

# Appendix A: Glossary of Terms

The following terms are used throughout this documentation:

Term	Definition
Active help	Help that lists valid values for a field and allows the user to select one. When a user requests help on a field set up with active help, a list of available values is displayed for selection.
Component	<p>Portion of a help member name that uniquely identifies the member. Each help member is identified by a combination of Type, Major, Minor, and Language components. The first three component names link the help member to the panel or field from which it is invoked.</p> <p>For example, to create help text for the NCOSEL program (panel/map), assign “P” as the Type component, “NC” as the Major component, and “NCOSEL” as the Minor component. When a user presses PF1 (help) on the NCOSEL panel, the system displays the help member with the component names P/NC/NCOSEL.</p> <p>The Language component is specified at runtime. The help member with the Language component corresponding to that language is displayed when the user requests help. If there is no help member for the current language, the English version is displayed.</p>
Context-sensitive help	See “Passive help”.
Cursor-sensitive or cursor-sensitivity	To select using a cursor. For example, moving your cursor to a help profile name on the Select Help Profile panel and pressing Enter selects that help profile for further action.
Data area	Natural module in which data is stored. For example, a parameter data area stores parameters that are passed between subprograms; a global data area stores data that is used by all programs within an application.
Dynamic attribute characters	<p>Special characters used as delimiters to identify text for a special purpose. The two types of dynamic attribute characters are:</p> <ul style="list-style-type: none"> <li>● Characters used to bold (intensify) text <p style="margin-left: 40px;">The default characters are single angle brackets (&lt;&gt;).</p> </li> <li>● Characters used to identify a hotlink <p style="margin-left: 40px;">The default characters are double angle brackets (&lt;&lt;&gt;&gt;).</p> </li> </ul>
Edit buffer	Information saved in memory. For example, when you edit a help member but do not save it, the contents of the help member will stay in the edit buffer until it is cleared.
Enter	Action of typing a value in a field and pressing the Enter key. To indicate that the user should type a value (and not press Enter immediately), the word “type” is used.

<b>Term</b>	<b>Definition</b>
Enter key	Key that signals the computer to initiate an action (for example, you can press this key to add, display, or update information). This key is also referred to as the Return key.
Execute	Start a program, menu, panel, editor, utility, etc. Also referred to as display, invoke, or run.
Field	Area in a window or on a panel that either shows information (display field) or requires the user to enter information (input field).
Function	A process, such as the Clear Edit Buffer function on the Help Text main menu.
Help profile (current)	<p>Determines the following display attributes for a help window:</p> <ul style="list-style-type: none"> <li>● number of lines per page</li> <li>● window settings</li> <li>● dynamic attribute characters</li> <li>● hotlink identifier characters</li> </ul> <p>The current help profile is defined on the Maintain Current Editor Profile panel (accessed from the Help Text editor). The settings on this panel override those set up for the default help profile.</p>
Help profile (default)	<p>Determines the default size and position of a help window.</p> <p>The default help profile is defined on the Maintain Default Profiles panel (accessed from the Help Text main menu). You can override the default settings for an individual help window on the Maintain Current Editor Profile panel (see above).</p>
Help member	Block of help text identified by three components: Type, Major, and Minor. You can also set up translated versions of your help members for each supported language (identified by the Language component). For more information, see “Component”.
Hotlink	Link to a help member. Hotlinks appear as bolded text within the hotlink begin and end indicators (<< >>, by default) in a help window. Users can jump between help members by moving the cursor over the hotlink and pressing Enter.
Invoke	Start a program, menu, panel, editor, utility, etc. Also referred to as display, execute, or run.
Major component	See “Component”.

Term	Definition
Message number	<p>Number that identifies a string of text, such as a panel name, field name, application message, PF-key name, etc. Also referred to as a SYSERR reference number.</p> <p>Message numbers help synchronize screen text and help text, as well as reduce maintenance efforts. For example, the field name “Action” can appear on many of your application panels and in many help members. Instead of typing “Action” in each screen definition and help member where it is used, you can type a message number corresponding to the text “Action”. If you change the field name later, you need only change the message number text to change all instances of “Action” to the new name.</p> <p>Message numbers also reduce translation efforts because you translate a message number in one location for each supported language.</p> <p><b>Note:</b> To change or add message numbers, use the SYSERR utility.</p>
Member	See “Help member”.
Menu	Panel or program that displays the available functions (processes) and allows you to select one for use.
Minor component	See “Component”.
Object	Any entity that represents a business function and is used by Natural Construct.
Optional field	Field for which input is not required.
Page	One screen of information displayed in a help window. The length and number of text lines on a page are determined by the Help Display profile assigned to the help member.
Panel	Usually refers to a full screen of information, however, it can apply to partial screens of information as well.
Panel-sensitive help	See “Passive help”.
Passive help	Help that is specific to the panel or field on which the cursor is placed. When a user selects help on a panel or field for which passive help is available, help for that panel or field is displayed. Also referred to as context-sensitive help.
PF-key	Program function key. To perform the associated function, press that key. For example, pressing PF1 (help) displays help information.
Required field	Field for which input is required.
Return code	Code entered in the Function field on a menu to return to the previous panel. The return code on Natural Construct menus is a period (.)
Return key	See “Enter key”.
Runtime	Period of time during which an application is being used or is performing a function.

<b>Term</b>	<b>Definition</b>
Scroll	Move forward (down), backward (up), left, or right through information displayed on a panel or in a window.
Terminate	End your Natural Construct session.
Type component	See “Component”.
Window	Area on a screen that displays information and, typically, has visible boundaries. Windows are invoked from a panel and are generally smaller than the panel. They appear to be laid on top of the panel.