

HONEYWELL

**DPS 6 & LEVEL 6
SNA INTERACTIVE
TERMINAL
FACILITY
USER'S GUIDE**

SOFTWARE

**DPS 6 & LEVEL 6
SNA INTERACTIVE
TERMINAL FACILITY
USER'S GUIDE**

SUBJECT

Operation and Use of the Interactive Terminal Facility in a Systems Network
Architecture Environment

SOFTWARE SUPPORTED

SNA Release 1.1.

SPECIAL INSTRUCTIONS

This manual has been extensively revised and rewritten; therefore, change
bars have not been used.

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PREFACE

This manual is written for those responsible either for the entry and manipulation of data through Honeywell WST/VIP terminals or for the processing of data through application programs executing on DPS 6 or Level 6 systems. It describes in detail the Systems Network Architecture (SNA) Interactive Terminal Facility (ITF), which, through emulation of an IBM 3274 control unit, is used for the transmission of data to an IBM host system in an SNA network environment.

Unless stated otherwise, the term "host system" refers to an IBM system capable of interfacing with the SNA ITF; and the term "WST/VIP terminal" refers to either the WST/VIP7200, WST/VIP7800, or WST/VIP7300 terminal display stations. In this manual, references to "DPS 6" also apply to the Level 6, unless otherwise specified.

The reader is assumed to have read any appropriate Honeywell MOD 400 and distributed data processing (DDP) documentation. This manual also assumes general knowledge about IBM DDP concepts and does not explain such concepts.

The major topics discussed are:

- Introduction to the capabilities of the SNA ITF
- Operating procedures for WST/VIP terminals when used in conjunction with the SNA ITF

USER COMMENTS FORMS are included at the back of this manual. These forms are to be used to record any corrections, changes, or additions that will make this manual more useful.

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- Functions of the ITF-specific keys on the WST/VIP terminal keyboards
- Data fields and data field attributes, buffer manipulation, user exits, user application program interfacing, and error handling
- Error messages generated by the ITF
- Examples of typical Assembly language and COBOL application programs that interface with the SNA ITF.

The following conventions are used to indicate the relative levels of topic headings used in this manual:

Level 1 (highest)	<u>ALL CAPITALS, UNDERLINED</u>
Level 2	<u>Initial Capitals, Underlined</u>
Level 3	ALL CAPITALS, NOT UNDERLINED
Level 4	Initial Capitals, Not Underlined

MANUAL DIRECTORY

The following publications constitute the DPS 6/SNA manual set for release 1.1.

Manuals are obtained by submitting a Publications Requisition to:

Honeywell Information Systems Inc.
47 Harvard Street
Westwood, MA 02090

Attn: Publications Services

Order Number

Manual Title

CR56-01	IBM Distributed Data Processing Overview
CR57-01	DPS 6/SNA Administrator's Guide
CR58-01	SNA Interactive Terminal Facility User's Guide
CR59-01	SNA Remote Job Entry Facility User's Guide
CR60-00	SNA File Transfer Facility User's Guide
CZ74-00	GCOS 6 Data Base Augmented Real-Time Tracing System User's Guide
GB88-00	SNA Host System Programmer's Guide

The MOD 400 manual set provides supplementary information to the SNA manual set. See the following manual for directory and Master index information:

CZ01-00	GCOS MOD 400 Guide to Software Documentation.
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In addition, appropriate IBM documentation should be consulted for host programming and configuration information.

Each software product has a Software Release Bulletin that users should consult before using the software. The DPS 6/SNA Software Release Bulletins are as follows.

GD72-00	SNA Transport Facility Software Release Bulletin
GD73-00	SNA Interactive Terminal Facility Software Release Bulletin
GD74-00	SNA Remote Job Entry Facility Software Release Bulletin
GD75-00	SNA File Transmission-6 Software Release Bulletin
GD76-00	SNA File Transmission-Host Software Release Bulletin

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Section 1

INTRODUCTION

The SNA Interactive Terminal Facility (ITF) is a configurable software application package that operates under the GCOS 6 MOD 400 Executive. It enables a DPS 6 system to emulate an IBM 3274 control unit (model 1C) with IBM 3278 terminals and IBM 3287 printers attached. The ITF can operate concurrently with other application program functions executing on the DPS 6. For a description of ITF configuration in a DPS 6/SNA network environment, see the DPS 6/SNA Administrator's Guide.

Under the ITF, DPS 6 devices communicate with the host using a synchronous data link control (SDLC) line protocol. Input is in the form of commands and data streams sent to the host. Output can be directed immediately to one or more DPS 6 terminals or to one or more matrix or line printers.

The ITF is supported by the SNA Transport Facility, which allows end users to utilize standard MOD 400 functions and devices to interface with multiple IBM host systems. For a description of the SNA Transport Facility, see the IBM Distributed Data Processing Overview manual.

You can dynamically reassign DPS 6 terminals from operation with the ITF to other DPS 6 functions, and then back to the ITF. Devices that use the MOD 400 Listener are not dedicated to a single task but may be reassigned to meet the changing demands at the work center.

The ITF also provides a User Exit facility that permits user-written COBOL and Assembly Language programs to be executed before display and after transmission for each ITF terminal. The User Exit facility also supports "virtual terminals," which allow a DPS 6 application program to appear as a terminal to the host.

SNA INTERACTIVE TERMINAL FACILITY CAPABILITIES

The SNA Interactive Terminal Facility (ITF) provides the following capabilities:

- Communication with an IBM host system using either point-to-point or multipoint SDLC protocol
- Emulation of an IBM 3274 control unit cluster controller with attached 3277/78 display stations and 3287 matrix printers (up to 32 devices in combination)
- Multiple, simultaneous logical-unit connections to the SNA ITF
- Support of various session types
- Support of the ASCII character set on the DPS 6 system and the EBCDIC character set on the data communications link
- Acceptance, translation, and display of data from the IBM host system on WST/VIP7200, WST/VIP7800, and WST/VIP7300 terminals
- Acceptance, translation, and printing of data on either a line or serial (matrix) printer
- Support of 3270 field attributes (as described in the IBM Distributed Data Processing Overview)
- Support of buffered printing, including the following controls: new line (NL), forms feed (FF), carriage return (CR), and end-of-message (EM)
- Performance of all the IBM 3270 keyboard functions except Attention and cursor left/right into protected fields (cursor left/right is supported on fully protected screens)
- Support of half-duplex flip-flop transmission
- Ability of WST/VIP terminals to connect and disconnect to and from SNA with the execution of DPS 6 log-in procedures
- SCS printer support
- SNA error and message logging (as described in the DPS 6/SNA Administrator's Guide).

TYPICAL CONFIGURATION

Figure 1-1 illustrates a typical DPS 6 configuration that can support the SNA ITF. Detailed information for configuring such a system can be found in the DPS 6/SNA Administrator's Guide.

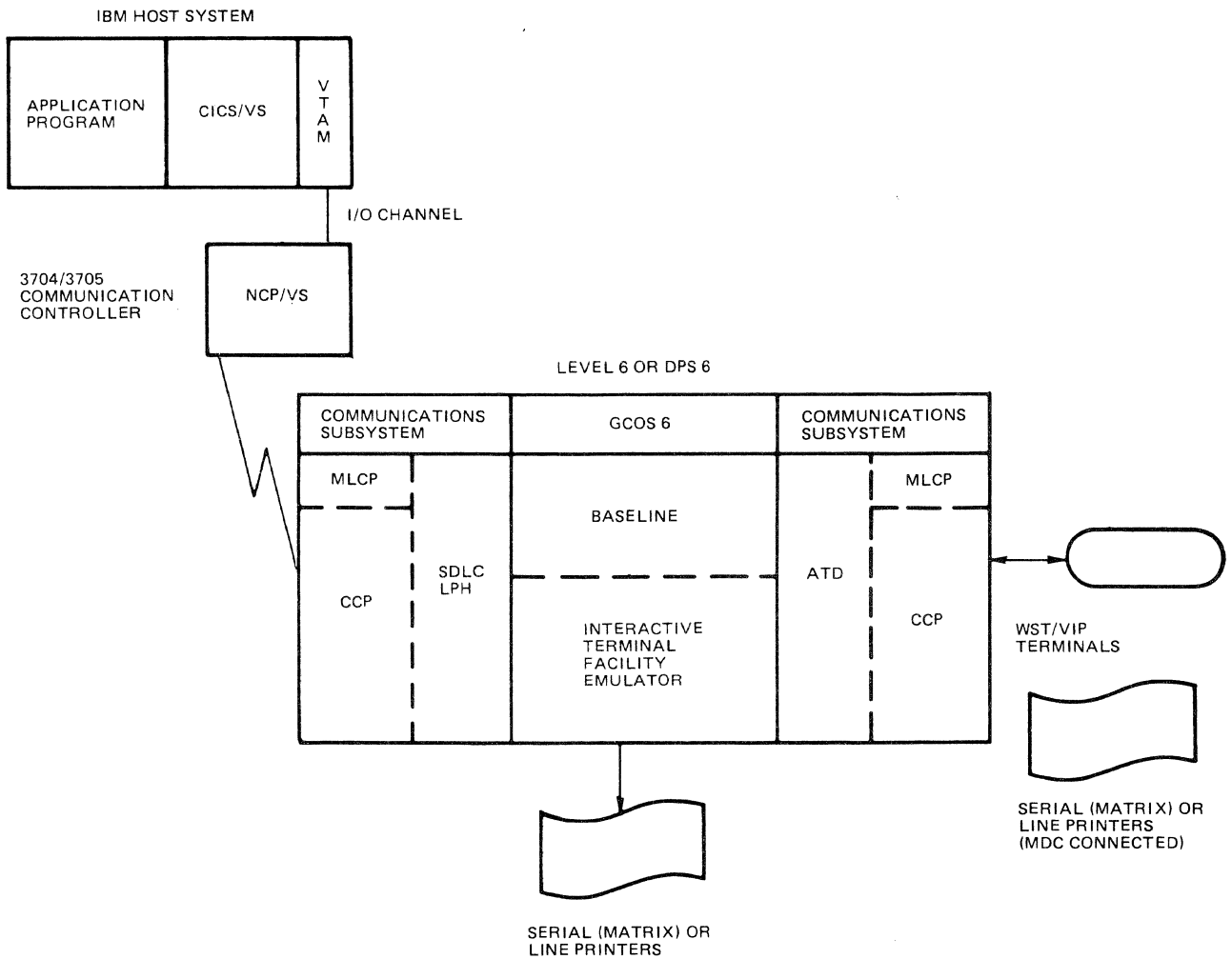


Figure 1-1. SNA Interactive Terminal Facility Environment

HOW TO USE THIS MANUAL

This manual is written for three distinct audiences: ITF operators, data entry specialists, and applications programmers.

If you are an ITF operator, you will want to read Section 2, which describes how to start up and shut down the ITF. You will also want to refer to Appendix A, which lists ITF messages that can appear at the operator terminal.

If you are a data entry specialist, you will want to read Section 3, which describes: 1) how to log in and out of the ITF, and 2) IBM 3270 functions and those DPS 6 terminal keys or key combinations that emulate those functions.

If you are an applications programmer, you will want to read Section 4, which describes application programs and procedures. You will also want to refer to Appendix C, which contains a sample COBOL application program, and Appendix D, which contains a sample Assembly language application program.

Section 2

STARTING UP AND SHUTTING DOWN THE SNA INTERACTIVE TERMINAL FACILITY

This section describes how to start up and shut down the SNA Interactive Terminal Facility (ITF). Before you can connect to the IBM host, you must do certain things locally (in other words, at the DPS 6). Once you have connected to the IBM host, data entry specialists can begin sessions to exchange data and messages with the host.

DPS 6 START-UP AND LOG-IN

If you are the DPS 6 system operator as well as the ITF operator, you must first start up the DPS 6 system. To start up the system, refer to the MOD 400 System User's Guide for directions. In either case, the DPS 6 must be operating before you can log in and start up the ITF.

The next step is to log in to MOD 400. If you are the system operator, you will already be logged in once you start up the DPS 6. If you are not the system operator, you will have to log in. Refer to the System User's Guide for information on how to log in.

ITF STARTUP

Once you have logged in to MOD 400, you must start up the ITF. You can do this using MOD 400 menus or GCOS 6 commands. MOD 400 menus run under the Subsystem Switcher and allow you to make selections from menus instead of entering command lines. To use menus, your system must be configured for that purpose and

you must be a registered menu user on the system. For more information on the Subsystem Switcher and menus, refer to the MOD 400 Menu Management/Maintenance Guide. MOD 400 commands run under the Command Processor. For more information on commands and the Command Processor, refer to the Commands manual.

Before you invoke the ITF and connect to the IBM host computer, you must:

- Create a configuration file for ITF, normally done by the SNA administrator (for more information, see the DPS 6/SNA Administrator's Guide)
- Learn the pathname of the configuration file
- Learn the host application's logon command.

Starting Up the ITF Using MOD 400 Menus

To start up the ITF using MOD 400 menus, your system must be configured for that purpose and you must be registered as a system operator. These directions start at the Master Menu, which will appear when you have successfully logged in to your terminal.

From the Master Menu select "Host terminal connection" (HC). This will bring up the Host Connect Menu. From the Host Connect Menu select "SNA Facility" (SN). This will bring up the SNA Facility Menu. As you are an SNA operator, your SNA Facility menu will include three more selections than an SNA user menu. These three selections are: 1) SNA Administrator, 2) Configurator, and 3) Interactive. (A detailed description of these selections is available in the DPS 6/SNA Administrator's Guide.) Select "Interactive invocation" (II) from the SNA Facility menu. This selection brings up the ITF Invocation Form.

To abbreviate getting from the Master Menu to the ITF Invocation Form by skipping over two menus, enter "HC SN II" at the Master Menu. This will bring you directly to the ITF Invocation Form.

There are two prompts on the ITF Invocation Form: "Number of logical resource numbers" and "Number of logical file numbers." Default values of 50 each are provided. You can leave these defaults or enter new values. When this form has been transmitted, the ITF Login Form is displayed. This form prompts you to enter a logical node name. Once you do this, ITF is started up and becomes ready to accept logins from users. See Figure 2-1 for an example of ITF invocation using menus.

```

MASTER MENU
(ACL) COMMAND LINE (ECL)
(AMS) GENERAL MENU SYSTEM
(DE) DATA ENTRY (DEF III)
(HC) HOST TERMINAL CONNECTION
(DO) DOCUMENTATION
SELECTION HC

```

This is the MOD 400 Master Menu with the selection HC (Host terminal connection). This selection will bring up the Host terminal connection Menu.

```

HOST TERMINAL CONNECTION
(32) 3271 CONNECTION
(SN) SNA CONNECTION
(RC) REMOTE CONCENTRATION FACILITY
(RB) REMOTE BATCH FACILITY
(RF) REMOTE FILE FACILITY
(IE) INTERACTIVE ENTRY FACILITY
SELECTION SN

```

This is the Host terminal connection Menu with the selection SN (SNA Facility). This selection will bring up the SNA Facility Menu.

```

SNA FACILITY
(AD) SNA ADMINISTRATOR
(CF) CONFIGURATOR
(SF) SNA FILE TRANSFER
(II) INTERACTIVE INVOCATION
(II) INTERACTIVE USER
(RJ) REMOTE JOB ENTRY
SELECTION II

```

This is the SNA Facility Menu with the selection II (Interactive invocation). This selection will bring up the ITF Invocation Form.

```

ITF INVOCATION
NUMBER OF LOGICAL RESOURCE NUMBERS 050
NUMBER OF LOGICAL FILE NUMBERS 050

```

This is the ITF Invocation Form. This is the last form you must fill before ITF users can begin to log in to the host.

Figure 2-1. Sample ITF Invocation Using MOD 400 Menus

Starting Up the ITF Using MOD 400 Commands

To invoke the ITF for the correct host using MOD 400 commands, enter the SNA?ITF command from the operator terminal:

FORMAT:

SNA?ITF node_name

ARGUMENT:

node_name

Name of the requested ITF node. (Obtain this information from the SNA administrator.)

SHUTTING DOWN THE ITF

Any registered SNA operator can shut down the ITF by executing the SNA STOP command from an SNA operator terminal. The command-line format of this command is:

FORMAT:

\$A STOP ctl_args

ARGUMENTS:

-GP group_id

Task group identification of the executing ITF node.

-ND node_name

Name as entered in the configuration file for this node.

-LU lu_addr

Within the specified node or task group, shut down the specified logical unit.

-TM nn

Execute the shutdown in nn minutes, where nn is from 0 to 99. The default is ten minutes.

Menu Subsystem users can use the Stop Request on the SNA Operator Menu to accomplish the same purpose.

The SNA ABORT command (or, for menu users, the Abort Request) will also shut down the ITF, but STOP is recommended because:
1) the optional time delay allows for orderly user logoffs; and
2) ITF users are notified via a status-line message that a

shutdown is imminent. For more information on SNA Operator commands and menus, see the DPS 6/SNA Administrator's Guide.

Section 3

USING THE SNA INTERACTIVE TERMINAL FACILITY

This section describes how to use the SNA Interactive Terminal Facility (ITF). There are four parts to this section:

1. Instructions on logging in and out
2. A brief description of IBM 3270 functions
3. Pictures of the terminals and terminal keyboards supported by the ITF
4. A table listing what key or key combination on your terminal corresponds to each 3270 function.

LOGGING IN TO THE ITF

To begin using the ITF, you must first log in. The process of logging in to MOD 400 is fully described in the MOD 400 System User's Guide, and will not be repeated here. Once you have logged in to MOD 400, you can log in to the ITF, assuming that it is currently executing. Depending on how you are registered on MOD 400, you will be using either menus or commands. ITF login for both menus and commands is described in the following paragraphs.

ITF Login Using Menus

To use MOD 400 menus, your system must be configured for that purpose and you must be a registered user. Login to ITF can be accomplished only after the system operator has started up the ITF node. Once the node has been invoked, start the login, beginning at the Master Menu (which will appear when you have successfully logged in to your terminal). The steps are:

1. From the Master Menu select the Host terminal connection Menu (HC)
2. From the Host terminal connection Menu, select the SNA Facility Menu (SN)
3. From the SNA Facility Menu, select the ITF Secondary User Login Form (IT).

(To abbreviate getting from the Master Menu to the ITF Secondary User Login Form by skipping over two menus, enter "HC SN IT" at the Master Menu. This will bring you directly to the ITF Secondary User Login Form.)

4. The ITF Secondary User Login Form requests your ITF group ID and either a LU address or a LU name. You may also fill in: (1) a new logon line if automatic logon is configured or (2) a new application pathname. The third prompt on this form is "Local Mode." Enter "Y" (yes), "N" (no), or leave the default provided. Transmit the Login form. You are now ready to log on to the host application program.

See Figure 3-1 for an example of ITF login using MOD 400 menus.

```

                                MASTER MENU
(CLI)  COMMAND LINE (ECL)
(MS)   GENERAL MENU SYSTEM
(DE)   DATA ENTRY (DEF II)
(HC)   HOST TERMINAL CONNECTION
(IDO)  DOCUMENTATION

      SELECTION  HC SN IT

```

This is the MOD 400 Master Menu with the abbreviated selections: HC (Host terminal connection), SN (SNA Facility) and IT (Interactive User). This series of selections will bring up the ITF Secondary User Login Form, skipping over the Host terminal connection and SNA Facility menus.

```

CLASS 0 OR 1 LU
ITF SECONDARY USER LOGIN

ENTER ITF GROUP ID
ENTER LU INFORMATION IN EITHER (1) OR (2):
(1) LU ADDRESS (02-33)
(2) LU NAME

NEW LOGON LINE FOR CLASS 0 OR 1 IF AUTO LOGON CONFIGURED
NEW APPLICATION PATHNAME FOR CLASS 1 LU
LOCAL MODE (y/n) N

```

This is the ITF Secondary User Login Form. You must fill in your group ID. The logical-unit address, logical-unit name, logon line and pathname fields are optional; and the local mode field has a default value provided.

Figure 3-1. Sample ITF Login

ITF Login Using Commands

You can log in directly to the ITF through the Listener. The login command is described below. Your SNA or system administrator will know the exact form of login line you require:

FORMAT:

```
LOGIN user_id $H -ARG [ctl_arg]
```

ARGUMENTS:

user_id

You user identification, as assigned by your system administrator.

\$H

The task group under which the ITF is executing.

-ARG

A keyword that introduces other control arguments.

-A nn

Identifies the LU address of the terminal (02 to 33). The -A or -N argument is required for class 1 sessions.

-H alternate_login_string

The alternate login string used if the logical unit is configured for automatic login.

-N cccccccc

Identifies the logical unit name as entered during SNA configuration. This value must be eight characters including trailing blanks. For class 1 sessions, the -A or -N argument is required; otherwise, they are optional.

-H alternate_login_string

Alternate login string to be used. This argument is valid only if the ITF logical unit is configured to accept automatic logins.

-P (path)

Pathname of a user application program. It overrides the pathname specified in the configuration for class 1 LUs. This argument is optional.

-L

Specifies local use when no host is required. Used for class 1 sessions only.

Logging Off the ITF

When you log off from the ITF, the current session with the host is closed and the terminal is returned to the DPS 6. You can now use this terminal for other applications.

If the automatic logoff (AUTO LOGOFF) feature is configured in the SNA network, you can log off from the ITF at any time by using the Logoff function.

If automatic logoff is not configured for your terminal, you can log off by using the System Request function and then the Logoff function (to return the terminal to the DPS 6).

USING YOUR TERMINAL FOR DATA ENTRY

When you enter data at your terminal, it is recorded on 24 lines of the display screen. A cursor indicates where on the screen your next keystroke will appear.

The 25th (bottom line) of the screen is a status line, used to indicate the status of your terminal and printer (see Table 3-1 and Figure 3-2). All ITF terminals except VIP7200 terminals have status lines.

Table 3-1. Status Line Indicators

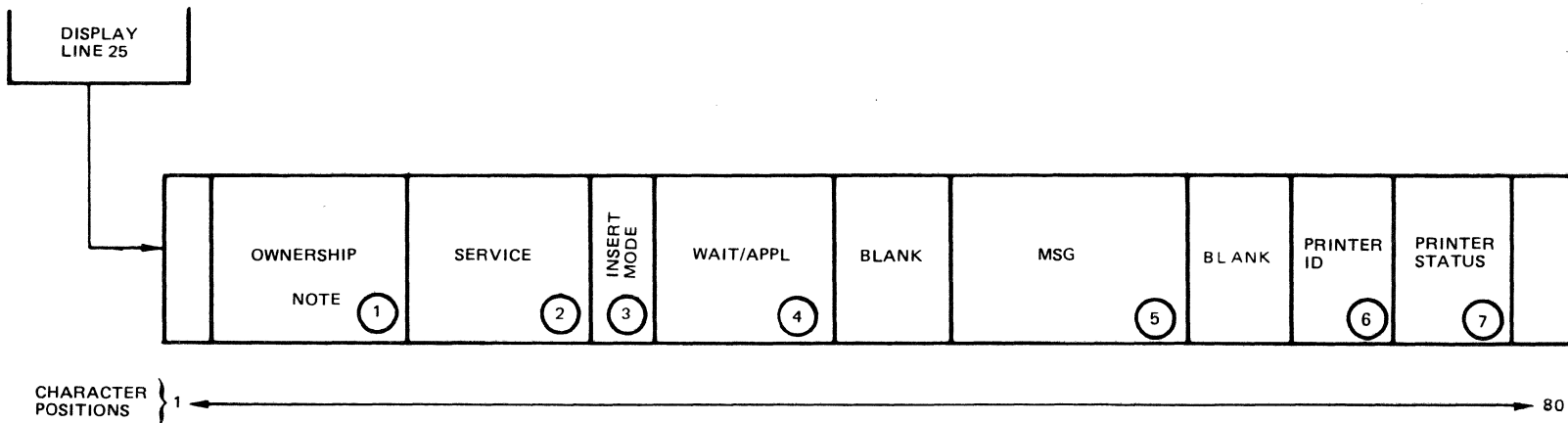
Indicator	Location	Description	Operator Action
Terminal Ownership		Current owner of the terminal display.	See the applicable ownership state.
INACTIVE	Field 1	Terminal not active and keyboard locked.	Wait for terminal to be activated by host or log off and log in later.
???	Field 1	Terminal not owned. Keyboard enabled; print operations allowed; but no transmissions to the host can be initiated.	Use SYS REQUEST to transfer display ownership to the system session.

Table 3-1 (cont). Status Line Indicators

Indicator	Location	Description	Operator Action
SYS	Field 1	Terminal owned by the system session.	Use SYS REQUEST to transfer display ownership to the unowned state if no job is in progress, or to the job if one is in progress.
JOB	Field 1	Terminal owned by the user session; SERVICE indicator illuminates following the JOB indicator.	Use SYS REQUEST to transfer display ownership to the system session.
SERVICE=Y N	Field 2	Terminal out of service at the host when SERVICE=N appears; terminal in service at the host when SERVICE=Y appears.	None if terminal not in service at the host.
IM	Field 3	Terminal in data entry Insert Mode.	None; information only. The IM indicator is turned off when terminal no longer in Insert Mode.
WAIT/APPL	Field 4	If WAIT, no transmission until a response from the host is received and the WAIT indicator goes off. If APPL, the application has control.	Wait for the host to respond and turn off WAIT before initiating another transmission.
MSG	Field 5	ITF error messages in normal blinking video.	For recoverable errors, the message is removed when error recovery is complete.

Table 3-1 (cont). Status Line Indicators

Indicator	Location	Description	Operator Action
PRINT=nn (01-31 or 70-85)	Field 6	Current printer assignment/class. If printer assigned, "nn" displayed. If none assigned and one is available, PRINT=?? displayed. If none assigned and none available, no display. If printer assigned, port address (01 to 31) or class (70 to 85) displayed.	Not applicable. (Information only.) Use IDENT to assign first available printer.
Printer Status display	-----	Printer status when a local copy operation performed.	Use PRINT key combination for status.
ACTV	Field 7	Printer in a local print operation.	Not applicable (information only).
BUSY	Field 7	Printer busy with other copy requests.	Not applicable (information only); use DEV CANCEL to cancel print request or wait for available printer.
VBSY	Field 7	Printer busy with a host print request.	Wait for available printer.
UNAV	Field 7	Printer busy with a DPS 6 print request.	Not applicable (information only); use DEV CANCEL to cancel print request or wait for available printer.

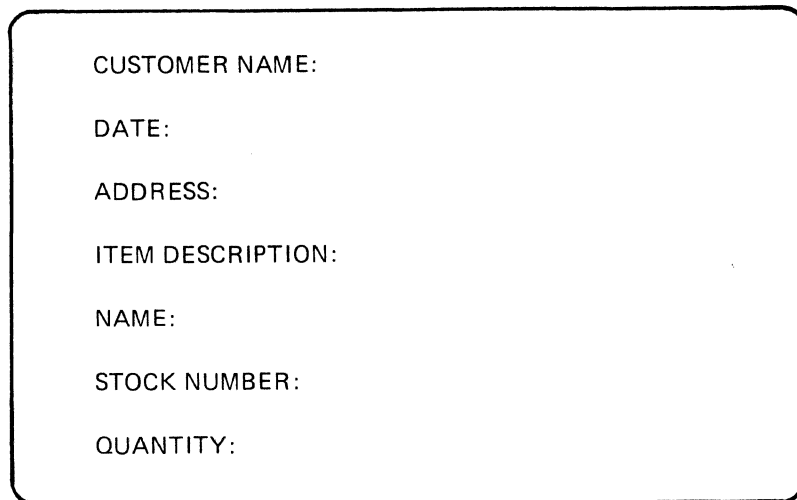


NOTE:
ENCIRCLED NUMBERS ARE THE DISPLAY FIELD
LOCATION REFERENCE NUMBERS (SEE TABLE 5-3).
THESE NUMBERS ARE FOR CONVENIENCE ONLY,
AND DO NOT APPEAR ON THE SCREEN.

Figure 3-2. Status Line Displays

Entering Data

Figure 3-3 shows a typical display screen during data entry.



```
CUSTOMER NAME:  
  
DATE:  
  
ADDRESS:  
  
ITEM DESCRIPTION:  
  
NAME:  
  
STOCK NUMBER:  
  
QUANTITY:
```

Figure 3-3. Typical Display Screen During Data Entry

As you enter each character, the ITF validates it against field attributes (see Section 4) to ensure that the character belongs where you are entering it. If the data character is valid, it is displayed on the screen; if the data character is invalid, an alarm sounds and the cursor does not move. An example of an invalid character is a letter entered in a numeric field. To recover, you simply enter a valid character.

The cursor indicates where the next entered character will appear on the screen. The cursor advances automatically (unless you enter an invalid character) as you enter data. If a field is not completed, Return or one of the cursor movement keys moves the cursor to the next data entry field. Also, you can correct mistakes by positioning the cursor at the text to be changed and typing over the error. Cursor movement keys are described later in this section.

When you are finished entering data, you can instruct the ITF to send it to the host program by touching the ENTER key, one of

the function keys, or one of the Attention keys. Which key you should use depends on the requirements of the host program. (You should find the information you need in the documentation of the host program.)

While the ITF is transmitting your data to the host program, the keyboard is "locked." The keyboard will not accept keystrokes until: 1) data transmission is complete, 2) the host system sends a message to the ITF to be sent to your screen, 3) you enter the Reset function, 4) you enter the Logoff function, or 5) you enter the System Request function.

PROTECTED AND UNPROTECTED FIELDS

An unprotected field is a region of the screen where you can enter data. A protected field is a region of the screen where you cannot enter data. An example of a protected field is an on-screen prompt such as "Customer name:".

In a partially protected screen, you can only enter protected fields using Cursor Up and Cursor Down. In a fully protected screen, you can use all the cursor-control keys.

See Section 4 for a detailed description of protected and unprotected fields and how to create them when writing an application program.

FORMATTED AND UNFORMATTED DISPLAYS

In a formatted display, data fields are formatted by an attribute character. In an unformatted display, data fields aren't formatted by an attribute character.

See Section 4 for a detailed description of formatted and unformatted displays and how to create them when writing an application program.

KEYBOARD FUNCTIONS

The following paragraphs describes what ITF can do, without considering what keys you use on the particular terminal and keyboard you're using. (That information is provided later in this section.) For discussion purposes, functions are divided into six categories:

1. Data entry functions used to enter data
2. Functions that terminate or enable data entry, or transmit data
3. Cursor control functions that position the cursor on the screen
4. Field control functions that affect either the format or structure of fields

5. Editing mode functions used to insert and delete characters

6. Special functions.

The IBM 3270 functions are listed in Table 3-2.

Table 3-2. IBM 3270 Functions

Function Name	Category
Alpha Override	Field control
Backtab	Cursor control
Clear	Start/stop data entry
Cursor Down	Cursor control
Cursor Left	Cursor control
Cursor Right	Cursor control
Cursor Select	Start/stop data entry
Cursor Up	Cursor control
Delete	Editing mode
Device Cancel	Start/stop data entry
DUP	Field control
Enter	Start/stop data entry
Erase Field	Field control
Erase Input	Field control
Field Mark	Field control
Function Keys (PF1-24)	Start/stop data entry
Home	Cursor control
Ident	Start/stop data entry
Insert Mode	Editing mode
Load Matrix	Special function
Logoff	Special function
New Line	Cursor control
Print	Start/stop data entry
Program Access (PA1-3)	Start/stop data entry
Reset	Start/stop data entry
System Request	Special function
Tab Forward	Cursor control

Data Entry

The data entry keys are the same on all terminals. The data entry functions include:

- All alphabetic characters (upper- and lowercase A through Z)
- Numeric characters (above the alphabetic keys, on a keypad, or both)
- Non-alphabetic characters such as the asterisk (*)
- The space bar. (Do not use the space bar to position the cursor unless text is to be replaced by spaces!)

SHIFT

SHIFT capitalizes all alphabetic characters. It also causes the top legend of any other key to be entered when pressed in combination with that key.

CAPS LOCK

CAPS LOCK capitalizes all alphabetic characters until the key is touched again. The CAPS LOCK key does not affect any other keys.

Cursor Control

The cursor control functions position the cursor without changing the contents of the screen. These functions include:

1. Functions that move the cursor one character position at a time
2. Functions that position the cursor to the first character position in a data entry field.

Cursor control is subject to limitations imposed by data field attributes defined by an application program. For example, you cannot use all the cursor-control functions to move the cursor into a protected field.

MOVING THE CURSOR FROM CHARACTER TO CHARACTER

These cursor control functions position the cursor one character position at a time.

Cursor Up

Cursor Up moves the cursor up one line at a time in either non-data entry or data entry fields.

If the cursor is on line 1 in any column, the cursor moves to line 24 in the same column.

Cursor Down

Cursor Down moves the cursor down one line at a time in either non-data or data entry fields.

If the cursor is on line 24 in any column, the cursor moves to line 1 in the same column.

Cursor Right

Cursor Right moves the cursor one character position to the right in data entry fields.

If the cursor is in the last character position of a field, the cursor moves to the first character position of the next data entry field.

If a data entry field occupies more than one display line and the cursor is in the last character position of a line, the cursor moves from the end of the line to the first character position of the next line.

If a data entry field includes the last character position of line 24, and the cursor is in the last character position, the cursor moves to the first character position of the first data entry field, starting at line 1.

Cursor Left

Cursor Left moves the cursor one character position to the left in data entry fields.

If the cursor is in the first character position of a field, the cursor moves to the last character position of the previous data entry field.

If a data entry field occupies more than one display line, and the cursor is in the first character position of a line, the cursor moves to the last character position of the previous line.

If the cursor is in line 1, column 1, the cursor moves to the last character position of the first data entry field, starting at line 24.

MOVING THE CURSOR FROM FIELD TO FIELD

These cursor control functions position the cursor to the first character position in a data field.

Backtab

Backtab moves the cursor back to the first character position of a data field.

If a display consists of mixed (non-data entry and data entry) fields and the cursor is located either in the attribute character position of one of the mixed fields, or in the first character position of a data entry field, or in any character position of a non-data entry field, the cursor moves back to the first alphanumeric character position of the preceding data entry field.

If the cursor is located in an alphanumeric character position (other than the first position) of a data entry field, the cursor moves back to the first alphanumeric character position in the same data entry field.

If a display is either unformatted or consists only of non-data entry fields, the cursor moves back to the first character position on line 1 of the screen.

Home

If a display is formatted, Home moves the cursor to the first character position of the first data entry field on the screen.

If a display is unformatted, Home moves the cursor to line 1, column 1.

New Line

New Line moves the cursor to the first character position of the next display line into which you can enter data.

If a display consists of either mixed (non-data entry and data entry) fields or only data entry fields, the cursor moves to the first position of the next data entry field.

If a display consists of only non-data entry fields, the cursor moves to the first character position on line 1 of the screen.

If a display is formatted, the cursor wraps to the first character position of the next line.

Tab Forward

Tab moves the cursor forward to the first character position of the next data field.

If a display is either unformatted or consists only of non-data entry fields, the cursor moves forward to the first character position on line 1 of the screen.

Field Control

Field control functions affect either the format or structure of fields.

ALPHA OVERRIDE

Alpha Override changes an unprotected numeric field to an alphanumeric field. To use this function, position the cursor in the unprotected numeric field and touch the Alpha Override key combination.

DUP

DUP duplicates the information from the previous record in a data entry field. When you use this function, the ITF displays an asterisk (*) at the cursor.

The ITF transmits a code, represented by the displayed asterisk, to the host application program. Upon receipt of the code, the host application program initiates a duplication operation where the asterisk (code) is located.

ERASE INPUT

Erase Input erases all data entry fields. The cursor is repositioned to the first location of the first possible data entry field.

If the display consists of only non-data entry fields, the cursor moves to line 1, column 1.

If a display is unformatted, all character locations are cleared to null characters. The cursor moves to line 1, column 1.

ERASE-TO-END-OF-FIELD

Erase-to-End-of-Field erases the current data entry field, from the cursor position to the end of the field. The cursor does not move from its current location.

If either a display consists of non-data entry fields or the cursor is located in an attribute character position, an alarm sounds.

FIELD MARK

Field Mark displays a semicolon, used as a field delimiter.

If a display consists of data entry fields, subfields within a data entry field are delimited with semicolons.

If a display is unformattedted, the semicolon indicates the end of a field.

If the cursor is either located in an attribute character position or in a non-data entry field, an alarm sounds and the cursor does not move.

Editing

Editing functions insert and delete characters in data entry fields.

INSERT MODE

Insert Mode allows you to enter consecutive characters into a data entry field without altering characters already there. Any non-alphanumeric key will terminate the insert mode. The position of the cursor after the insert mode terminates is determined by the key that you touch.

When you insert a character, any character already at that position, and all remaining characters within the field (except for null characters), are shifted one character position to the right.

If a data entry field continues from one line to the next and a character insertion on the first line causes a "character overflow" situation, the character occupying the last character position (position 80) in the first line is shifted to the first character position (position 1) of the next line.

If the cursor is located at a null (non-character) position in a data entry field and you insert a character, the character is inserted in the null position and no character shifting occurs.

If you try to insert characters in a filled field, an alarm sounds.

DELETE

Delete deletes the character at the cursor in a data entry field. The cursor does not move from its current location, and any characters to the right shift one position to the left. Vacated character positions at the end of the field are filled with null characters.

If a data entry field continues from one line to the next, characters in the next line shift to the left and, if necessary, wrap to the end of the previous line.

Starting and Stopping Data Entry

These functions enable or terminate data entry from the terminal. Some functions also cause the ITF to transmit data to the host computer.

CLEAR

If you use the Clear function while SYS or ??? is displayed on the status line, then your screen is cleared immediately.

If you use the Clear function while JOB or WAIT is displayed on the status line, your screen does not clear immediately; the keyboard is locked and only the Reset function will unlock it. Anything but the Reset function sounds the alarm. When the host computer sends an appropriate code, the WAIT state is extinguished, and your terminal screen clears.

CURSOR SELECT

Cursor Select lets you select one of a list of items displayed on the screen. To use this function, position the cursor within a selection field (selection fields are designated by a ? character) and touch the Cursor Select keys. The ? character changes to a > character. (If the character is already >, it changes back to ?, allowing you to change your selections before they are sent to the host.) Cursor Select detects characters in a field on the same line; it does not recognize characters in the same field on the following line.

You can also use the Cursor Select function to transmit data to the host computer, the way the Enter function does. To send the data to the host, you must select an attention field. Attention fields are designated by an & character. Position the cursor in the attention field and touch the Cursor Select keys.

DEVICE CANCEL

The Device Cancel function cancels an outstanding print request. When you enter this function, the print request is dequeued, the keyboard is unlocked, and the printer busy status (BUSY, VBSY, or UNAVL) clears.

ENTER

Enter sends the currently displayed data to the host computer and locks the keyboard. Until the keyboard is unlocked, if you touch a data entry key the alarm sounds.

FUNCTION KEYS (PF1 THROUGH PF24)

Function keys terminate data entry and cause the ITF to transmit the displayed data to the host computer. There are 24 IBM 3270 function keys, designated PF1 through PF24.

An application program defines what happens when you touch a function key. Each application program can assign a separate function to each function key. For example, an application program might indicate replacement of one display data entry form with another display data entry form whenever you touch the PF5 function key. Or, if you touch the PF2 function key, the application program could be notified that all necessary data is entered.

If you touch any of the function keys, the keyboard is locked. Until the keyboard is unlocked, if you touch a data entry key the alarm sounds.

IDENT

The Ident function assigns a printer or printer class for future local copies (using the Print function, described below). When you enter this function, the cursor disappears from the screen and the prompt "Enter printer port/class number" is displayed. Enter the number. If the printer you want is available, PRINT=nn is displayed, where nn is the number you entered.

If the number you entered (the port) is invalid, the previous assignment is displayed. Enter a valid port address. If the printer class you requested is invalid, ?? appears on the status line. Use the Ident function to reestablish the previous assignment.

PRINT

The Print function initiates a local hard-copy printing of the contents of your terminal screen.

If the printer assigned to your terminal is available and not busy, the contents of your screen are printed. If your printer is busy with other operations, your print request is queued, the keyboard is locked, and BUSY is displayed on the status line. You can wait for the printer to become available, or you can dequeue the print request by using the Device Cancel function.

If the printer is performing a host-initiated print operation, your print request (considered a local print request) is queued, the keyboard is locked, and VBSY is displayed on the status line. Again, you can wait for the printer to become available, or you can dequeue the print request by using the Device Cancel function.

If the printer is unavailable (because of a malfunction or because the printer is under control of someone else), your print request is queued, the keyboard is locked, and UNAV is displayed on the status line.

RESET

Reset unlocks your keyboard so you can enter more data.

Special Functions

These functions are not used frequently for data entry.

HELP

Help displays a table of key bindings for your terminal. Each of the functions described here is mapped to the key or key combination you use to invoke it. This is an ITF function, not an IBM 3270 function.

LOAD MATRIX

Load Matrix loads the printer matrix for an existing printer. A printer matrix assigns a printer to a class and defines its access. The host is responsible for defining the matrix. You verify matrix entries at your terminal. When you invoke Load Matrix, the matrix is validated and loaded. If you don't want to use the displayed matrix, use any function other than Load Matrix.

For a new printer, you must have the system reconfigured before you can change its matrix.

Printer matrixes are described in the IBM 3270 Component Description manual.

LOGOFF

Logoff logs you off the ITF and returns you to MOD 400.

SYSTEM REQUEST

The System Request function transfers ownership of the screen display. Display ownership is indicated by the status line, and only one session can be the display device owner at a time. During the session or the ownership period, only the device owner can display data. Any attempt by a non-owner to use the display is rejected.

If the display device is not owned, as indicated on the status line, you can use the System Request function to control which session owns the device.

You can also use the System Request function to transfer display ownership between sessions. This transfer interrupts communications taking place during the session without waiting for completion of outbound transmission (transmissions from the host). The inbound transmissions (transmissions to the host) normally are completed before this type of transfer takes place.

ITF-SUPPORTED TERMINALS

The following figures illustrate the terminals supported by the ITF and their various keyboards:

- Figure 3-4 illustrates the VIP7200 terminal
- Figure 3-5 illustrates the VIP7200 standard keyboard
- Figure 3-6 illustrates the VIP7200 data entry keyboard
- Figure 3-7 illustrates the VIP7300 terminal
- Figure 3-8 illustrates the VIP7300 standard keyboard
- Figure 3-9 illustrates the VIP7300 word processing keyboard
- Figure 3-10 illustrates the VIP7300 data entry keyboard
- Figure 3-11 illustrates the VIP7800 terminal
- Figure 3-12 illustrates the VIP7800 standard keyboard
- Figure 3-13 illustrates the VIP7800 word processing keyboard.

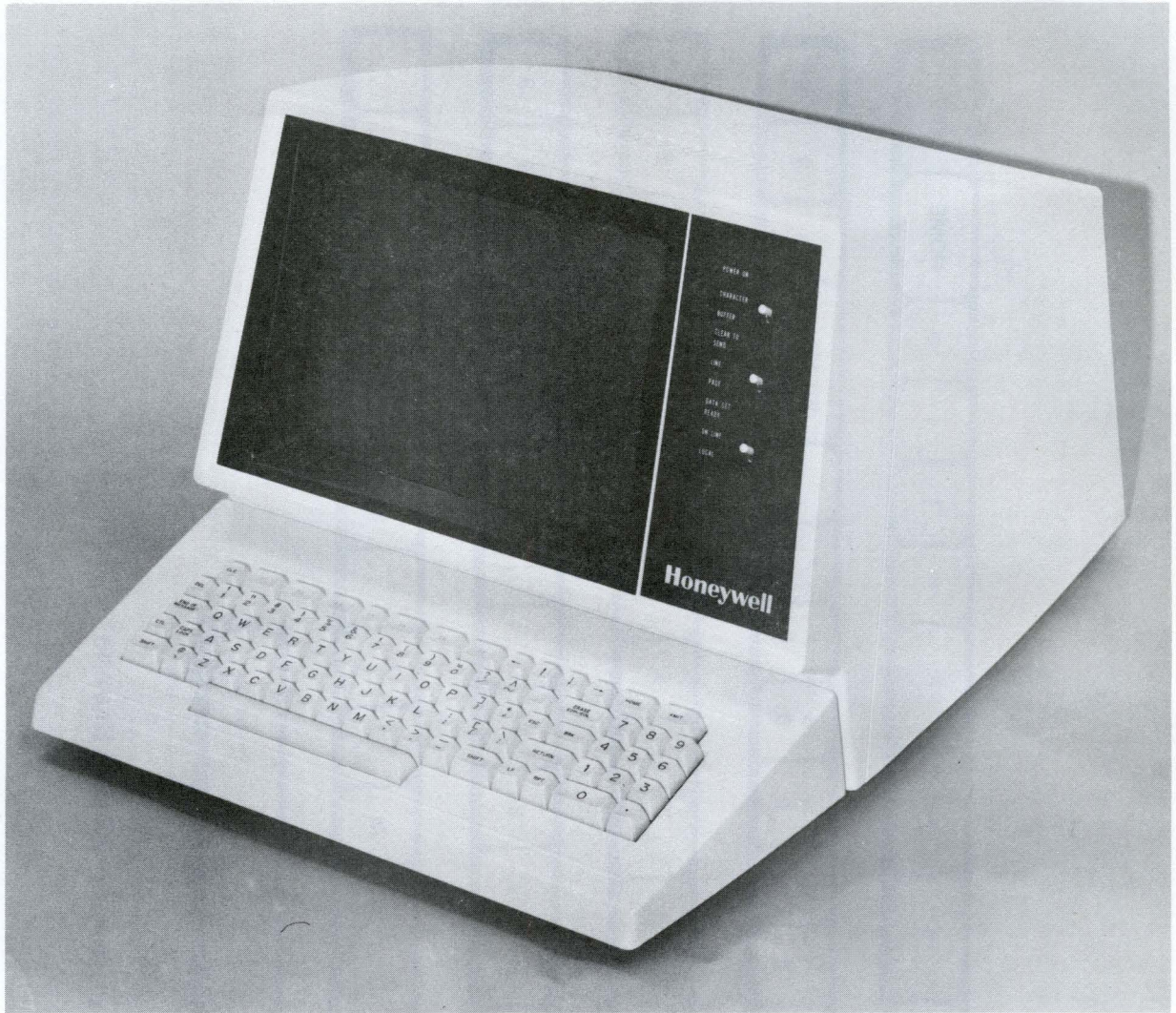


Figure 3-4. VIP7200 Terminal

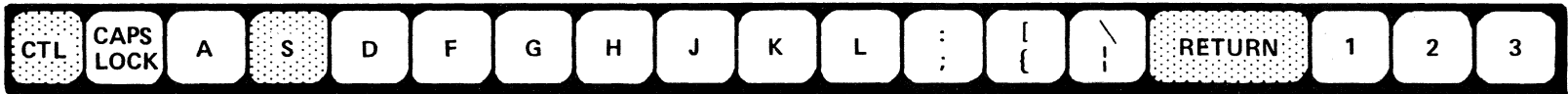
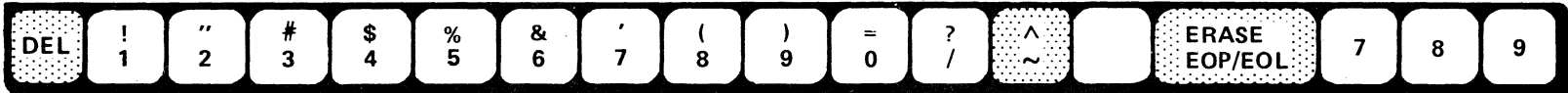


Figure 3-5. WST/VIP7200 Standard Keyboard

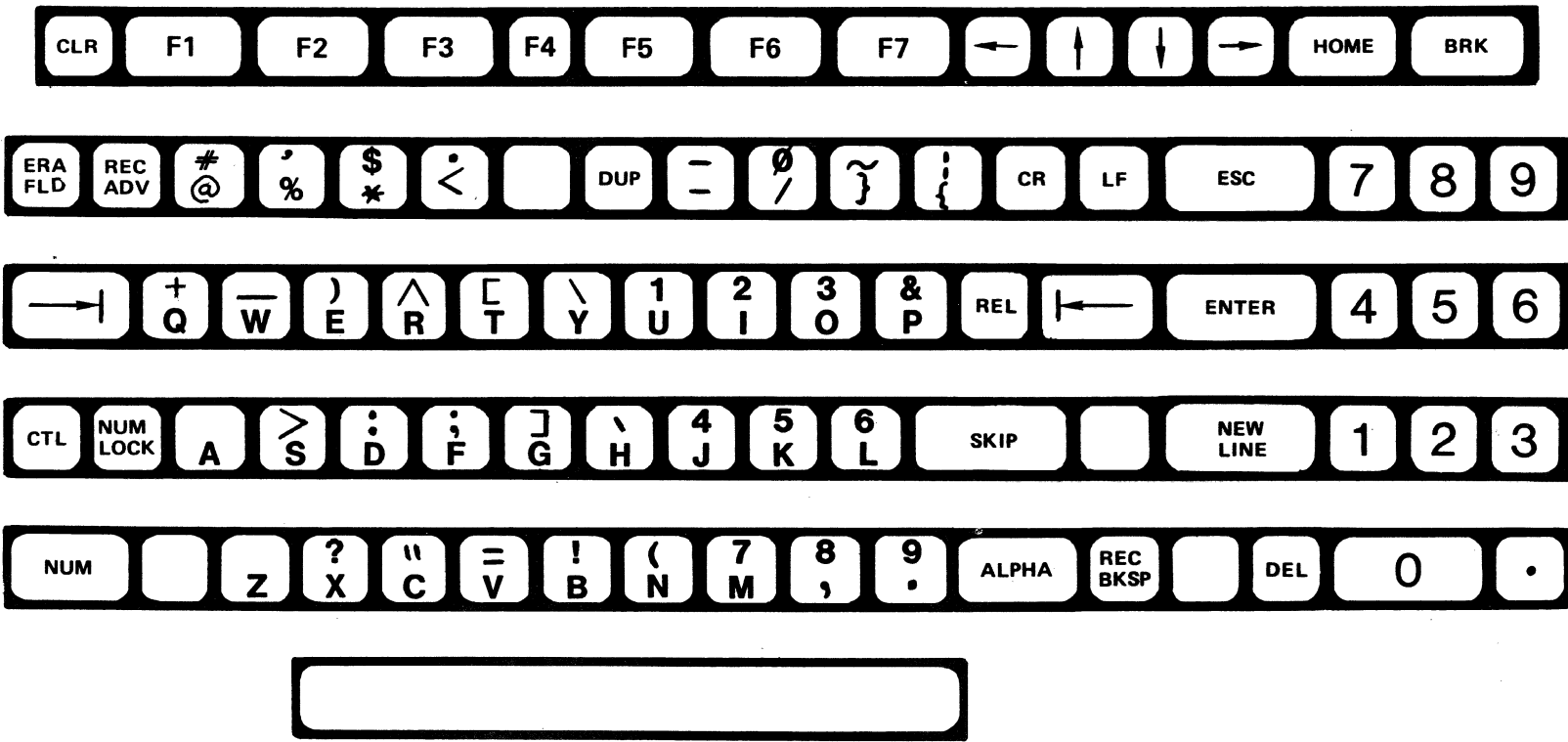


Figure 3-6. WST/VIP7200 Data Entry Keyboard

3-23

CR58-01



Figure 3-7. VIP7300 Terminal

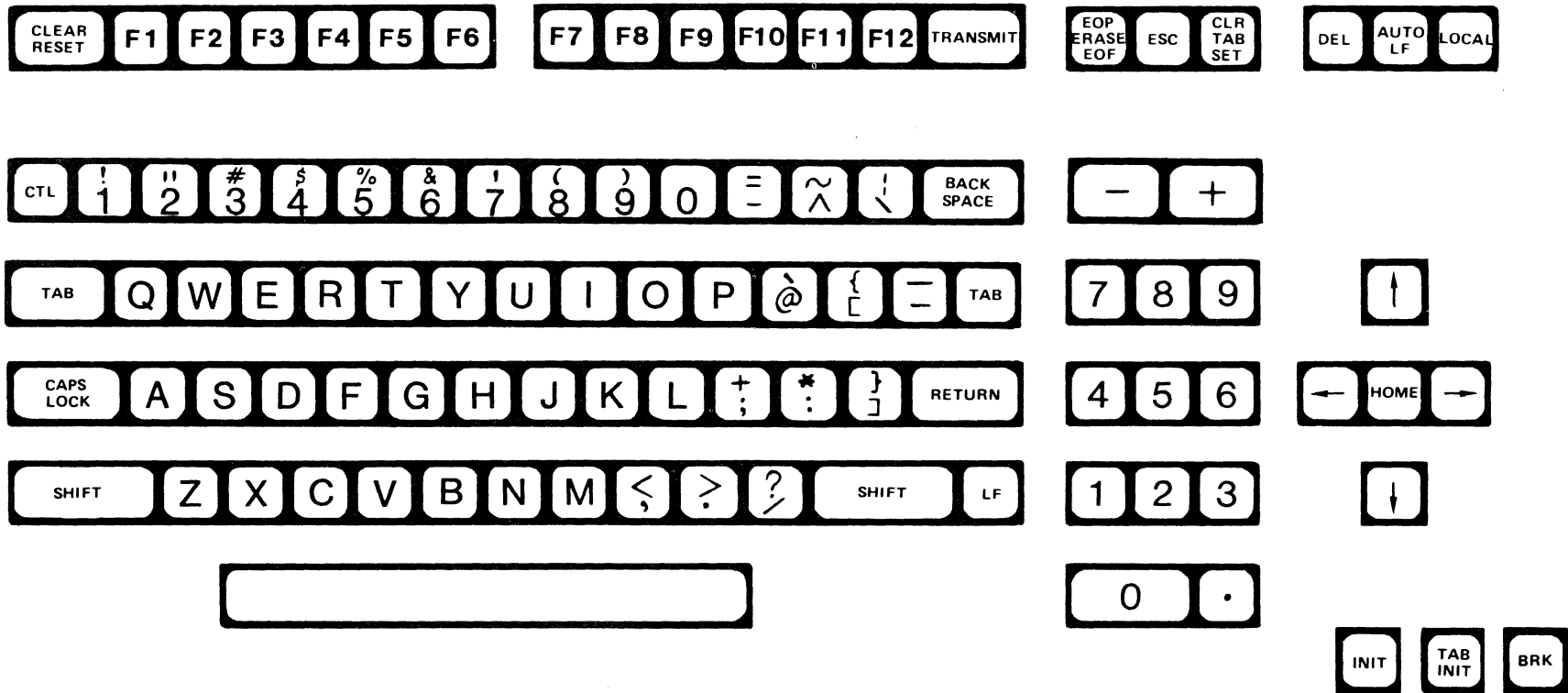


Figure 3-8. WST/VIP7300 Standard Keyboard

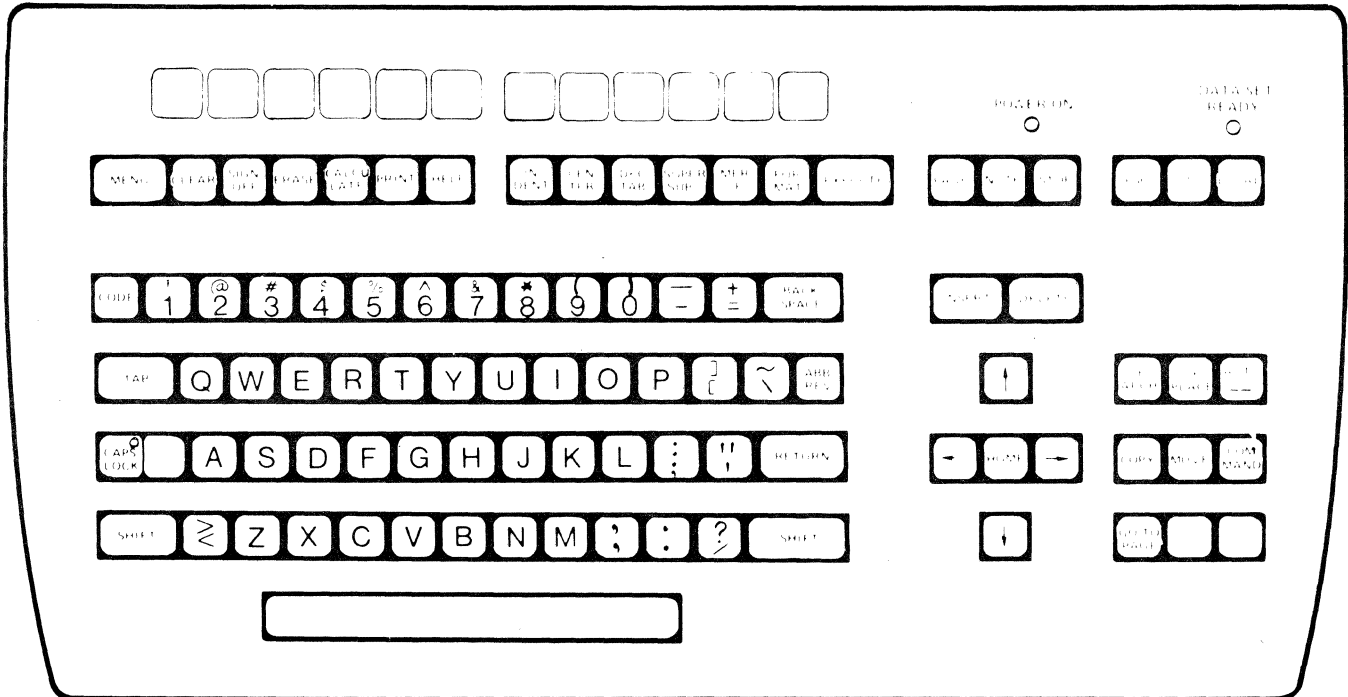


Figure 3-9. WST/VIP7300 Word Processing Keyboard

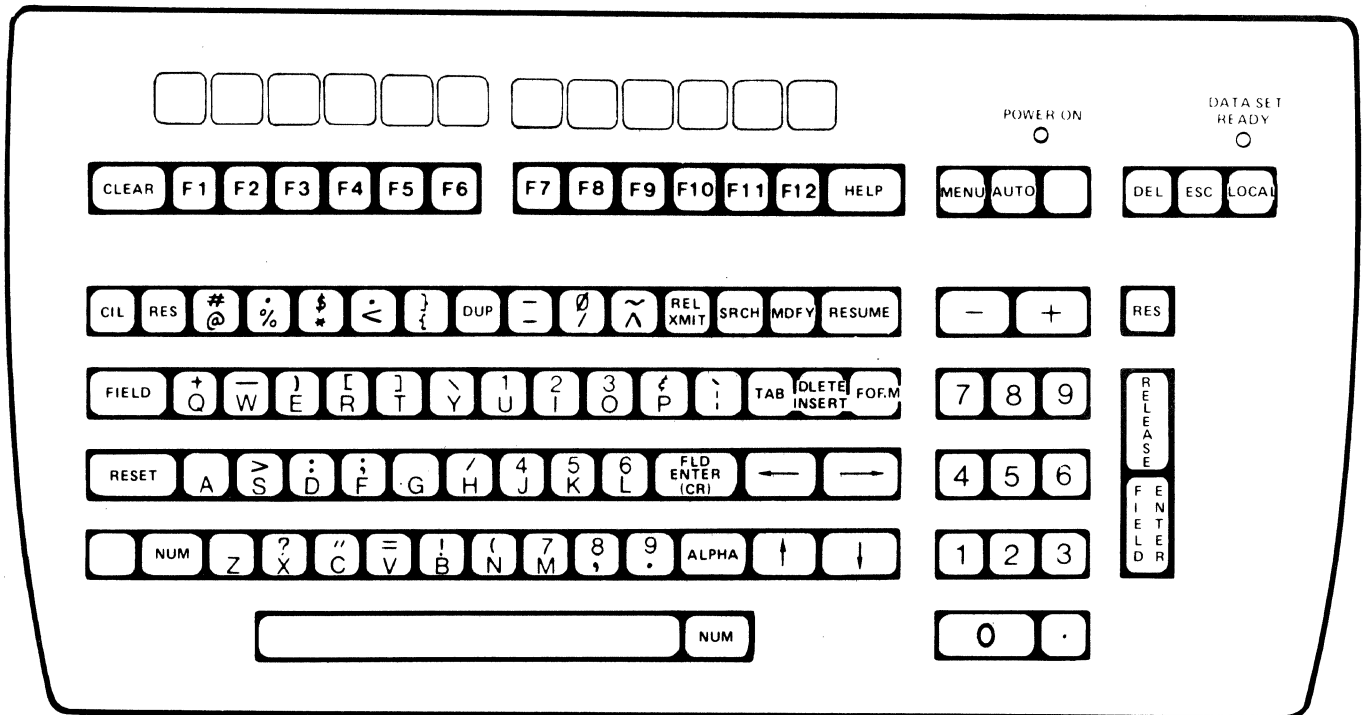


Figure 3-10. WST/VIP7300 Data Entry Keyboard



Figure 3-11. VIP7800 Terminal

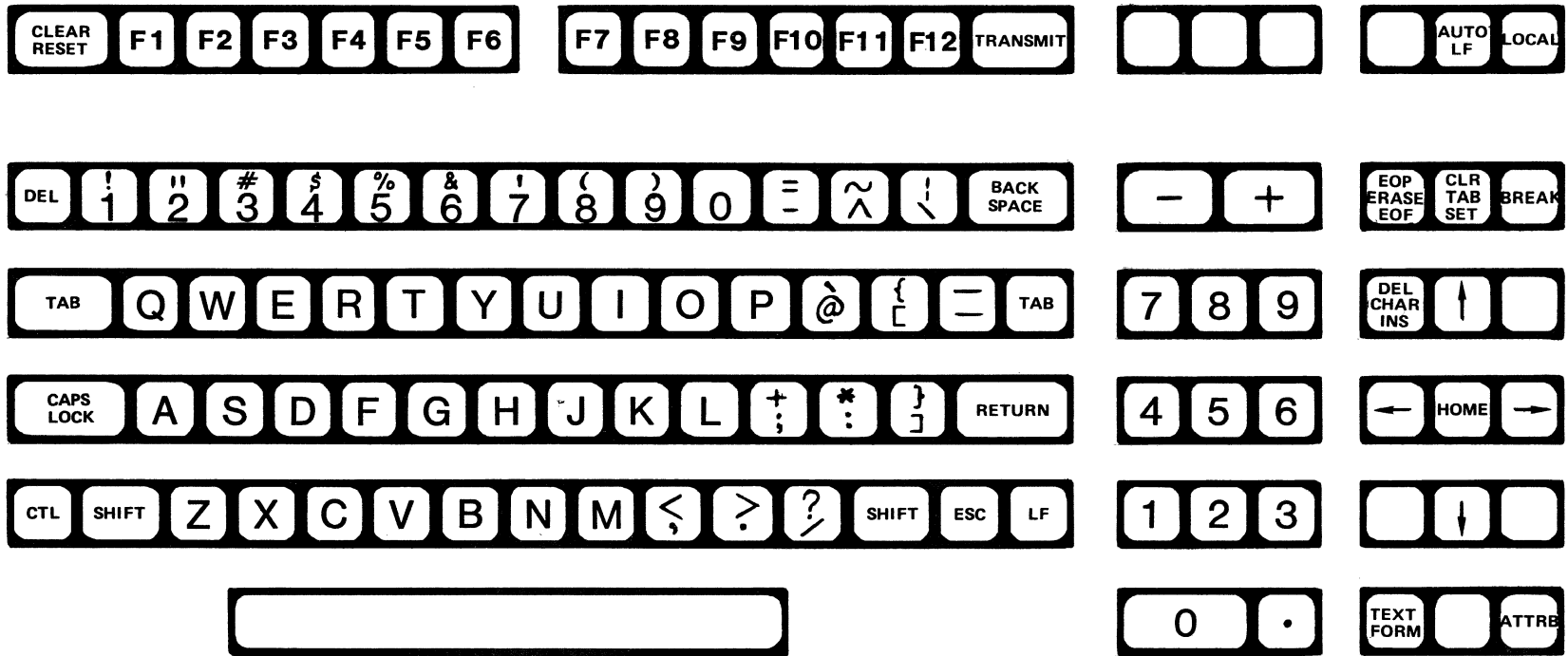


Figure 3-12. WST/VIP7800 Standard Keyboard



Figure 3-13. WST/VIP7800 Word Processing Keyboard

KEY EQUIVALENTS

Now that you know what the ITF can do, what keys do you use to invoke these functions? Tables 3-3, 3-4, and 3-5 will tell you. Table 3-3 lists IBM 3274 keyboard functions and the VIP7200 keys or key combinations that emulate those functions. Table 3-4 lists IBM 3274 keyboard functions and the WST/VIP7300 (standard, data entry, or word processing) keys or key combinations that emulate those functions. Table 3-5 lists IBM 3274 keyboard functions and the WST/VIP7800 (standard, data entry, or word processing) keys or key combinations that emulate those functions.

You need to know two things to use this table. One is what the prefix keys are. One prefix key is easy -- the SHIFT key. You know that to get a capital letter, you touch the SHIFT key and the letter key simultaneously. The notation for a capital "a" is SHIFT/A. There are two other prefix keys on these keyboards. One is the Control key, labeled CTL. The other is the Numeric key, labeled NUM. Use them just like the SHIFT key where indicated.

The other thing you need to know to use this table is the notation for double-labeled keycaps. For instance, the WST/VIP7801 standard keyboard has a key with a three-line label:

EOF
ERASE
EOP

This key will erase to the end of a field if you touch it unshifted, and erase to the end of a page (screen) if you touch it shifted. The corresponding entries in the table are ERASE (EOF) and SHIFT/ERASE (EOP).

Table 3-3. WST/VIP7200 Key Equivalents to 3274 Functions

IBM 3274 Function	7200 Standard Keyboard	7200 Data Entry Keyboard
ALPHA OVERRIDE	CTL/O	CTL/O
BACKTAB	DEL	DEL
CLEAR	CLR	CLR
CURSOR DOWN	↓	↓
CURSOR LEFT	←	←
CURSOR RIGHT	→	→
CURSOR UP	↑	↑
CURSOR SELECT	CTL/K	CTL/K
DELETE	CTL/R	CTL/R
DEVICE CANCEL	CTL/C	CTL/C
DUP	CTL/Z	CTL/Z
ENTER	XMIT	ENTER
ERASE FIELD	ERASE (EOL)	NUM/ERA FLD
ERASE INPUT	SHIFT/ERASE (EOP)	ERA FLD
FIELD MARK	CTL/Y	CTL/Y
HELP	CTL/H	CTL/H
HOME	HOME	HOME
IDENT	CTL/D	CTL/D
INSERT	CTL/S	CTL/S
LOAD MATRIX	CTL/X	CTL/X
LOGOFF	CTL/L	CTL/L
NEW LINE	LF	LF
PA1	F6	F6
PA2	F7	F7
PA3	CTL/T	CTL/T
PF1	F1	F1
PF2	F2	F2
PF3	F3	F3
PF4	F4	F4
PF5	F5	F5
PF6	SHIFT/F1	NUM/F1
PF7	SHIFT/F2	NUM/F2
PF8	SHIFT/F3	NUM/F3
PF9	SHIFT/F4	NUM/F4
PF10	SHIFT/F5	NUM/F5
PF11	SHIFT/F6	NUM/F6
PF12	SHIFT/F7	NUM/F7
PF13--PF24	Not supported	Not supported
PRINT	CTL/W	CTL/W
RESET	BRK	BRK
SYSTEM REQUEST	CTL/E	CTL/E
TAB	RETURN	SKIP

Table 3-4. WST/VIP7300 Key Equivalents to 3274 Functions

IBM 3274 Function	7300 Standard Key(s)	7300 Data Entry Key(s)	7300 Word Processing Key(s)
ALPHA OVERRIDE	CTL/O	CTL/O	AUTO
BACKTAB	CTL/TAB	CTL/TAB	ABBREV
CLEAR	SHIFT/(CLEAR)	NUM/(CLEAR)	SHIFT/MENU
CURSOR DOWN	↓	↓	↓
CURSOR LEFT	←	←	←
CURSOR RIGHT	→	→	→
CURSOR UP	↑	↑	↑
CURSOR SELECT	CTL/K	CTL/K	SHIFT/PAGE
DELETE	DEL	NUM/DLETE	DELETE
DEVICE CANCEL	CTL/C	CTL/C	SHIFT/SEARCH
DUP	CTL/Z	CTL/Z	SEARCH
ENTER	TRANSMIT	REL [XMT]	EXECUTE
ERASE FIELD	ERASE (EOF)	MDFY	COPY
ERASE INPUT	SHIFT/ERASE (EOP)	CTL/MDFY	SHIFT/COPY
FIELD MARK	CTL/Y	CTL/Y	REPLACE
HELP	HELP	HELP	HELP
HOME	HOME	CLEAR	HOME
IDENT	CTL/D	CTL/D	SHIFT/MOVE
INSERT MODE	TAB SET	INSRT	INSERT
LOAD MATRIX	CTL/X	CTL/X	CTL/X or SHIFT/REPLACE
LOGOFF	CTL/L	CTL/L	SHIFT/COMMAND
NEW LINE	RETURN	FLD ENTER	RETURN
PA1	CTL/V	MENU	PAGE
PA2	CTL/B	AUTO	NOTE
PA3	CTL/N	BLANK	STOP
PF1	F1	F1	CLEAR
PF2	F2	F2	SIGN OFF
PF3	F3	F3	ERASE
PF4	F4	F4	CALCULATE
PF5	F5	F5	PRINT
PF6	F6	F6	HELP
PF7	F7	F7	INDENT
PF8	F8	F8	CENTER
PF9	F9	F9	DEC TAB
PF10	F10	F10	SUPER SUB
PF11	F11	F11	MERGE
PF12	F12	F12	FORMAT
PF13	SHIFT/F1	NUM/F1	SHIFT/CLEAR
PF14	SHIFT/F2	NUM/F2	SHIFT/SIGN OFF
PF15	SHIFT/F3	NUM/F3	SHIFT/ERASE
PF16	SHIFT/F4	NUM/F4	SHIFT/CALCULATE
PF17	SHIFT/F5	NUM/F5	SHIFT/PRINT
PF18	SHIFT/F6	NUM/F6	SHIFT/COMMAND
PF19	SHIFT/F7	NUM/F7	SHIFT/INDENT
PF20	SHIFT/F8	NUM/F8	SHIFT/CENTER

Table 3-4 (cont). WST/VIP7300 Key Equivalents to 3274 Functions

IBM 3274 Function	7300 Standard Key(s)	7300 Data Entry Key(s)	7300 Word Processing Key(s)
PF21	SHIFT/F9	NUM/F9	SHIFT/DEC TAB
PF22	SHIFT/F10	NUM/F10	SHIFT/SUPER SUB
PF23	SHIFT/F11	NUM/F11	SHIFT/MERGE
PF24	SHIFT/F12	NUM/F12	SHIFT/FORMAT
PRINT	CTL/W	CTL/W	MOVE
RESET	RESET	RESET	MENU
SYSTEM REQUEST	CTL/E	CTL/E	SHIFT/AUTO
TAB FORWARD	TAB	TAB	TAB

Table 3-5. WST/VIP7800 Key Equivalents to 3274 Functions

IBM 3274 Function	7800 Standard Key(s)	7800 Data Entry Key(s)	7800 Word Processing Key(s)
ALPHA OVERRIDE	CTL/O	CTL/O	CTL/O or AUTO
BACKTAB	CTL/TAB	CTL/TAB	ABBREV
CLEAR	SHIFT/(CLEAR)	SHIFT/(CLEAR)	SHIFT/MENU
CURSOR DOWN	↓	↓	↓
CURSOR LEFT	←	←	←
CURSOR RIGHT	→	→	→
CURSOR UP	↑	↑	↑
CURSOR SELECT	CTL/K	CTL/K	CTL/K or PAGE
DELETE	SHIFT/CHAR (DEL)	NUM/CHAR (DEL)	DELETE
DEVICE CANCEL	CTL/C	CTL/C	CTL/C or SHIFT/SEARCH
DUP	CTL/Z	CTL/Z	CTL/Z
ENTER	TRANSMIT	TRANSMIT	EXECUTE
ERASE FIELD	ERASE (EOF)	ERASE (EOF)	COPY
ERASE INPUT	SHIFT/ERASE (EOP)	SHIFT/ERASE (EOP)	SHIFT/COPY
FIELD MARK	CTL/Y	CTL/Y	CTL/Y
HELP	CTL/H	CTL/H	CTL/H or COMMAND
HOME	HOME	HOME	HOME
IDENT	CTL/D	CTL/D	CTL/D or SHIFT/MOVE
INSERT MODE	CHAR (INS)	CHAR (INS)	INSERT
LOAD MATRIX	CTL/X	CTL/X	CTL/X or SHIFT/REPLACE
LOGOFF	CTL/L	CTL/L	CTL/L or SHIFT/COMMAND
NEW LINE	RETURN	RETURN	RETURN
PA1	CTL/V	CTL/V	PAGE
PA2	CTL/B	CTL/B	NOTE
PA3	CTL/N	CTL/N	STOP

Table 3-5 (cont). WST/VIP7800 Key Equivalents to 3274 Functions

IBM 3274 Function	7800 Standard Key(s)	7800 Data Entry Key(s)	7800 Word Processing Key(s)
PF1	F1	F1	CLEAR
PF2	F2	F2	SIGN OFF
PF3	F3	F3	ERASE
PF4	F4	F4	CALCULATE
PF5	F5	F5	PRINT
PF6	F6	F6	HELP
PF7	F7	F7	INDENT
PF8	F8	F8	CENTER
PF9	F9	F9	DEC TAB
PF10	F10	F10	SUPER SUB
PF11	F11	F11	MERGE
PF12	F12	F12	FORMAT
PF13	SHIFT/F1	NUM/F1	SHIFT/CLEAR
PF14	SHIFT/F2	NUM/F2	SHIFT/SIGN OFF
PF15	SHIFT/F3	NUM/F3	SHIFT/ERASE
PF16	SHIFT/F4	NUM/F4	SHIFT/CALCULATE
PF17	SHIFT/F5	NUM/F5	SHIFT/PRINT
PF18	SHIFT/F6	NUM/F6	SHIFT/HELP
PF19	SHIFT/F7	NUM/F7	SHIFT/INDENT
PF20	SHIFT/F8	NUM/F8	SHIFT/CENTER
PF21	SHIFT/F9	NUM/F9	SHIFT/DEC TAB
PF22	SHIFT/F10	NUM/F10	SHIFT/SUPER SUB
PF23	SHIFT/F11	NUM/F11	SHIFT/MERGE
PF24	SHIFT/F12	NUM/F12	SHIFT/FORMAT
PRINT	CTL/W	CTL/W	CTL/W
RESET	RESET	RESET	MENU
SYSTEM REQUEST	CTL/E	CTL/E	CTL/E or AUTO
TAB	TAB	TAB	TAB

Section 4

APPLICATION PROGRAMS AND PROCEDURES

GCOS 6 Assembly language or COBOL can be used to write an application program to interface with the SNA Interactive Terminal Facility (ITF). Details of application programs, data fields, program interfaces, and data flow are described in this section.

CONFIGURING AN APPLICATION PROGRAM

An application program appears to the host system as a logical unit (LU). An application program is identified to the ITF by specifying LU characteristics when configuring the ITF. For a description of how to specify LU characteristics, see the DPS 6/SNA Administrator's Guide.

Specification of LU characteristics permits association of the application program with a particular terminal (i.e., LU class 1) or, if interaction with a terminal is not desired, to execute the application program as a "virtual" terminal (i.e., LU class 2) not associated with any physical terminal. An application program can be shared by more than one terminal or represent more than one "virtual" terminal.

USER PROGRAM EXITS

The ITF provides exits to user application programs before data transmission and data display. User program exits can be used:

- With a terminal and a host link (Class 1 logical unit executing with remote host)
- With a terminal and no host link (Class 1 logical unit local)
- With a host link and no terminal (Class 2). In this case, the application program acts as a "virtual" terminal.

Figure 4-1 shows the types of user program exits.

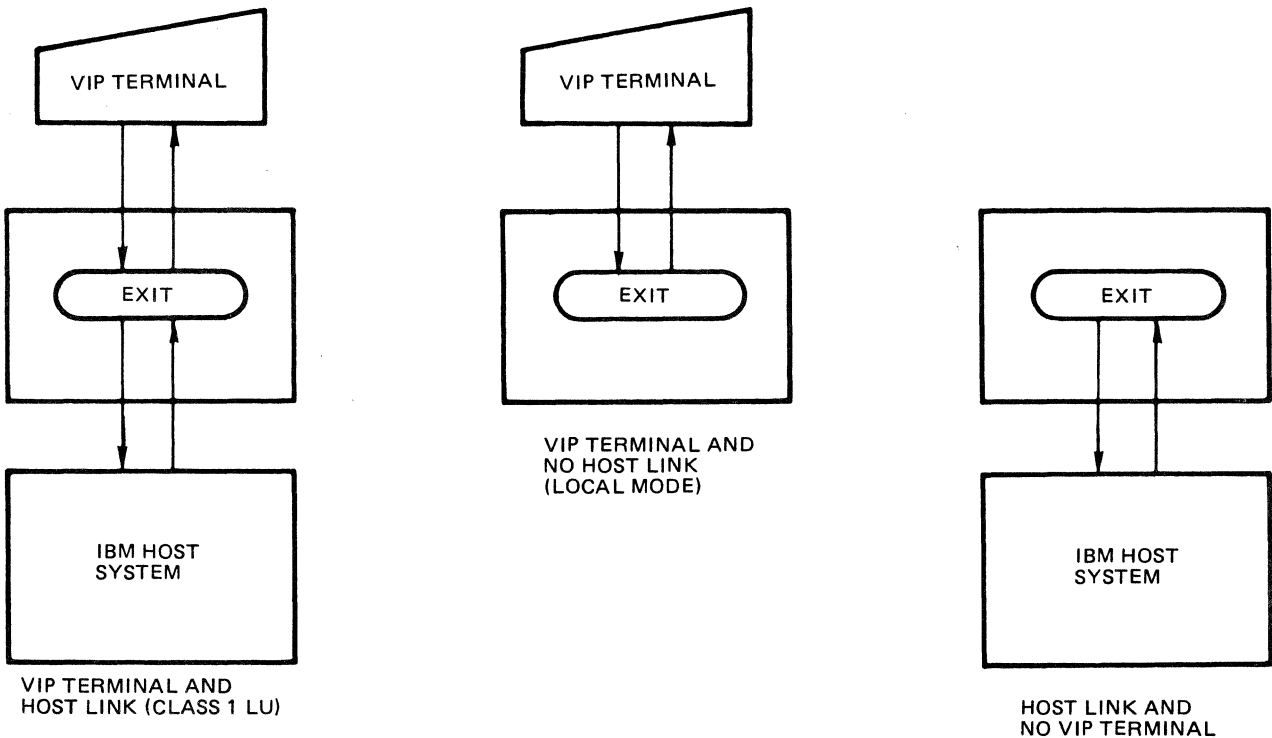


Figure 4-1. Types of User Program Exits

When the user program exit has occurred, an area called the screen image buffer (SIB), containing the screen image and certain control information, is passed to the application program. The program can manipulate data in the SIB and use GCOS 6 files, devices, and processing support. The application then passes a return code to the ITF, indicating how to process the data.

APPLICATION PROGRAM/DATA FIELD DISPLAY INTERFACE

A display consisting of data fields can either be formatted or unformatted. A data field is defined as an attribute character (described later in this section) and all the data following it, up to the next attribute character.

Unformatted Display

An unformatted display has no defined data fields, i.e., an attribute character is not used.

Formatted Display

A formatted display consists of data fields originating from the SIB. An attribute character is located at the start of each data field and defines the attributes (characteristics) of the field. Attribute characters are placed in the SIB by either a user application program or the ITF (as a result of commands and orders sent by the host system).

Data Fields

Data fields are areas on a screen used to contain data to be sent or received. These fields can be:

- Alphanumeric or numeric: An alphanumeric field consists of any alphabetic, numeric, or special character available on the terminal keyboard. A numeric field consists only of numeric characters available on the terminal.
- Displayable or non-displayable: Data fields can either be displayed (shown on the display screen) or non-displayed (not shown on the display screen).
- Protected or unprotected: When a data field is protected, no data can be entered in the field through a terminal keyboard in the field. When a data field is unprotected, data can be entered or deleted and any character position in the field can be modified.
- Modified or unmodified: When a data field is modified, the contents of the field are changed and transmitted to the host system. When a data field is unmodified, the contents of the field are unchanged and not transmitted to the host system.

These characteristics are established through use of the attribute character.

DATA FIELD DESCRIPTION

In a formatted display, each data field begins with an attribute character. The attribute character occupies the leftmost position of the data field. Although associated with the data field, the attribute character is not included in the data portion of the field. It is not visible when the data field is displayed on the display screen.

Field length is defined as the number of characters between, but not including, attribute characters. Successive data fields are thus separated from each other by attribute characters, as shown by the `////` symbol in Figure 4-2.

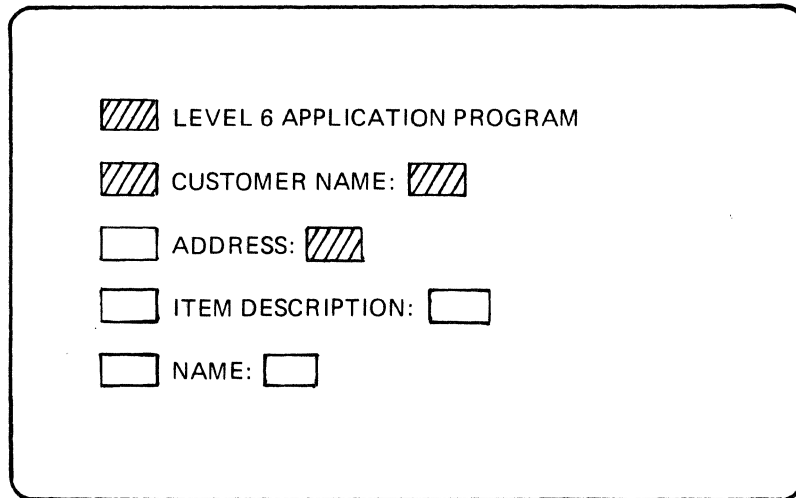


Figure 4-2. Display Showing Attribute Character Locations

DATA FIELD ATTRIBUTES

In addition to defining the beginning and end of a data field, an attribute character defines properties of the data field according to the bit configuration of the attribute character, which is set by the application program executing either on the host system or on the DPS 6. Attribute character bit assignments that can be set by a DPS 6 application program are:

Bit 0 - ACF (Attribute Character Flag): Must always be set to 1

Bit 1 - P/U (Protected/Unprotected): Protected field if set to 1; unprotected field if set to 0

Bits 2, 3 - No Extended Attributes = 00

Blink = 01

Underscore = 10

Inverse Video = 11

Bit 4 - MDT (Modified Data Tag): Field has been modified by a DPS 6 application program if set to 1; not modified if set to 0

Bit 5, 6 - Displayed/Not Detectable = 00
Displayed/Detectable = 01
High Intensity/Detectable = 10
Non-Displayed = 11

Bit 7 - N/A (Numeric/Alphanumeric): Numeric field only if set to 1; alphanumeric field if set to 0

For example, if only bit 0 is set to 1, a designated field is assigned the following default attributes:

- Unprotected
- No extended attributes
- Not modified
- Displayed/Not detectable
- Alphanumeric.

Data is transmitted to the host system without the attribute character.

ITF-USER APPLICATION INTERFACE

The ITF consists of code that provides an interface between the host system link and the user application program. The user application program (written in Assembly language or COBOL) executes on the DPS 6.

Once you have written the application program, it is linked as an independent bound unit. You must then provide the bound unit pathname to the ITF as part of logical unit configuration. For a description of how to specify the necessary LU characteristics, see the DPS 6/SNA Administrator's Guide.

Each time the application program is requested by the ITF, the address of the SIB is passed:

- For Assembly language programs, to the Task Request Block in location `t_prm + 1` (see the description of the `$TRBD` and `$RQTSK` macro calls in the System Programmer's Guide)
- For COBOL programs, to the Linkage Section, to the appropriate data-name.

For Assembly language programs, the ITF waits for the application program to terminate with a Terminate Request (`$TRMRQ`) call. For COBOL programs the ITF waits for the application program to terminate with an EXIT statement. The relationship between the ITF and the application program is asynchronous. Notice of significant events that occur while the application is active (e.g., the logical unit is deactivated) is

given to the ITF immediately after the application program terminates. These significant events can be obtained by requesting the program again and passing the proper function code.

SCREEN IMAGE BUFFER (SIB)

Screen images are maintained on the DPS 6 in a 2048-character buffer called the screen image buffer (SIB). Each emulated device, including terminals, has an accompanying SIB.

SIB management is handled through use of a pool of disk- or memory-resident buffers. The number of resident buffers is configured into the ITF by specifying certain physical unit (PU) characteristics when configuring the ITF. For a description of how to specify these characteristics, see the DPS 6/SNA Administrator's Guide.

A SIB is always memory resident while it is being manipulated. The number of resident SIBs is related to the number of active logical units (LUs). Thus, SIB is always memory resident during the time a user application program (LU) is active.

The SIB is divided into three areas:

1. Screen Image Data Area (SIDA)
2. User Program Interface Area (UPA)
3. Application Program Data Area (APDA).

The three areas of the SIB are described in more detail in the following paragraphs.

Screen Image Data Area (SIDA)

The screen image data area (SIDA) consists of an array of 1920 ASCII characters (0-1919) that represents the current image on the screen. When an operator initiates a change to the screen image, the change is reflected in the SIDA. It is the contents of the SIDA that is transmitted to the host system.

User Program Interface Area (UPIA)

The user program interface area (UPIA) contains data that is used as an interface between the ITF emulator and the user application program. The UPIA occupies characters 1920 through 1939 of the SIB. The UPIA contains:

1. Return and function codes
2. Terminal identification
3. Cursor location
4. Host response command
5. Request header, request unit, and logical-unit address.

RETURN AND FUNCTION CODES

Characters 1920 and 1921 are used to communicate commands between the ITF and the application program. The ITF initiates commands to the application program and sets hexadecimal values for the function code; the application program sets hexadecimal values for the return code.

Return Code

The application program sets the return code. The following are the valid return codes:

- X'01' - Initiate Session: This code causes ITF to transmit the logon string to the host. If the LU is configured for automatic logon, the string is taken from the configuration file. If no logon string is configured, the application must put the logon string in the SIB before passing this return code to the ITF
- X'02' Terminate Session: This causes the ITF to transmit the logoff string to the host. If the LU is configured for automatic logon/logoff, the logoff string is taken from the configuration file, otherwise the application must put the logoff string in the SIB before passing this return code to the ITF
- X'03' - This code causes the ITF to send the SIB to the host application program
- X'04' - This code causes the ITF to send the SIB to the Host System Services Control Program (SSCP)
- X'05' - This code causes the ITF to send the SIB to the terminal display
- X'06' - This code causes the ITF to wait for host action
- X'07' - Final Return: The application is terminated for the last time.

Function Code Character

When the ITF passes commands to the application program, the function code has one of the following hexadecimal settings:

- X'01' - First call to application program: This code is passed when the LU is activated by the host, or if the user is logged in in local mode at login time

- X'02' - Traffic Active: This code is passed to the application when the Start Data Traffic command is received by the logical unit from the host
- X'03' - This code is passed to the application when data is received from the Host System Services Control Program (SSCP)
- X'04' - This code is passed to the application when data is received from the host application program
- X'05' - This code is passed to the application in response to an Initiate Session return code if the LU is already in session, i.e., logged in to a host application
- X'06' - This code is passed to the application if traffic is inactive when the application requests transmission to the host application
- X'07' - This code indicates to the application that the session with the host application is terminated
- X'08' - This code indicates that transmission to the host cannot be initiated because the session with the host application is terminated
- X'09' - This code indicates that the SIB contains data from the operator's display
- X'0A' - This code indicates that the logical unit has been deactivated by the host or by an SNA operator. When this code is received, the application program must perform its termination logic
- X'0B' - This code has the same as the preceding code (X'0A') but the deactivation command was received while the application was busy

TERMINAL IDENTIFICATION

These characters are meaningful only if the function code (character 1921) equals X'09' upon entry to the application.

Character 1922 indicates that the AID key was pressed by the operator. A virtual application program must set character 1922 upon return to the ITF.

Character 1923 indicates the logical resource number of the terminal.

CURSOR LOCATION

These bytes contain the current cursor location expressed as an offset into the SIB (0 to 1919). Before returning to the ITF, the application program must set the current cursor location in these bytes.

HOST RESPONSE COMMAND

Character 1926 is reserved.

Character 1927: If the function code is X'04' (data from the host application), this character contains the command sent by the host. Valid host commands are:

Erase/Write - X'F5'
Write - X'F1'

REQUEST HEADER, REQUEST UNIT, AND LOGICAL-UNIT ADDRESS

Characters 1928-1931 contain the three-character request header and the first character of the request unit; if the request unit is null, character 1931 is undetermined.

Character 1932 contains the logical-unit address (2-33) expressed in hexadecimal notation.

Application Program Data Area

Characters 1940 to 2047 contain the Application Program Data Area (APDA). Your application program can use this as a work area. Any data entered in this work area is maintained; however, you should store no addresses (i.e., pointers) in this area (especially addresses of locations in the SIB).

COBOL APPLICATION PROGRAM

A COBOL application program must be a called subroutine of the supplied object unit ZCOBIF.O. The entry point must be named "APPL." in the IDENTIFICATION DIVISION. The program can then be compiled and linked with ZCOBIF.O as the root. Use the -OC argument when invoking the Advanced COBOL compiler. The object unit ZCOBIF.O provides a mechanism whereby the screen image buffer can be passed to the COBOL application program. Once linked, the application program object unit and ZCOBIF.O form a single bound unit, having any user-supplied name, representing the executable task (i.e., the application program) that interfaces with the ITF.

Typical Advanced COBOL arguments to create a COBOL object unit are:

```
COBOLA APPL -OC -LSSU 3 -XREF -COUT !LPT00
```

Typical Linker directives to create a COBOL application are:

```
LINKER xxxxxx  
LIB >LDD>ZCART  
LINKN >LDD>ZXOSRT>ZCOBIF; APPL; MAP; QUIT
```

where ZCART is the argument chosen when using MOD 400 Advanced COBOL; xxxxxx is the bound unit name; and APPL is the name of the COBOL object unit.

For an example of a typical COBOL application program written to generate a formatted data entry display form, see Appendix C.

ASSEMBLY LANGUAGE APPLICATION PROGRAM

A program written in Assembly language is assembled and linked as a single bound unit. You can give the bound unit any name you want. The bound unit represents the executable task, (i.e., the application program) that interfaces with the ITF.

For an example of a typical Assembly language application program, that was written to generate a formatted data entry display form, see Appendix D.

Appendix A

ITF PROGRAM MESSAGES

xx5B40 PRINTER CONFIGURATION ERROR

Cause: ITF cannot locate a specified LU configuration table.

Effect: The ITF task group cannot be started; processing terminates.

Action: Contact your local Customer Service representative if the problem persists after checking the specified printer configuration.

xx5B41 INVALID REQUEST FROM ACS

Cause: An internal processing error has occurred between ITF tasks.

Effect: The ITF task group terminates processing.

Action: Contact your local Customer Service representative if the problem persists after retry.

- xx5B42 CANNOT FIND LUCT FOR LU NAME
- Cause: An internal processing error has occurred between
 ITF tasks.
- Effect: The ITF task group terminates processing.
- Action: Contact your local Customer Service representative
 if the problem persists after retry.
- xx5B43 CANNOT FIND LUCT FOR APPLICATION PATH
- Cause: An internal processing error has occurred between
 ITF tasks in locating a Logical Unit Control Table.
- Effect: The ITF task group terminates processing.
- Action: Contact your local Customer Service representative
 if the problem persists after retry.
- xx5B44 FAILURE TO ACTIVATE THE NODE
- Cause: Failure to establish a connection to the host over
 the communications link.
- Effect: No communication to the host is possible.
- Action: None; ITF will automatically retry on an indefinite
 basis. If the failure persists, check the status of
 the physical link and host system.
- xx5B45 PU TO LU BROADCAST FAILURE
- Cause: An internal processing error has occurred between
 ITF tasks.
- Effect: The ITF task group terminates processing.
- Action: Contact your local Customer Service representative
 if the problem persists after retry.
- xx5B46 CANNOT FIND LUCT FOR APPLICATION ASSIGNMENT
- Cause: An internal processing error has occurred between
 ITF tasks.
- Effect: The ITF task group terminates processing.
- Action: Contact your local Customer Service representative
 if the problem persists after retry.

xx5B47 LU TO PU SEMAPHORE ERROR

Cause: An internal processing error has occurred between ITF tasks.

Effect: The ITF task group terminates processing.

Action: Contact your local Customer Service representative if the problem persists after retry.

xx5B48 LU TASK TERMINATION ERROR

Cause: An internal processing error has occurred in the termination of a logical unit task.

Effect: The ITF task group terminates processing.

Action: Contact your local Customer Service representative if the problem persists after retry.

xx5B49 INVALID REASON CODE FOR PU START-UP

Cause: An internal processing error has occurred in the activation of a physical unit.

Effect: The ITF task group terminates processing.

Action: Contact your local Customer Service representative if the problem persists after retry.

xx5B4B INVALID CURSOR LOCATION FOR SBA ORDER

Cause: An invalid screen cursor address has been sent by a host application program.

Effect: The data is rejected via a negative response to the host.

Action: Contact the host application programmer for a correction.

xx5B4C INVALID CURSOR LOCATION FOR IC ORDER

Cause: An invalid cursor location has been sent by a host application program.

Effect: The data is rejected via a negative response to the host.

Action: Contact the host application programmer for a correction.

xx5B4D INVALID DFC COMMAND RECEIVED

Cause: The host has sent an invalid Data Flow Control command according to SNA protocol.

Effect: The command is rejected via a negative response to the host.

Action: Contact the host administrator for a correction.

xx5B4E DATA FLOW CONTROL ERROR

Cause: An SNA protocol error has been generated by a host application.

Effect: A negative response is sent to the host.

Action: Contact the host application programmer for a correction.

xx5B4F DATA FLOW CONTROL ERROR

Cause: ITF has experienced an internal SNA protocol error between itself and the SNA Transport Facility.

Effect: ITF processing is suspended for the affected logical unit.

Action: Contact your local Customer Service representative if the problem persists after retry.

xx5B50 ACTIVE NODE RECEIVED

Cause: Informational message stating a successful link establishment for a host.

Effect: None; information only.

Action: None.

xx5B52 INVALID RETURN CODE FROM APPLICATION

Cause: An application program has returned an invalid return code.

Effect: The application program terminates.

Action: Correct the program logic and recompile.

Appendix B

ASCII AND EBCDIC CHARACTER SETS

Tables B-1 and B-2 illustrate the ASCII and EBCDIC character sets, respectively. In addition to the ASCII characters, Table B-1 shows the hexadecimal equivalents, and Table B-2 shows the binary and hexadecimal equivalents of the EBCDIC character set.

ASCII data in an SNA Interactive Terminal Facility (ITF) input file is converted to equivalent EBCDIC data for transmission to a host system. A reverse translation occurs for data received by the ITF from a host system. Three ASCII characters do not have equivalent EBCDIC representation and vice versa; they are converted as follows:

<u>ASCII</u>		<u>EBCDIC</u>	
<u>Character</u>	<u>Hexadecimal Representation</u>	<u>Character</u>	<u>Hexadecimal Representation</u>
^	5E	⌞	5F
]	5D	⌟	4A
[5B		FA

Following are lists of the control characters and special graphic characters that appear in the two tables.

CONTROL CHARACTERS

BS	Backspace	GE	Graphic escape
BYP	Bypass	GS	Group separator
CC	Cursor control	HT	Horizontal tab
CR	Carriage return	IFS	Interchange file separator
DC1	Device control 1	IGS	Interchange group separator
DC2	Device control 2	IL	Idle
DC3	Device control 3	IRS	Interchange record separator
DC4	Device control 4	IUS	Interchange unit separator
DS	Digit select	LC	Lowercase
ENQ	Enquiry	LF	Line feed
EO	Eight ones	NL	New line
ESC	Escape	PF	Punch off
FF	Form feed	PN	Punch on
FS	Field separator	RES	Restore
RLF	Reverse line feed	SP	Space
RS	Reader stop	TM	Tape mark
SM	Set mode	UC	Uppercase
SMM	Start of manual message	VT	Vertical tab
SOS	Start of Significance		

SPECIAL GRAPHIC CHARACTERS

¢	Cent sign	?	Question mark
.	Period, decimal point	'	Grave accent
<	Less-than sign	:	Colon
(Left parenthesis	#	Number sign
+	Plus sign	@	At sign
		'	Prime, apostrophe
&	Ampersand	=	Equal sign
!	Exclamation point	"	Quotation mark
\$	Dollar sign	~	Tilde
*	Asterisk	{	Opening brace
)	Right parenthesis	\	Reverse slash
;	Semicolon	h	Chair
¬	Logical NOT		Logical OR
-	Minus sign	[Opening bracket
/	Slash]	Closing bracket
	Vertical line	^	Circumflex
,	Comma		
%	Percent		
_	Underscore		
>	Greater-than sign		

Table B-1. ASCII/Hexadecimal Equivalents

		H1							
H2	0	1	2	3	4	5	6	7	
0			SP	0	@	P	\	p	
1		DC1	!	1	A	Q	a	q	
2		DC2	"	2	B	R	b	r	
3		DC3	#	3	C	S	c	s	
4		DC4	\$	4	D	T	d	t	
5	ENQ		%	5	E	U	e	u	
6			&	6	F	V	f	v	
7			'	7	G	W	g	w	
8	BS		(8	H	X	h	x	
9	HT	EM)	9	I	Y	i	y	
A	LF		*	:	J	Z	j	z	
B	VT	ESC	+	;	K	[K	{	
C	FF	FS	,	<	L	\	l		
D	CR	GS	-	=	M]	m	}	
E	SO	RS	.	>	N	^	n	~	
F	SI	US	/	?	O	-	o	DEL	

Table B-2. EBCDIC/Hexadecimal/Binary Equivalents

Bit Positions 4, 5, 6, 7 Second Hexadecimal Digit	00				01				10				11				Bit Positions 0,1 Bit Positions 2,3 First Hexadecimal Digit
	00	01	10	11	00	01	10	11	00	01	10	11	00	01	10	11	
	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	
0000	0		DS		SP	&							{ ^d	{ ^d	\ ^d	0	
0001	1		DC1	SOS					j	i	~ ^d		A	J		1	
0010	2		DC2	FS					h	k	s		B	K	S	2	
0011	3		TM						c	l	r		C	L	T	3	
0100	4	PF	RES	BYP	PN				d	m	u		D	M	U	4	
0101	5	HT	NL	LF	RS				e	n	v		E	N	V	5	
0110	6	LC	BS		UC				i	o	w		F	O	W	6	
0111	7		IL	ESC					g	p	x		G	P	X	7	
1000	8								h	q	y		H	Q	Y	8	
1001	9							v ^d	i	r	z		I	R	Z	9	
1010	A	SMM	CC	SM		†	,	; ^d								^d	
1011	B	VT				.	\$.	#								
1100	C	FF	IFS		DC4	<	*	%	@				∫ ^d		∫ ^d		
1101	D	CR	IGS	ENQ		()	-	'								
1110	E		IRS			+	.	>	=				∫ ^d				
1111	F		IUS			'	~	?	"							EO ^a	

Appendix C

SAMPLE ITF COBOL APPLICATION PROGRAM

Figure C-1 shows a sample of a logical unit class 1 local mode COBOL program (whose bound unit and program name must be "APPL"), executing on the DPS 6, that creates a formatted data entry order form to be displayed on a WST/VIP terminal screen. A WST/VIP terminal operator can then enter (or modify) data on the order form. This sample program illustrates the use of various ITF function and return codes.

Comparable display forms can be created by a host application program and sent to the ITF.

NOTE

For a detailed description of the SIB and other material pertinent to writing a COBOL application program, see Section 4 of this manual.

COMPILATION LISTING OF *ITF>COBOL>APPL.C
 COMPILED BY: COBOLA VERSION 4.0 08/25/0843
 COMPILED ON: 85/05/15 1001
 OPTIONS: -XREF -LIST_SVTY 3 -CJUI MANJAL_C -JLU_CALL

```

1      IDENTIFICATION DIVISION.
2      PROGRAM-ID, APPL.
3      *
4      ** THIS APPLICATION IS DESIGNED TO EXERCISE THE INTERFACE AREA
5      ** OF THE SVA/ITF PRODUCT. IT SHOULD BE ASSOCIATED WITH A
6      ** LU TYPE 2 CLASS 1 DISPLAY. IT CAN BE RUN EITHER LOCALLY OR CAN
7      ** COMMUNICATE WITH SRC. IT IS SET UP TO LOGON TO MVS, BUT CAN
8      ** EASILY BE ALTERED SO THAT IT CAN LOG INTO OS.
9      *
10     *
11     *
12     *
13     *
14     *
15     *
16     *
17     *
18     *
19     *
20     *
21     *
22     *
23     *
24     *
25     *
26     *
27     *
28     *
29     *
30     *
31     *
32     *
33     *
34     *
35     *
36     *
37     *
38     *
39     *
40     *
41     *
42     *
43     *
44     *
45     *
46     *
47     *
48     *
49     *
50     *
51     *
52     *
53     *
54     *
55     *

```

Figure C-1. Sample COBOL Application Program

C-2

CR58-01

```

56 **
57 **
58 **
59 ** X'01' = FIRST CALL TO APPLICATION
60 ** X'02' = TRAFFIC ACTIVE - START DATA TRAFFIC RECEIVED FROM HOST
61 ** X'03' = DATA IN SIB IS FROM SSCP
62 ** X'04' = DATA IN SIB IS FROM HOST APPL
63 ** X'05' = LU ALREADY IN SESSION - INITIATE SESSION REQUEST IGNORED
64 ** X'06' = TRAFFIC INACTIVE - SIB NOT SENT TO HOST
65 ** X'07' = SESSION WITH HOST APPL IS TERMINATED
66 ** X'08' = TRANSMISSION TO HOST NOT ORDERED - SESSION TERMINATED
67 ** X'09' = DATA IN SIB IS FROM OPERATOR'S DISPLAY UNIT
68 ** X'0A' = LU HAS BEEN DEACTIVATED BY HOST ON SVA JPERMATION
69 ** X'0B' = SAME AS '0A' BUT EVENT OCCURED WHILE APPL WAS BUSY
70 **
71 **
72 **
73 **
74 **
75 **
76 **
77 **
78 **
79 **
80 **
81 **
82 **
83 **
84 **
85 **
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105 **
106 **
107 **
108 **
109 **
110 **
111 **
112 **
113 **
114 **
115 **

```

```

-----FUNCTIONIJN CODE = PASSED FROM ITF TO APPL
BYTE 1921
X'01' = FIRST CALL TO APPLICATION
X'02' = TRAFFIC ACTIVE - START DATA TRAFFIC RECEIVED FROM HOST
X'03' = DATA IN SIB IS FROM SSCP
X'04' = DATA IN SIB IS FROM HOST APPL
X'05' = LU ALREADY IN SESSION - INITIATE SESSION REQUEST IGNORED
X'06' = TRAFFIC INACTIVE - SIB NOT SENT TO HOST
X'07' = SESSION WITH HOST APPL IS TERMINATED
X'08' = TRANSMISSION TO HOST NOT ORDERED - SESSION TERMINATED
X'09' = DATA IN SIB IS FROM OPERATOR'S DISPLAY UNIT
X'0A' = LU HAS BEEN DEACTIVATED BY HOST ON SVA JPERMATION
X'0B' = SAME AS '0A' BUT EVENT OCCURED WHILE APPL WAS BUSY
-----AJJ KEY
BYTE 1922
-----LKN OF TERMINAL
BYTE 1923
-----CURSOR POSITIONIJN
BYTES 1924 + 1925
-----RESERVED
BYTE 1926
-----HOST FUNCTION CODE
BYTE 1927 ERASE/WRITE = X'F5'
OR
WRITE = X'F1'
-----X/H/T/J DATA
BYTES 1928 - 1931
-----LU ADDRESS (02 - 55)
BYTE 1932
-----
BYTES 1933 TO 1939 = RESERVED FOR FUTURE USE
BYTES 1940 TO 2047 = APJA - APPLICATION PROGRAM DATA AREA
CAN BE USED BY THE APPL AS A WORK AREA.
VJ ADDRESSES HOWEVER SHOULD BE STORED ONLY DATA
PLNCHART:
LUS JVTJ AN ITF TERMINAL WITH ITFMS P.J. ATTACHED - WITHOUT AUIJLGGJN
HAVE MVS UP - ONCE LOGGED ON ITF SHOULD CALL US WITH A FC OF X'02'
WE WILL STORE THE MVS LOGON STRING INTO THE SIB AND RETURN WITH A MC OF X'01'
WE NOW CHECK THE FUNCTION CODE TO DETERMINE WHAT COURSE TO PURSUE.
-----
* ENVIRONMENT DIVISION.
* CONFIGURATION SECTION.
* SOURCE-COMPUTER.

```

Figure C-1 (cont). Sample COBOL Application Program

```

115 HIS-SERIES=60 LEVEL=6.
117 OBJECT-COMPUTER.
118 HIS-SERIES=60 LEVEL=6.
119
120 INPJ-OUTPUT SECTION.
121 FILE-CONTROL.
122     SELECT PRINTFILE
123     ASSIGN TO OC-PRINTER
124     ORGANIZATION IS SEQUENTIAL
125     ACCESS MODE IS SEQUENTIAL
126     FILE STATUS IS PRT-STAT.
127
128 DATA DIVISION.
129 FILE SECTION.
130 FD PRINTFILE
131
132     BLOCK CONTAINS 1 RECORDS
133     LABEL RECORDS ARE OMITTED.
134     01 PRT-REC          PIC X(152).
135     43<INS-STR>AGE SECTION.
136         PIC X VALUE    ""242""
137         PIC X VALUE    ""243""
138         PIC X VALUE    ""244""
139         PIC X VALUE    ""245""
140         PIC X VALUE    ""246""
141         PIC X VALUE    ""247""
142         PIC X VALUE    ""248""
143         PIC X VALUE    ""249""
144         PIC X VALUE    ""250""
145         PIC X VALUE    ""123""
146         PIC X VALUE    ""124""
147         PIC X VALUE    ""125""
148         PIC X VALUE    ""194""
149         PIC X VALUE    ""195""
150         PIC X VALUE    ""196""
151         PIC X VALUE    ""197""
152         PIC X VALUE    ""198""
153         PIC X VALUE    ""199""
154         PIC X VALUE    ""200""
155         PIC X VALUE    ""201""
156         PIC X VALUE    ""202""
157         PIC X VALUE    ""75""
158         PIC X VALUE    ""76""
159         PIC X VALUE    ""77""
160         PIC X VALUE    ""109""
161         PIC X VALUE    ""111""
162         PIC X VALUE    ""108""
163         PIC X VALUE    ""126""
164         PIC X VALUE    ""110""
165         PIC X VALUE    ""01""
166         PIC XX VALUE SPACES.
167         PIC X  VALUE ""5""
168         PIC X  VALUE ""2""
169         CIMP-1.
170         PIC X(4).
171
172     01 VVS-LOGJN.
173         PIC X(16) VALUE
174         "LOGJN APPLU(CICS)".
175     02 FILLER PIC X(1/42) VALUE SPACES.
176     01 LAST-TIME.

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Figure C-1 (cont). Sample COBOL Application Program

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176 02 MESSAGE1 PIC X(37) VALUE
177 "LAST TIME APPLICATION WILL BE INVOKED".
178 02 FILLER PIC X(1125) VALUE SPACES.
179 01 LU=ACTIVE.
180 02 MESSAGE2 PIC X(25) VALUE
181 "HJST LU IS ALREADY ACTIVE".
182 02 FILLER PIC X(1135) VALUE SPACES.
183 01 START=DATA=INAF.
184 02 FILLER PIC X(320) VALUE SPACES.
185 02 MESSAGE3 PIC X(46) VALUE
186 "START DATA TRAFFIC HAS BEEN RECEIVED FROM HJST".
187 02 FILLER PIC X(1394) VALUE SPACES.
188 01 DATA=FRM=SSCP.
189 02 FILLER PIC X(320) VALUE SPACES.
190 02 MESSAGE4 PIC X(41) VALUE
191 "DATA HAS BEEN RECEIVED FROM THE HJST SSCP".
192 02 FILLER PIC X(1399) VALUE SPACES.
193 01 TRAF=INACT.
194 02 FILLER PIC X(320) VALUE SPACES.
195 02 MESSAGE5 PIC X(89) VALUE
196 "TRAFFIC INACTIVE WHEN APPL REQUESTS TRANSMISSION ".
197 02 FILLER PIC X(112) VALUE
198 "TJ HJST APPL".
199 02 FILLER PIC X(11579) VALUE SPACES.
200 01 APPL=TERM.
201 02 FILLER PIC X(320) VALUE SPACES.
202 02 MESSAGE6 PIC X(36) VALUE
203 "HJST APPLICATION HAS BEEN TERMINATED".
204 02 FILLER PIC X(1404).
205 01 SESSION=APPL.
206 02 FILLER PIC X(320) VALUE SPACES.
207 02 MESSAGE7 PIC X(43) VALUE
208 "SESSION TO HJST CANNOT BE ATTEMPTED, SESSION ".
209 02 MESSAGE8 PIC X(25) VALUE
210 "WITH HJST APPL TERMINATED".
211 02 FILLER PIC X(11570) VALUE SPACES.
212 01 MENU=SCREEN.
213 02 FILLER PIC X VALUE "246".
214 02 FILLER PIC X(113) VALUE SPACES.
215 02 FILLER PIC X(112) VALUE
216 "MENU SCREEN ".
217 02 FILLER PIC X(114) VALUE SPACES.
218 02 FILLER PIC X(42) VALUE
219 "ITF/SNA CUBUL APPLICATION PRJGRAM THAT IS ".
220 02 FILLER PIC X(31) VALUE
221 "DESIGNED TO LOGON TO SRC (MVS) ".
222 02 FILLER PIC X(44) VALUE
223 "WHEN CALLED WITH A FUNCTION CODE OF X'01' ".
224 02 FILLER PIC X(36) VALUE
225 " A RECORD OF ALL FUNCTION CUES ".
226 02 FILLER PIC X(43) VALUE
227 " RECEIVED EXCEPT X'04' AND X'09' ARE ".
228 02 FILLER PIC X(44) VALUE
229 "WRITTEN UNTO THE DEVICE THAT ITF WAS STARTED".
230 02 FILLER PIC X(15) VALUE
231 "FJM.".
232 02 FILLER PIC X(246) VALUE SPACES.
233 02 FILLER PIC X(25) VALUE
234 "PA1 - DISPLAY THIS SCREEN".
235 02 FILLER PIC X(55) VALUE SPACES.

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Figure C-1 (cont). Sample COBOL Application Program


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236      02 FILLER      PIC X(27) VALUE
237      "PA2 = SUSPEND FOR 2 MINUTES".
238      02 FILLER      PIC X(55) VALUE SPACES.
239      02 FILLER      PIC X(45) VALUE
240      "PA3 = CLEAN SCREEN OF DATA IN ORDER TO ENTER ".
241      02 FILLER      PIC X(20) VALUE
242      "DATA TO SEND TO HOST".
243      02 FILLER      PIC X(15) VALUE SPACES.
244      02 FILLER      PIC X(27) VALUE
245      "PF24 = EXTENDED HILITE FORM".
246      02 FILLER      PIC X(55) VALUE SPACES.
247      02 FILLER      PIC X(35) VALUE
248      "X4IT = SEND SCREEN IMAGE TO HOST".
249      02 FILLER      PIC X(47) VALUE SPACES.
250      02 FILLER      PIC X(52) VALUE
251      "CLEAR = CLEAN SCREEN OF ALL DATA, SENDS CODE TO HOST".
252      02 FILLER      PIC X(182) VALUE SPACES.
253      02 FILLER      PIC X(45) VALUE
254      "ALL OTHER FUNCTION AND PROGRAM ACCESS KEYS ".
255      02 FILLER      PIC X(34) VALUE
256      "DISPLAY A DATA ENTRY FORM (WITH ".
257      02 FILLER      PIC X(39) VALUE
258      " VARIOUS ATTRIBUTE CHARACTERS) WHILE ".
259      02 FILLER      PIC X(38) VALUE
260      "WRITING TO A OUTPUT DEVICE, THAT WAS ".
261      02 FILLER      PIC X(16) VALUE SPACES.
262      02 FILLER      PIC X(35) VALUE
263      "ASSOCIATED TO LFN 05, THE AID KEY ".
264      02 FILLER      PIC X(16) VALUE
265      "THAT WAS PRESSED".
266      02 FILLER      PIC X(260) VALUE SPACES.
267      01 FFORMAT.
268      02 FSCREEN.
269      03 FILLER      PIC X(109) VALUE SPACES.
270      03 FILLER      PIC X(21) VALUE
271      ""196"ITF/SNA TEST SCREEN"244"".
272      03 FILLER      PIC X(110) VALUE SPACES.
273      03 FILLER      PIC X VALUE ""19P"".
274      03 FILLER      PIC X(15) VALUE
275      "CUSTOMER NAME: ".
276      03 FILLER      PIC X VALUE ""171"".
277      03 FILLER      PIC X(20) VALUE SPACES.
278      03 FILLER      PIC X VALUE ""196"".
279      03 FILLER      PIC X(8) VALUE
280      " DATE: ".
281      03 FILLER      PIC X(14) VALUE
282      ""172" "196"/"172" "196"/"172" "196"".
283      03 FILLER      PIC X(100) VALUE SPACES.
284      03 FILLER      PIC X(11) VALUE
285      ""198"ADDRESS: "171"".
286      03 FILLER      PIC X(20) VALUE SPACES.
287      03 FILLER      PIC X VALUE ""198"".
288      03 FILLER      PIC X(129) VALUE SPACES.
289      03 FILLER      PIC X(20) VALUE
290      ""214"ITEM DESCRIPTION: "198"".
291      03 FILLER      PIC X(140) VALUE SPACES.
292      03 FILLER      PIC X(7) VALUE
293      "NAME: "171"".
294      03 FILLER      PIC X(20) VALUE SPACES.
295      03 FILLER      PIC X(16) VALUE

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CR58-01

Figure C-1 (cont). Sample COBOL Application Program

```

296          ""198"QUANTITY: "171"*.
297          03 FILLER PIC X(11) VALUE SPACES.
298          03 FILLER PIC X VALUE ""198"*.
299          03 FILLER PIC X(139) VALUE SPACES.
300          03 FILLER PIC X(27) VALUE
301          "MANUFACTURING CODE: "171"      "198"*.
302          03 FILLER PIC X(100) VALUE SPACES.
303          03 FILLER PIC X(28) VALUE
304          "WAREHOUSE: "171"      "198"*.
305          03 FILLER PIC X(132) VALUE SPACES.
306          03 FILLER PIC X(28) VALUE
307          "STOCK BALANCE: "171"      "198"*.
308          03 FILLER PIC X(152) VALUE SPACES.
309          03 FILLER PIC X(8) VALUE
310          "DATE: ".
311          03 FILLER PIC X(14) VALUE
312          ""172" "196"/"172" "196"/"172" "196"*.
313          03 FILLER PIC X(375) VALUE SPACES.
314
315          02 409504 PIC X(128) VALUE SPACES.
316
317          *
318          01 EXTEND=41.
319          02 ESCREEN.
320          03 FILLER PIC X VALUE ""246"*.
321          03 FILLER PIC X(159) VALUE SPACES.
322          03 FILLER PIC X VALUE ""171"*.
323          03 FILLER PIC X(15) VALUE SPACES.
324          03 FILLER PIC X VALUE ""154"*.
325          03 FILLER PIC X(15) VALUE SPACES.
326          03 FILLER PIC X VALUE ""172"*.
327          03 FILLER PIC X(15) VALUE SPACES.
328          03 FILLER PIC X VALUE ""244"*.
329          03 FILLER PIC X(10) VALUE SPACES.
330          03 FILLER PIC X(19) VALUE
331          "BLINKING PKU. FIELD".
332          03 FILLER PIC X VALUE ""246"*.
333          03 FILLER PIC X(160) VALUE SPACES.
334          03 FILLER PIC X VALUE ""196"*.
335          03 FILLER PIC X(59) VALUE
336          "THE ABOVE LINE HAS 5 SEPERATE EXTENDED ".
337          03 FILLER PIC X(41) VALUE
338          "HIGHLIGHTING ATTRIBUTES. TEST/CHECK TO MAKE ".
339          03 FILLER PIC X(54) VALUE
340          "SURE THE ATTRIBUTES/FIELDS DO NOT OVERRUN EACH OTHER".
341          03 FILLER PIC X(27) VALUE SPACES.
342          03 FILLER PIC X VALUE ""154"*.
343          03 FILLER PIC X(1360) VALUE SPACES.
344
345          *
346          *
347          01 TITLE.
348          02 FILLER PIC X(46) VALUE SPACES.
349          02 40G PIC X(41) VALUE
350          "ITF3274 WORKSTATION FACILITY TEST PROGRAM".
351          02 FILLER PIC X(45) VALUE SPACES.
352
353          *
354          01 FCJDE.
355          02 FILLER PIC X(52) VALUE SPACES.
356          02 FILLER PIC X(16) VALUE

```

Figure C-1 (cont). Sample COBOL Application Program

```

356 * "FUJUNCTION CODE = "
357 * 02 CODE1 PIC X(3) VALUE SPACES.
358 * 02 FILLER PIC X(8) VALUE
359 * " = GJJD".
360 * 02 FILLER PIC X(52) VALUE SPACES.
361 *
362 *
363 *
364 *
365 * LINKAGE SECTION.
366 * 01 SIB.
367 * 02 S1941 PIC X(1160).
368 * 02 S1941B PIC X(160).
369 * 02 31920 PIC X.
370 * 02 31921 PIC X.
371 * 02 31922 PIC X.
372 * 02 31923 PIC X.
373 * 02 31924 PIC XX.
374 * 02 31926 PIC X.
375 * 02 31927 PIC X.
376 * 02 S1940 PIC X(1120).
377 *
378 *
379 *
380 *

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381 * PROCEDURE DIVISION USING SIB.
382 * VERTS2.
383 * IF 31921 = "2" PERFORM SEND-HJST-MVS GO TJ LEAVE.
384 * IF 31921 = "11" PERFORM FC80A GJ TJ LEAVE.
385 * IF 31921 = "12" PERFORM FC80B GJ TJ LEAVE.
386 * IF 31921 = "6" PERFORM FC805 GJ TJ LEAVE.
387 * IF 31921 = "3" PERFORM DISPLAY-SIB GO TJ LEAVE.
388 * IF 31921 = "4" PERFORM FC802 GJ TJ LEAVE-1.
389 * IF 31921 = "7" PERFORM FC803 GJ TJ LEAVE-2.
390 * IF 31921 = "8" PERFORM FC807 GJ TJ LEAVE-1.
391 * IF 31921 = "9" PERFORM FC808 GJ TJ LEAVE-1.
392 * IF 31922 = PF1 MOVE "PF1" TO CJD01
393 * PERFORM PRINT GO TJ NEXT.
394 * IF 31922 = PF2 MOVE "PF2" TO CJD01
395 * PERFORM PRINT GO TJ NEXT.
396 * IF 31922 = PF3 MOVE "PF3" TO CJD01
397 * PERFORM PRINT GO TJ NEXT.
398 * IF 31922 = PF4 MOVE "PF4" TO CJD01
399 * PERFORM PRINT GO TJ NEXT.
400 * IF 31922 = PF5 MOVE "PF5" TO CJD01
401 * PERFORM PRINT GO TJ NEXT.
402 * IF 31922 = PF6 MOVE "PF6" TO CJD01
403 * PERFORM PRINT GO TJ NEXT.
404 * IF 31922 = PF7 MOVE "PF7" TO CJD01
405 * PERFORM PRINT GO TJ NEXT.
406 * IF 31922 = PF8 MOVE "PF8" TO CJD01
407 * PERFORM PRINT GO TJ NEXT.
408 * IF 31922 = PF9 MOVE "PF9" TO CJD01
409 * PERFORM PRINT GO TJ NEXT.
410 * IF 31922 = PF10 MOVE "PF10" TO CJD01
411 * PERFORM PRINT GO TJ NEXT.
412 * IF 31922 = PF11 MOVE "PF11" TO CJD01
413 * PERFORM PRINT GO TJ NEXT.
414 * IF 31922 = PF12 MOVE "PF12" TO CJD01
415 * PERFORM PRINT GO TJ NEXT.
416 * IF 31922 = PF13 MOVE "PF13" TO CJD01

```

Figure C-1 (cont). Sample COBOL Application Program

```

416 PERFORM PRINT GO TO NEXT1.
417 IF 31922 = P14 MOVE "P14" TO C00E1
418 PERFORM PRINT GO TO NEXT1.
419 IF 31922 = P15 MOVE "P15" TO C00E1
420 PERFORM PRINT GO TO NEXT1.
421 IF 31922 = P16 MOVE "P16" TO C00E1
422 PERFORM PRINT GO TO NEXT1.
423 IF 31922 = P17 MOVE "P17" TO C00E1
424 PERFORM PRINT GO TO NEXT1.
425 IF 31922 = P18 MOVE "P18" TO C00E1
426 PERFORM PRINT GO TO NEXT1.
427 IF 31922 = P19 MOVE "P19" TO C00E1
428 PERFORM PRINT GO TO NEXT1.
429 IF 31922 = P20 MOVE "P20" TO C00E1
430 PERFORM PRINT GO TO NEXT1.
431 IF 31922 = P21 MOVE "P21" TO C00E1
432 PERFORM PRINT GO TO NEXT1.
433 IF 31922 = P22 MOVE "P22" TO C00E1
434 PERFORM PRINT GO TO NEXT1.
435 IF 31922 = P23 MOVE "P23" TO C00E1
436 PERFORM PRINT GO TO NEXT1.
437 IF 31922 = P24 MOVE "P24" TO C00E1
438 PERFORM PRINT MOVE SPACES TO S18A1
439 MOVE SCREEN TO S18A1
440 MOVE "6" TO S1920 GO TO LEAVE.
441 IF 31922 = P1 MOVE "P1" TO C00E1
442 PERFORM PRINT MOVE SPACES TO S18A1
443 MOVE MENU-SCREEN TO S18A1
444 MOVE "6" TO S1920 GO TO LEAVE.
445 IF 31922 = P2 MOVE "P2" TO C00E1
446 PERFORM PRINT
447 CALL "SUSP2"
448 GO TO NEXT1.
449 IF 31922 = P3 MOVE "P3" TO C00E1
450 PERFORM PRINT
451 MOVE SPACES TO S18A1 SUBS19
452 MOVE "6" TO S1920
453 GO TO LEAVE.
454 IF 31922 = A11 MOVE "A11" TO C00E1
455 PERFORM PRINT GO TO SEND-HJST.
456 IF 31922 = CLEAR MOVE "CLR" TO C00E1
457 PERFORM PRINT GO TO SEND-HJST.
458
459
460
461
462
463
464
465
466
467
468
469
470
471
472
473
474
475
NEXT1.
MOVE SPACES TO S18A1.
MOVE SCREEN TO S18A1.
CALL "SUIP1" USING S18.
MOVE "5" TO S1920.
LEAVE.
EXIT PROGRAM.
OPEN JUIPUT PRINTFILE.
MOVE SPACES TO PRT-REC MOVE F00E TO PRT-REC.
WRITE PRT-REC AFTER ADVANCING 1.
CLOSE PRINTFILE.
SEND-HJST-AVS.
DISPLAY "FIRST CALL TO APPLICATION - LOGON - FC = 01".
OPEN JUIPUT PRINTFILE.
MOVE SPACES TO PRT-REC MOVE TITLE TO PRT-REC.
WRITE PRT-REC AFTER ADVANCING PAGE.

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Figure C-1 (cont). Sample COBOL Application Program

```

476 CLOSE PRIVIFILE.
477 MOVE SPACES TO SISAI.
478 MOVE MVS-LOGON TO SISAI.
479 MOVE "2" TO B1920.
480 CALL "SUPIA" USING SID.
481 FC304.
482 DISPLAY "LU DEACTIVATED - FC = 0A".
483 MOVE "3" TO B1920.
484 FC305.
485 DISPLAY "LU DEACTIVATED - FC = 0B".
486 MOVE "3" TO B1920.
487 FC306.
488 DISPLAY "LU ALREADY IN SESSION WITH HOST - FC = 0C".
489 MOVE SPACES TO SISAI.
490 MOVE LU-ACTIVE TO SISAI.
491 MOVE "5" TO B1920.
492 CALL "SUPIA" USING SID.
493 SEND-HOST.
494 MOVE "4" TO B1920.
495 GJ TO LEAVE.
496 DISPLAY-SIS.
497 MOVE "6" TO B1920.
498 FC307.
499 DISPLAY "STAKE DATA TRAFFIC RECEIVED FROM HOST - FC = 0E".
500 MOVE SPACES TO SISAI.
501 MOVE MENU-SCREEN TO SISAI.
502 FC308.
503 DISPLAY "DATA RECEIVED FROM HOST SSCP - FC = 0F".
504 MOVE "5" TO B1920.
505 FC309.
506 DISPLAY "TRAFFIC INACT FOR APPL IJ REQUEST IYAN - FC = 0G".
507 MOVE SPACES TO SISAI.
508 MOVE TRAF-INACT TO SISAI.
509 FC310.
510 DISPLAY "HOST APPL HAS BEEN TERMINATED - FC = 0H".
511 MOVE "5" TO B1920.
512 FC311.
513 DISPLAY "SESSION IJ MUST CANNOT BE ATTEMPTED - FC = 0I".
514 MOVE SPACES TO SISAI.
515 MOVE SESSION-APPL TO SISAI.
516 DISPLAY-MENU.
517 MOVE SPACES TO SISAI.
518 MOVE MENU-SCREEN TO SISAI.
519 MOVE "5" TO B1920.
520 CALL "SUPIA" USING SID.
521 GJ TO LEAVE-2.
522 LEAVE-1.
523 MOVE SPACES TO SUISSIB.
524 MOVE "8" TO B1920.
525 CALL "SUPIA" USING SID.
526 LEAVE-2.
527 EXIT PROGRAM.
528 END C030L.

```

--> NJ FATAL ERRORS: VJ MAYNINGS

Figure C-1 (cont). Sample COBOL Application Program

LN	IDENTIFIER	TYPE	JFFSET	USAGE/CLASS	KJ PICTURE	DEFINER	REF LINES
01	APPL-TERM	MJKK	150A	GRJUP ALPHANUM	X(11/60)	DEF 200	NJ REF
02	81920	LIVK	03C0	USPLY ALPHANUM	X(11)	DEF 568	REF 440 444 452 465 474 485 488 491 494 497 504 511 519 524
02	81921	LIVK	03C0(08)	USPLY ALPHANUM	X(11)	DEF 569	REF 581 582 585 588 585 586 587 588 589 590
02	81922	LIVK	03C1	USPLY ALPHANUM	X(11)	DEF 570	REF 591 595 595 597 599 401 405 405 407 409 411 415 415 417 419 421 425 425 427 429 431 435 435 437 441 445 449 454 456
02	81923	LIVK	03C1(08)	USPLY ALPHANUM	X(11)	DEF 571	NJ REF
02	81924	LIVK	03C2	USPLY ALPHANUM	X(12)	DEF 572	NJ REF
02	81925	LIVK	03C3	USPLY ALPHANUM	X(11)	DEF 573	NJ REF
02	81927	LIVK	03C3(08)	USPLY ALPHANUM	X(11)	DEF 574	NJ REF
77	BIVAL	MJKK	0057	CUMPR1 NUMERIC	S9(15)	DEF 167	NJ REF
77	CLEAR	MJKK	0062	USPLY ALPHANUM	X(11)	DEF 162	REF 456
02	CJDE1	MJKK	2756	USPLY ALPHANUM	X(15)	DEF 557	REF 591 595 595 597 599 401 405 405 407 409 411 415 415 417 419 421 425 425 427 429 431 435 435 437 441 445 449 454 456
01	DATA-FRJM=SSCP	MJKK	0E2A	GRJUP ALPHANUM	X(11/60)	DEF 189	NJ REF
01	DISPLAY-NEVU	PXJC		PARAGRAPH VARY		DEF 516	NJ REF
02	ESCREEN	MJKK	2550	GRJUP ALPHANUM	X(11/25)	DEF 515	REF 495
01	EXTEND=HI	MJKK	2550	GRJUP ALPHANUM	X(11/25)	DEF 517	REF 434
FCB02		PXJC		PARAGRAPH VARY		DEF 498	NJ REF
FCB03		PXJC		PARAGRAPH VARY		DEF 502	REF 586
FCB05		PXJC		PARAGRAPH VARY		DEF 487	REF 587
FCB06		PXJC		PARAGRAPH VARY		DEF 503	REF 584
FCB07		PXJC		PARAGRAPH VARY		DEF 509	REF 588
FCB08		PXJC		PARAGRAPH VARY		DEF 512	REF 589
FCB0A		PXJC		PARAGRAPH VARY		DEF 481	REF 590
FCB0B		PXJC		PARAGRAPH VARY		DEF 484	REF 582
FCB0C		PXJC		PARAGRAPH VARY		DEF 555	REF 585
FCB0E		MJKK	2754	GRJUP ALPHANUM	X(11/51)	DEF 555	REF 368
01	F3RMAT	MJKK	1F80	GRJUP ALPHANUM	X(11/87/)	DEF 267	VJ REF
02	FSCREEN	MJKK	1F80	GRJUP ALPHANUM	X(11/59)	DEF 265	REF 461
02	H06	MJKK	2709	USPLY ALPHANUM	X(41)	DEF 548	VJ REF
77	HEXVAL	MJKK	0068	USPLY ALPHANUM	X(4)	DEF 195	VJ REF
01	LAST-TIME	MJKK	03DA	GRJUP ALPHANUM	X(11/60)	DEF 175	VJ REF
LEAVE		PXJC		PARAGRAPH VARY		DEF 464	REF 581 582 585 584 585 440 444 455 495
LEAVE=1		PXJC		PARAGRAPH VARY		DEF 522	REF 586 588 590
LEAVE=2		PXJC		PARAGRAPH VARY		DEF 525	REF 587 589 521
LOGJN		MJKK	006A	USPLY ALPHANUM	X(118)	DEF 172	VJ REF
01	LU=ACTIVE	MJKK	074A	GRJUP ALPHANUM	X(11/60)	DEF 179	REF 490
02	MD960A	MJKK	22EF(08)	USPLY ALPHANUM	X(11/28)	DEF 515	VJ REF
01	MENU=SCREEV	MJKK	18EA	GRJUP ALPHANUM	X(11/36)	DEF 212	REF 445 501 518
02	MESSA31	MJKK	03JA	USPLY ALPHANUM	X(157)	DEF 175	VJ REF
02	MESSA32	MJKK	074A	USPLY ALPHANUM	X(25)	DEF 180	VJ REF
02	MESSA33	MJKK	085A	USPLY ALPHANUM	X(46)	DEF 185	VJ REF
02	MESSA34	MJKK	0ECA	USPLY ALPHANUM	X(41)	DEF 190	VJ REF
02	MESSA35	MJKK	123A	USPLY ALPHANUM	X(49)	DEF 195	VJ REF
02	MESSA36	MJKK	15AA	USPLY ALPHANUM	X(36)	DEF 202	VJ REF
02	MESSA37	MJKK	191A	USPLY ALPHANUM	X(45)	DEF 207	VJ REF
02	MESSA38	MJKK	1950(08)	USPLY ALPHANUM	X(25)	DEF 204	VJ REF
01	MVS-LOGJN	MJKK	006A	GRJUP ALPHANUM	X(11/60)	DEF 171	REF 475
NEXT		PXJC		PARAGRAPH VARY		DEF 580	VJ REF
		PXJC		PARAGRAPH VARY		DEF 459	REF 592 594 595 596 400 402 404 406 408 410 412 414 416 418 420 422 424 426 428 430 432 434 436 440

Figure C-1 (cont). Sample COBOL Application Program

CROSS-REFERENCE LISTING (ALPHABETIC ORDER)

LN	IDENTIFIER	TYPE	JFFDEL	USAGE/CLASS	KJ	PICTURE	DEFINED	REF LIVES
77	UNEK	MJXX	0066	USPLY ALPHANUM	X(1)		DEF 160	NJ REF
77	PA1	MJXX	003E	USPLY ALPHANUM	X(1)		DEF 159	REF 441
77	PA2	MJXX	003F	USPLY ALPHANUM	X(1)		DEF 159	REF 445
77	PA3	MJXX	0060	USPLY ALPHANUM	X(1)		DEF 160	REF 449
77	PF1	MJXX	004B	USPLY ALPHANUM	X(1)		DEF 154	REF 591
77	PF10	MJXX	004F	USPLY ALPHANUM	X(1)		DEF 145	REF 409
77	PF11	MJXX	0050	USPLY ALPHANUM	X(1)		DEF 144	REF 411
77	PF12	MJXX	0051	USPLY ALPHANUM	X(1)		DEF 145	REF 415
77	PF13	MJXX	0052	USPLY ALPHANUM	X(1)		DEF 146	REF 415
77	PF14	MJXX	0053	USPLY ALPHANUM	X(1)		DEF 147	REF 417
77	PF15	MJXX	0054	USPLY ALPHANUM	X(1)		DEF 148	REF 419
77	PF16	MJXX	0055	USPLY ALPHANUM	X(1)		DEF 149	REF 421
77	PF17	MJXX	0056	USPLY ALPHANUM	X(1)		DEF 150	REF 425
77	PF18	MJXX	0057	USPLY ALPHANUM	X(1)		DEF 151	REF 425
77	PF19	MJXX	0058	USPLY ALPHANUM	X(1)		DEF 152	REF 427
77	PF2	MJXX	0047	USPLY ALPHANUM	X(1)		DEF 155	REF 595
77	PF20	MJXX	0059	USPLY ALPHANUM	X(1)		DEF 155	REF 429
77	PF21	MJXX	005A	USPLY ALPHANUM	X(1)		DEF 154	REF 431
77	PF22	MJXX	005B	USPLY ALPHANUM	X(1)		DEF 155	REF 435
77	PF23	MJXX	005C	USPLY ALPHANUM	X(1)		DEF 155	REF 435
77	PF24	MJXX	005D	USPLY ALPHANUM	X(1)		DEF 157	REF 437
77	PF3	MJXX	0048	USPLY ALPHANUM	X(1)		DEF 156	REF 595
77	PF4	MJXX	0049	USPLY ALPHANUM	X(1)		DEF 157	REF 597
77	PF5	MJXX	004A	USPLY ALPHANUM	X(1)		DEF 158	REF 599
77	PF6	MJXX	004C	USPLY ALPHANUM	X(1)		DEF 159	REF 401
77	PF7	MJXX	004C	USPLY ALPHANUM	X(1)		DEF 140	REF 403
77	PF8	MJXX	0040	USPLY ALPHANUM	X(1)		DEF 141	REF 405
77	PF9	MJXX	004E	USPLY ALPHANUM	X(1)		DEF 142	REF 407
77	PXIMI	PXJC		PAYASMAP NAME			DEF 469	REF 592 594 596 598 400 402 404 406 408 410 412 414 416 418 420 422 424 426 428 430 432 434 436 438 440 442 444 446 450 452 454
80	PRINTFILE	FILE	0004	SEJ/SEU PRIVILEG	X(152)		DEF 129	
01	PAT=REC	FILE	0004	USPLY ALPHANUM	X(152)		DEF 152	
77	PAT=STAI	MJXX	0054	USPLY ALPHANUM	X(2)		DEF 164	
	SENU=JOST	PXJC		PAYASMAP NAME			DEF 493	
	SENU=JOST=4VS	PXJC		PAYASMAP NAME			DEF 471	
01	SESSION=APPL	MJXX	167A	GRJUP ALPHANUM	X(1760)		DEF 203	
01	SIB	LIVK	0000	GRJUP ALPHANUM	X(2040)		DEF 563	
02	SISAI	LIVK	0000	USPLY ALPHANUM	X(1760)		DEF 568	
02	SRSVD	LIVK	0504	USPLY ALPHANUM	X(1620)		DEF 373	
01	START=DATA=TRAF	MJXX	043A	GRJUP ALPHANUM	X(1750)		DEF 183	
02	SUBSIS	LIVK	0570	USPLY ALPHANUM	X(160)		DEF 567	
01	TITLE	MJXX	26F2	GRJUP ALPHANUM	X(152)		DEF 548	
01	TRAF=INACT	MJXX	119A	GRJUP ALPHANUM	X(1760)		DEF 193	
77	TWDJ	MJXX	0065	USPLY ALPHANUM	X(1)		DEF 163	
77	XMIT	MJXX	0061	USPLY ALPHANUM	X(1)		DEF 161	
77	ZERDU	MJXX	0063	USPLY ALPHANUM	X(1)		DEF 163	

Figure C-1 (cont). Sample COBOL Application Program

**** FILE SUMMARY ****

DEF LINE	FILE-NAME	JR	JITER	INFORMATION	LOCATIO	LENGTH	NAME
122	PRINTFILE						
	GET FILE PARAMETER BLOCK:			ZCZERUXX'0000'			
	FILE INFORMATION BLOCK:			SLCUMMX'2818'			
	RECORD BUFFER:			SLCUMMX'0004'	152		STIES
	FILE STATUS:			SLCUMMX'0054'	2		PRI-STAI (JISPLAT)
	ASSOCIATED ECL COMMANDS:			CR PRIVIER001 -SEJ -REC_SIZE 155			
				SET PRIVIER001 -LFB 3			

NOTE: THE FILE NAMES IN THE ECL COMMANDS ARE SUGGESTIONS ONLY.

COMPILATION LISTING OF -ITF-COBOL-APPL.C
 COMPILED BY: COBOLA VERSION 4.0 08/25/0845
 COMPILED ON: 83/03/15 1001
 OPTIONS: -XREF -LIST_SVTY 3 -COU1 MANUAL_C -DLO_CALL

SUBJECT FILE AT -ITF-COBOL-APPL.J

APPL CONTAINS 524 TOTAL LINES AND 402 NON-COMMENT LINES

ITS PROCEDURE DIVISION CONTAINS

- 18 NAMED PROCEDURES CONSISTING OF
- 159 IMPERATIVE STATEMENTS AND
- 59 CONDITIONAL STATEMENTS (IF, SEARCH, READ ... AT END, ETC.)
- OF WHICH THERE WERE
 - 0 ARITHMETIC (ADD, COMPUTE, ETC.)
 - 0 COMPILER DIRECTING (COPY, ENIER, USE)
 - 0 DATA MOVEMENT (MOVE, INSPECT ... REPLACING, ETC.)
 - 0 ENDING (STOP RUN)
 - 15 INPUT-OUTPUT (INCLUDES CMM AND DATA BASE VERBS)
 - 6 INTER-PROGRAM COMMUNICATION
 - 0 ORDERING (SORT, ETC.)
 - 0 PROCEDURE BRANCHING (GO TO, PERFORM, ETC.)
 - 0 TABLE HANDLING (SEARCH, SET)

2267 WORDS OF CODE WERE GENERATED

DATA ALLOCATION IS

10109 WORDS FOR USER DATA
 212 WORDS FOR COMPILER GENERATED TEMPS AND CONTROL STRUCTURES

10321 WORDS TOTAL

55215 WORDS OF DATA ARE LEFT FOR OTHER SUBROUTINES

THERE WERE:

- 0 FATAL ERRORS
- 0 WARNINGS
- 65 OBSERVATIONS

Figure C-1 (cont). Sample COBOL Application Program

Appendix D

SAMPLE ITF ASSEMBLY LANGUAGE APPLICATION PROGRAM

Figure D-1 shows a sample of a logical unit class 1 local mode assembly language program (whose bound unit and program name is "LOCAL"), executing on the DPS 6, that creates a formatted data entry form to be displayed on a WST/VIP terminal screen. A WST/VIP terminal operator can then enter (or modify) data on the form. This sample program (LOCAL) illustrates the use of various ITF function and return codes. This program will display on the user terminal the EBCDIC code for the function key struck by the operator. Function Key 1 (PF-1) is interpreted by this program to initiate a logoff.

Comparable display forms can be created by a host application program and sent to the Interactive Terminal Facility (ITF).

NOTE

For a detailed description of the SIB, and other material pertinent to writing an assembly language program, see Section 4 of this manual.

```

000001          * TITLE          MANUAL'031663' SAMPLE ITF PROGRAM
000002          *
000003          * HONEYWELL CONFIDENTIAL AND PROPRIETARY
000004          *
000005          *
000006          * RESV          128.0
000007          *
000008          *
000009          *
000010          * ASSEMBLY LANGUAGE - ITF USER APPLICATION PROGRAM DESIGNED
000011          * TO EXERCISE THE INTERFACE AREA OF THE SNA/ITF PRODUCT. IT
000012          * SHOULD BE ASSOCIATED WITH A LU TYPE 2 CLASS 1 DISPLAY. IT
000013          * CAN RUN EITHER LOCALLY OR WITH A HOST. (NOTE: IF RUNNING
000014          * WITH A HOST, YOU MUST CONFIGURE THE LU FOR AUTO-LOGIN.)
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0927          *
0928          *
0929          *
0930          *
0931          *
0932          *
0933          *
0934          *
0935          *
0936          *
0937          *
0938          *
0939          *
0940          *
0941          *
0942          *
0943          *
0944          *
0945          *
0946          *
0947          *
0948          *
0949          *
0950          *
0951          *
0952          *
0953          *
0954          *
0955          *
0956          *
0957          *
0958          *
0959          *
0960          *
0961          *
0962          *
0963          *
0964          *
0965          *
0966          *
0967          *
0968          *
0969          *
0970          *
0971          *
0972          *
0973          *
0974          *
0975          *
0976          *
0977          *
0978          *
0979          *
0980          *
0981          *
0982          *
0983          *
0984          *
0985          *
0986          *
0987          *
0988          *
0989          *
0990          *
0991          *
0992          *
0993          *
0994          *
0995          *
0996          *
0997          *
0998          *
0999          *
1000          *

```

Figure D-1. Sample Assembly Language Program

```

000047
000048
000049
000050
000051
000052
000053
000054
000055
000056
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000058
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000065
000066
000067
000068
000069

TASK REQUEST BLOCK DISPLACEMENTS MACRO)
***** GC055-1 TASK REQUEST BLOCK DISPLACEMENTS *** 1979/08/14 *****
T_RRB EQU -SAF IN
T_SEM EQU -1 IN
T_RS EQU 0 IN
T_CT1 EQU SAF IN
T_CT2 EQU T_CT1+1 IN
T_ADR EQU T_CT2+1 IN
T_PRM EQU T_ADR+SAF IN
* CONTROL WORD 1 (CT1) BIT MASKS
MT_T EQU X'40'
MT_W EQU X'40'
MT_U EQU X'20'
MT_S EQU X'10'
MT_D EQU 4
MT_I EQU 2
*****

NOT TERMINATED BIT
DONT WAIT BIT
USER BIT
POST SEMAPHORE BIT
RETURN R3 INDICATOR
DELETE TR3 (RTN TO MEM P3DL)
I/O BIT (ABSENCE OF START AD)
*****

```

```

000070
000071
000072
000073
000074
000075
000076
000077
000078
000079
000080
000081
000082
000083
000084
000085
000086
000087
000088
000089
000090
000091
000092
000093
000094
000095
000096
000097
000098
000099

APPL EQU $
* GET ADDRESS OF S13 FROM TASK REQUEST BLOCK
LD9 SIR,$34,T_ADR+SAF+1
LD9 R2,$FUNCDD
LD9 R1,S13,R2
LD9 R3,$FCN13L
LD9 R5,$32,$R1
JMP R5

FCNTBL EQU $
<FC00
<FC01
<FC02
<FC03
<FC04
<FC05
<FC06
<FC07
<FC08
<FC09
<FC0A
<FC0B

INVALID FUNCTION CODE
FIRST CALL INT -> APPLICATION
TRAFFIC ACTIVE (NOT USED IN LOCAL MODE)
DATA FROM SSCP (NOT USED IN LOCAL MODE)
DATA FROM PLU (NOT USED IN LOCAL MODE)
ALREADY IN SESSION (NOT USED IN LOCAL MODE)
TRAFFIC INACTIVE (NOT USED IN LOCAL MODE)
SESSION TERMINATED (NOT USED IN LOCAL MODE)
SESSION TERMINATED (NOT USED IN LOCAL MODE)
DATA FROM DISPLAY
LU DEACTIVATED (OPERATOR LOGOFF/STOP IN LOCAL MODE)
LU DEACTIVATED (NOT USED IN LOCAL MODE)

```

Figure D-1 (cont). Sample Assembly Language Program

```

000099
000100
000101
000102
000103
000104
000105
000106
000107
000108
000109
000110
000111
000112
000113
000114
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000116
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000118
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000120
000121
000122
000123
000124
000125
000126
000127

/
*
*****
*
* FC00: INVALID FUNCTION CODE
*
*****
*
FC00      EQU      $
          LAR      $34,ERRMS1
          LDR      $R6,=ERRML1
          LDV      $R7,0
          WRITE TO JSE+ JUT
          MCL      X'0901'
          DC
          LDR      $R2,=RETCDD
          LDV      $R1,=FR07
          STM      $R1,$R3,$R2
          B
          EXIT1
          BYTE OFFSET OF RETURN CODE
          FINAL RETURN RC
          STORE INTO STR
          GO TERMINATE

ERRMS1    TEXT      'A INVALID FUNCTION CODE(00) - APPLICATION TERMINATED'

ERRML1    EQU      (8-ERRMS1)*2
          MESSAGE LENGTH
          FC01: INITIAL CALL FROM ITF

```

Figure D-1 (cont). Sample Assembly Language Program


```

00E3 474D
00EE 2049
00EF 4753
00F0 5400 0029

000167 EQU ($=MESS1)*2
000168
000169 ***** FC03 - DATA RECEIVED FROM HOST SSCP
000170 ***** DISPLAY ANY DATA INTO TERMINAL
000171
000172 FC03 EQU $ S RET05 DISPLAY SIB RETURN CODE ROUTINE
000173 3
000174
000175 ***** FC04 - DATA RECEIVED FROM HOST APPLICATION
000176 ***** AND IS SITTING IN THE SIB, DISPLAY
000177 ***** THIS DATA INTO THE TERMINAL.
000178
000179 FC04 EQU $ S RET05 DISPLAY SIB RETURN CODE ROUTINE
000180 3
000181
000182 ***** FC05 - LU IS ALREADY IN SESSION
000183 ***** DISPLAY MESSAGE INTO OPERATOR CONSOLE
000184 ***** RETURN CONTROL TO TERMINAL USER
000185 *****
000186
000187 FC05 EQU $
000188 LA9 $B4,LJSESS MESSAGE TEXT
000189 LDR $R6,=LUSEL MESSAGE LENGTH
000190 LDR $R7,0 LEFT BYTE
000191 WRITE TO USER DJT
000192
000193 MCL
000194 DC X'0801'
000195
000196
000197 EQU 3 S RET05 DISPLAY SIB RETURN CODE ROUTINE
000198
000199 LJSESS TEXT 'A LU ALREADY IN SESSION WITH HOST'
000200

00FE 4120
00FF 4255
0100 2041
0101 4252
0102 4341
0103 4459
0104 2049
0105 4220
0106 5345
0107 5353
0108 4345
0109 4220
010A 5749
010B 5448
010C 2044
010D 4753
010E 5400
    
```

Figure D-1 (cont). Sample Assembly Language Program

```

000201          0022          EQU          (9-LUSES3)*2
000202          *
000203          *
000204          ***** FC06: FUNCTION CODE WAS SET TO X'05' - TRAFFIC INACTIVE - SIG
000205          *          CANNOT BE SENT TO HOST. WE WILL ISSUE A MESSAGE TO THE
000206          *          TERMINAL OPERATOR TELLING HIM SUCH - AND GIVE HIM BACK
000207          *          CONTROL OF THE TERMINAL
000208          *
000209          FC06          $
000210          010F          A3C0 0337          LAG          $B2,TRAFIN          DATA TO BE DISPLAYED
000211          0111          9370 0790          LDR          $R3,=1920          # OF CHARACTERS TO MOVE
000212          *
000213          0113          D3C0 0733          LNJ          $B5,MJVEIT
000214          *
000215          0115          0781 073F          B          SRET05          RC ROUTINE
000216          *
000217          *
000218          ***** FC07:
000219          *
000220          *
000221          FC07          EQU          $
000222          *
000223          ***** FC08: TRANSMISSION TO HOST CANNOT BE HANDLED
000224          *          ISSUE A MESSAGE TO DISPLAY OPERATOR
000225          *          AS WELL AS GIVING HIM CONTROL
000226          *
000227          *****
000228          *
000229          FC08          EQU          $
000230          0117          A3C0 0007          LAG          $B2,TTMCB4          DATA TO BE DISPLAYED
000231          0119          9370 0780          LDR          $R3,=1920          # OF CHARS. TO MOVE
000232          0113          D3C0 0733          LNJ          $B5,MJVEIT
000233          *
000234          011D          0781 0737          B          SRET05          RC ROUTINE
000235          *
000236          011F          TTHCRH          ARG          $          TRAN. TO HOST CANNOT BE HANDLED
000237          011F          RESV          480,A'          # OF CHARS. TO MOVE
000238          02FF          DC          2020          ATTRAUSSMISSION TO HOST CANNOT BE
000239          0300          5452          0300          414E
000240          0301          534D          0301          534D
000241          0302          4253          0302          4253
000242          0303          5349          0303          5349
000243          0304          474E          0304          474E
000244          0305          2054          0305          2054
000245          0306          4720          0306          4720
000246          0307          434F          0307          434F
000247          0308          5354          0308          5354
000248          0309          2043          0309          2043
000249          030A          414E          030A          414E
000250          030B          4E4F          030B          4E4F
000251          030C          5420          030C          5420
000252          030D          4245          030D          4245
000253          030E          2020          030E          2020
000254          030F          434F          030F          434F

```

Figure D-1 (cont). Sample Assembly Language Program


```

0310 4E4F
0311 5245
0312 4320
0313 2D20
0314 5345
0315 5353
0316 494E
0317 4E20
0318 5749
0319 5449
031A 2049
031B 4E53
031C 5420
031D 4150
031E 504C
031F 4943
0320 4154
0321 494E
0322 4E20
0323 4953
0324 204E
0325 4E57
0326 2054
0327 4552
0328 4D49
0329 4E41
032A 5445
032B 4020
032C 2020
032D 434E
032E 4E54
032F 524E
0330 4C20
0331 4953
0332 2059
0333 4F55
0334 5253
0335 2120
00241 2020
00242 0000
00243
00244
00245 04C7
00246 2020
00247

04C7 5452
05A8 4145
06A9 4549
06AA 4320
06AB 474E
06AC 4143
06AD 5449
06AE 5645
06AF 2020
0690 2053

DC 'SIS NOW TERMINATED - CONTROL IS YOURS!'

RESV 400,A'
DC

*
* TRAFIN
*
04C7 04C7
2020 2020
$ 480,A'
DC ATRAFIN INACTIVE - SIS CANNOT BE SENT TO 408T'

TRAFFIC INACTIVE SCREEN DISPLAY
$ 480,A'
DC ATRAFIN INACTIVE - SIS CANNOT BE SENT TO 408T'
    
```

Figure D-1 (cont). Sample Assembly Language Program

```

000248 069E: 000249 084E: 0000
000250
000251
000252
000253
000254
000255
000256
000257
000258
000259
000260
000261
000262
000263
000264
000265
000266
000267 084F: 1200
000268 0850: 2200
000269
000270 0851: 00EE
000271 0852: 07D0
000272 0853: 377E
000273 0854: 8385
000274
000275
000276
000277
000278
000279
000280 0855: A970 0790
000281 0857: 1205
000282 0858: 97A1
000283 0859: 0F51 009A
000284
000285
000286
000287
000288

RESV 400,AT 1
DC 0

*****
*** MOVEIT: ROUTINE TO MOVE DATA FROM USER BUFFER
TO SIR BUFFER, SO THAT IIF WILL DISPLAY
IT
**
** UPON ENTRY:
** SR2 = POINTS TO DATA TO BE MOVED INTO SIR
** SIR (SR1) = LOCATION OF SIR (DESTINATION)
** SR3 = # OF CHARACTERS TO BE MOVED
** SR4 = TEMP. STORAGE
** SR2 = COUNTER
** SR1 = COUNTER
*****
MOVEIT EQU $
LDV SR1,0
LDV SR2,0
SET TO ZERO
*
SA LDH SR4,SR2,SR2
STM SR4,SIR,SR1
SDEC SR3,SR4
JMP SR5
*
***** SRET05: SET RETURN CODE = X'05'
***** DISPLAY SIR INTO TERMINAL DISPLAY
*
SRET05 EQU $
LDR SR2,RETCDD
LDV SR1,FR05
STM SR1,SIR,SR2
S EXIT1
*
*****
** FC09: SIR ORIGINATED AT THE DISPLAY
**

```

Figure D-1 (cont). Sample Assembly Language Program

```

000289
000290
000291
000292          0953
000293 0853 A970 0782
000294 0850 02A1
000295 085E 0970 00F1
000296 0860 0955
000297
000298
000299
000300
000301 0861 0370 0002
000302 0863 0F91 0080
000303
000304          0965
000305 0865 0970 0060
000306 0867 0997
000307
000308
000309
000310 0868 A970 0780
000311 086A 1C03
000312 0863 97A1
000313 086C 0F91 0087
000314
000315
000316
000317
000318          096E
000319 086E 0970 0070
000320 0870 0997
000321
000322 0871 A970 0780
000323 0873 1C03
000324 0874 97A1
000325 0875 0F91 007E
000326
000327
000328
000329
000330          0877
000331 0877 03C0 007F
000332 0879 0F91 0055
000333
000334
000335
000336
000337
000338
000339
000340
000341
000342          0873

*****
*
*
FC09      EQU      $
          LDR      $R2,=31922
          LLM      $R5,SIB,$R2
          CMR      $R5,=PF1
          BNE      >CHKCLR
*
*   FUNCTION KEY 1 SIGNIFIES HERE THAT THE OPERATOR
*   WANTS THE APPLICATION TO TERMINATE THE SESSION.
*
          LDR      $R4,=FR02
          B        EXIT
*                                     SET FOR RETCOD 2: TERMINATE SESSION
*
CHKCLR    EQU      $
          CMR      $R5,=CLR
          BNE      >XMITT
*                                     CLEAR KEY?
*                                     NOT HIT: CHECK FOR XMIT KEY
*
*   LOAD RETURN CODE OF X'03' - SEND CLEAR CODE TO HOST
*
          LDR      $R2,=RETCDD
          LDV      $R1,=FR03
          STM      $R1,SIB,$R2
          B        EXIT1
*                                     BYTE OFFSET TO RC
*                                     WAIT RC
*                                     STORE RC
*                                     RETURN TO ITF
*
*   XMITT: SEND MODIFIED DATA TO HOST APPL
*   RETURN CODE = X'03'
*
XMITT     EQU      $
          CMR      $R5,=XMIT
          BNE      >PFKEY
*                                     IS IT XMIT?
*                                     NO HIT: GO DISPLAY THE KEY HIT
*
          LDR      $R2,=RETCDD
          LDV      $R1,=FR03
          STM      $R1,SIB,$R2
          B        EXIT1
*                                     BYTE OFFSET TO RETURN CODE
*                                     RC = 03, SEND SIB TO HOST
*                                     STORE IT INTO SIB
*                                     GO TERMINATE
*
*
*   IF NOT PF1/CLR/XMIT, REFRESH THE FORMAT AND ECHO THE AID KEY
*
PFKEY     EQU      $
          LVJ      $R5,FORMAT
          B        RETJRN
*
*
*****
*
*   FCOA: FINAL CALL FROM ITF: OPERATOR LOGOFF/STOP
*
*****
*
FCOA      EQU      $

```

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CR58-01

Figure D-1 (cont). Sample Assembly Language Program

```

000343          *
000344 0873 C3C0 000C          LAB      $R4,TERMNT          TERMINATE RECEIVED MESSAGE
000345 087D E37D 001A          LDR      $R6,=TERMML          MESSAGE LENGTH
000346          *
000347 087F 7C00          LDV      $R7,0          SET $R7 TO INDICATE LEFTMOST BYTE
000348 0880 0001          MCL
000349 0881 0301          DC      X'0901'          WRITE TO USER OUT FILE
000350          *
000351 0882 A37D 078D          LDR      $R2,=RETCDD          BYTE OFFSET OF RC
000352 0884 1C07          LDV      $R1,=FR07          FINAL RETURN RC
000353 0885 9741          STM      $R1,S13,$R2          STORE IT
000354 0886 0F81 006D          B          EXIT1
000355          *
000356          *
000357 0888 412D          TERMNT  TEXT      'A LU DEACTIVATED - FC = 0A'
0889 4C55
088A 2044
088B 4541
088C 4354
088D 4955
088E 4154
088F 4544
0890 202D
0891 2046
0892 432D
0893 3D2D
0894 3041

000358          001A          TERMML  EQU      ($-TERMNT)+2
000359          *
000360          *
000361          *****
000362          * FC0B: FINAL CALL FROM ITP: APPL. WAS BUSY WHEN RECEIVED
000363          **
000364          *
000365          *
000366          0895          FC0B    EQU      $
000367          *
000368 0895 C3C0 000C          LAB      $R4,LJ00BT          TERMINATE RECEIVED MESSAGE
000369 0897 E37D 002C          LDR      $R6,=LJ00BL          MESSAGE LENGTH
000370          *
000371 0899 7C00          LDV      $R7,0          SET $R7 TO INDICATE LEFTMOST BYTE
000372 089A 0001          MCL
000373 089B 0901          DC      X'0901'          WRITE TO USER OUT FILE
000374          *
000375 089C A37D 078D          LDR      $R2,=RETCDD          BYTE OFFSET OF RC
000376 089E 1C07          LDV      $R1,=FR07          FINAL RETURN RC
000377 089F 9741          STM      $R1,S13,$R2          STORE IT INTO S13
000378 08A0 0F81 0053          B          EXIT1          GO TERMINATE
000379          *
000380 08A2 412D          LJ00BT  TEXT      'A LU DEACTIVATED WHILE APPL WAS BUSY - FC=0B'
08A3 4C55
08A4 2044
08A5 4541
08A6 4354

```

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CR58-01

Figure D-1 (cont). Sample Assembly Language Program

```

08A7 4955
08A8 4154
08A9 4348
08AA 2057
08AB 4949
08AC 4245
08AD 2041
08AE 5050
08AF 4220
08B0 5741
08B1 5320
08B2 4255
08B3 5359
08B4 2020
08B5 2046
08B6 4330
08B7 5042
002C 002C

08B8
08B9 C300 0009
08BA E370 001C
08BB 7200
08BC 0001
08BD 0901
08BE 0791
08BF #F93

08C1 4120
08C2 474E
08C3 5541
08C4 4249
08C5 4420
08C6 4555
08C7 4243
08C8 5449
08C9 474E
08CA 2541
08CB 4344
08CC 2043
08CD 4744
08CE 4320
00395
00396
00397

00381
00382
00383
00384
00385
00386
00387
00388
00389
00390
00391
00392
00393
00394

002C ($-LUD03T)*2 MESSAGE LENGTH
*
*
*****
*
ERRQR EDU $
          $34,ERRMSG
          $R6,*MSGLEN
          $R7,0      SET $R7 TO INDICATE LEFTMOST BYTE
          X'0801'    WRITE TO USER OUT FILE
          FCOA
*
ERRMSG TEXT 'A INVALID FUNCTION/AID CODE '
*
MSGLEN EDU ($-ERRMSG)*2
*
```

Figure D-1 (cont). Sample Assembly Language Program

```

000398 /
000399 *
000400 *
000401 *****
000402 *
000403 * RETURN: MAP THE AID KEY TO ITS ASCII VALUE AND SET LINE 24
000404 * OF THE SIB TO ECHO THE AID KEY THAT WAS HIT
000405 *
000406 *****
000407 *
000408 *
000409 *
000410 EQU $
000411 $R3,=1870
000412 $B2,AIDTXT
000413 $R7,=AIDMSG-1
000414 LDV $R2,0
000415 LLH $R4,$B2,+SR2
000416 $M $R4,SIB,+SR3
000417 $R7,>RYTXT
000418 *
000419 *
000420 *
000421 *
000422 *
000423 *
000424 *
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000994 *
000995 *
000996 *
000997 *
000998 *
000999 *

```

Figure D-1 (cont). Sample Assembly Language Program

000452	08F4	2000	LDV	\$R2,0	SET GOOD RETURN STATUS
000453	08F5	0001	MCL		
000454	08F6	0103	DC	X'0103'	TERMINATE WITHOUT MODIFYING START ADDRESS
000455					

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CR58-01

Figure D-1 (cont). Sample Assembly Language Program

```

000456
000457
000458
000459
000460
000461
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000463
000464
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000467
000468
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000470
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000472
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000495
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000497
000498
000499
000500

08F7 A3C0 0003
08F9 F970 077F
08F3 2C00
08FC 3C00
08FD C2EE
08FE C7ED
08FF 777E

08F7 0905
08F9 0905
0902 C841 03C2
0904 8355

0905 C000 0905
0905 C000 0000
0920 C220
092E 2045
092F 414D
0930 4584
0931 AA20 0000
0932 0000
0955 C000 0000
0956 0000
0970 C220
097E 4144
097F 4452
0980 4553
0981 5334
0982 4A20 0000
0983 0000
09A5 C000 0000
09A5 0000
09C0 C200
09CE 5A49
09CF 5034
09D0 4320

FORMAT EQU $
LAG $32,IMAGE
LDR $97,=IMLANG-1
LOV $92,0
LDV $93,0
LLH $94,$92,+$92
STM $94,$93,+$93
SDEC $97,=FORMAT1
* SET CURSOR AT START OF NAME FIELD
*
LDR $94,$99
STR $94,$93,$962
JMP $95
*
* PRE-FORMATTED SCREEN IMAGE
IMAGE EQU $
DC Z'IC000'
RESV 39,0
DC Z'IC220',A' NAME:'
DC
DC Z'IAA20'
RESV 35,0
DC Z'IC000'
RESV 39,0
DC Z'IC220',A' ADDRESS:'
DC
DC Z'IAA20'
RESV 34,0
DC Z'IC000'
RESV 39,0
DC Z'IC220',A'ZIP:'
DC
DC Z'IA320'

```

Figure D-1 (cont). Sample Assembly Language Program


```

000501 09D1          0000
000502 09F5          F500
000503 09F5          0000
000504 0A1D          0000
000505 0A22 424C
0A23 2020
0A24 2020
0A25 2020
0A26 2020
0A27 2020
0A28 2020
0A29 204F
0A2A 4F4F
0A2B 2020
0A2C 2020
0A2D 2020
0A2E 2020
0A2F 2043
0A30 4343
0A31 4343
0A32 2020
0A33 2020
0A34 2020
0A35 2020
0A36 4141
0A37 2020
0A38 2020
0A39 2020
0A3A 4242
0A3B 2020
0A3C 2020
0A3D 2020
0A3E 2020
0A3F 2020
0A40 2020
0A41 2020
0A42 2020
0A43 2020
0A44 2000
000506 0A45          0000
000507 0A4A 4242
0A4B 2020
0A4C 2020
0A4D 2020
0A4E 2020
0A4F 2020
0A50 2020
0A51 4F4F
0A52 4F4F
0A53 4F20
0A54 2020
0A55 2020
0A56 2020
0A57 4343

RESV 36,0
DC ZIF50J1
RESV 39,0
RESV 57,0
TEXT 'LL
          JJJ          CCCC          AA          LL
          JJJ          CCCCCC          AAAA          LL

RESV 'LL 57,0
TEXT 'LL          CCCCCC          AAAA          LL

```

PROJECT/INVERSE VIDEO: REMAINDER OF SCREEN

Figure D-1 (cont). Sample Assembly Language Program

```

0A59 4343
0A59 4343
0A5A 4320
0A53 2020
0A5C 2020
0A5D 2041
0A5E 4141
0A5F 4120
0A60 2020
0A61 2020
0A62 424C
0A63 2020
0A64 2020
0A65 2020
0A66 2020
0A67 2020
0A68 2020
0A69 2020
0A6A 2020
0A6B 2020
0A6C 2000
000509 0A6D 0000
000509 0A72 424C
0A73 2020
0A74 2020
0A75 2020
0A76 2020
0A77 2020
0A78 204F
0A79 4220
0A7A 2020
0A7B 424F
0A7C 2020
0A7D 2020
0A7E 2043
0A7F 4320
0A80 2020
0A91 2020
0A82 4343
0A83 2020
0A94 2020
0A85 4141
0A86 2020
0A97 4141
0A98 2020
0A89 2020
0A9A 424C
0A93 2020
0A8C 2020
0A8D 2020
0A9E 2020
0A9F 2020
0A90 2020
0A91 2020
RESV 5,0
TEXT 'LL AA CC JJ DD AA AA LL

```

Figure D-1 (cont). Sample Assembly Language Program

```

0A92 2020
0A93 2020
0A94 2000
000510 0A95 RESV 5,0
000511 0A9A 4:4: TEXT 'LL JJ JJ CC AA AA LL
0A9B 2020
0A9C 2020
0A9D 2020
0A9E 2020
0A9F 2020
0AA0 4F4F
0AA1 2020
0AA2 2020
0AA3 204F
0AA4 4F20
0AA5 2020
0AA6 4343
0AA7 2020
0AA8 2020
0AA9 2020
0AAA 2020
0AAJ 2041
0AAB 4120
0AAC 2020
0AAF 2041
0AB0 4120
0AB1 2020
0AB2 4343
0AB3 2020
0AB4 2020
0AB5 2020
0AB6 2020
0AB7 2020
0AB8 2020
0AB9 2020
0ABA 2020
0ABB 2020
0ABC 2000
000512 0ABD RESV 5,0
000513 0AC2 4343 TEXT 'LL JJ JJ CC AA AA LL
0AC3 2020
0AC4 2020
0AC5 2020
0AC6 2020
0AC7 2020
0AC8 4F20
0AC9 2020
0ACA 2020
0ACB 2020
0ACC 4F20
0ACD 2020
0ACE 4343
0ACF 2020

```

Figure D-1 (cont). Sample Assembly Language Program

```

0A00 2020
0A01 2020
0A02 2020
0A03 2020
0A04 4141
0A05 2020
0A06 2020
0A07 2020
0A08 4141
0A09 2020
0A0A 4242
0A0B 2020
0A0C 2020
0A0D 2020
0A0E 2020
0A0F 2020
0A10 2020
0A11 2020
0A12 2020
0A13 2020
0A14 2000
000514 0A15 4242
000515 0A16 2020
0A17 2020
0A18 2020
0A19 2020
0A1A 4343
0A1B 2020
0A1C 2020
0A1D 2020
0A1E 2020
0A1F 2020
0A20 2020
0A21 2020
0A22 2020
0A23 2020
0A24 4444
0A25 2020
0A26 2020
0A27 2020
0A28 2020
0A29 2020
0A2A 4545
0A2B 2020
0A2C 2020
0A2D 2020
0A2E 2020
0A2F 2020
0A30 2020
0A31 2020
0A32 2020
0A33 2020
0A34 4646
0A35 2020
0A36 2020
0A37 2020
0A38 2020
0A39 2020
0A3A 4747
0A3B 2020
0A3C 2020
0A3D 2020
0A3E 2020
0A3F 2020
0A40 2020
0A41 2020
0A42 2020
0A43 2020
0A44 4848
0A45 2020
0A46 2020
0A47 2020
0A48 2020
0A49 2020
0A4A 4949
0A4B 2020
0A4C 2020
0A4D 2020
0A4E 2020
0A4F 2020
0A50 2020
0A51 2020
0A52 2020
0A53 2020
0A54 5050
0A55 2020
0A56 2020
0A57 2020
0A58 2020
0A59 2020
0A5A 5151
0A5B 2020
0A5C 2020
0A5D 2020
0A5E 2020
0A5F 2020
0A60 2020
0A61 2020
0A62 2020
0A63 2020
0A64 5252
0A65 2020
0A66 2020
0A67 2020
0A68 2020
0A69 2020
0A6A 5353
0A6B 2020
0A6C 2020
0A6D 2020
0A6E 2020
0A6F 2020
0A70 2020
0A71 2020
0A72 2020
0A73 2020
0A74 5454
0A75 2020
0A76 2020
0A77 2020
0A78 2020
0A79 2020
0A7A 5555
0A7B 2020
0A7C 2020
0A7D 2020
0A7E 2020
0A7F 2020
0A80 2020
0A81 2020
0A82 2020
0A83 2020
0A84 5656
0A85 2020
0A86 2020
0A87 2020
0A88 2020
0A89 2020
0A8A 5757
0A8B 2020
0A8C 2020
0A8D 2020
0A8E 2020
0A8F 2020
0A90 2020
0A91 2020
0A92 2020
0A93 2020
0A94 5858
0A95 2020
0A96 2020
0A97 2020
0A98 2020
0A99 2020
0A9A 5959
0A9B 2020
0A9C 2020
0A9D 2020
0A9E 2020
0A9F 2020
0AA0 2020
0AA1 2020
0AA2 2020
0AA3 2020
0AA4 6060
0AA5 2020
0AA6 2020
0AA7 2020
0AA8 2020
0AA9 2020
0AAA 6161
0AAB 2020
0AAC 2020
0AAD 2020
0AAE 2020
0AAF 2020
0AA0 2020
0AA1 2020
0AA2 2020
0AA3 2020
0AA4 6262
0AA5 2020
0AA6 2020
0AA7 2020
0AA8 2020
0AA9 2020
0AAA 6363
0AAB 2020
0AAC 2020
0AAD 2020
0AAE 2020
0AAF 2020
0A00 2020
0A01 2020
0A02 4242
0A03 2020
0A04 2020
0A05 2020
0A06 2020
0A07 2020
0A08 2020
0A09 2020
0A0A 4343
0A0B 2020
0A0C 2020
0A0D 2020
0A0E 2020
0A0F 2020
0A10 2020
0A11 2020
0A12 2020
0A13 2020
0A14 2000
RESV 5,0
TEXT 'LL
AA AA LL

```

Figure D-1 (cont). Sample Assembly Language Program

```

030A 2020
0903 2020
090C 2000 0000
000516 090D 4C4C
000517 0912 2020 RESV 510 0 0 00
0914 2020 TEXT 'LL 0 0 0 00
0915 2020
0916 2020
0917 2020
0918 4F20
0919 2020
091A 2020
091B 2020
091C 4F20
091D 2020
091E 4363
091F 2020
0920 2020
0921 2020
0922 2020
0923 2020
0924 4141
0925 4141
0926 4141
0927 4141
0928 4141
0929 2020
092A 4C4C
092B 2020
092C 2020
092D 2020
092E 2020
092F 2020
0930 2020
0931 2020
0932 2020
0933 2020
0934 2000 0000
000518 0935 4C4C RESV 510 0 0 00
000519 093A 2020 TEXT 'LL 0 0 0 00
093B 2020
093C 2020
093D 2020
093E 2020
093F 2020
0940 4F20
0941 2020
0942 2020
0943 2020
0944 4F20
0945 2020
0946 4363
0947 2020
    
```

Figure D-1 (cont). Sample Assembly Language Program

0949	2020	
0949	2020	
0849	2020	
084A	2020	
0843	2020	
084C1	4141	
084C	4141	
084E	4141	
084F	4141	
0850	4141	
0851	2020	
0852	414C	
0853	2020	
0854	2020	
0854	2020	
0855	2020	
0855	2020	
0857	2020	
0858	2020	
0859	2020	
0859	2020	
085A	2020	
085B	2020	
085C	2000	
085D	0000	
000520	000521	
0862	414C	RESV 5.0
0863	2020	TEXT 1LL
0863	204F	CC
0864	2020	CC
0864	2020	CC
0865	2020	AA LL
0865	2020	AA LL
0866	2020	
0867	2020	
0869	414F	
0869	2020	
0869	2020	
086A	2020	
086B	204F	
086C1	4120	
086C	2020	
086E	4543	
086F	2020	
0870	2020	
0871	2020	
0872	2020	
0873	2020	
0874	4141	
0875	2020	
0875	2020	
0877	2020	
0879	4141	
0879	2020	
087A	414C	
087B	2020	
087C1	2020	
087C	2020	
087E	2020	
087F	2020	
0880	2020	
0881	2020	

Figure D-1 (cont) . Sample Assembly Language Program

```

0882 2020
0883 2020
0884 2000
000522 0885 0000
000523 0886 424C
0887 2020
0888 2020
0889 2020
0890 2020
0891 2020
0892 2020
0893 4F4F
0894 2020
0895 2020
0896 2043
0897 4320
0898 2020
0899 2020
0900 4343
0901 2020
0902 4141
0903 2020
0904 2020
0905 2020
0906 2020
0907 2020
0908 2020
0909 2020
0910 4141
0911 2020
0912 424C
0913 2020
0914 2020
0915 2020
0916 2020
0917 2020
0918 2020
0919 2020
0920 2000
000524 0921 0000
000525 0922 424C
0923 424C
0924 424C
0925 424C
0926 4220
0927 2020
0928 2020
0929 4F4F
0930 4F4F
0931 4F20
0932 2020
0933 2020
0934 2020
0935 2020
0936 2020
0937 2020
0938 2020
0939 2020
0940 2020
0941 2020
0942 424C
0943 2020
0944 2020
0945 2020
0946 2020
0947 2020
0948 2020
0949 2020
0950 2020
0951 2020
0952 2000
0953 424C
0954 424C
0955 424C
0956 4220
0957 2020
0958 2020
0959 4F4F
0960 4F4F
0961 4F20
0962 2020
0963 2020
0964 2020
0965 4343

```

RESV 'LL 5,0
TEXT 'LL AA LL

RESV 'LLLLLLLLL 00J0J
TEXT 'LLLLLLLLL 00J0J AA LLLLLLLLLL

Figure D-1 (cont). Sample Assembly Language Program

```

08C0 4343
08C1 4343
08C2 4320
08C3 2020
08C4 4141
08C5 2020
08C6 2020
08C7 2020
08C8 4141
08C9 2020
08CA 4343
08CB 4343
08CC 4343
08CD 4343
08CE 4320
08CF 2020
08D0 2020
08D1 2020
08D2 2020
08D3 2020
08D4 2000
00526 0000
00527 0000
08DA 4343
08DB 4343
08DC 4343
08DD 4343
08DE 4320
08DF 2020
08E0 2020
08E1 204F
08E2 434F
08E3 2020
08E4 2020
08E5 2020
08E6 2020
08E7 2043
08E8 4343
08E9 4343
08EA 2020
08EB 2020
08EC 4141
08ED 2020
08EE 2020
08EF 2020
08F0 4141
08F1 2020
08F2 4343
08F3 4343
08F4 4343
08F5 4343
08F6 4320
08F7 2020
08F8 2020
08F9 2020
RESV 5,0
TEXT 'LLLLLLLLLL 000 0000 AA AA LLLLLLLLLL

```

Figure D-1 (cont). Sample Assembly Language Program


```

03FA 2020
03FB 2020
03FC 2000
000528 03FD 0000          RESV      200,0
000529
000530
000531          0790      IMGLNG   EQU      ($-IMAGE)+2
000532
000533
000534          *      MAPPING TABLES FOR AID KEY TRANSLATION
000535          *
000536          *
000537          *      KEY          EBCDIC
000538          *      ---          -----
000539          *
000540          *      ENTER          7D
000541          *      PF1          F1
000542          *      PF2          F2
000543          *      PF3          F3
000544          *      PF4          F4
000545          *      PF5          F5
000546          *      PF6          F6
000547          *      PF7          F7
000548          *      PF8          F8
000549          *      PF9          F9
000550          *      PF10         7A
000551          *      PF11         7B
000552          *      PF12         7C
000553          *      PF13         C1
000554          *      PF14         C2
000555          *      PF15         C3
000556          *      PF16         C4
000557          *      PF17         C5
000558          *      PF18         C6
000559          *      PF19         C7
000560          *      PF20         C8
000561          *      PF21         C9
000562          *      PF22         4A
000563          *      PF23         4B
000564          *      PF24         4C
000565          *      LITE-REV      7E
000566          *      PA1          6C
000567          *      PA2          6E
000568          *      PA3          69
000569          *      CLEAR        6D
000570          *
000571          *
000572 0005 7372          AIDTBL   JC      Z'7372F3F4F5F6F7F8F97A'
          0006 F3F4
          0007 F5F6
          0008 F7F8
          0009 F97A
000573 000A 737C          JC      Z'737C0C1C2C3C4C5C6'
          000B C1C2
    
```

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Figure D-1 (cont). Sample Assembly Language Program

```

0000 0304
0000 0504
000574 000E 0708                    DC            Z'070809444840606E'
0000 0904
0000 4340
0000 606E
000575 0002 6360                    DC            Z'63607E'
0000 7E00
000576 0004 0000                    DC            Z'0000'
000577                                *
000578                                *
000579 0005 3744                    AIDASC       TEXT            '70F2*3F4F5F6F7F8F97A'
0000 4532
0000 4533
0000 4534
0000 4535
0000 4536
0000 4537
0000 4538
0000 4539
0000 3741
000580 000F 3742                    TEXT            '7870010203040506'
0000 3743
0000 4331
0000 4332
0000 4333
0000 4334
0000 4335
0000 4336
000581 0007 4337                    TEXT            '070809444840606E'
0000 4338
0000 4339
0000 3441
0000 3442
0000 3443
0000 3543
0000 3545
000582 000F 3542                    TEXT            '68607E'
0000 3544
0000 3745
000583                                *
000584                                *
000585 0002 4149                    AIDTXT       TEXT            'AID KEY HIT = '
0000 4420
0000 4345
0000 5920
0000 4949
0000 5420
0000 3020
000586                                *
000587                                *
000588                                *
000589                                *
000590 000F                    0000                    AIDMSG       EQU            (8-AIDTXT)*2
0000 ERROR COUNT 4AC3 :MANJAL
0000 ERROR COUNT ASSEMBLER :MANUAL
0000 WARNINGS :MANJAL
01992 WORD SYMBOL TABLE

```

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Figure D-1 (cont). Sample Assembly Language Program

5	***	73	85	107	122	135	149	167	172	179	189	201	209	221	229	236	245	256	279	292
8A	***	304	314	330	342	358	366	381	386	396	410	448	451	468	486	531	547			
8AF	270	272	54	57	60	77														
8B1	***	19																		
8B2	***	50	81	210	230	270	412	415	469	475										
8B3	***	424	425	434	436	439	441													
8B4	***	77	109	150	189	344	368	397												
8B5	***	81	82	158	213	232	273	331	481											
8B1	***	79	91	116	117	137	138	161	162	267	271	291	282	311	312	323	324	352	353	376
8B2	***	79	79	115	117	136	139	160	162	269	270	290	282	293	294	310	312	322	324	351
8B3	***	353	375	377	414	415	422	423	437	440	442	449	450	452	471	473				
8B4	***	270	271	301	415	416	425	426	435	436	439	441	442	472	474					
8B5	***	294	295	305	319	423	424	427	428	439	440	441	442	447	450	473	474	479	480	
8B6	***	109	151	190	345	369	398													
8B7	***	110	152	191	347	371	399	413	417	470	475									
AIDASC	579	434																		
AIDMSG	587	413																		
AIDTAL	572	424																		
AIDXT	585	412	587																	
APPL	73	590																		
V 31923	23	31922	22	422																
V 31927	25																			
V 31932	26																			
CHKCLR	304	296																		
CLR	45	305																		
ERRMLI	122	109																		
ERRMSI	121	108	122																	
ERRMSG	394	397	396																	
ERROR	386	427																		
EXIT	484	302																		
EXITI	451	119	139																	
FC00	107	47																		
FC01	135	59																		
FC02	149	39																		
FC03	172	90																		
FC04	179	91																		
FC05	188	92																		
FC06	209	93																		
FC07	221	94																		
FC08	229	95																		
FC09	292	96																		
FC0A	342	97	392																	
FC0B	366	98																		
FCVITAL	56	90																		
FJRMAY	458	158	331																	
FJRWTI	473	475																		
FR01	32	137																		
FR02	33	301																		
FR03	34	311	323																	
FR04	35																			

Figure D-1 (cont). Sample Assembly Language Program

FR05	36	151	291	447			
V FR06	37						
FR07	38	115	352	376			
V FR08	39						
V FR09	40						
V FR0A	41						
V FR0B	42						
FUNCDD	21	78					
IMAGE	486	459	531				
MSGLNG	531	470					
LUD03L	381	359					
LUD03T	380	359	381				
LUSE9L	201	190	201				
LUSE9S	200	199	201				
MESS1L	167	151					
MESS1T	166	150	167				
MOVE1T	266	213	232				
MSGLNG	396	399					
V MT_D	57						
V MT_I	58						
V MT_R	66						
V MT_S	65						
V MT_T	62						
V MT_U	64						
V MT_W	63						
ZFI	44	275					
PFKEY	330	320					
RETCDD	20	115	135	150	280	310	322
RETURN	410	332		375	449		
RVTXTI	426	429					
RVTXTT	415	417					
S19	19	77	79	117	138	162	271
SRET05	279	173	180	197	215	234	
T_ADR	59	50	77				
T_CTI	57	58					
T_CTI2	58	59					
V T_PRM	60						
V T_R28	54						
V T_R8	56						
V T_SEM	55						
TERMVL	358	345					
TERWVL	357	344	359				
TRAFIN	245	210					
TTMCRH	236	230					
W952	24	480					
XMIT	46	319					
XMITT	318	336					
64 LABELS							
297 REFERENCES							
590 RECORDS							
0 U FLAGS							
0 M FLAGS							
20 V FLAGS							
1146 WORD CROSS REFERENCE TABLE							

Figure D-1 (cont). Sample Assembly Language Program

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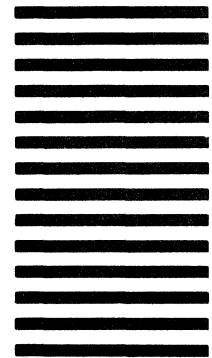


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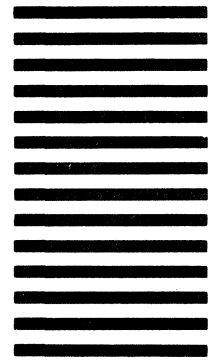


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