

Defining Processing Rules

In this session, you will define processing rules for a map field.

 **To define processing rules**

1. In the **Code** field of the **Edit Map** menu, enter an E and, in the **Name** field, enter MAP001.

The map editing screen appears in split-screen mode and map MAP001 is displayed in the editing area.

2. Enter the field command .P as shown below:

```

Ob  _                               Ob D CLS ATT  DEL      CLS ATT  DEL
.                                     .   T  D   Blnk    T  I   ?
.                                     .   A  D   _      A  I   )
.                                     .   A  N   7      M  D   &
.                                     .   M  I   :      O  D   +
.                                     .   O  I   (
.
001  --010-----+-----030-----+-----050-----+-----070-----
*****
(XXXXXXXXX                PERSONNEL INFORMATION
(XXXXXXXXX

PLEASE ENTER NAME: .PXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
PLEASE ENTER CITY: :XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Mset Exit  Test  Edit  --   -   +   Full  <   >   Let
    
```

3. Press ENTER.

The processing rule editor for the field in which the command was entered appears:

```

Variables used in current map                                     Mod
#001(A40)
#002(A20)

Rule _____ Field #001
> > + Rank 0      S      L 1      Struct Mode
ALL  ....+....10...+....+....+....30...+....+....+....50...+....+....+....70.
0010
0020
0030
0040
0050
0060
0070
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Mset Exit Test      --  -   +      Full Sc=      Let
    
```

4. Type in the following processing rule:

```

Rule _____ Field #001
> > + Rank 0      S      L 1      Struct Mode
ALL  ....+....10...+....+....+....30...+....+....+....50...+....+....+....70.
0010 *
0020 IF & = ' ' REINPUT 'PLEASE TYPE IN A NAME'
0030           MARK *&
0040 END-IF
0050 *
0060
0070
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Mset Exit Test      --  -   +      Full Sc=      Let
    
```

The ampersand (&) in the processing rule will be dynamically substituted by the name of the field to which the processing rule is attached.

5. Press ENTER and then PF3.

The map editing screen appears.

6. Press PF4 to test the map.

The test screen appears.

7. Press ENTER to test the processing rule.

The processing rule is executed and the text entered in the rule appears:

```

*****
07-12-14                PERSONNEL INFORMATION
16:04:15

PLEASE ENTER NAME: _____
PLEASE ENTER CITY: _____

*****
PLEASE TYPE IN A NAME
    
```

Note:

The text PLEASE TYPE IN A NAME may not necessarily appear at the bottom of the screen (as shown above) but on another line, depending on the position of the message line as set by the Natural administrator.

8. In the first position of the input field next to PLEASE ENTER NAME:, enter any character and press ENTER.

The test is terminated and the map editing screen appears.

9. Enter the field command .P in the same position as before and press ENTER.

The processing rule for rank (priority) 0 of the field where the command was entered is displayed again.

10. Enter the command P=5 as shown below:

```

Rule _____ Field #001
> P=5 > + Rank 0 S 5 L 1 Struct Mode
ALL .....10.....30.....50.....70.
0010 *
0020 IF & = ' ' REINPUT 'PLEASE TYPE IN A NAME'
0030 MARK *&
0040 END-IF
0050 *
0060
0070
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Mset Exit Test -- - + Full Sc= Let

```

11. Press ENTER.

The processing rule which was previously assigned to rank 0 is now assigned to rank 5 (processing rules are processed in ascending order of rank, starting with rank 0).

12. Enter the command P0 as shown below:

```

Rule _____ Field #001
> P0 > + Rank 5 S 5 L 1 Struct Mode
ALL .....10.....30.....50.....70..
0010 *
0020 IF & = ' ' REINPUT 'PLEASE TYPE IN A NAME'
0030 MARK *&
0040 END-IF
0050 *
0060
0070
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Mset Exit Test -- - + Full Sc= Let

```

13. Press ENTER.

An empty processing rule editor screen is displayed, because there is no longer any processing rule assigned to rank 0.

```

Rule _____ Field #001
> > + Rank 0 S L 1 Struct Mode
ALL .....10.....30.....50.....70..
0010
0020
0030
0040
0050
0060
0070
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Mset Exit Test -- - + Full Sc= Let

```

14. Type in the following processing rule:

```

Rule _____ Field #001
> _____ > + Rank 0      S 0   L 1   Struct Mode
ALL  ....+....10...+....+....+....30...+....+....+....50...+....+....+....70..
0010 *
0020 IF & = MASK ( '.' ) STOP
0030 END-IF
0040 *
0050
0060
0070
0080
0090
0100
0110
0120
0130
0140
0150
0160
0170
0180
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Mset  Exit  Test      --   -   +   Full  Sc=   Let

```

15. Press ENTER and then PF3.

The map editing screen appears.

You can now proceed with *Naming Fields and Saving/Cataloging a Map*.