

Screen Definition
Facility II for VSE



Reference Summary

Release 6

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Address comments to:

IBM Vienna Software
SDF Development/Service
Department 00/174
Lassallestrasse 1
A-1020 Vienna
Austria

e-mail: kpesen@vnet.ibm.com

If you prefer to send comments by fax, use this number:

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SDF II commands

This section lists and explains the SDF II panel commands and line commands.

Some commands have operands. In this summary, the syntax of the commands uses some special characters. These characters and their meanings follow:

- | This means "or." It separates two operands and indicates a choice.
- { } This means that the command *must* have one of the operands shown within the braces.
- [] This means that the command *may* have one of the operands shown within the square brackets.

In this summary, command names and operands look like this:

caps {on | off}

For all commands and operands, the minimum abbreviation supplied with SDF II is shown in bold type.

Variable values look like this:

number

Commands marked with * are valid only in the panel editor.

Panel commands

Generally, you enter panel commands on the command line. You can also assign panel commands to program function (PF) keys.

Commands disappear from the command line when you press the Enter key, unless you type an ampersand (&) in front of them.

n Go to the dialog identified by *n*.

actions

Move the cursor to the action bar.*

attribute

Display the attributes assigned to the field that the cursor is in. This command is available only from the Define Attributes panel.*

autosave *number*

Automatically save the object each time you have made the specified number of changes.

Turn off the autosave function with **au 0**.

bottom

Go to the bottom of the window.

box Draw a box around the block defined by the **position** panel command. The box is drawn with field outlining attributes, if they are available.*

cancel

Leave the dialog and return to the primary options panel. Your input is not interpreted, and the object you are editing is not saved. The editor is left only if you have not changed the object.

caps {on | off}

Specify whether the text of all modified format lines is to be translated to upper-case.*

ccancel

Leave the dialog and return to the primary options panel. Your input is not interpreted, and the object you are editing is not saved.

cmdline [bottom | asis]

Move the command line to the bottom of the panel, or leave it in the position in which it appears in the panel definition.

confirm {on | off}

Specify whether the Confirm Delete panel is to be displayed.

copyblock

Copy the block defined by the **position** panel command to the new position on the format marked by the cursor. The original block is not changed.*

cretriev

Move the cursor to the command line if it is not already there, or retrieve the last-entered command. If no command line is available, move the cursor to the first input field.

cuaattr

Display the CUA Attribute Change Utility panel, on which you can change the color, intensity, and highlighting of CUA panel element attributes.

cualist

Display a list of all CUA types, together with their associated attributes.

cursor

Move the cursor to the command line or, if no command line is available, to the first input field.

defaultab

Create an action bar with default action bar and pull-down descriptions that conform to the CUA standard. (For ISPF panels only)

delblock

Delete the block defined by the **position** panel command.*

delbox

Delete the box defined by the **position** panel command and drawn by the **box** panel command.*

ditto Invoke Data Interfile Transfer, Testing, and Operations Utility/ESA (DITTO/ESA).

down [*lines* | **page** | **half** | **max** | **csr**]

Scroll towards the bottom of the window. *lines* is the number of lines to be scrolled.

edit [*number*]

Go to the Edit dialog. *number* is one of the selection numbers displayed on the Select Edit Fields Dialog panel.*

emphasis

Display a list of all emphasis classes defined at your installation, together with their associated attributes.

end

Leave the function. Your input is interpreted and, if applicable, you are prompted to save or discard the object you are editing.

exhelp

Display extended help information about the contents of the panel.

- exit** Exit the current operation.
- fieldattr {on | off}**
Specify whether the attribute lines are to be displayed.*
- fka** Toggle the display of the function key area on and off.
- format**
Display the field marks in all positions of the format fields.*
- fullscreen**
Use the whole screen in the Define Format dialog.*
- help** Display help information about a field, message, or reference phrase.
- hex [*hexadecimal-string*]**
Query or define characters, using hexadecimal notation.*
- hide** In the Fields window of the Define Fields panel, do not show unplaced fields. On the Define MFS Characteristics panel, do not show unselected panel elements. In the Edit Action Bar Choice and Define ISPF Characteristics dialogs, show only the actual ISPF panel sections.*
- index**
Display the help index.
- initial** Display initial values in the Format window.*
- jump** Move the cursor to each window in turn and then to the command line.
- keys** Display the Set Function Keys panel, on which you can change function key definitions.
- keyshelp**
Display a brief description of each key defined for a panel.
- left [*columns* | *page* | *half* | *max* | *csr*]**
Scroll to the left of the window. *columns* is the number of columns to be scrolled.
- linecmd {on | off}**
Specify whether the line command area is to be displayed. You can turn off the line command area only in the Format window.*

locate *string*

Search for an object on the List Objects panel whose name matches the value of *string*.

marks

Display the Define Marks panel to add or change marks.*

moveblock

Move the block defined by the **position** panel command to the new position on the format marked by the cursor.*

name Display the names of format elements in the Format window.*

nulls {on | off}

Specify whether trailing blanks on each format line are to be displayed as blanks or as nulls that allow insertions.*

number {on | off}

Specify whether line numbers are to be displayed in the line command area.

panelid [on | off]

Control the display of the panel identifier.

pfshow [on | off]

Control the display of the program function key area.

position

Mark the current cursor position for one of these panel commands: **box**, **copyblock**, **delblock**, **delbox**, **moveblock**, or **repeat**.*

preserve {on | off}

Specify whether the data structure of the panel is to be preserved from change during an editing session or can be changed.

print [file-id] [(cc | (nocc]

Record a snapshot of the physical screen image for later printing.

qquit Leave the dialog. Your input is not interpreted, and the object you are editing is not saved.

quit Leave the dialog. Your input is not interpreted, and the object you are editing is not saved. The dialog is left only if you have not changed the object.

refresh

Refresh the display on the List Objects panel. The refreshed panel shows the changes made.

repeat *number*

Define a repeat format. You can mark the extents of a repeat format either with the **position** panel command or, if the repeat format contains just one line, with the cursor position.*

restore

Restore the last correct state of the object.

retrieve

Display the last-entered command on the command line.

right [*columns* | *page* | *half* | *max* | *csr*]

Scroll to the right of the window. *columns* is the number of columns to be scrolled.

sample

Display in the Format window the sample values.*

save [*name* [*library-identifier*]]

Save the object you are editing. The *library-identifier* can be 1 through 9.

sequence

Reorder the selected data structure so that the fields are in the same order as they are on the selected format. If this is not possible, a message appears.*

show In the Fields window of the Define Fields panel, show unplaced fields. On the Define MFS Characteristics panel, show unselected panel elements. In the Edit Action Bar Choice and Define ISPF Characteristics dialogs, show all ISPF panel sections.*

switch [*area-name*]

Switch the panel editor from the main format to a scrollable area format or from a scrollable area format to the main format. When switching to a scrollable area format, the scrollable area can be identified by the *area-name* or by the cursor position. (For ISPF panels only)*

- test** Display the object as it would appear to the user of the application program.
- toc** Display the online reference table of contents.
- top** Go to the top of the window.
- up** [*lines* | **page** | **half** | **max** | **csr**]
 Scroll towards the top of the window.
lines is the number of lines to be scrolled.
- view** [**reset**] [*column-name* {**y** | **n** | **a** | *width*}]
 Query or redefine the view of a dialog window. **reset** restores the original values for all columns.
- window**
 Move any pop-up window, except a message window, to the current cursor position.

Line commands

Enter line commands in the line command area, which is the area to the left of the window. The commands are shown here in the form *command-name*[*number*]. You can, however, enter the *number* ahead of the *command-name*. For example, you can enter either **(5** or **5(**.

- ?** Display a help panel. Enter this command in the line command area of a list of messages.
- =** Repeat the previous line command. You can use this line command only on the List Objects panel.
- /** Make this line the first line.
- (**[*number*]
 Shift the line one position or a specified number of positions to the left.*
- ((**[*number*]
 Shift a block to the left. When paired with another **((** block command, the block of lines is shifted one position or a specified number of positions to the left.*
-)**[*number*]
 Shift the line one position or a specified number of positions to the right.*

))[number]

Shift a block to the right. When paired with another **))** block command, the block of lines is shifted one position or a specified number of positions to the right.*

- a** Identify the line after which you want one or more lines copied by the **c** (copy) line command or by the **cc** (copy) block command, or moved by the **m** (move) line command or by the **mm** (move) block command.
- b** Identify the line before which you want one or more lines copied by the **c** (copy) line command or by the **cc** (copy) block command, or moved by the **m** (move) line command or by the **mm** (move) block command.

c[number]

Copy one line or a specified number of lines. Use the **a** (after) or **b** (before) line command to indicate to where you want the line or lines copied.

On the List Objects panel, this line command copies the object. You cannot specify *number*.

- cc** Copy a block of lines. When paired with another **cc** block command, the block of lines is copied. Use the **a** (after) or **b** (before) line command to indicate to where you want the lines copied.
- col** Display a line indicating the column numbers. A line containing column numbers is put above the line on which you enter the command.*
- cv** Convert the object. You can use this line command only on the List Objects panel.

d[number]

Delete one line or a specified number of lines.

On the List Objects panel, the **d** line command deletes the object. You cannot specify *number*.

- dd** Delete a block of lines. When paired with another **dd** block command, the block of lines is deleted.

e[*number*]

Edit the object. *number* is one of the selection numbers displayed on the editor's main menu. You can use this line command on the List Objects panel or the Define Panel List panel of the panel group editor.

ex Expand the element to the next level. You can use this line command only on the Specify Panel Elements panel.

g Generate the object. You can use this line command only on the List Objects panel.

hf[*number*]

Hide the field attribute lines for one line or for a specified number of lines.*

i[*number*]

Insert one line or a specified number of lines immediately after the line in which you type the command.

l[*number*]

Translate the contents of one line or a specified number of lines to lowercase letters. Note that the line command character is the letter **l** and not the number **1**.*

ll Translate a block of lines to lowercase. When paired with another **ll** block command, the contents of the block of lines are translated to lowercase letters. Note that the line command characters are the letters **ll** and not the number **11**.*

m[*number*]

Move one line or a specified number of lines from one place to another. Use the **a** (after) or **b** (before) line command to indicate to where you want the line or lines moved.

mm Move a block of lines. When paired with another **mm** block command, the block of lines is moved from one place to another. Use the **a** (after) or **b** (before) line command to indicate to where you want the lines moved.

p Print the object. You can use this line command only on the List Objects panel.

r[*number*]

Repeat a line once or a specified number of times immediately after the line in which you type the command.

On the List Objects panel, the **r** line command renames the object. You cannot specify *number*.

rr[*number*]

Repeat a block of lines. When paired with another **rr** block command, the block of lines is copied once or a specified number of times immediately after the line in which you type the second **rr** block command.

s Select for further processing the object named on the line.

sf[*number*]

Show the field attribute lines for one line or for a specified number of lines.*

simulate

Simulate your application by running the prototype.

t Test the object. This displays the panel as it would appear in an application. You can use this line command on the List Objects panel or the Define Panel List panel of the panel group editor.

u[*number*]

Translate the contents of one line or a specified number of lines to uppercase letters.*

uu Translate a block of lines to uppercase. When paired with another **uu** block command, the contents of the block of lines are translated to uppercase letters.*

Table of attributes

This table lists the attributes you can use in SDF II. Not all attributes are available for all target systems. See the online reference for more information.

Type	Attribute	Explanation
Inherent field presentation attributes		
Field format	ebcdic	Use the EBCDIC character set.
	dbcs	Use the double-byte character set.
	mixed [nn]	Use both the EBCDIC and the double-byte character sets.
	msupress [nn]	Similar to mixed, but SO/SI characters require no position on the device.
	defmixed	Use the default field format.
	format &name	Set the field format with the dialog variable <i>&name</i> .
Field attribute space	noattributes	Field attributes require no position on the device.
Field presentation attributes		
Protection	protected	The user cannot type into the field.
	unprotected	The user can type into the field.
	type &name	Set the protection with the dialog variable <i>&name</i> .
Intensity	normal	Display the field at normal intensity.
	bright	Display the field at bright intensity.
	dark	Do not display the contents of the field.
	intens &name	Set the intensity with the dialog variable <i>&name</i> .

Type	Attribute	Explanation
Extended high-lighting	blinking	Blink the field on and off.
	underlined	Display the field underlined.
	reversevideo	Display the field dark on a light back-ground.
	defhilite	Use the default high-lighting.
	hilite &name	Set the highlighting with the dialog variable <i>&name</i> .
Color	blue	Use blue.
	red	Use red.
	pink	Use pink.
	green	Use green.
	turquoise	Use turquoise.
	yellow	Use yellow.
	white	Use white (neutral).
	defcolor	Use the default color.
	color &name	Set the color with the dialog variable <i>&name</i> .
Cursor skip	skip	Position the cursor at the beginning of the next field after information is entered or after the Tab key is pressed.
	skip &name	Set the attribute with the dialog variable <i>&name</i> .
Pro-grammed symbol set	pss {xx 'c'}	Use the pro-grammed symbol set that is defined by the character (<i>c</i>) in quotes or by the hexadecimal value (<i>xx</i>).
	defpss	Use the default pro-grammed symbol set.

Type	Attribute	Explanation
Field out-lining	oleft	Draw a line to the left of the field.
	oright	Draw a line to the right of the field.
	oover	Draw a line over the field.
	ounder	Draw a line under the field.
	box	Draw a box around the field.
	defoutline	Use the default out-lining.
	outline &name	Set the outlining with the dialog variable &name.
Cursor position	cursor [nn]	Place the cursor in position <i>nn</i> of the field. Position 1 is the default.
Field validation	enter	Data needs to be entered into the field.
	mfill	The field needs to be filled completely with data.
	trigger	Data is passed to the application program when the cursor is moved out of the field.
	defvalidation	Use the default validation.

Type	Attribute	Explanation
Field padding	pad {xx 'c' }	Pad the field with the character (c) specified in quotes or defined by the hexadecimal value (xx).
	pad user	ISPF controls the padding character.
	pad nulls	Pad field with nulls.
	pad [xx 'c' user nulls] &name	Set the pad character with the dialog variable &name.
	padc	Pad the field if it was initially null or blank. The same operands as for pad are valid.
Numeric field	numeric	Allow input of only numeric data.
Modified data tag	mdt	Set the modified data tag.
Strip	strip	Delete the pen detect designator character.
Density	density nn	Specify density as nn points per inch.
	ldensity nn	Specify density as nn lines per inch.
Detectable	detectable	Make the field selectable by the cursor or detectable for a lightpen.
	detectable &name	Set the detectability with the dialog variable &name.
Transparency	opaque	Make underlying graphic space between characters invisible.
Checkbox	ckbox	Define a field as a checkbox.

Type	Attribute	Explanation
Emphasis class		
Emphasis class	class cc	Use emphasis class <i>cc</i> to assign a class of presentation attributes.
Field application attributes		
Justification	left	Show the field left justified.
	right	Show the field right justified.
	asis	Show the field as it is.
	just &name	Set the justification with the dialog variable <i>&name</i> .
Folding	caps [on]	Translate characters to uppercase on input and output.
	caps in	Translate characters to uppercase on input.
	caps out	Translate characters to uppercase on output.
	caps [on in out] &name	Set the folding attribute with the dialog variable <i>&name</i> .
Fill	fill blank	Fill any empty positions with blanks.
	fill zero	Fill any empty positions with zeros.
	fill nulls	Compress the message segment.
	fill {xx 'c'}	Fill the field with the character (<i>c</i>) specified in quotes or defined by the hexadecimal value (<i>xx</i>).
Clear field	clear	Clear a variable field before it is displayed.
Graphic escape	ge	Use an alternative character set to display this character.

Type	Attribute	Explanation
Area attributes		
Scrollable	scroll	The area can be scrolled (dynamic area).
Extendable	extend	The area can be extended (dynamic or scrollable).
User action	usermod {xx 'c'}	Set the attribute byte of the field to the character (c) specified in quotes or defined by the hexadecimal value (xx).
	datamod {xx 'c'}	Set the field character to the character (c) specified in quotes or defined by the hexadecimal value (xx).

The main SDF II administrator dialogs and functions

These are the main SDF II administrator dialogs and functions:

1 Device table

Add or modify device characteristics

3 Emphasis classes

Specify emphasis classes

4 CUA attributes

Edit CUA panel element attributes

The main dialogs and functions

These are the main dialogs and functions of SDF II:

1 Panel Editor

Create or modify a panel.

1 Characteristics

Define panel characteristics.

2 Format

Define the format of the panel.

3 Fields

Define the fields of the format.

4 Attributes

Define the attributes of the format.

5 Structure

Define the data structure of the panel.

6 System

Define target-system-dependent information.

7 Test

Show the panel in its run-time format.

8 Instances

Define the panel instances.

9 Field Editing

Define field editing and verification rules.

2 Panel Group Editor

Create or modify a panel group.

1 Characteristics

Define target-system-dependent information.

2 List

Define the list of panels in the panel group.

3 Symbol sets

Define the list of programmed symbol sets.

4 Layout test

Define the panels to be included in the test.

5 Test

Show the panels in their run-time format.

6 Instances

Define panel group instances.

3 Partition Set Editor

Create or modify a partition set.

1 Characteristics

Define the usable area and the character cell size.

2 Partition layout

Define the names and positions of the partitions.

3 Test

Show the layout of the partitions.

4 Instances

Define partition-set instances.

4 AID Table Editor

Create or modify an AID table.

5 Control Table Editor

Create or modify a control table.

6 Generate

Generate control block source and data structure.

7 List Objects

List the objects in the library.

8 Specify Libraries

Define the library identifier and the search order.

9 Utilities

Print, import, or convert objects; construct a panel; extract or modify panel data.

1 Print

Print objects.

2 Import

Import objects from other products.

3 Convert

Convert an object for use in another target system.

5 Construct

Construct a panel.

6 Extract

Extract panel data and make it available to a user exit.

7 Modify

Modify extracted panel data, for example, during translations.

10 Profile

Modify the editing defaults.

1 System environment

Define the target environment.

2 Defaults

Specify the overall editing defaults.

3 Dialogs

Customize SDF II windows.

4 Printer

Specify the size of a printed page.

11 SDF II Prototype

Define and run a prototype of your application.

12 System

System administration.

13 Print reference

Print the online reference.



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