

Invoking and Terminating the DDM Editor

The DDM editor is used to edit the source of a DDM.

This section describes how to invoke and terminate the DDM editor by using the SYSDDM menu.

- Invoking the Editor
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Invoking the Editor

This section provides instructions for invoking the DDM editor from the SYSDDM menu for modifying an existing DDM or creating a new one.

 **To invoke the DDM editor for an existing DDM**

- In the **Code** field of the SYSDDM menu, enter an E and, in the **DDM Name** field, enter the name of a DDM.

If the specified DDM exists, the source code of the DDM is read into the source area and the **Edit DDM** screen similar to the example below appears:

```

16:03:29          ***** Edit DDM (ADA) *****          2004-11-22
DDM Name EMPLOYEES          Def.Seq.          DBID          0 FNR          316
Command
I T L DB Name          F          Leng S D Remark
- - - - - top - - - - -
1 AA PERSONNEL-ID          A          8          D
*          CNNNNNNN
*          C=COUNTRY
G 1 AB FULL-NAME
2 AC FIRST-NAME          A          20          N
2 AD MIDDLE-I          A          1          N
2 AE NAME          A          20          D
1 AD MIDDLE-NAME          A          20          N
1 AF MAR-STAT          A          1          F
*          M=MARRIED
*          S=SINGLE
*          D=DIVORCED
*          W=WIDOWED
1 AG SEX          A          1          F
1 AH BIRTH          D          6          D
1 AH NJBIRTH          I          2          D
G 1 A1 FULL-ADDRESS

DDM EMPLOYEES read into source area.
    
```

 **To invoke the DDM editor for a new DDM, use one of the following methods**

- With Adabas, use the function **Generate DDM from Adabas FDT** described in *Using SYSDDM Maintenance and Service Functions*.

With DB2, use the function **Generate DDM from an SQL Table** described in *Using SYSDDM Maintenance and Service Functions*.

With DL/I, use the function **Generate DDM from Segment Description** described in *DL/I Services*.

Or:

In the **Code** field of the SYSDDM menu, enter an E and leave the **DDM Name** field empty.

The **Edit DDM** screen similar to the example above appears.

You can clear the source area by entering CLEAR in the Command line.

Terminating the Editor

This section describes how to terminate an editor session and return to the SYSDDM utility menu.

To leave the DDM editor

- After editing, checking and cataloging the DDM source (see *Using the DDM Editor Screen* and *Cataloging a DDM*) contained in the source area, in the Command line of the **Edit DDM** screen, enter a period (.) or press PF3.

The SYSDDM utility menu appears.

Note:

The DDM editor uses the editor profile option **Leave Editor with Unlock** to unlock source code when leaving the DDM editor. This option is described in *General Defaults in Editor Profile* in the section *General Information*.