

Using Menu Functions and Commands

A SYSMAIN function can be performed in either menu or command mode.

This section describes how to use a SYSMAIN menu or a direct command and the options provided when performing a SYSMAIN function.

This section covers the following topics:

- Performing Menu Functions
 - Executing Commands
 - Description of Functions
 - Function Processing and Reporting
 - SYSMAIN Online Help
-

Performing Menu Functions

In menu mode, you perform a SYSMAIN function by entering codes for the object type to be processed and the function to be performed. As an alternative to entering a function code, you can press a corresponding PF key.

To perform a SYSMAIN menu function

- In the **SYSMAIN Utility Main Menu**, in the **Object Code** field, enter the one-letter code that corresponds to the objects required (in the example below, A for **Programming Objects**) and, in the **Function Code** field, enter the one-letter code that corresponds to the function required (in the example below, C for **Copy**). As an alternative to entering the function code, you can press the PF key that corresponds to the function (here: PF4); see also the list of PF keys.

```

10:55:14          ***** NATURAL SYSMAN UTILITY *****          2005-08-10
User SAG              - Main Menu -

                Code  Object                                Code  Function

                A  Programming Objects                    C  Copy
                D  Debug Environments                      D  Delete
                E  Error Message Texts                     F  Find
                P  Profiles                                  L  List
                R  Rules                                     M  Move
                S  DL/I Subfiles                            R  Rename
                V  DDMS                                      ?  Help
                ?  Help                                     .  Exit
                .  Exit

Object Code .. A                                Function Code .. C

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Menu Exit Copy Del Find List Move Ren

```

The appropriate object-type specific menu is then displayed as shown in the example of a **Copy Programming Objects** menu below:

```

17:28:52          ***** NATURAL SYSMAN UTILITY *****          2005-08-10
User SAG              - Copy Programming Objects -

                Code  Function

                A  Copy All/Individual Objects
                C  Copy only Cataloged Objects
                S  Copy only Saved Objects
                W  Copy only Stowed Objects
                ?  Help
                .  Exit

                Code ..... A                Sel. List ... Y
Object Name ..... *_____ Type ..... _____
                Set Number .. ___ XREF .. N
Source Library ... OLDLIB__ Database .... 10__ File .. 50__
Target Library ... NEWLIB__ Database .... 10__ File .. 60__
Options Replace ... N Criteria .... N

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Menu Exit Copy Del Find List Move Ren Fsec Fdic Fnac

```

The fields provided in an object-type specific menu depend on the SYSMAN function performed. Fields that do not apply to a particular function are not displayed on the respective screen.

The fields are used to specify object selection criteria and processing options. For explanations of the fields, refer to the object-type specific sections of the SYSMAIN utility documentation.

Using PF Keys

You can use PF keys to perform SYSMAIN menu functions. PF keys which are not valid within a menu are not displayed for this menu. The PF keys are summarized in the table below:

PF Key	Name	Function
PF1	Help	Display online help depending on the current cursor position. If the cursor is positioned in the Object Code or Function Code field, SYSMAIN general help is displayed. If the cursor is in another field, field-specific help is displayed. See also <i>SYSMAIN Online Help</i> .
PF2	Menu	Display the SYSMAIN Utility Main Menu .
PF3	Exit	Return to the previous screen. If you press PF3 on the SYSMAIN Utility Main Menu , SYSMAIN is terminated.
PF4	Copy	Perform the Copy function for the object specified.
PF5	Del	Perform the Delete function for the object specified.
PF6	Find	Only applies to programming objects, error messages and rules. Perform the Find function for the object specified.
PF7	List	Perform the List function for the object specified.
PF8	Move	Perform the Move function for the object specified.
PF9	Ren	Not applicable to DDMs and DL/I subfiles. Perform the Rename function for the object specified.
PF10	Fsec	Invoke the security screen for specifying the Adabas security information of the FSEC system file if Natural Security is installed.
PF11	Fdic	Not applicable to debug environments, error messages and profiles. Only applies to programming objects, rules and DDMs. Invoke the security screen for specifying the Adabas security information of the FDIC system file. If Predict is installed, you can also specify a Predict set user when performing the Copy , Delete , Move or Rename function on programming objects.
PF12	Fnat	Not applicable to rules, DL/I subfiles and DDMs. Invoke the security screen for specifying the system file information of the FNAT and/or FUSER system files.

Executing Commands

This section provides instructions for executing a SYSMAIN function by using a direct command or issuing a system command from within the SYSMAIN utility.

A direct command is used to perform a SYSMAIN function in either online or batch mode.

In batch mode, a report is automatically provided that shows the status of objects processed. This report can also be displayed in online mode: see *Online Report Mode*.

This section covers the following topics:

- Issuing Direct Commands
- Using the SYSMAIN Command Line

Issuing Direct Commands

Direct commands consist of a string of keywords that represent parameters. A period (.) indicates the end of a command. If this character is detected anywhere within a command string, all subsequent data is ignored.

The syntax that applies when issuing a direct command is described in the object-type specific sections of the SYSMAIN Utility documentation. The respective keywords and variables are explained in *Keywords and Variables in Direct Commands*. Examples of direct commands are shown in the object-type specific sections, the SYSMAIN online help and on a **Selection** screen (see the example screen in *Selective Processing*).

▶ To issue a direct command online

- At any Natural command prompt, enter the following:

```
SYSMAIN
```

followed by a command string where each keyword can be delimited by a blank character instead of the delimiter.

Or:

In the Command line of any SYSMAIN menu, enter a direct command string where each keyword can be delimited by a blank character instead of the delimiter.

Or:

From within a Natural object, invoke the subprogram MAINUSER with the direct command string as a parameter where each keyword can be delimited by a blank character instead of the delimiter.

▶ To issue a direct command in batch

1. Use the command SYSMAIN and specify a command string in either of the following ways:

1. The command string follows the SYSMAIN command in the same input line; each keyword in the command string can be delimited by a blank character instead of the delimiter.
2. The command string follows the SYSMAIN command in the next input line; each keyword in the command string must be delimited by the delimiter and *not* by a blank character.

If the direct command string is longer than one single line, the characters CF (see also the session parameter CF described in *CF - Character for Terminal Commands* in the *Parameter Reference* documentation) must be placed at the end of the line to continue with the direct command in the next line.

2. If you want to execute other Natural commands after the SYSMAIN command(s), you must first terminate SYSMAIN by using the direct command END or QUIT.

Using the SYSMAIN Command Line

In the Command line of any SYSMAIN menu, you can enter one of the following:

- A direct command for processing a SYSMAIN function.
- A special command to the SYSMAIN utility described in *Special Commands Issued to SYSMAIN*.
- A system command. If the command is not uniquely identifiable as a system command, it must be preceded by two slashes (/). See also Remarks in *MAINEX05 - User Exit Routine for Verification of Direct Commands*.

Description of Functions

The functions provided in a SYSMAIN menu or as direct commands are described in the following section. For each function provided in a menu, there is a corresponding direct command with the same name. Exception: **Help**.

For the syntax that applies when using a direct command, refer to the object-type specific sections of the *SYSMAIN Utility* documentation.

For the special commands that can be issued to the SYSMAIN utility, refer to *Special Commands Issued to SYSMAIN*.

Function/Command	Explanation
Copy	<p>Copies a Natural object from a source environment to a target environment. The object remains unchanged in the source environment.</p> <p>If the target environment already contains an object with the same name (or in the case of an error message, the same number) as the object to be copied, the specified object is not copied.</p> <p>You can use the replace option (see <i>Using the Replace Option</i>) to overwrite an object in the target environment.</p>

Function/Command	Explanation
Delete	<p>Deletes a Natural object from a source environment. During online automated processing (see <i>Function Processing and Reporting</i>), a confirmation window is displayed, which gives you the option of continuing or terminating the function.</p> <p>For error messages: If Natural Security is installed, the delete function is disallowed for system error messages. When attempting to delete a system error message the following Natural system message occurs: 4897: Invalid error application specified.</p>
Find	<p>Only applies to programming objects and error messages.</p> <p>Locates one or more programming objects or error messages in a source environment.</p> <p>During online processing, a window showing the library currently scanned is displayed.</p> <p>In menu mode, the find function also provides the option to list and select libraries or reduce the number of objects displayed on a selection list: see <i>Listing and Selecting Libraries</i> or <i>To shorten a selection list (Using a Selection List)</i> respectively.</p>
List	<p>Displays a range of Natural objects in a source environment.</p> <p>For programming objects, debug environments and error messages: In menu mode, the list function also provides the option to list and select libraries or reduce the number of objects displayed on a selection list: see <i>Listing and Selecting Libraries</i> or <i>To shorten a selection list (Using a Selection List)</i> respectively.</p> <p>For programming objects: In batch mode, you can obtain a list of library names by using the direct command LISTLIB.</p>
Move	<p>Transfers a Natural object from a source environment to a target environment. The object is deleted from the source environment and added to the target environment. If the target environment already contains an object with the same name (or in the case of an error message, the same number) as the object to be moved, the specified object is not moved.</p> <p>During online automated processing, a confirmation window is displayed, which gives you the option of continuing or terminating the function.</p> <p>You can use the replace option (see <i>Using the Replace Option</i>) to overwrite the object in the target environment.</p>

Function/Command	Explanation
Rename	<p>Not applicable to DL/I subfiles and DDMs.</p> <p>Gives an object a new name (or in the case of an error message, a new number) using either of the following options:</p> <ol style="list-style-type: none"> 1. Rename the object in the source environment. 2. Rename the object and transfer it to another (that is, target) environment. You cannot rename objects in both a source and a target environment at the same time. The rename function can only be performed separately for each environment. <p>The rename function deletes the original object in the source environment; therefore, you are prompted with an option to retain the original object. If the original object is to be retained, it is not deleted.</p> <p>If the target environment already contains an object with the same name (or in the case of an error message, the same number) as the object to be renamed, the specified object is not renamed. You can use the replace option (see <i>Using the Replace Option</i>) to overwrite the object in the target environment.</p> <p>Only a single programming object, environment, profile or rule can be renamed using automated processing. If a range of programming objects, environments, profiles or rules is to be renamed, selective processing (see below) must be used.</p> <p>For error messages: When renumbering a range of error messages within a single (source) library, the range values must not overlap. For example, it is not possible to rename error numbers 1 - 6 as new error numbers 5 - 10. A range of error messages can be renamed with automated processing (see below). When large ranges of error messages are being processed, the processing of messages may require significant resources. In such cases, batch-mode processing may be preferable.</p>
Help	<p>Provides help information on SYSMAIN: see <i>SYSMAIN Online Help</i>.</p> <p>The help function is only available in a SYSMAIN menu; there is no corresponding direct command.</p>
Exit	<p>Terminates the SYSMAIN utility.</p> <p>PF3 (Exit) also terminates SYSMAIN if pressed in the SYSMAIN Utility Main Menu.</p>

This section covers the following topics:

- Using the Replace Option
- Listing and Selecting Libraries

Using the Replace Option

If the target environment already contains an object with the same name as the object to be copied, moved or renamed, the specified object is not processed and processing continues with the next object. You can use the replace option to override this default feature and overwrite the object in the target environment.

If a programming object is replaced, it is also deleted from the Natural buffer pool; any existing cross-reference records are also deleted if Predict is installed.

▶ To activate the replace option in command mode

- In the command string, specify the keyword `REPLACE`.

▶ To activate the replace option in menu mode

1. In a `SYSMAIN` menu, in the **Replace** field, enter a `Y`.
2. Perform a function. If the **Sel. List** (Selection List) option has been set to `N`, a window appears where you can choose whether to confirm every replace operation before it is performed: Enter a `Y` to confirm each replacement, or press `ENTER` to continue processing without confirmation.
3. If you entered a `Y` to confirm a replacement, for each object that is to be replaced a window appears where you can enter one of the following characters:
 - `Y` replaces the object indicated in the window,
 - `N` does not replace the object indicated in the window (this is the default setting),
 - A period (`.`) terminates function processing. Alternatively, you can press `PF3`.

Listing and Selecting Libraries

This option only applies to programming objects, debug environments and error messages.

When using the list function, you can invoke a selection list of libraries that contain the specified object(s). This also applies to the find function if the specified object is contained in several libraries.

▶ To invoke a list of libraries for programming objects

- In a **List** menu, in the **Library** field, enter a range of library names (see also *Specifying a Range of Names*), and, in the **Name** field, enter an object name or a range of names.

If you enter an asterisk (`*`) in the **Library** field (list function only), a list of all libraries available in the specified system file will be displayed.

In the example of a **Library Selection** screen shown below, all libraries with names that start with `LIB` are selected:


```

21:23:03          ***** NATURAL SYSMAIN UTILITY *****          2005-08-10
User SAG          - Library Selection -

LIST ALL * IN LIB* WHERE DBID 10 FNR 32

  C Library  S/C   C Library  S/C   C Library  S/C   C Library  S/C
- - - - -
_ LIB1      S/C   _ LIB2      S/C   _ LIB3      C     _ LIB4      S/C
_ LIB5      S     _ LIB6      S/C   _ LIB7      S/C   _ LIB8      S/C
_ LIB9      S/C   _ LIB10     S/C   _ LIB11     S/C   _ LIB12     S/C
_ LIB13     S     _ LIB14     S/C   _ LIB15     C     _ LIB16     S/C
_ LIB17     S/C   _ LIB18     S/C   _ LIB19     S/C   _ LIB20     S/C

                                     Object Start Value: *

      Enter options (above), or '?' (Help) or '.' (Exit): _
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Menu Exit Copy Del Find List Move Ren Canc

```

The **Library** column lists all libraries that match the specified range. The **S/C** column indicates whether a library contains saved (source) objects and/or cataloged objects.

For a list of line commands available on the **Library Selection** screen, see *Selection Lists for Programming Objects*.

When using the find function, the **Library Selection** screen appears if the specified object is found in several libraries.

The **Library Selection** screen also appears when you leave a **Find Selection** or a **List Selection** screen by pressing PF3 (Quit).

To invoke a list of libraries for debug environments

- In the **Debug Environments** menu:
In the **Code** field, enter an L and, in the **Environment Name** field, enter the name of a debug environment or a range of names and, in the **Source Library** field, enter a range of library names (see also *Specifying a Range of Names*).

If you enter an asterisk (*) in **Environment Name** and **Source Library**, a list of all libraries that contain debug environments in the specified system file will be displayed.

In the example of a **Library Selection** screen shown below, all libraries with names that start with L were selected:

```

09:55:08          ***** NATURAL SYSMAN UTILITY *****          2005-08-10
User SAG          - Library Selection -
LIST DEBUG * IN LIB* FROM DBID 10 FNR 32

C Library          C Library          C Library          C Library
- -----          - -----          - -----          - -----
_ LIB1             _ LIB5             _ LIB9             _ LIB11
_ LIB20

Object Start Value ... *
Enter options (above), or '?' (Help) or '.' (Exit): _

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Menu  Exit  Copy  Del   Find  List  Move  Ren           Canc

```

The **Library** column lists all libraries that contain the specified debug environment(s). For a list of line commands available on the **Library Selection** screen, see *Selection Lists for Debug Environments*.

To invoke a list of libraries for error messages

- Choose either of the following methods:

1. In a **List** menu, in the **No. From** field, enter an error message number (in the example below, 1) or specify a range of numbers by entering a start number in the **No. From** field and an end number in the **No. To** field.

In the **Library** field, enter a range of library names (see also *Specifying a Range of Names*).

A **Library Help** window similar to the example below appears:

```

14:02:47          ***** NATURAL SYSMAIN UTILITY *****          2005-08-10
User SAG          - List Error Message Texts -
                  +-----+
                  ! --- Library Help --- !
                  Code Fun ! - Source - !
                  ! ! ! ! !
                  A Lis ! 1 system messages !
                  E Lis ! 2 LIB1 !
                  S Lis ! 3 LIB2 !
                  ? Hel ! 4 LIB3 !
                  . Exi ! 5 LIB4 !
                  ! 6 LIB5 !
                  Code ..... A ! 7 LIB6 !
                  ! 8 LIB7 !
Error No. From .. 1___ ! !
Source Library ... LIB*_ ! ! Enter selection or ! 0___ FNR .. 32___
                  ! ' .' to Exit: 8_ !
                  +-----+

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
      Help Menu Exit Copy Del Find List Move Ren Fsec Fnat
    
```

From the window, select a library by entering the number that corresponds to the required library as shown in the example above where 8 was entered to select LIB7. If you have specified the correct FNAT system file, you can also select system error messages. If required, press enter to scroll to the end of the list.

2. In a **Find** menu, in the **Number** field enter an error message number, and, in the **Library** field, enter a range of library names (see also *Specifying a Range of Names*).

A **Find Selection** screen similar to the example below appears for the specified range of libraries (here: LIB*):

```

19:09:34          ***** NATURAL SYSMAIN UTILITY *****          2005-08-10
User SAG          - Find Selection -

FIND ERR 1 TYPE A FROM LIB* LANG * WHERE DBID 10 FNR 32

C  Library      Error Message Text(s) for Error number: 1      Type
-  -----      -----
_  LIB1         Short message of Error 1: wrong input value.             S
_  LIB2         Short message of Error 1: incorrect syntax.               S
_  LIB3         Short message of Error 1: undefined variable.             S
_  LIB4         Short message of Error 1: timeout error.                  S
_  LIB5         Short message of Error 1: initialization failed.           S/E
_  LIB6         Short message of Error 1: invalid format.                 S/E
_  LIB7         Short message of Error 1: wrong password.                 S/E
_  LIB8         Short message of Error 1: input missing.                  S/E
_  LIB9         Short message of Error 1: undefined keyword.              S/E
_  LIB10        Short message of Error 1: invalid command.                S

Enter options (above), or '?' (Help) or '.' (Exit): __
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
      Help Menu Exit Copy Del List Move Ren Canc
    
```

The **Library** column lists all libraries that contain the specified error message(s) (here: 1). The **Type** column indicates whether the short (S) and/or the extended (E) error message is available for the specified message.

For a list of line commands available on the **Find Selection** screen, see *Selection Lists for Error Messages*.

Function Processing and Reporting

There are two types of processing that can be used when performing a SYSMAIN function: selective processing and automated processing.

This section describes the two types of function processing and how to obtain a status report about function processing:

- Automated Processing
- Selective Processing
- Using a Selection List
- Online Report Mode

Automated Processing

Automated processing is the default type of processing when operating online in command mode. In batch mode, automated processing is the standard type of processing.

Automated processing is an online or batch facility which processes objects without displaying an intervening selection list. This requires little or no terminal I/O after a function has been selected.

Using automated processing online, the status of individual objects is not displayed, but an appropriate message is displayed upon completion of processing. If any of the following Natural system error messages is displayed, some or all of the specified objects were not processed:

```
4867:Nothing found for this request.  
4810:All data rejected by these selection criteria.  
4893:Normal completion, but some data were rejected.
```

The extended (long) message text of error NAT4810 lists reasons why an object may not have been processed. Reasons for an object not to be processed are also discussed in the section *Processing Status and Error Notification*.

Batch mode or selective processing should be used if it is necessary to see the status of each object after it is processed.

If required, when operating online, you can obtain a batch report with the processing status of all objects as described in *Online Report Mode*.

Selective Processing

Selective processing is the default type of processing when operating in menu mode.

Selective processing is an online facility which displays a selection list of all objects that meet the specified selection criteria. A selection list provides the following options:

- Select single or multiple objects for further processing.
- Perform an additional function on an object (for example, displaying the source code) before processing it (see: *Using a Selection List*).
- Obtain individual messages on the processing status of each object (for example, Moved or Copied).
- View the direct command that corresponds to the input values entered in the SYSMAIN menu (see the example of a selection screen below). This may be of help when using direct commands instead of menu functions.

Using a Selection List

This section provides instructions for invoking a selection list to further process single or multiple objects. In addition, this section describes how to shorten a selection when using the list or find function. This option is useful with large libraries in order to restrict the number of objects being displayed.

To use a selection list online

1. In menu mode: In a SYSMAIN menu, in the **Sel. List** field, enter a Y (this is the default setting) to activate selective processing. Input of an N deactivates selective processing.

Or:

In command mode: Include the keyword HELP in the *with-clause* of the direct command or enter a question mark (?) immediately after the object name; see also the syntax diagrams in the object-type specific sections of the *SYSMAIN Utility* documentation.

When selective processing has been activated, a **Selection** screen similar to the example below appears:

```

11:05:22          ***** NATURAL SYSMAIN UTILITY *****          2005-08-10
User SAG              - Copy Selection -

COPY ALL * WITH XREF N FROM OLDLIB WHERE DBID 10 FNR 50 TO NEWLIB WHERE DBID
10 FNR 60

C Name      Type  S/C  Message      C Name      Type  S/C  Message
-----
_ AA         Copycd S/C           _ G0000001 Global S
_ G0000002 Global S/C           _ G0000003 Global S/C
_ L0000001 Local S/C           _ L0000002 Local S/C
_ L0000003 Local S            _ M0000001 Map S
_ M0000002 Map S/C            _ M0000003 Map S/C
_ P0000001 Progrm S           _ P0000002 Progrm C
_ P0000003 Progrm S/C         _ P0000004 Progrm S/C
_ P0000005 Progrm S           _ P0000006 Progrm S/C
_ P0000007 Progrm S/C         _ S0000001 Subpgm S/C
_ S0000002 Subpgm S/C         _ S0000003 Subpgm S
_ T0000001 Text S             _ T0000002 Text

Listed Library: OLDLIB

Enter options (above), or '?' (Help) or '.' (Exit) _
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
Help Menu Exit Copy Del Find List Move Ren Canc

```

The list contains the names and the types of the specified objects and indicates whether saved objects (S) and/or cataloged (C) objects exist.

The lines above the selection list (highlighted in the example above) displays the SYSMAIN direct command that corresponds to the input values you entered in the menu fields.

This command corresponds to the command syntax that applies when you work in command mode, although some keywords are optional, as shown in the syntax diagrams in the object-type specific sections of the SYSMAIN documentation.

2. Select one or more objects for further processing: In the C (command) column next to the object(s) desired, enter one of the line commands described in the object-type specific sections of the *SYSMAIN Utility* documentation.
3. Press ENTER to perform one or more line commands.

Line commands are executed in alphabetical order of the specified object names whereby commands that perform a SYSMAIN maintenance function (for example, delete) are always executed last.

If *no* SYSMAIN maintenance function (for example, displaying source code) was performed on any object, you can again enter a line command for any object(s). However, once a SYSMAIN maintenance function has been performed on any object(s), the fields of the C column are no longer available for input.

If a line command has been executed, the status of the object(s) processed is displayed in the **Message** column as shown in the example below:

```

11:05:22          ***** NATURAL SYSMAN UTILITY *****          2005-08-10
User SAG              - Copy Selection -

COPY ALL * WITH XREF N FROM OLDLIB WHERE DBID 10 FNR 50 TO NEWLIB WHERE DBID
10 FNR 60

C Name      Type  S/C  Message      C Name      Type  S/C  Message
-----
- AA        Copycd S/C  Copied      - G0000001  Global S   Copied
- G0000002  Global S/C  Copied      - G0000003  Global S/C Copied
- L0000001  Local  S/C  Copied      - L0000002  Local  S/C  Copied
- L0000003  Local  S    Replaced    - M0000001  Map    S    Replaced
- M0000002  Map    S/C  Replaced    - M0000003  Map    S/C  Replaced
- P0000001  Progrm S          - P0000002  Progrm  C
- P0000003  Progrm S/C  - P0000004  Progrm S/C
- P0000005  Progrm S    - P0000006  Progrm S/C
- P0000007  Progrm S/C  - S0000001  Subpgm S/C
- S0000002  Subpgm S/C  - S0000003  Subpgm S
- T0000001  Text    S    - T0000002  Text

                                Listed Library: OLDLIB

Enter options (above), or '?' (Help) or '.' (Exit) _
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Menu Exit Copy Del Find List Move Ren Canc

```

For a list of possible status messages, see *Status Messages* in the section *Processing Status and Error Notification*.

▶ To shorten a selection list

- On a **List Selection** or **Find Selection** screen, in the **Reposition to** field, enter the name of an object or specify a range of names (see *Specifying a Range of Names*) and press ENTER.

If you have specified a name, the list now starts from the specified name. If you have specified a range of names, the list now displays only objects within that range.

The **Reposition to** option is only valid in online mode. It is not a selection criterion for the list function.

Online Report Mode

Online report mode can be used to obtain a SYSMAN batch report online instead of a selection list. An online batch report lists all objects that were affected by a SYSMAN function and indicates the action performed on each of these objects.

▶ To use a batch report online

1. In a SYSMAN menu, in the **Sel. List** (Selection List) field, enter an N to activate automated processing.
2. In the Command line, enter one of the following direct commands:

```
BATCH
```

or

```
BAT
```

A message appears confirming that batch mode has been activated.

- If required, you can obtain a hardcopy of the report by entering the following terminal command:

```
%H
```

(See also *%H - Hardcopy Output* in the *Terminal Commands* documentation.)

- Execute a SYSMAIN function. SYSMAIN now processes the function as if in batch mode. Hence, only the result of each action is present in a report-type format as shown in the example below:

```
10:50:30          ***** NATURAL SYSMAIN UTILITY *****          2005-08-10
User SAG          - Copy   Function -

COPY ALL * WITH XREF N FROM TESTLIB1 WHERE DBID 10 FNR 30 TO TESTLIB2 WHERE
DBID 10 FNR 40

Saved   Progrm TEST1   has now been Copied
Saved   Progrm TEST2   has now been Copied
Saved   Progrm TEST3   has now been Copied
Stowed  Progrm TEST4   has now been Copied
Stowed  Progrm TEST5   has now been Copied
Stowed  Progrm TEST6   has now been Copied
Stowed  Progrm TEST7   has now been Copied
Saved   Record TEST8   has now been Copied
Saved   Text  TEST9    has now been Copied
Cataloged Progrm TEST10 has now been Copied
Saved   Progrm TEST11  has now been Copied
Stowed  Progrm TEST12  has now been Copied
MORE
Stowed  Progrm TEST13  has now been Copied
Cataloged Progrm TEST14 has now been Copied
Stowed  Progrm TEST15  has now been Copied
```

- If required, you can interrupt function processing by entering a system command or terminal command at a MORE prompt. Otherwise, press ENTER until you have reached the end of the list and return to the SYSMAIN menu where a message confirms successful execution of the function.

SYSMAIN Online Help

The SYSMAIN online help facility provides information on all functions provided by SYSMAIN including detailed explanations of the direct command syntax and examples of direct commands.

In addition to the help facility, SYSMAIN provides individual information on any input field available on any SYSMAIN screen.

▶ **To invoke SYSMAIN help topics**

1. In the **SYSMAIN Utility Main Menu**, position the cursor in the **Object Code** or the **Function Code** field and press PF1 (Help) or enter a question mark (?).

The **Help Menu** of the SYSMAIN utility appears similar to the example below with a list of help topics provided:

```

15:54:28          ***** NATURAL SYSMAIN UTILITY *****          2005-08-10
User SAG              - Help Menu -
                                     Help Name SHT-0001

      Code  Topic
      A  SYSMAIN General Overview
      C  Command Mode
      E  Environment Definition
      F  Functions / Commands
      S  Security Environment
      .  Exit

      Code ... _
Select a function code.

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Menu  Exit                                     Canc

```

2. In the **Code** field, enter the one-letter code that corresponds to the help topic desired.
3. Press ENTER.

A result screen appears with information on the help topic selected, or another menu is invoked with further help topics that help narrow down your search.

▶ **To invoke help on an input field**

- Position the cursor in the field in question and press PF1 (Help) or enter a question mark (?) and press ENTER.

A window appears with field-specific instructions and, where applicable, a list of valid input values.