# **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
- Terminating the Editor

### **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 me EMPLOYEES	* * * * *	Edit	DDM	(ADA) Def	**** .Seq.			DBID	20 0 F1	)4-1 JR	1-22
Comman					DCI				DDID	0 11		310
	DB Name				F	Leng	S	D	Remark			
		top					-	-				
1 1	AA PERSONNEL-ID				A	8		D				
*	CNNNNNN											
*	C=COUNTRY											
G 1 .	AB FULL-NAME											
2	AC FIRST-NAME				А	20	Ν					
2	AD MIDDLE-I				A	1	Ν					
2	AE NAME				A	20		D				
1 1	AD MIDDLE-NAME				A	20	Ν					
1 1	AF MAR-STAT				A	1	F					
*	M=MARRIED											
*	S=SINGLE											
*	D=DIVORCED											
1	W=WIDOWED											
1 1	AG SEX				A	1	F					
1 1	AH BIRTH				D	б		D				
1 1	AH NJBIRTH				I	2		D				
G 1 2	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:

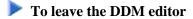
In the Code field of the SYSDDM menu, enter an E and leave the DDM Name field empty.

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.



• 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*.