

For example, to display the viewport with the left border in the fifth column from the left, type 5 in this field.

Height

Indicates the height of the viewport in rows. For example, to display a viewport 16 rows high, type 16 in this field.

Width

Indicates the width of the viewport in columns. For example, to display a viewport 30 columns wide, type 30 in this field.

Window on the Presentation Space Fields

These fields describe the window on the presentation space:

Row

Indicates the row in the application image that will be the top row in the viewport. For example, to display the fifth row in the application image at the top of the viewport, type 5 in this field.

Col

Indicates the column in the application image that will be the left column in the viewport. For example, to display the fifth column in the application image at the left side of the viewport, type 5 in this field.

Cursor

Indicates whether the window should always display the area of the application where the cursor is positioned. Possible values are:

Y

Display the cursor position in the window.

N

Ignore the cursor position.

Background Update

Indicates whether the application image in the viewport should be updated when a change in the application session occurs (system messages, for example). Possible values are:

Y

Update the application image when a change is detected.

N

The viewport is updated on when you press Enter or another action key.

Change a Configuration

After you use a windows configuration, you may find that you want to change it. You can change any of the values on the configuration table.

To change a window configuration

1. Activate CA TPX Windows from the CA TPX Menu.
The Menu is displayed.
If you do not know how to activate a session, see the *User Guide* for instructions.
2. Select option 1, Window Maintenance.
The CA TPX Window Configuration Selection screen is displayed.
3. Use the Tab key to move the cursor to the name of the configuration you want to change.
4. Type **S** (for select).
5. Press Enter.
The CA TPX Window Definition screen is displayed with the definition values for that configuration.

6. Use the Tab key to move the cursor to the field you want to change.

You can change any of the configuration values including the session ID by typing new values over the old ones.

Note: You can use the *show* function to change these values if you like. For more information, see [Change Configuration Using Show Function](#) (see page 57).

Change Configuration Using Show Function

The show function makes it much easier to create and change windows configurations. The show function in window maintenance provides the same functions as edit mode. You can enlarge, shrink, or move a window, and the corresponding row and column values will be computed and entered on the CA TPX Window Definition screen.

Chapter 5: Commands and Special Keys Reference

This section contains the following topics:

[Command Reference by Interaction Mode](#) (see page 59)

[The Window Mode Key and Command Character](#) (see page 63)

Command Reference by Interaction Mode

Each CA TPX Windows interaction mode has its own special set of commands. The following sections explain how the various commands work in each of the different modes. In edit and scroll mode, a menu is displayed at the top and bottom of the screen to show what functions are assigned to the PF keys. You can toggle the function menu on and off by pressing PF1.

View Mode

View mode has no special commands of its own. The window command character and window mode key are intercepted by the product and **not** passed to the application. However, you can choose to have the window mode key passed to an application using the Send Mode Key feature (see [Use Send Mode Key](#) (see page 20)).

Scroll Mode

You can use scroll mode for the following functions:

- Scrolling through the application image shown in a window
- Expanding, shrinking, or zooming a window to fill the screen
- Moving a window to a different location on the screen
- Opening or closing a window

Scroll mode functions include:

PF1 Help

Toggles the menu lines (listing the PF key commands) on and off.

PF2 Zoom

Expands a window to fill the screen and makes it the foreground window. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Zoom In and Out](#) (see page 23).

PF3 Close

Removes the window from the screen. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Close a Window](#) (see page 39).

PF4 Open

Creates a new window. For an explanation of how the product sizes and places a new window, see [How to Open a Window](#) (see page 36).

PF5 Exp

Expands a window by one row and column in each direction. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Expand a Window](#) (see page 25).

PF6 Shr

Reduces the size of a window by one row and column in each direction. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Shrink a Window](#) (see page 27).

PF7 Up

Scrolls up through the application image in the window. The number of rows the application image moves is the number of rows between the cursor and the bottom row of the window. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Scroll Up Through Application Image](#) (see page 42).

PF8 Down

Scrolls down through the application image in the window. The number of rows the application image moves is the number of rows between the cursor and the top row of the window. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Scroll Down Through Application Image](#) (see page 40).

PF9 Jump

Makes the next window the foreground window. For an explanation of this function, see [How to Change the Foreground Window](#) (see page 22).

PF10 Left

Scrolls to the left through the application image in the window. The number of columns the image moves is the number of columns between the cursor and the right border of the window. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Scroll to Left Through Application Image](#) (see page 44).

PF11 Right

Scrolls to the right through the application image in the window. The number of columns the image moves is the number of columns between the cursor and the left border of the window. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Scroll to Right Through Application Image](#) (see page 46).

PF12 Move

Moves the location of the window on the screen. The upper left corner of the window is moved to the cursor position. You can only move the foreground window. For an explanation of this function, see [How to Move a Window](#) (see page 35).

Edit Mode

You can use edit mode for the following functions:

- Moving individual borders of a window
- Expanding, shrinking, or zooming a window to fill the screen
- Moving a window to a different location on the screen
- Opening or closing a window

Edit mode functions include:

PF1 Help

Toggles the menu lines (listing the PF key commands) on and off.

PF2 Zoom

Expands a window to fill the screen and makes it the foreground window. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Zoom In and Out](#) (see page 23).

PF3 Close

Removes the window from the screen. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Close a Window](#) (see page 39).

PF4 Open

Creates a new window. For an explanation of how the product sizes and places a new window, see [How to Open a Window](#) (see page 36).

PF5 Exp

Expands a window by one row and column in each direction. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Expand a Window](#) (see page 25).

PF6 Shr

Reduces the size of a window by one row and column in each direction. The cursor must be within the boundaries of the window. For an explanation of this function, see [How to Shrink a Window](#) (see page 27).

PF7 Up

Moves the window border below the cursor up to the present cursor position. You can only move the borders of the foreground window. For an explanation of this function, see [How to Scroll Down Through the Application Image in the chapter "Manipulating Windows."](#)

PF8 Down

Moves the window border above the cursor down to the present cursor position. You can only move the borders of the foreground window. For an explanation of this function, see [How to Move Window Border Down](#) (see page 32).

PF9 Jump

Makes the next window the foreground window. For an explanation of this function, see [How to Change the Foreground Window](#) (see page 22).

PF10 Left

Moves the window border at the right of the cursor to the present cursor position (that is, moves the border to the left). You can only move the borders of the foreground window. For an explanation of this function, see [How to Move Window Border to Left](#) (see page 31).

PF11 Right

Moves the window border at the left of the cursor to the present cursor position (that is, moves the border to the right). You can only move the borders of the foreground window. For an explanation of this function, see [How to Move Window Border to Right](#) (see page 29).

PF12 Move

Moves the location of a window on the screen. The upper left corner of the window is moved to the cursor position. This only works for the foreground window. For an explanation of this function, see [How to Move a Window](#) (see page 35).

Copy Mode

Copy mode does not have the functions that edit and scroll mode do. You can use copy mode to perform the following functions:

- Mark off a section of a window
- Copy the marked section to a temporary window
- Paste the contents of the temporary window into another window

For a description of how to copy data, see [How to Copy and Paste Data](#) (see page 48).

The Window Mode Key and Command Character

CA TPX Windows provides a command character and a command key. The default settings are shown in the following:

Window Mode Key: PA1

Window Cmd Char: \

Your settings may or may not be the same as those shown previously. You can see what your settings are when you display the Window Mode Menu.

Window Mode Key

You use this key to return to the Change Window Mode Menu, where you can change interaction modes or exit the product.

Note: Make sure that your window mode key is not also assigned to some other function. For example, if your window mode key is the same key as your jump key, the jump command will be executed when you press the key.

Window Cmd Character

A PF key following this character is considered a command, no matter what mode you are currently in. You can enter this character on a valid data entry field within a window and then execute a desired function by pressing the appropriate PF key. The PF key performs the same function as it does when you are in scroll mode.

Exit to Other Sessions

You can exit to other sessions using your menu key, session key, or a command. If you are not familiar with CA TPX, see the *User Guide*.

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