## **Creating and Testing a Help Map**

In this session, you will create and test a help routine/help map for a map field.

## To create a help map

- 1. In the Edit Map menu, enter an H in the Code field and HELP001 in the Name field.
- 2. Press ENTER.

The **Define Map Settings for HELPMAP** screen appears.

3. In the **Page Size** field, enter 15, and, in the **Line Size** field, enter 25 as shown below:

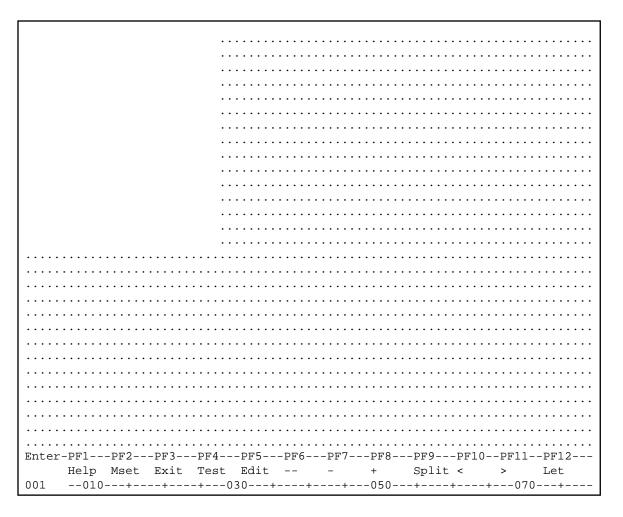
11:36:53		Define Map Settings for HELPN	MAP 2007-12-14
Delimiters		Format	Context
Cls Att CD T D T I A D A I			Device Check WRITE Statement _ INPUT Statement X
A N M D M I O D O I	~ & : + (	Zero Print N (Y/N) Case Default UC (UC/LC) Manual Skip N (Y/N) Decimal Char Standard Keys N (Y/N) Justification L (L/R) Print Mode  Control Var	Position Line Col  Automatic Rule Rank 1 Profile Name SYSPROF  Filler Characters Optional, Partial Required, Partial Optional, Complete Required, Complete
Enter-PF1 Help	PF2PF3	3PF4PF5PF6PF7PF8 it	PF9PF10PF11PF12 Let

4. Press ENTER twice.

The map editing screen appears.

5. Press PF9.

The screen appears in full-screen mode:



The portion of the screen not to be used is filled with periods.

6. Enter text as shown below:

Type in the name of an employee in the first field and press ENTER. You will then receive a list of all employees of that name.			
For a list of employees of a certain name who live in a certain city, type in a name in the first field and a city in the second field and press ENTER.			
	4PF5PF6PF7-	PF8PF9PF10PF11PF12	
-		050+	

7. Press PF3.

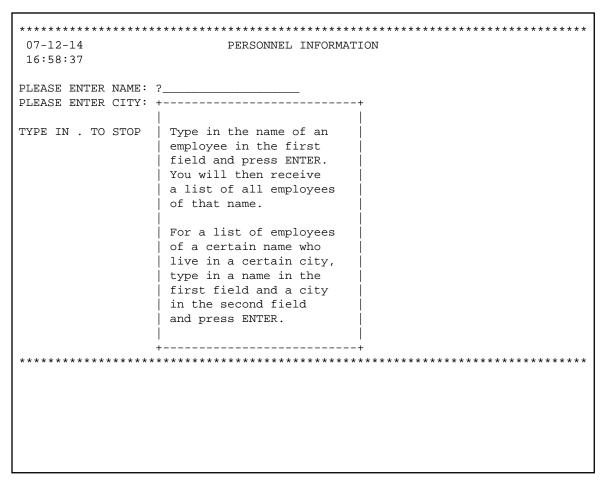
The **Edit Map** menu appears with the **Name** field set to HELP001.

- 8. STOW help map HELP001 by using the appropriate menu function.
- 9. In the **Code** field, enter a T, and, in the **Name** field, enter MAP001.
- 10. Press ENTER.

The test screen for MAP001 appears.

11. In the first position of the input field next to PLEASE ENTER NAME:, enter a question mark (?) and press ENTER.

Help map HELP001 appears:



12. Press ENTER twice.

The processing rule for the first field (#NAME) is tested and the following message is displayed: PLEASE TYPE IN A NAME.

13. In the first position of the first field, enter any character and press ENTER.

The test is terminated and the **Edit Map** menu appears.

You can now proceed with Invoking a Map with INPUT USING MAP.