

Installing the Software AG Editor

The Software AG Editor is an optional feature that represents basic functionality within Natural, which is exclusively used by several Natural subproducts and other Software AG products.

The following topics are covered:

- Prerequisites
- Support of a z/OS Parallel Sysplex Environment
- Migrating from Previous Versions
- Installation Procedure under z/OS and z/VSE
- Installation Procedure under BS2000/OSD
- Installation Procedure under CMS
- Installation Verification for the Software AG Editor

For details on the following topics, see also the documentation listed below:

- *Operating the Software AG Editor* in the *Natural Operations* documentation
- *SYSEDIT Utility - Editor Buffer Pool Administration* in the *Natural Utilities* documentation
- Software AG Editor Functionality and Usage, refer to *Software AG Editor* in the *Natural Editors* documentation.

Notation vrs or vr: If used in the following document, the notation *vrs* or *vr* stands for the relevant version, release, system maintenance level numbers. For further information on product versions, see Version in the *Glossary*.

Prerequisites

Installation Modules

As the Software AG Editor is an integral part of Natural, it can only be installed together with the current Natural version; that is, the version it is supplied with. The installation modules are provided as part of the Natural installation datasets.

Software AG Editor as an Alternative to the Natural Program Editor

If you want to use the Software AG Editor as an alternative to the Natural program editor, you still need to have Natural ISPF installed and to set your editor profile appropriately. For detailed information, see *Editor Profile* in the *Natural Editors* documentation.

Using SMA

If you install the Software AG Editor by using SMA, you must set a flag to Y (yes). This flag is called:

Platform: **Requirement:**

z/OS or SAG-EDITOR
z/VSE

BS2000/OSD The installation of the Software AG editor takes place automatically when installing Natural for BS2000/OSD.

Support of a z/OS Parallel Sysplex Environment

To support a z/OS Parallel Sysplex environment, that is, to be able to switch the z/OS host during a Natural session, the Software AG Editor must run without a buffer pool.

For this purpose, the profile parameter `EDPSIZE` (described in the Natural *Parameter Reference* documentation) is supplied where you can specify the size of an auxiliary editor buffer pool. All editor data are kept in the user storage thread. The total editor work space per user is limited by the `EDPSIZE` parameter. No editor work file is required. The `RECOVER` mechanism of the Software AG Editor is not supported.

Migrating from Previous Versions

Since the `RECOVER` mechanism from Software AG Editor is upward compatible, you can continue using a buffer pool work file from previous versions. It is possible to share buffer pools and their work files between Versions 4.1 and 4.2.

If you want to use **Version 4.1 and Version 4.2** editor work files concurrently in the same region, you have to use different logical dataset names. To define the dataset names, use the parameter `DDNAME` in the Natural parameter module.

Installation Procedure under z/OS and z/VSE

The installation procedure for the integrated Software AG Editor under z/OS and z/VSE consists of the following steps:

Step 1: Adapt the Editor Buffer Pool Parameter Macro `NTEDBP`

- The editor buffer pool parameters contained in the Natural parameter module (`NATPARM`) are stored in the editor buffer pool work-file control record during formatting (see below). `NATPARM` can be linked to the `EDITOR` work-file batch formatting utility.

Important:

Before adapting the editor parameter module, first refer to the editor buffer pool parameter `EDBP` and its corresponding macro `NTEDBP` (described in the Natural *Parameter Reference* documentation).

Assemble the Natural parameter module and link it together with the Editor Work File Batch Format utility (NATEDFM) contained in the Natural load library.

For first-time installations:

You can leave the defaults. In this case, it is not necessary to assemble and link the Natural parameter module.

Step 2: Allocate the Editor Work File

- (Job I008, Steps 1900, 1901, 1903, 1905)

Skip this step for Com-plete.

A VSAM RRDS is used as the editor work file. To best exploit the VSAM dataset space, the record length should be defined 8 bytes less than the control interval length; see also *Editor Work File* in the Natural *Operations* documentation.

Depending on your TP-monitor environment, run Steps 1900, 1901, 1903 and 1905 of Job I008 to allocate the dataset:

```
Step 1900 ALLOCATE EDITOR WORKFILE BATCH
      1901 ALLOCATE EDITOR WORKFILE CICS
      1903 ALLOCATE EDITOR WORKFILE TSO
      1905 ALLOCATE EDITOR WORKFILE GLOBAL
```

Step 3: Format the Editor Work File

- (Job I081, Steps 1900, 1901, 1903, 1905)

Skip this step for Com-plete.

Use the Editor Work File Batch Format program (NATEDFM) to format and load the control record in the editor work file.

Depending on your TP-monitor environment, Steps 1900, 1901, 1903 and 1905 of Job I081 to format the dataset:

```
Step 1900 FORMAT EDITOR WORK FILE BATCH
      1901 FORMAT EDITOR WORK FILE CICS
      1903 FORMAT EDITOR WORK FILE TSO
      1905 FORMAT EDITOR WORK FILE GLOBAL
```

Platform: Requirement:

z/VSE To be able to use the batch format utility, the phase NATEDFMV must be created by linking the following modules:

NATEDFMV NATPARM (optional)

Link the modules (Job I060, Step 1900).

You may receive error message IEC070I 203-204, which can be ignored.

Step 4: Modify the Start-Up JCL and Subsystem Definitions

- You can change the DD name in the editor buffer pool's parameter macro. If you use another DD name than CMEDIT, you must specify it in your JCL.

Platform: Requirement:

z/OS and TSO Add a DD card for the editor work file:

```
//CMEDIT DD DSN=dataset-name,DISP=SHR
```

If you have specified the correct dataset name in the editor buffer pool's parameter macro in NATPARM, this step can be omitted, as Natural will allocate the file dynamically.

z/VSE Add a DLBL card for the editor work file:

```
// DLBL CMEDIT,'dataset-name',,VSAM,CAT=catalog-name
```

In z/VSE batch mode, however, instead of using an actual VSAM file, a dummy editor work file can be defined by using JCL or standard labels, see *Example for z/VSE Batch Mode* below. Such a label definition enables you to use the editor and the editor buffer pool, but any write access to the editor work file will lead to an error, and recovering will not be possible.

Example for z/VSE Batch Mode:

```
// DLBL CMEDIT,'SAG.EDITOR.WORK.FILE',,VSAM,CAT=catalog-name
// EXTENT SYSnnn */nnnbeing any valid SYS number
// ASSGN SYSnnn,IGN
```

Platform: Requirement:

Com-plete The Software AG Editor uses an SD file as its work file under Com-plete, therefore no separate VSAM file is required. Therefore, a global buffer pool cannot be shared between Com-plete and other environments.

The name of the SD file is indicated in the subparameter DDNAME of the NTEDBP macro. The DSNAME subparameter has therefore no significance.

The number of work file records is set with the subparameter RECNUM and the work file record length is set with the subparameter LRECL of the NTEDBP macro.

If you want to use a local editor buffer pool, add the definitions of the editor buffer pool to the SERVER parameter of your startup parameters as indicated in the section *Installation of the Natural Server under Com-plete*.

CICS Add an entry in the CICS File Control Table (Job I005)

Step 5: Adapt all Natural Parameter Modules

- (Job I080)

Add the following parameter to your parameter module to specify the size of the editor area:

```
SSIZE=nn
```

where *nn* must be set to at least 54.

The following buffer-pool type-dependent steps must be made:

```
NTBPI TYPE=EDIT,SIZE=size
```

The region size must be defined large enough to be able to allocate the buffer pool.

Using a Global Buffer Pool

If you want to use a global buffer pool, you must specify the NTBPI macro (see *Assembling a Natural Parameter Module* in the *Natural Operations* documentation) in a different way so that you are able to specify the global editor buffer pool ID.

Specify the NTBPI macro as follows:

```
NTBPI TYPE=EDIT,NAME=name
```

Reassemble and link the parameter module.

If you want to use a global buffer pool, the Natural subsystem interface must be installed. For more information, see *Natural Global Buffer Pool* in the *Natural Operations* documentation.

Step 6: Define a Global Editor Buffer Pool

- Optionally, the editor buffer pool can be defined as a global buffer pool.

Similarly to the global Natural buffer pool, the global editor buffer pool can be shared by several regions. It is defined and started with the same procedure as a global Natural buffer pool; see *Natural Global Buffer Pool* in the *Natural Operations* documentation, only that parameter TYPE=EDIT has to be added. However, it must be kept separate from the global Natural buffer pool.

Make sure that all users of a global editor buffer pool have access to the same shared editor work file.

This will be checked by the editor buffer pool manager and can lead to abends if the current work file is different from the work file used during initialization.

Important:

Under IMS TM, the use of a global buffer pool is mandatory.

Step 7: Relink Natural with the Software AG Editor

- (Job I080)

Natural must be relinked with the editor module NATEDT.

Assuming your Natural load library is referenced by NATLIB, add the following line to your linkage-editor input:

```
INCLUDE NATLIB(NATEDT)
```

The editor module can be linked to a shared nucleus or to an environment-dependent nucleus. You can link it to an alternate parameter module, or as a separate module named `EDITOR` if you are running with profile parameter `RCA` described in the *Natural Parameter Reference* documentation.

In this case, the editor module `NATEDT` must be linked as load module `EDITOR` and `RCA=EDITOR`.

Installation Procedure under BS2000/OSD

The installation procedure for the integrated Software AG Editor under BS2000/OSD consists of the following steps:

Step 1: Adapt the Natural Parameter Macro NTEDBP

- The editor buffer pool parameters contained in Natural parameter module (`NATPARM`) are stored in the editor buffer pool work-file control record during formatting (see below). `NATPARM` can be linked to the `EDITOR` work-file batch formatting utility.

Caution:

Before adapting the editor parameter macro, first read the documentation of the editor buffer pool parameter `EDBP` and its corresponding macro `NTEDBP` in the *Natural Parameter Reference* documentation.

Assemble and link the Natural parameter module.

For first-time installations:

You can leave the defaults. In this case, it is not necessary to assemble and link the Natural parameter module.

Step 2: Adapt all Natural Parameter Modules

- (Jobs I080 and I060)

Add the following parameter to your parameter module to specify the size of the editor area:

```
SSIZE=nn
```

where *nn* must be set to at least 54.

Add the following macro to your parameter module to specify the size of the editor buffer pool:

```
NTBPI TYPE=EDIT
```

The region size must be defined large enough to be able to allocate the buffer pool. For a detailed description of the `NTBPI` macro, refer to *Assembling a Natural Parameter Module* in the *Natural Operations* documentation.

Reassemble and link the parameter module.

Step 3: Allocate and Format the Editor Work File E.FRM.EDITWORK

- (Job I081, Step 1900)

Allocate the editor work file (see also *Editor Work File* in the *Natural Operations* documentation) by issuing the command:

```
/FILE dataset-name, LINK=CMEDIT, SPACE=...
```

Then execute the formatting program (NATEDFM2, NATVRS.MOD) by entering FORMAT to format and load the control record in the editor work file.

Step 4: Modify the Start-Up Procedures for your Natural Nuclei

- For TIAM and/or UTM:

Add a FILE command for the editor work file:

```
/FILE dataset-name, LINK=CMEDIT
```

Step 5: Start the Global Editor Buffer Pool

- (Job I061, Step 0001)

Once defined, a global editor buffer pool must be started.

To start the global editor buffer pool, execute the module CMPSTART.

Step 6: Relink Natural with the Software AG Editor

- (Job I080)

Natural must be relinked with the editor module NATEDT and the work file access module NATEDWA2 (see the source member LNATSHAR in your job library).

Assuming your Natural load library is referenced by NATLIB, add the following lines to the linkage-editor input:

```
INCLUDE NATLIB(NATEDT)
INCLUDE NATLIB(NATEDWA2)
```

Installation Procedure under CMS

The installation procedure for the integrated Software AG Editor under CMS consists of the following steps:

Step 1: Adapt the Natural Parameter Module

- The editor buffer pool parameters contained in the Natural parameter module (NATPARM) are stored in the editor buffer pool work file control record during the first initialization. Read about the editor buffer pool parameter macro NTEDBP described in the *Natural Parameter Reference* documentation.

For first-time installations:

You can leave the defaults for macro NTEDBP.

Add the following parameter to your NATPARM module to specify the size of the editor area:

```
SSIZE=nn
```

where *nn* must be set to at least 54.

Add the following macro to your NATPARM module to specify the size of the local editor buffer pool:

```
NTBPI TYPE=EDIT,SIZE=size
```

For a detailed description of the NTBPI macro, refer to *Assembling a Natural Parameter Module* in the *Natural Operations* documentation.

Reassemble and link the NATPARM module.

**Warning:**

The CMS machine must be defined large enough to allocate the editor buffer pool.

Step 2: Relink Natural with the Software AG Editor

- Natural must be relinked with the editor module NATEDT.

Run NATBLDM EXEC to rebuild Natural for CMS.

Check for the following line in NAT\$LOAD EXEC and make sure that the value 50 is set:

```
SET LDRTBLS 50
```

Installation Verification for the Software AG Editor

Once you have installed the editor, you can verify the installation.

Invoke Natural and enter SYSEDT on the command line.

The Natural utility SYSEDT displays all buffer pool parameters and usage statistics; see *SYSEDT Utility - Editor Buffer Pool Administration* in the *Natural Utilities* documentation.

To be able to test the full operation of the Software AG Editor, a subproduct (for example, Natural ISPF) must be installed which uses its functionality.