



Entire Event Management

Version 2.1.2

User's Guide

This document applies to Entire Event Management Version 2.1.2 and to all subsequent releases.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

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User's Guide - Overview

This documentation covers the following topics:

- Using Entire Event Management Describes the various ways you can access Entire Event Management and perform functions.
- Defining Entire Event Management Explains how to define objects in Entire Event Management.
- Defining the Physical Environment Contains a full description of all parameters that can be specified for each Entire Event Management object in the Physical Environment.
- Defining the Logical Environment Describes all items that can be specified for each Entire Event Management object in the Logical Environment.
- Defining an Automation Rule Gives a full description of all items that can be specified for an Automation Rule which specifies how the system should react automatically on certain Events.
- Defining a Calendar Explains how to create and modify a Calendar.
- Defining Authorization Provides a full description of all items that can be specified for each Entire Event Management Authorization object in the Physical Environment.
- Controlling the Environment Describes how to use Entire Event Management to control your data-processing environment once you have defined entities for components of the environment.
- Entire Event Management API Provides a description of the Entire Event Management API which enables applications to forward exception messages, so-called events, to the Entire Event Management server for further analysis.

Using Entire Event Management

This section explains the various ways you can access Entire Event Management and perform functions. There are usually several ways to perform the same function. The particular method you choose will depend on the function and on your level of experience.

This section covers the following topics:

- Logging on to Entire Event Management
- Layout of Entire Event Management Screens
- How to Set up a User-specific Session Profile
- Logging on to Other Applications

Logging on to Entire Event Management

The startup procedure of Entire Event Management depends on your installation. Ask your system administrator for the proper procedure. When Entire Event Management has been started, the following screen appears:

Entire Event Management Main Menu

```

11:36:22          *** ENTIRE EVENT MANAGEMENT ***          15.06.96  Srv  *
                    - Main Menu -

Console Services                                DC Solutions

 1 Logical Console                                7 Entire Output Management (V135)
 2 Server                                          8 Natural ISPF (V211)

Administration

 3 Environment
 4 Automation
 5 Authorization
 6 Calendars

. Exit
? Help
* Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip                               Menu

```

Main Menu Options

Console Services

Options under the heading **Console Services** enable you to view and control the Logical Consoles you have defined as well as the activities of the various Servers.

For further details on the Console Services options, see:

- Section Controlling the Environment

Administration

Options under the heading **Administration** enable you to define and maintain the objects required for message logging, automatic operator responses, authorization and calendars.

For further details on the Administration options, see:

- Section Defining Entire Event Management
- Section Defining the Physical Environment
- Section Defining the Logical Environment
- Section Defining an Automation Rule
- Section Defining a Calendar
- Section Defining Authorization

DC Solutions

Options under the heading **DC Solutions** show you the other Software AG Data Center solutions, which are installed at your site and for which you are authorized to log on:

- Entire Operations
- Entire Output Management
- Natural ISPF

For further information, see the subsection Logging on to Other Applications.

Layout of Entire Event Management Screens

All Entire Event Management screens have a similar layout. Some data appear in every screen, other data are screen-dependent. The screens can be divided horizontally into several subsections:

- **Headings section:**
The top screen line displays the current date and time and the product name: **Entire Event Management**. The second line identifies the screen and, if applicable, the current owner component or object (for example, in a list of Automation Rules, the name of the Logical Console for which they are defined);
- **Main information section:**
The central section, Lines 4-20, contains the requested information on the selected item, and appropriate input fields for object definition. In lists of component or object names, there are also two-character input fields for line commands;
- **Message line section:**
System messages appear in Line 21 below the main information section;
- **Command section and Flip Area:**
The first line of the command section (Line 22) is the **command line**.
The last two screen lines (23 and 24) display either a list of **PF keys** and their associated commands or the **Action Bar**. In the Action Bar, Line 23 contains the available local commands and Line 24 contains the session commands.
Press PF4 (Flip) to toggle between PF key display and Action Bar.

Screen Layout

1	Time	*** Headings Section ***	Date
2		Headings Section	
3			
4	Main Information Section	-----Main Information Section	
5	Main Information Section	-----Main Information Section	
6	Main Information Section	-----Main Information Section	
7	Main Information Section	-----Main Information Section	
8	Main Information Section	-----Main Information Section	
9	Main Information Section	-----Main Information Section	10 Main
10	Information Section	-----Main Information Section	
11	Main Information Section	-----Main Information Section	
12	Main Information Section	-----Main Information Section	
13	Main Information Section	-----Main Information Section	
14	Main Information Section	-----Main Information Section	
15	Main Information Section	-----Main Information Section	
16	Main Information Section	-----Main Information Section	
17	Main Information Section	-----Main Information Section	
18	Main Information Section	-----Main Information Section	
19	Main Information Section	-----Main Information Section	
20	Main Information Section	-----Main Information Section	
21	Message Line Section	-----Message Line Section	
22	Command Line	-----Command Line	
23	Flip Area	----- (Action Bar or PF Keys) -----	Flip Area
24	Flip Area	----- (Action Bar or PF Keys) -----	Flip Area

The following figure shows a typical Entire Event Management screen - a list of Automation Rules for the Logical Console EXEC:

List Automation Rule

16:10:52	*** ENTIRE EVENT MANAGEMENT ***	15.06.96	
Console EXEC_____	- List Automation Rule -		
Cmd Name	A from to	Ev Message Job Act	
* _____	* _____	* _____	
** *****	top of data	*****	
___ Exec-Box	X 00:00 23:59	1 EXECUTE	BOX
___ Exec-Command	X 00:00 23:59	1 EXECUTE	CMD
___ Exec-Job	X 00:00 23:59	1 EXECUTE	JOB
___ Exec-Msg-to-Console	X 00:00 23:59	1 EXECUTE	MSG
___ Exec-Msg-to-User	X 00:00 23:59	2 EXECUTE	MSG
___ Exec-Msg-WTO	X 00:00 23:59	1 EXECUTE	MSG
___ Exec-NAT	X 00:00 23:59	1 EXECUTE	NAT
___ exec-network	X 00:00 23:59	1 EXECUTE	NET
___ Exec-T1	X 00:00 23:59	1 EXECUTE	BOX
___ Exec-T2	X 00:00 23:59	1 EXECUTE	CMD
___ Exec-T3	X 00:00 23:59	1 EXECUTE	JOB
___ Exec-T4	X 00:00 23:59	1 EXECUTE	MSG
___ Exec-T5	X 00:00 23:59	1 EXECUTE	NAT
** *****	bottom of data	*****	
Command ==>			
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---			
Help Add Exit Flip Rfind	Down		Menu

Flipping between PF-Key Display and Command Display

If you see a list of PF keys at the bottom of the screen, press PF4 (Flip) - the PF-key display is replaced by the available local commands in the Action Bar on the first line and by the session commands on the second line. Press PF4 or enter the FLIP command in the command line and press Enter to display the PF keys again.

Displaying More Local Commands in the Action Bar

If the **Bar** session command in the second line is preceded by a plus sign (**+Bar**), place the cursor somewhere on the command and press Enter. More local commands are displayed in the Action Bar on the first line. Place the cursor somewhere on **+Bar** and press Enter again to return to the previous display.

Flipping between PF1-12 and PF13-24

No functions are assigned to PF13- PF24. You can assign functions to these keys without overwriting any default PF-key settings from PF1 to PF12. Enter the KEYS command in the command line and press Enter to switch between displaying PF1 - PF12 and PF13- PF24.

Entire Event Management provides several ways of moving through the system and performing functions:

- **Cursor selection**
An option or command that is currently displayed on the screen can be selected by placing the cursor on it and executed by pressing Enter. Use the ZOOM function to display information for fields with limited space.
- **Option Code input**
An option code can be entered in the command line at the bottom of the screen. Press Enter.
- **Command input**
 - **Direct commands:**
Almost any Entire Event Management function can be invoked from any system screen by entering a direct command in the command line and pressing Enter. This mode of input enables experienced users to bypass the menu hierarchy.
 - **Line commands:**
Enter a two-character line command and press Enter on List screens and in selection windows to perform most Entire Event Management functions.
- **PF Keys**
Navigate and issue commands by pressing PF keys.

To additionally facilitate your session, Entire Event Management also provides:

- **Selection windows**
- **Asterisk Selection Facility**
- **Online Help**

All of these are described in the following subsections.

Cursor Selection

The most obvious way to move through Entire Event Management is by using the cursor. Select an option from a menu or selection window or select a ZOOM option from a definition screen by placing the cursor on it and pressing Enter. Depending on the option you select, either another screen appears, or a selection window opens on the current screen. This way of moving through Entire Event Management is useful for inexperienced users and gives some idea of the menu structure of the online part of Entire Event Management.

Example:

The Entire Event Management Main Menu (see List Automation Rule figure) appears on your screen and you wish to modify a Message Range using cursor selection. Proceed as follows:

1. Place the cursor on the Environment option on the Main Menu and press Enter. This displays the Environment Menu, which lists the environment objects that you can define:

Environment Menu

```

14:57:32                *** ENTIRE EVENT MANAGEMENT ***                17.06.96
                        - Environment Menu -

Physical Environment

  1  ENTIRE SYSTEM SERVER Node
  2  Server

Logical Environment

  3  Message Range
  4  Logical Console
  5  Logical Console Layout

.  Exit
?  Help
*  Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip                                     Menu
    
```

2. Place the cursor on the Message Range option and press Enter. This displays the List Message Range screen, which lists the Message Ranges that have already been defined. (If at any time you want to return to the previous screen, simply press PF3; to return to the Main Menu from anywhere, press PF12).

List Message Range

```

13:03:15          *** ENTIRE EVENT MANAGEMENT ***          17.06.96
                  - List Message Range -

Cmd Name          R Message      Job      Console
* _____ * * _____ * _____ _ * _____
** ***** top of data *****
__ Adabas---All          *ADA*          I Adabas
__ Adabas---Automation  +.....        I Adabas
__ Adabas---Jobs        +.....        I Adabas
__ Adabas---Supressed   *ADAN41       X Adabas
__ bry-ext              *ADA*
__ CICS-----All       *DFH*          I CICS
__ ComplCmd-All
__ Complete-All         *Z*           *FCO*        I Complete
__ Complete-Commands   *FCO*        I Complete
__ Complete-IEF        +.....        *FCO*        I Complete
__ Exec                EXECUTE       +.....
__ Netpass--Error      NPE*          I Netpass
__ Netpass--Information NPI*          I Netpass
__ Network--All        IST*          I Network

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit Flip Rfind                      Down                      Menu
    
```

- Place the cursor on the line in the list containing the required Message Range. If you enter an asterisk (*) on the two-character command line preceding a Message Range and press Enter, a Line Command Help window opens which lists the available functions:

List Message Range - Line Command Help

```

13:03:15          *** ENTIRE EVENT MANAGEMENT ***          17.06.96
                  - List Message Range -

Cmd Name          R Message      Job      Console
* _____ * * _____ * _____ _ * _____
** ***** top !          - Select Line Command -          !
_* Adabas---All          !          !          !
__ Adabas---Automation  ! Sel Cmd Description          !
__ Adabas---Jobs        !          !          !
__ Adabas---Supressed   ! ** ** ***** top of data *****          !
__ bry-ext              ! __ DI Display Message Range          !
__ CICS-----All       ! __ MO Modify Message Range          !
__ ComplCmd-All         ! __ DE Delete Message Range          !
__ Complete-All         ! __ CO Copy Message Range          !
__ Complete-Commands   ! __ RN Rename Message Range          !
__ Complete-IEF        ! ** ** ***** bottom of data *****          !
__ Exec                !          !          !
__ Netpass--Error      !          !          !
__ Netpass--Information ! Your Command .._* In Line .. 2          !
__ Network--All        !          !          !
-----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit Flip Rfind                      Down                      Menu
    
```

- Place the cursor on MO - Modify and press Enter. The Modify Message Range screen appears:

Modify Message Range

```

13:12:29          *** ENTIRE EVENT MANAGEMENT ***          17.06.96
                   - Modify Message Range -

Name ..... Net-VTAM-Messages_____ created ... 21.03.1990
> Comment .. _____ modified .. 26.03.1990

Representation
  Color ..... _ Prefix .. _ Attr .. _

Conditions
  Replies ... _
> Messages .. IST*_____ All Network Messages from VTAM_____
                _____
                _____

Tokens .... _____ Pos .. _ and _____ Pos .. _
                _____ Pos .. _ and _____ Pos .. _

Jobs ..... _____ or _____ or _____ or _____

Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                               Menu
    
```

- Place the cursor on the > sign or on the word Comment and press Enter. This opens a window with 10 lines, in which you can enter extended comments:

Modify Message Range - ZOOM Comment

```

13:15:48          *** ENTIRE EVENT MANAGEMENT ***          17.06.96
                   - Modify Message Range -

Name ..... Net-VTAM-Messages_____ created ... 21.03.1990
> Comment .. _____ -----
                                     !           - Comment -           !
Representation                                     !           !
  Color ..... _ Prefix .. _ At !           _____           !
                                     !           _____           !
Conditions                                     !           !
  Replies ... _                                     !           !
> Messages .. IST*_____ All Netwo !           _____           !
                _____           !           _____           !
                _____           !           _____           !
                _____           !           _____           !
Tokens .... _____ Pos .. !           _____           !
                _____ Pos .. !           _____           !
                _____           !           _____           !
Jobs ..... _____ or _____ !           _____           !
                _____           !           _____           !
                                     -----

Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                               Menu
    
```

Zoom Feature

Most object definition screens (add/modify/display Entire System Server Nodes, Server Parameters, Message Ranges, Logical Consoles, Logical Console Layouts, Automation Rules, Calendars) cannot display all information due to space restrictions. For instance, in the example above, the **>Comment** field can only display a few words on the Modify Message Range screen.

Entire Event Management's ZOOM feature, however, enables you to display all information for fields with space restrictions. ZOOM options are preceded by a greater than sign (>) or by a highlighted plus sign (+), if more data exists than appears on the object definition screen. Local commands preceded by a plus sign (+) can also be ZOOMed.

To ZOOM an option

- Place the cursor anywhere on the option heading or on the local command in the Action Bar and press Enter.

This opens a window which displays all information for the option.

Option Code Input

Option codes are the numbers that identify each option on any menu. For example, Option **3** on the Main Menu is **Environment**, and Option **3** on the Environment Menu is **Message Range**.

An alternative way of moving through the menu hierarchy is by option code input: if you enter **3** in the command line of the Main Menu and press Enter, the Environment Menu is displayed; type **3** in the command line of the Environment Menu and press Enter - a screen containing a selection list of Message Ranges is displayed.

However, you can start a definition session with any object immediately from any system screen by entering the greater than sign > followed by an option code sequence in the command line. The first number in the sequence must be the number in the Main Menu, the second one must be the number in the submenu. The first and second numbers must be separated by a period (.) (full stop).

This provides experienced users with a quick, direct way of accessing other functions and returning to the screen they started from.

For example, if the Modify Automation Rule screen is displayed, and you wish to display a list of Message Ranges, simply type **>3.3** in the command line and press Enter. This displays the List Message Range screen. You can then work with any Message Range on the list. Return to the Modify Automation Rule screen by pressing PF3 (Exit). Pressing PF3 always returns you to the previous screen or to the appropriate menu, depending on your profile settings.

Note:

Depending on your profile settings, the option code could also be **capital letters**.

Command Input

Entire Event Management provides **direct commands** and **line commands** for moving through the system and performing functions.

Direct Commands

Enter direct commands in the **command line** of any screen.

To display a list of all available direct commands

- Enter an asterisk (*) in the command line and press Enter.

This opens a window with a list of direct commands, which you can scroll by pressing the Enter key.

To issue the command

- Place the cursor on the required command and press Enter.

A description of all available direct commands and their syntax is contained in the subsection Direct Commands in Section Commands.

There are three types of direct commands:

- Function Commands
- Session Commands
- Local Commands

These are explained in the following subsection.

Function Commands

Function commands provide access to any system function from any screen and bypass the menu hierarchy. Enter function commands in the command line with an object-type parameter followed by parameters for selecting the object definition. The command format is:

```
command object-type [ object-name ] [ further-parameters ] ...
```

If you issue a function command without any parameters, the system prompts you with a selection window. For further information, see the subsection Selection Windows and Asterisk Selection Facility.

Session Commands

Session commands can be entered from every screen. The following are the most important:

BAR	CANCEL	EXIT	FLIP	HELP	KEYS	MENU	QUIT	TECH
-----	--------	------	------	------	------	------	------	------

If you see a list of PF keys at the bottom of the screen, press PF4 (Flip) - the second line of the PF-key display is replaced by a list of the most important session commands. Press PF4 or enter the FLIP command and press Enter to display the PF keys again. All **session commands** are described in the subsection Session Commands in Section Commands.

Local Commands

Local commands are relevant to the screen in which they are entered. All local commands available on a particular screen are displayed in the first line beneath the command line. This is called the **Action Bar**. If you see a list of PF keys here, press PF4 (Flip) - the first line of the PF-key display is replaced by a list of available local commands.

You can execute any local command displayed by simply placing the cursor on the command and pressing Enter.

To display your PF-key assignments again

- Issue the FLIP command or press **PF4** (Flip).

Line Commands

Enter these commands in the two-character command input field preceding a component or object name in a list of names obtained by invoking the list function of any component or object type. Line commands applicable to all objects are:

- CO (COPY),
- DE (DELETE),
- DI (DISPLAY),
- MO (MODIFY),
- and RN (RENAME).

There are additional line commands for some List screens.

To display a selection list of all line commands available for a particular List screen

- Enter an asterisk (*) in the two-character Cmd field preceding any object and press Enter.

A window opens from which you can select the appropriate command.

The use of line commands is described in the subsection Line Commands. A list and explanation of all line commands is provided in the subsection Line Commands in Section Commands.

PF Keys

Some commands are assigned to PF keys. Pressing the PF key to which the command is assigned has the same effect as entering the command in the command line and pressing Enter.

The following PF-key assignments are standard and can be invoked from every screen:

Key	Name	Function
PF1	Help	Invoke online help.
PF3	Exit	Exit this screen or window and return to previous screen.
PF4	Flip	Switch between PF-key display and Action Bar.
PF12	Menu	Return to Main Menu.

Sometimes local commands are assigned to PF keys and are available only from the appropriate screen. Examples of these are:

Key	Name	Function
PF5	Do	Save object definition (in modification functions).
PF8	Down	Scroll list forward (in list functions).

Programming PF Keys

No functions are assigned to PF13 - PF24. You can assign functions to these keys without overwriting any default PF-key settings from PF1 to PF12. For further information, see the subsection How to Set Up a User-specific Session Profile - Setting PF-Key Assignments.

Switching between PF1-PF12 and PF13-PF24

Enter the KEYS command in the command line and press Enter to switch between displaying PF1 - PF12 and PF13- PF24.

Selection Windows and Asterisk Selection Facility

The online part of Entire Event Management includes some powerful features that guide you through the system and help you select the correct component, object or command.

Selection Windows

If an item is not uniquely identified in a direct command, a window automatically opens with a list of selectable items. You can select the required item with the cursor. For example, type the command LIST in the command line of any screen and press Enter; this opens a window with a list of component and object types:

Select Object Type

```

13:58:15          *** ENTIRE EVENT MANAGEMENT ***          02.06.96
Srv      *              - Main Menu -

  Console Services  -----
                   !           - Select Object Type -           !
  1 Logical Console !           !                               !
  2 Server          ! ___ CALENDAR                               !
                   ! ___ CONSOLE                               !
                   ! ___ LAYOUT                                !
Administration    ! ___ NODE                                   !
                   ! ___ PROFILE                              !
  3 Environment    ! ___ RANGE                                 !
  4 Automation     ! ___ RULE                                 !
  5 Authorization ! ___ SERVER                               !
  6 Calendars      ! ___ USER-ID                             !
                   ! ___ USER-NAME                            !
. Exit            !                                           !
? Help           !                                           !
* Commands       ! -----

Command ==> LIST
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                                     Menu
    
```

Place the cursor on an option, for example, RANGE and press Enter. The command LIST RANGE is immediately executed and a list of defined Message Ranges is displayed on your screen for further selection.

Using Asterisk to Display a Selection List

When selecting a component or object using the LIST, ADD, MODIFY, DISPLAY or DELETE command, you can use the asterisk (*) in place of characters to obtain a list of components or objects. For example, the command:

```

MODIFY RANGE INF*
    
```

displays a list of all Message Ranges whose names start with the prefix **INF**:

Modify Message Range INF*

```

14:29:39          *** ENTIRE EVENT MANAGEMENT ***          02.06.96
Srv      *          - Main Menu -

  Console Services  -----
    1 Logical Console  !          - Select Message Range -          !
    2 Server           ! Sel Name                                       !
                               ! INF*_____ !
                               ! ** ***** top of data ***** !
  Administration   ! ___ Inf-COMPLETE-Commands !
                               ! ___ Inf-NETPASS-Response-Times !
    3 Environment     ! ___ Inf-Performance-Class-Changes !
    4 Automation      ! ** ***** bottom of data ***** !
    5 Authorization   !                                           !
    6 Calendars       !                                           !
                               !                                           !
    . Exit            !                                           !
    ? Help            !                                           !
    * Commands       ! -----

NCL0701 Please select Message Range to work with.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                               Down      Menu

```

The syntax of all direct commands and their parameters is described in the subsection Direct Commands in Section Commands.

Using Asterisk with LIST Command

With the LIST command, you can use the asterisk (*) for all selection parameters following the component-type or object-type parameter. For example, to display a list of Message Ranges whose names start with the prefix NET and whose message IDs start with the prefix IST, enter the following command:

```
LIST RANGE NET* * IST*
```

A list similar to the following is displayed:

List Message Range NET* * IST*

```

13:03:15          *** ENTIRE EVENT MANAGEMENT ***          02.06.96
                  - List Message Range -

Cmd Name          R Message   Job      Console
NET*_____ * IST*_____ * _____ _ * _____
** ***** top of data *****
__ Net-VTAM-Messages          IST*
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
      Help  Add   Exit  Flip  Rfind          Down          Menu
    
```

Using Asterisk for Command List

The asterisk (*) is also available for command selection lists. For example, entering an asterisk in the command line displays a window with a list of all commands:

Select Command *

```

14:23:39          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv      *          - Main Menu -

Console Services          -----
1 Logical Console          !          - Select Command -          !
2 Server          ! __ ADD          !
          ! __ BAR          !
Administration          ! __ CANCEL          !
          ! __ COPY          !
3 Environment          ! __ DELETE          !
4 Automation          ! __ DISPLAY          !
5 Authorization          ! __ EXIT          !
6 Calendars          ! __ EXPORT          !
          ! __ FLIP          !
          ! __ HELP          !
. Exit          ! __ IMPORT          !
? Help          ! __ KEYS          !
* Commands          -----

Command ==> * _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
      Help          Exit  Flip          Menu
    
```

In the Select Command window, all direct commands (function, local and session commands) are merged together in alphabetical order.

If, for example, you enter **S***, the list is restricted to all commands beginning with the letter **S**, for example:

Select Command S*

```

15:38:26          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv      *          - Main Menu -

Console Services -----
 1 Logical Console      !          - Select Command -          !
 2 Server               !          !          !
                   !  __ SET              !          !
                   !  __ SHUTDOWN         !          !
                   !  __ START            !          !
Administration         !          !          !
                   !          !          !
 3 Environment         !          !          !
 4 Automation         !          !          !
 5 Authorization      !          !          !
 6 Calendars         !          !          !
. Exit               !          !          !
? Help              !          !          !
* Commands         -----

Command ==> S*_____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                               Menu

```

In addition, if you enter an asterisk (and press Enter) in any line command input field of a list of objects invoked with the LIST function, this opens a selection window with the available line commands.

To execute a command

- Place the cursor on the required command and press Enter (see the subsection Cursor Selection).

Using Asterisk to Select Object Name

In any object definition screen, you can enter an asterisk (*) in the object Name field and press Enter. This opens a selection window with a list of objects that have already been defined:

Modify Message Range - Select Message Range

```

15:18:48                *** ENTIRE EVENT MANAGEMENT ***                02.06.96
                        - Modify Message Range -

Name ..... *                               created ... 16.03.1990
> Comment .. Report Commands from C -----
Representation          !           - Select Message Range -           !
Color ..... _ Prefix .. _ At ! Sel Name                               !
                        ! * _____                               !
Conditions               ! ** ***** top of data *****          !
Replies ... _           ! ___ Act-Intervention-Required             !
> Messages .. _____ ! ___ Act-Reply-Messages                   !
                        _____ ! ___ Inf-COMplete-Commands         !
                        _____ ! ___ Inf-NETPASS-Response-Times    !
                        _____ ! ___ Inf-Performance-Class-Changes  !
Tokens .... FROM_____ Pos .. ! ___ Net-CICS-Messages              !
                        _____ Pos .. ! ___ Net-COMplete-Messages    !
                        _____ ! ___ Net-VTAM-Messages              !
Jobs ..... COMPLETE or _____ ! ** ***** bottom of data ***** !
-----
NCL0701 Please select Message Range to work with.

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
      Help      Exit Flip                               Down                               Menu

```

You can also enter an asterisk preceded by a prefix to limit the list to object names that begin with that prefix.

Close the window and return to the object definition screen by pressing PF3 (Exit).

If you place the cursor on an object name and press Enter, the definition screen for the selected object is displayed and you can modify it.

Online Help

Entire Event Management provides a comprehensive online help facility to assist you in selecting the appropriate item from any system screen.

Help texts are available on two levels:

- **Screen level:**
invoke a screen help by pressing PF1 (Help) with the cursor on the command line or by entering HELP in the command line and pressing Enter. This displays a help text with information relevant to the screen from which you invoked the help.
- **Field level:**
help texts are also available for input fields; you invoke help for a field by entering a question mark (?) in the field and pressing Enter, or by pressing PF1 with the cursor on the field. This opens a help window.

Help texts may consist of more than one page. When this is the case, you will be notified by the prompt MORE at the bottom of the help screen. Press PF7 (Up) and PF8 (Down) to browse the help text.

How to Set up a User-specific Session Profile

Entire Event Management enables you to create and maintain a personalized session profile. You can:

- Set screen colors
- Assign commands to 'magic characters'
- Assign commands to PF keys

▶ To create a session profile

- Type the direct command SET and press Enter.

The Set Session Parameters screen appears:

Set Session Parameters

```

14:35:06                *** ENTIRE EVENT MANAGEMENT ***                26.06.96
                        - Modify Session Parameter -

Server . . . . . *          Zoom Protect . . . . . _
Switch on Keys/Magic Chars . . _      Menu/Backtracking Mode . . M
NCL Logical Command Prompt . . _      Split Msg Text in Console _
Operator Command Prompt. . . . _

Delete Confirmation Level . . N
Enter in Selection Windows . . D
Enter in Logical Consoles . . D

Flip Area . . . . . K
Date Format . . . . . I
Date Position . . . . . R
Menu Selection . . . . . N

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help          Exit  Flip  Do                                Menu
    
```

This screen enables you to set parameters for how your session with Entire Event Management responds in various situations.

Available Local Commands: Set Session Parameters

Do	+SColor	+SKeys	+SMagic
----	---------	--------	---------

Field Descriptions: Set Session Parameters

- **Server**
Here you can specify the default Server number as direct command parameter for all functions related to the Server. If you enter an asterisk (*) here, you are prompted with a server selection window when you invoke a Server-related function. This value is also displayed in the upper left-hand corner of screens assigned to such functions.
- **Switch on Keys / Magic Chars**
Enter **X** here, to activate your own PF-key and magic-character settings entered on the Set PF-Key Assignments and Set Magic Character Assignments screens. Leave blank to ignore your settings.
- **NCL Logical Command Prompt**
Enter **X** here, if you want to be prompted with a confirmation window, whenever a logical command has been entered.
- **Operator Command Prompt**
Enter **X** here to prompt with a confirmation window, whenever an operator command is entered. This window displays a 'snapshot' of the Physical Console, providing control over how the operator command is executed after confirmation.

- **Delete Confirmation Level**
Enter **N** to open window requesting user to confirm deletion of object by entering object name.
Enter **Y** to open window requesting confirmation with Y/N.
Enter **0** (zero) for no confirmation.
- **Enter in Selection Windows**
Enter **D** to scroll down to next page of a selection window, when Enter is pressed.
Enter **S** not to scroll, when Enter is pressed.
- **Enter in Logical Consoles**
Enter **B** to scroll down to bottom of data in a Console, when Enter is pressed.
Enter **D** to scroll down to next page of a Console, when Enter is pressed.
Enter **S** not to scroll, when Enter is pressed.
- **Flip Area**
Enter **C** to display the Action Bar in the 'Flip Area' just beneath the command line.
Enter **K** to display PF-key assignments in the 'Flip Area'.
- **Date Format**
Enter **A** to display all system dates in the American format: MM/DD/YY.
Enter **E** to display all system dates in the British format: DD/MM/YY.
Enter **G** to display all system dates in the German format: DD.MM.YY.
Enter **I** to display all system dates in International format: YY-MM-DD.
- **Date Position**
Enter **L** to display system date in upper left-hand corner of screen.
Enter **R** to display system date in upper right-hand corner of screen.
- **Menu Selection**
Enter **A** to prefix all menu options with a letter.
Enter **N** to prefix all menu options with a number.
- **Zoom Protect**
Enter **X** to place cursor only on **input fields** with TAB key. Leave blank to place cursor on **ZOOM headings** and **input fields** when the TAB key is pressed.
- **Split Msg Text in Console**
Enter **X** to split the message text, if it does not fit into the **Message** column as defined in the assigned Console Layout.
- **Menu/Backtracking Mode**
This defines PF3 (Exit). Enter **M** to return to the appropriate menu when PF3 is pressed. Enter **B** to return to previous screen when PF3 is pressed.

Setting Color Assignments

Set Color Assignments

```

14:36:37                *** ENTIRE EVENT MANAGEMENT ***                26.06.96
                        - Set Color Assignments -

Maintenance Screens      Color Attr  Heading Section          Color Attr
Object Identifier ..... _ _      Date Time ..... _ _
Modification Time ..... _ _      Screen Title ..... _ _
Normal Input Fields .... _ _      System Title ..... _ _
Important Input Fields .. _ _

List Screens
Line Commands ..... _ _
Attribute Selection .... _ _
Attribute Line ..... _ _
Top Bottom Line ..... _ _

Menus
Options..... _ _
Description ..... _ _

Main Information Section
Field Prompt ..... _ _
Normal Display Fields .... _ _
Important Display Fields . _ _

Command Section
Command Line ..... _ _
Action Bar ..... _ _

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                                     Menu

```

This screen enables you to set the colors and attributes for most screens, menus and screen sections.

Available Local Commands: Set Color Assignments

Do

Field Descriptions: Set Color Assignments

- **Color**
Enter **BL** for blue
" **GR** " green
" **NE** " neutral
" **PI** " pink
" **RE** " red
" **TU** " turquoise
" **YE** " yellow
- **Attr**
Enter **B** for blinking
" **C** " italics
" **D** " default intensity
" **I** " intensified
" **U** " underlined
" **V** " reverse video

You can set colors and attributes for the following screen sections:

Maintenance Screens

- Object Identifier
- Modification Time
- Normal Input Fields
- Important Input Fields

Heading Section

- Date and Time
- Screen Title
- System Title

List Screens

- Line Commands
- Attribute Selection
- Attribute Line
- Top Bottom Line

Main Information Section

- Field Prompt
- Normal Display Fields
- Important Display Fields

Menus

- Options
- Description

Command Section

- Command Line
- Action Bar

Setting PF-Key Assignments

Set PF-Key Assignments

```

14:37:21                *** ENTIRE EVENT MANAGEMENT ***                26.08.96
                        - Set PF-Key Assignments -

Key Name  Assignment
-----  -----
 1  _____
 2  _____
 3  _____
 4  _____
 5  _____
 6  _____
 7  _____
 8  _____
 9  _____
10  _____
11  _____
12  _____

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip  Do          Up    Down                               Menu
    
```

This screen enables you to assign commands to PF keys.

Available Local Commands: Set PF-Key Assignments

Do	Down	Up
----	------	----

Field Descriptions: Set PF-Key Assignments

- **Key**
The number of the PF key.
- **Name**
Enter the key name to appear in the PF-key display.
- **Assignment**
Enter the command or command string to be assigned to the PF key. This can be any direct command with parameters or any magic character, that can be entered in the command line. For a list of all direct commands and their syntax, see the subsection Direct Commands in Section Commands.

Setting Magic Character Assignments

Set Magic Character Assignments

```

14:38:33                *** ENTIRE EVENT MANAGEMENT ***                26.06.96
                        - Set Magic Character Assignments-

Char First Assignment
-----
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -
- - - - -

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                                     Menu
    
```

This screen enables you to assign commands to **magic characters**.

Available Local Commands: Set Magic Character Assignments

Do

Field Descriptions: Set Magic Character Assignments

- **Char**
Enter the magic character in this column.
- **First**
Enter **F**, if only the **first** magic character is substituted with the command. If you leave this field blank, the magic character is substituted **wherever** it appears in the command line.
- **Assignment**
Enter the command or command string to be assigned to the magic character. This can be any direct command with parameters or any magic character, that can be entered in the command line. For a list of all direct commands and their syntax see the subsection Direct Commands in Section Commands.

Logging on to Other Applications

From Entire Event Management you can log on to other applications at your site for which you are authorized. These could be the Software AG Data Center solutions or other applications.

Logging on to Software AG Data Center Solutions from Main Menu

▶ **To log on to a Software AG application listed on the Main Menu**

- you can either select the menu option directly with the cursor and press Enter, or
- enter the option number in the Command====>line and press Enter.

The Main Menu of the product selected appears on your screen.

Logging on to any Application with Direct Command LOGON APPLICATION

▶ **To log on to any application for which you are authorized**

- enter the direct command:

LOGON APPLICATION

in the **Command====>** line of any screen and press Enter.

The following window opens:

```

11:36:22                *** ENTIRE EVENT MANAGEMENT ***                15.06.96
Srv      *                - Main Menu -

Console Services      -----
1  Logical Console    !   - Logon to other Applications -   !
2  Server              !   Available DC Solutions             !
                        !   -----                         !
Administration        !   Entire Output Management (V135)   !
                        !   Natural ISPF (V211)                !
3  Environment         !   !                                     !
4  Automation          !   !                                     !
5  Authorization       !   !                                     !
6  Calendars           !   !                                     !
.  Exit                !   Target Library ..... _____ !
?  Help                !   Target Start Command _____ !
*  Commands           !   !                                     !
-----
NCL0812 Please enter Target Library or select a DC Solution.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                                     Menu

```

▶ To log on to a DC Solution

- Simply place the cursor on the appropriate application and press Enter.

The Main Menu of the product selected appears on your screen.

▶ To log on to another application

- Enter the name of the Target Library in the field provided and, optionally, the start command for the target application. Press Enter.

Defining Entire Event Management

This section is a general introduction to defining objects in Entire Event Management. An explanation of each object type is contained in Section Concepts and Facilities.

It covers the following topics:

- Introduction
 - Some General Information about Defining Objects
 - Getting Started
 - "List" Screen
 - Commands for Defining Objects
 - Object Definition Screens
 - Other Useful Commands
-

Introduction

Defining Entire Event Management involves creating and maintaining the object definitions required for the physical and logical message logging environment, automatic operator responses and Authorization:

- **Physical Environment**
 - Entire System Server Nodes
 - Server Parameters
- **Logical Environment**
 - Message Ranges
 - Logical Consoles
 - Logical Console Layouts
- **Automatic operator responses**
 - Automation Rules
- **Authorization**
 - Profiles
 - User IDs
- **Calendars**
 - Calendars

These are explained in the sections which follow.

Some General Information about Defining Objects

You can define and maintain objects using the options on the Main Menu under the heading **Administration**:

Entire Event Management Main Menu

```

15:38:26          *** ENTIRE EVENT MANAGEMENT ***          10.06.96
Srv      *          - Main Menu -

Console Services

 1 Logical Console
 2 Server

Administration

 3 Environment
 4 Automation
 5 Authorization
 6 Calendars

. Exit
? Help
* Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip                               Menu

```

Once Entire Event Management has been defined, it can be modified at any time by authorized Users.

The following descriptions take you through every level of the Entire Event Management menu hierarchy. **Do not forget, however, that:**

- there are usually several ways of issuing commands and moving through Entire Event Management;
- you can skip some of these steps by using the "option code" or direct commands.

For detailed information, see Section Using Entire Event Management, especially the subsections Option Code Input and Command Input.

Getting Started

Selecting an Object Type

To begin

- Place the cursor on an option of the Main Menu and press Enter. You can use any method described in Section Using Entire Event Management. You can select Automation Rules by placing the cursor on the Automation option and pressing Enter. When you place the cursor on the Environment or Authorization option and press Enter, a submenu appears from which you can select an object type to work with.

Note:

Depending on your profile settings, the menu option could also be **capital letters**.

- For example, place the cursor on the Environment option under the heading Administration on the Main Menu and press Enter. The Environment Menu appears:

Environment Menu

```

14:57:32                *** ENTIRE EVENT MANAGEMENT ***                17.06.96
                        - Environment Menu -

Physical Environment

  1 Entire System Server Node
  2 Console Server

Logical Environment

  3 Message Range
  4 Logical Console
  5 Logical Console Layout

. Exit
? Help
* Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip                                     Menu

```

- On the Environment Menu, place the cursor on the object type you want to work with and press Enter. A List screen appears listing all object definitions that have already been created for the selected object type.

"List" Screen

Selecting an Object Definition

To select an object definition

- For example, place the cursor on the Message Range option and press Enter.

The List Message Range screen appears:

List Message Range

```

15:18:54                *** ENTIRE EVENT MANAGEMENT ***                12.06.96
                        - List Message Range -

Cmd Name                R Message    Job          Console
* _____ * * _____ * _____ _ * _____
** ***** top of data *****
__ Adabas---All         *ADA*                +.....
__ Adabas---Automation +.....                +.....
__ Adabas---Jobs        +.....                +.....
__ Adabas---Supressed   *ADAN41              +.....
__ CICS----All          *DFH*                I CICS
__ ComplCmd-All         *Z*                  I ComplCmd
__ Complete-All         *FCO*                I Complete
__ Complete-Commands   *FCO*                I Complete
__ Complete-IEF        +..... *FCO*            I Complete
__ Exec                 EXECUTE              +.....
__ Netpass--Error       NPE*                 I Netpass
__ Netpass--Information NPI*                 I Netpass
__ Network--All         IST*                 I Network
__ Network--Complete   ZVT*                 I Network

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add  Exit  Flip  Rfind                Down                Menu
    
```

This screen lists all Message Ranges that have already been defined.

- You can select any object definition on the list by entering one of the line commands in the appropriate line command input field.

Line commands are described in the subsection Line Commands: "Cmd" Column.

List screens for object definitions are described in more detail for each object type in the following sections.

LIST Command

This command allows you to list some or all object definitions for an object type from anywhere in Entire Event Management. You can invoke a List screen from anywhere in Entire Event Management by typing LIST followed by the object type in the command line and pressing Enter. A **List** screen appears listing all objects defined for the object type selected.

The list can be restricted, if you invoke it using selection criteria and an asterisk * (see the subsection Using Asterisk with LIST Command in Section Using Entire Event Management).

Line Commands: "Cmd" Column

A List screen always contains a line command column, Cmd, in which you can enter a two-character line command.

 **To COPY DELETE, DISPLAY, MODIFY or RENAME an object definition displayed on a List screen**

- Place the cursor on the two-character command field in the Cmd column preceding the object definition to be processed;
- Enter CO for COPY, DE for DELETE, DI for DISPLAY, MO for MODIFY or RN for RENAME and press Enter.

A list and explanation of all line commands is provided in the subsection Line Commands in Section Commands.

Display Available Line Commands on a "List" Screen

Some List screens have additional line commands.

 **To display all available line commands**

- Enter an asterisk (*) anywhere in the Cmd column and press Enter. For example, enter an asterisk in the Cmd column preceding Adabas---All on the List Message Range screen and press Enter.

The Select Line Command window opens with a list of the available commands:

List Message Range - Line Command Help

```

15:18:54          *** ENTIRE EVENT MANAGEMENT ***          12.06.96
                  - List Message Range -

Cmd Name          R Message      Job      Console
-----
*
** ***** top !          - Select Line Command -          !
_* Adabas---All   !          !          !
__ Adabas---Automation ! Sel Cmd Description          !
__ Adabas---Jobs   !          !          !
__ Adabas---Supressed ! ** ** ***** top of data ***** !
__ CICS-----All  ! __ DI  Display Message Range          !
__ ComplCmd-All    ! __ MO  Modify Message Range          !
__ Complete-All    ! __ DE  Delete Message Range          !
__ Complete-Commands ! __ CO  Copy Message Range          !
__ Complete-IEF    ! __ RN  Rename Message Range          !
__ Exec           ! ** ** ***** bottom of data ***** !
__ Netpass--Error  !          !          !
__ Netpass--Information !          !          !
__ Network--All    ! Your Command .._* In Line .. 2          !
__ Network--Complete -----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add  Exit  Flip  Rfind          Down          Menu
    
```

 **To issue a command**

- Place the cursor on an option and press Enter.

Commands for Defining Objects

The seven commands listed below are available for defining objects. They have the following meaning:

- **ADD** Command (direct command and PF2): Create a new object definition;
- **COPY** Command (direct command and line command **CO**): Create a new object definition by copying an existing definition;
- **DELETE** Command (direct command and line command **DE**): Delete an object definition;
- **DISPLAY** Command (direct command and line command **DI**): Display an object definition;

- **MODIFY** Command (direct command and line command **MO**):
Modify an object definition;
- **RENAME** Command (direct command and line command **RN**):
Rename an object definition;

If you invoke any of the above commands from the command line without unique specification of an object name, a selection window opens. Place the cursor on the required object name and press Enter (see Section Using Entire Event Management).

- **DO** Command (local command and PF5)
Save new or modified object definition;

The following subsection explains the above commands in more detail.

ADD Command

The ADD command enables you to create a new object definition. Issue the ADD command as a **direct command** by typing ADD in the command line and pressing Enter. The other method of issuing the ADD command is to press PF2 (Add), from the appropriate List screen. In both cases, the Add screen for the selected object type appears.

Add an Object Definition - PF2

 **To ADD a Message Range, for example**

- Press PF2 (Add) on the List Message Range screen (3).

The Add Message Range screen appears:

Add Message Range

```

15:37:05                *** ENTIRE EVENT MANAGEMENT ***                12.06.96
                        - Add Message Range -

Name ..... _____ created ...
> Comments.. _____ modified ..

Representation
Color ..... _ Prefix .. _ Attr .. _

Conditions
Replies ... _
> Messages .. _____
                _____
                _____

Tokens .... _____ Pos .. _ and _____ Pos .. _
                _____ Pos .. _ and _____ Pos .. _

Jobs ..... _____ or _____ or _____ or _____

NCL0644 Please enter Name to add Message Range.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                                Menu
    
```

"Add" Screen

The Add, Display and Modify screens are identical except that the Add screen appears with all fields empty, whereas the Display and Modify screens contain the current definitions.

▶ To ADD when the Add screen has appeared

1. Place the cursor on the desired field and enter data.
2. Save your changes by pressing PF5 (Do), when finished (see the subsections DO Command and Save an Object Definition - PF5).

COPY Command

The COPY command enables you to create new object definitions by copying existing definitions. Issue the COPY command as a **direct command** by typing COPY in the command line and pressing Enter. Issue the COPY command as a **line command** by typing CO in the Cmd column preceding an object definition on the appropriate List screen and pressing Enter. In both cases, the Copy window for the selected object definition appears.

Copy an Object Definition - "CO"

▶ To copy an object definition

1. On the List Message Range screen (3), for example, if you enter CO in the Cmd column preceding Adabas---All and press Enter, the Copy Message Range window for the selected range opens:

Copy window

```

15:04:04          *** ENTIRE EVENT MANAGEMENT ***          12.06.96
                    - List Message Range -

Cmd Name          R Message  Job      Console
* _____  -----
** ***** !          - Copy Message Range -          !
co Adabas !          Name ..... Adabas---All_____ created 02.08.94 !
__ Adabas ! > Comment .. _____ modified 09.08.94 !
__ Adabas !
__ CICS-- !      New Name _____
__ ComplC !
__ Comple -----
__ Complete-Commands          *FCO*      I Complete
__ Complete-IEF              +..... *FCO*      I Complete
__ Exec                      EXECUTE          +.....
__ Netpass--Error            NPE*          I Netpass
__ Netpass--Information      NPI*          I Netpass
__ Network--All              IST*          I Network
__ Network--Complete         ZVT*          I Network

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help          Exit  Flip                               Menu

```

2. Enter the target range name in the field provided and press Enter.

The following message confirms that the copy was successful:

Message Range Adabas---All copied to <name of target range>.

DELETE Command

The DELETE command enables you to delete object definitions. Issue the DELETE command as a **direct command** by typing DELETE in the command line and pressing Enter. Issue the DELETE command as a **line command** by typing DE in the Cmd column preceding an object definition on the appropriate List screen and pressing Enter. In both cases, the Delete window for the selected object definition opens and you are asked to confirm deletion.

Window layout depends on the confirmation level. Level 1 requires no confirmation. Level 2 asks you to confirm by entering Y (yes) or N (no). Level 3 asks you to confirm by typing again the name of the object definition to be deleted.

Delete an Object Definition - "DE"

 **To delete an object definition**

1. On the List Message Range screen (3), for example, enter DE in the Cmd column preceding Adabas---All and press Enter.

The window for confirmation level 3 appears as follows:

Delete Message Range window

```

15:50:29                *** ENTIRE EVENT MANAGEMENT ***                12.06.96
                        - List Message Range -

Cmd Name                R Message  Job      Console
* _____  -----
de Adabas !                - Delete Message Range -                !
__ Adabas !                !
__ Adabas !   Name ..... Adabas---All_____ created 02.08.94 !
__ Adabas !   > Comment .. _____ modified 09.08.94 !
__ CICS-- !                !
__ ComplC !                !
__ Comple !                !
__ Comple !                !
__ Comple !                !
__ Exec  !   Please confirm deletion                !
__ Netpas !   of Message Range with its                !
__ Netpas !   Name ..... _____                !
__ Networ !                !
__ Networ !                !
** ***** -----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip                                Menu
    
```

2. Type the range name again in the field provided and press Enter.

The following message confirms deletion:

Deletion of Message Range Adabas---All successful.

For more information on the confirmation level for delete, see the entry for Delete Confirmation Level under the heading Field Descriptions: Set Session Parameters.

DISPLAY Command

The DISPLAY command enables you to display object definitions which have already been created. Issue the DISPLAY command as a **direct command** by typing DISPLAY in the command line and pressing Enter. Issue the DISPLAY command as a **line command** by typing DI in the Cmd column preceding an object definition on the appropriate List screen and pressing Enter. In both cases, the Display screen for the selected object definition appears.

Display an Object Definition - "DI"

 **To display an object definition**

- On the List Message Range screen (3), for example, if you enter DI in the Cmd column preceding Adabas---All and press Enter, the Display Message Range screen for the selected range appears:

Display Message Range

```

15:43:06                *** ENTIRE EVENT MANAGEMENT ***                12.06.96
                        - Display Message Range -

Name ..... Adabas---All_____ created ... 02.08.1994
> Comments.. _____ modified .. 09.08.1994

Representation
  Color ..... __ Prefix .. _ Attr .. _

Conditions
  Replies ... _
  > Messages .. *ADA*_____
                    _____
                    _____

Tokens .... _____ Pos .. __ and _____ Pos .. __
                    _____ Pos .. __ and _____ Pos .. __

Jobs ..... _____ or _____ or _____ or _____

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip                                           Menu
    
```

"Display" Screen

The Display screen contains the current object definition, but you can only view the data. You cannot enter or modify data, because all fields are protected.

MODIFY Command

The MODIFY command enables you to modify object definitions which have already been created (ADDED). Issue the MODIFY command as a **direct command** by typing MODIFY in the command line and pressing Enter. Issue the MODIFY command as a **line command** by typing MO in the Cmd column preceding an object definition on the appropriate List screen and pressing Enter. In both cases, the Modify screen for the selected object definition appears.

Modify an Object Definition - "MO"

▶ To modify an object definition

- On the List Message Range screen (3), for example, if you enter MO in the Cmd column preceding Adabas---All and press Enter, the Modify Message Range screen for the selected range appears.

Modify Message Range

```

15:44:18                *** ENTIRE EVENT MANAGEMENT ***                12.06.96
                        - Modify Message Range -

Name ..... Adabas---All_____ created ... 02.08.1994
> Comments.. _____ modified .. 09.08.1994

Representation
Color ..... _ Prefix .. _ Attr .. _

Conditions
Replies ... _
> Messages .. *ADA*_____
                _____
                _____

Tokens .... _____ Pos .. _ and _____ Pos .. _
                _____ Pos .. _ and _____ Pos .. _

Jobs ..... _____ or _____ or _____ or _____

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip  Do                                Menu
    
```

"Modify" Screen

The Modify screen contains exactly the same data as the Display screen.

▶ To MODIFY the object definition

1. Simply place the cursor on the desired field and enter a new value.
2. Save your changes by pressing PF5 (Do), when finished (see the subsections DO Command and Save an Object Definition - PF5).

RENAME Command

The RENAME command enables you to change object names. Issue the RENAME command as a **direct command** by typing RENAME in the command line and pressing Enter. Issue the RENAME command as a **line command** by typing RN in the Cmd column preceding an object definition on the appropriate List screen and pressing Enter. In both cases, the Rename window for the selected object definition appears.

Rename an Object Definition - "RN"

▶ To rename an object definition

1. On the List Message Range screen (3), for example, if you enter RN in the Cmd column preceding Adabas---All and press Enter, the Rename Message Range window for the selected range opens:

Rename window

```

15:09:15          *** ENTIRE EVENT MANAGEMENT ***          12.06.96
                  - List Message Range -

Cmd Name          R Message   Job      Console
*-----*-----*-----*-----*
** ***** !          - Rename Message Range -          !
rn Adabas !          Name ..... Adabas---All_____ created 02.08.94 !
__ Adabas ! > Comment .. _____ modified 09.08.94 !
__ Adabas !
__ CICS-- !   New Name _____ !
__ ComplC !
__ Comple -----*-----*-----*-----*
__ Complete-Commands          *FCO*      I Complete
__ Complete-IEF              +..... *FCO*      I Complete
__ Exec                       EXECUTE      +.....
__ Netpass--Error             NPE*        I Netpass
__ Netpass--Information       NPI*        I Netpass
__ Network--All               IST*        I Network
__ Network--Complete          ZVT*        I Network

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip                                     Menu

```

2. Enter the new range name in the field provided and press Enter.

The following message confirms that the rename was successful:

```

Message Range Adabas
---All renamed to <new name>.

```

DO Command

The DO command enables you to save a new or modified object definition. Issue the DO command as a **local command** by typing DO in the command line of the object definition screen of the object definition you want to save and pressing Enter. The other method of issuing the DO command is to press PF5 (Do) while in the object definition screen. In both cases, the new or modified object definition is saved.

Save an Object Definition - PF5

▶ To save a new or modified object definition

- Proceed as described above.

▶ To return to the previous screen or window after saving or to exit without saving

1. Either press PF3 (Exit), or enter EXIT on the command line and press Enter.

If you have made modifications, but have not saved them, and attempt to leave an Add or Modify screen, either by ZOOMing an option or by exiting to a previous screen:

If data you have entered on the current screen are **consistent** with existing data, a window opens with three options:

Ignore/Resume Modifications window

```

11:37:29          *** ENTIRE EVENT MANAGEMENT ***          96-09-26
                    - Modify Server Parameter -

Server ... 114 F-Mc . created ... 01.03.1994
> Comment .. _____ ed .. 24.09.1996
! You want to leave this !
Logical Console .... ! screen but your modifi- ! LAPI__ UKSJUC-1 UKSJUC-2
! cations are not saved. ! G_COMC SAG_ESY_ SAG_DBA_
! ! G_SECU SAG_XCMD SJUTREE_
! __ Resume to correct ! _____
! __ Ignore modifications ! _____
! __ Save modifications ! _____

Log DBID/FNR ..... ressed Messages
ET Threshold ..... _1 Msg or _1 MIN
Delimiters ..... ,=;()_____ + Automation Parameters

Collect Wait Time .. _1 SEC + Installation Backup File
Msgid Exit ..... YMSGID__
Init. Exit ..... YINIT__ + Miscellaneous

Command ==> _____
+Auto +Comment +InsFile +Misc +SuprMsg Do
Bar Cancel Exit Flip Help Keys Menu Quit Tech
    
```

2. Select Save Modifications to save changes made, Ignore Modifications to discard any changes made or Resume to resume working. Select an option by marking it with any character and pressing Enter.

If data you have entered on the current screen are **not consistent** with existing data, a window opens with two options:

Select Ignore Modifications to discard any changes made or **Resume to correct** to resume working and correct the inconsistent data.

3. Select an option by marking it with any character and pressing Enter.

```

11:37:29          *** ENTIRE EVENT MANAGEMENT ***          96-09-26
                    - Modify Server Parameter -

Server ... 114 F-Mc . created ... 01.03.1994
> Comment .. _____ ----- ed .. 24.09.1996
! You want to leave this !
Logical Console .... ! screen but your modifi- ! LAPI__ UKSJUC-1 UKSJUC-2
! cations are not saved. ! G_COMC SAG_ESY_ SAG_DBA_
! ! ! G_SECU SAG_XCMD SJUTREE_
! __ Resume to correct ! _____
! __ Ignore modifications ! _____
-----
Log DBID/FNR ..... __9 __79 (NCLSYF3) + Suppressed Messages
ET Threshold ..... __1 Msg or __1 MIN
Delimiters ..... ,=;()_____ + Automation Parameters

Collect Wait Time .. __1 SEC + Installation Backup File
Msgid Exit ..... YMSGID__
Init. Exit ..... YINIT__ + Miscellaneous

Command ==> _____
+Auto +Comment +InsFile +Misc +SuprMsg Do
Bar Cancel Exit Flip Help Keys Menu Quit Tech

```

Object Definition Screens

An Add, Display or Modify screen is referred to as an **object definition screen**. The following fields appear on most object definition screens:

- **Name**
This is an input field for the object name. You can enter names using upper or lower case characters, but when translated to upper case, each name must be unique. For example, a name entered as **ISTlog** is identical to **istLOG** or **ISTLOG**. You cannot use asterisks (*) or blanks in object names. The first character of the name must be a letter and cannot be a number.
- **Comment**
You can enter a comment about the object definition. The length of a comment is always 32 bytes. You can enter up to 10 lines of comment by ZOOMing the **Comment** option. The Comment window opens:

Comment window

```

14:30:59                *** ENTIRE EVENT MANAGEMENT ***                09.06.96
                        - Modify Message Range -

Name ..... Act-Intervention-Required_____ created ... 06.04.1990
> Comment .. _____ -----
Representation          !                - Comment -          !
Color ..... _ Prefix .. _ At !                _____          !
Conditions              !                _____          !
Replies ... _          !                _____          !
> Messages .. .HASP050_ JES resou !            _____          !
                        .HASP190_ Setup for !            _____          !
                        IEA994E__ Dump Data !            _____          !
Tokens ..... _____ Pos .. !            _____          !
                        _____ Pos .. !            _____          !
Jobs ..... _____ or _____ !            _____          !
-----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                                Menu
    
```

Enter your text and press Enter. Press PF3 (Exit) to return to the object definition screen. See the subsection ZOOM Feature in Section Using Entire Event Management for an explanation of how to ZOOM.

- **created**
Date when the object definition was created.
- **modified**
Date when the last version of the object definition was saved.

Other Useful Commands

Help - PF1

For a context-related Help screen, press PF1 (Help) or enter Help on the command line and press Enter.

Exit - PF3

 **To return to the previous screen or window after saving or to Exit without saving**

- Either press PF3 (Exit), or enter Exit on the command line and press Enter.

Return to Object Definition Screen

 **To return to the object definition screen of the main owner-object, if you have opened more than one window**

- Enter Cancel in the command line and press Enter. If you have opened only one window or no window, Cancel is the same as Exit.

Return to Main Menu - PF12

 **To return to the Main Menu from anywhere in Entire Event Management**

- Either press PF12(Menu), or enter Menu on the command line and press Enter.

For more details on PF Keys and other methods of moving through Entire Event Management, see Section Using Entire Event Management.

Defining the Physical Environment

The Entire Event Management Physical Environment consists of the following object types:

- Entire System Server Node
- Server Parameters

This section contains a full description of all parameters that can be specified for each Entire Event Management object in the Physical Environment. An explanation of each object type is contained in Section Concepts and Facilities.

It covers the following topics:

- First Steps
- Defining an Entire System Server Node
- Defining Server Parameters

First Steps

▶ To begin

- Select the object types for Environment by placing the cursor on the Environment option under the heading Administration on the Main Menu and pressing Enter.

The Environment Menu appears:

```

14:57:32                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Environment Menu -

Physical Environment

 1 Entire System Server Node
 2 Server

Logical Environment

 3 Message Range
 4 Logical Console
 5 Logical Console Layout

. Exit
? Help
* Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip                                           Menu

```

Defining an Entire System Server Node

An Entire System Server Node number identifies an Entire System Server Nucleus to Entire Event Management. Depending on the requirements of your installation, more than one Entire System Server Node can be installed under one operating system.

List Entire System Server Nodes

▶ To **ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME** an Entire System Server Node

- Place the cursor on the Entire System Server Node option under the heading Physical Environment on the Environment Menu and press Enter.

The List Entire System Server Node screen appears:

List Entire System Server Node

```

12:52:05                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - List Entire System Server Node -

Cmd Node Name          Time modified Comment
-----
** ***** top of data *****
___ 069 Prod Eber 00 h 04.06.96 E-Machine
___ 148 Prod Eber 00 h 04.06.96 F-Machine
___ 250 Devl Eber 00 h 08.07.96 F-Machine
** ***** bottom of data *****

Command =>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit  Flip  Rfind                                Down          Menu
    
```

This screen lists all Entire System Server Nodes that have already been defined.

Available Local Commands: List Entire System Server Node

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Entire System Server Node

Line Command	Explanation
CO	Copy Entire System Server Node.
DE	Delete Entire System Server Node.
DI	Display Entire System Server Node.
MO	Modify Entire System Server Node.
RN	Rename Entire System Server Node.

Field Descriptions: List Entire System Server Node

- **Cmd**
In the command line preceding the node you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Node**
The Entire System Server Node number.
- **Name**
The name of the node.
- **Time**
The time difference from the location in the system which is assigned hour 0.
- **modified**
The date of the last update.
- **Comment**
The first line of a short comment about the node.

Add an Entire System Server Node

To ADD an Entire System Server Node

1. Press PF2 (Add).

The Add Entire System Server Node screen appears:

Add Entire System Server Node

```

12:56:34          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Add Entire System Server Node -

  Node ..... ____          created ...
> Comment .. _____ modified ..

  Name ..... _____

  Time Difference ..... __ hour

NCL0644 Please enter Number to add Entire System Server Node.
  Command => _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
          Help          Exit Flip Do          Menu

```

Available Local Commands: Add Entire System Server Node

+Comment Do

2. Enter a valid Entire System Server Node number in the Node field and press Enter.

You can now enter data for the other fields. You can ZOOM on the Comment field to enter more data (see the subsection ZOOM Feature in Section Using Entire Event Management).

Field Descriptions: Add Entire System Server Node

- **Node**
Enter an Entire System Server Node number.
 - **Time Difference/hour**
If your system extends over more than one time zone, assign hour 0 to one of your locations, then + or - hours to the locations in other time zones. For example, if you have machines in New York, London and Frankfurt and assigned hour 0 to London, you would enter 0 for the node in London, +1 for the node in Frankfurt and -5 for the node in New York.
3. When you have finished entering data, press PF5 (Do) or enter DO on the command line and press Enter.

A message confirms that the new node has been saved:

New Entire System Server Node (number) created.

Copy an Entire System Server Node

- ▶ To copy an Entire System Server Node

1. On the List Entire System Server Node screen, enter CO in the two-character command line preceding the node you want to modify and press Enter.

The Copy Entire System Server Node window opens:

2. Enter the target node number in the field provided and press Enter.

A message confirms that the node has been copied.

Note:

For your convenience, a related Server is also copied.

Delete an Entire System Server Node

To delete an Entire System Server Node

1. On the List Entire System Server Node screen, enter DE in the two-character command line preceding the node you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering **Y** (yes) or **N** (no) or by typing the node number again.
2. Type the node number again in the field provided and press Enter. A message confirms that the node has been deleted.

Note:

A related Server is also deleted.

Display an Entire System Server Node

To display an Entire System Server Node

- On the List Entire System Server Node screen, enter DI in the two-character command line preceding the node you want to display and press Enter.

The Display Entire System Server Node screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify an Entire System Server Node

To modify an Entire System Server Node

- On the List Entire System Server Node screen, enter MO in the two-character command line preceding the node you want to modify and press Enter.

The Modify Entire System Server Node screen appears.

Proceed as described in the subsection Add an Entire System Server Node.

Rename an Entire System Server Node

To rename an Entire System Server Node

1. On the List Entire System Server Node screen, enter RN in the two-character command line preceding the node you want to rename and press Enter.

The Rename Entire System Server Node window opens:

2. Enter the new node number in the field provided and press Enter.

A message confirms that the node has been renamed.

Note:

For your convenience, a related Server is also renamed.

Defining Server Parameters

For every Server in the Entire Event Management environment, you must define Server Parameters. The Server consists of the Entire System Server Nucleus and several service tasks. For an explanation of the Server, see the subsection Server in Section Concepts and Facilities.

 **To establish a runtime environment for the Server, you must:**

1. Select an Entire System Server Node under which the Server is to run;
2. Link Logical Consoles to the Server. Up to 30 consoles can be served;
3. Define the physical location (DBID/FNR) of the Logging Database;
4. Install backup files where the Server keeps a local copy of the database definitions. These enable the Server to run without the Definition Database being active;
5. Define the location of the Action Program Library under the Automation Parameters option. Here you provide your own Natural programs, which can be executed by the Server when an Event occurs.

You can also change the default settings for various other parameters.

List Server Parameters

 **To ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME Server Parameters**

- Place the cursor on the Server option under the heading Physical Environment on the Environment Menu and press Enter.

The List Server Parameters screen appears:

```

12:25:22                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - List Server Parameter -

Cmd Srv Machine  Wait Time  ET Threshold  Console  U
-----
** ***** top of data *****
__ 023 aaa      3 SEC      3 MIN/8      Adabas
__ 114 F/M NC3  1 SEC      3 MIN/10     +.....
__ 148 F Prod   3 SEC      3 MIN/8
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add   Exit  Flip  Rfind                Down                Menu
    
```

This screen lists all Entire System Server Nodes for which Servers have already been defined.

Available Local Commands: List Server Parameters

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Server Parameters

Line Command	Explanation
CO	Copy Server Parameters.
DE	Delete Server Parameters.
DI	Display Server Parameters.
MO	Modify Server Parameters.
RN	Rename Server Parameters.

Field Descriptions: List Server Parameters

- **Cmd**
In the command line preceding the Server you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Srv**
The Entire System Server Node number for which a Server is defined.
- **Machine**
The name of the Server.
- **Wait Time**
The time the Collect Task **sleeps** between two processing cycles.
- **ET Threshold**
The Adabas End Transaction Threshold: Maximum Time/Maximum Messages.
- **Console**

The Logical Consoles served by the Server.

If there is only one Logical Console served, the name appears in this column.

If more than one Logical Console is served, a plus sign (+) is displayed in this field.

- **U**

If marked with **X**, logging to (Udf) Undefined Console is active.

This console contains all undefined messages.

Add Server Parameters

▶ To ADD Server Parameters

1. Press PF2 (Add) on the List Server Parameters screen.

The Select Entire System Server Node window opens on the right with a list of all Entire System Server Nodes which do not already have a Server:

List Server Parameters - Select Entire System Server Node

```

12:25:42                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - List Server Parameter -

Cmd Srv Machine  Wait Time  ET Threshold  Console  U
-----
** ***** top of data ! - Select Entire System Server Node - !
_ 023 aaa      3 SEC      3 MIN/8 ! !
_ 114 F/M NC3  1 SEC      3 MIN/1 ! Sel Node Machine  Time modified !
_ 148 F Prod   3 SEC      3 MIN/8 ! !
** ***** bottom of data ! ** ***** top of data ***** !
! _ 023 aaa    - 0.2  17.10.95 !
! _ 045 x      + 0.0  02.03.95 !
! _ 114 F/M NC3 + 0.0  02.07.95 !
! _ 145 sdaf   + 0.0  31.07.95 !
! _ 148 F Prod + 0.0  07.04.95 !
! ** **** bottom of data ***** !
! !
! !
-----
NCL0701 Please select Entire System Server Node to work with.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip                               Down           Menu
    
```

The Server you are creating must run under an Entire System Server Node.

2. In the Select Entire System Server Node window, place the cursor on the number of the node you want and press Enter.

The Add Server Parameters screen appears, with the node number you selected written in the Server field:

Add Server Parameters

```

11:21:15          *** ENTIRE EVENT MANAGEMENT ***          28.05.96
                  - Modify Server Parameter -

  Server ... 145                      created ... 14.05.1996
> Comment .. _____ modified .. 14.05.1996

  Logical Console .... ADABAS__ CICS____ COMPLCMD COMPLETE OPERATOR PROCESS_
                        SECURITY XCMD____ NETWORK_ HKA-TEST TMON____ NCLAPI__
                        UKSJUC-1 UKSJUC-2 _____ _____ _____
                        _____ _____ _____ _____ _____

  Log DBID/FNR ..... __9 _79 (NCLSYSF3)   + Suppressed Messages
  ET Threshold ..... _1 Msg or __1 MIN
  Delimiters ..... ,;()_____           + Automation Parameters

  Collect Wait Time .. __1 SEC              + Installation Backup File
  Msgid Exit ..... YMSGID__
  Init. Exit ..... _____           + Miscellaneous

  Command ==>>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                               Menu
    
```

Available Local Commands: Add Server Parameters

+Auto	+Comment	Do	+InsFile	+Misc	+SuprMsg
-------	----------	----	----------	-------	----------

You can now enter data for all fields. ZOOM on Suppressed Messages, Automation Parameters, Installation Backup Files and Miscellaneous to open windows with data input fields for these options. You can also ZOOM on the Comment field to enter more data. For more information, (see the subsection ZOOM Feature).

Field Descriptions: Add Server Parameters

- **Server**
The Entire System Server Node number for which you are defining the Server.
- **Logical Console**
Enter the names of up to 30 Logical Consoles to be served by the Server. Only the Logical Console definitions specified in the Server Parameters are considered by the system. Logical Consoles not linked to any Server are ignored by the system.
- **Log DBID/FNR**
Enter the physical location of the Logging Database.
- **ET Threshold**
In the Msg field, enter the maximum number of **messages** to be logged before the Server writes an ET (End Transaction in Adabas) to the database. In the next two fields, enter the **maximum elapsed time** before an ET. Enter the number of seconds or minutes in the first three-character field. In the second three-character field enter MIN for minutes or SEC for seconds.
- **Delimiters**
The Server uses these delimiters to separate the message text into tokens. They affect the way you can set up filtering criteria for the messages. Comma (,), equal sign (=) and semicolon (;) are assigned as defaults. Blanks are always used as delimiters. Enter further delimiters here.
- **Collect Wait Time**
Enter the time the Collect Task 'sleeps' between two processing cycles. This value affects Server performance. The default value is 1 SEC. Enter a 1-, 2-, or 3-digit number in the first input field and SEC for seconds or MIN for minutes in the second field. If you run the Server under

MVS/370, 3 seconds or longer is recommended as a more reasonable value.

- **Msgid Exit**
Enter the name of the CALLNAT program to be used in the Collect Task for constructing the message ID from the message text. YMSGID in the SYSNCLSV library provides an example which uses the first token of the message text as ID.
- **Init. Exit**
Enter the name of the CALLNAT program to get control during startup of the Collect Task. The YINIT subprogram in the SYSNCLSV library provides an example which forwards an initialization message to the Analysis Task via the Event API.
- **Suppressed Messages, Automation Parameters, Installation Backup Files, Miscellaneous**
To define these parameters, see the immediately following subsections.

3. When you have finished entering data on this screen for Server Parameters, press PF5 (Do) or enter DO on the command line and press Enter.

A message confirms that the Server Parameters have been saved:

```
New Server Parameters (number) created.
```

Suppressed Messages

▶ To define Suppressed Messages for the Server

1. Place the cursor on Suppressed Messages and press Enter.

The Suppressed Messages window opens:

Add Server Parameters - Suppressed Messages

```
11:50:22          *** ENTIRE EVENT MANAGEMENT ***          28.05.96
                  - Add Server Parameter -

Server ... 145                      created ... 14.05.1996
> Comment -----
Logical !                          - Supressed Messages -          !
! Message__ Comment_____          !
! *****_ top of data *****          !
! ESYOPREX_ Messages generated by ESY Operator Exit_____          !
! *****_ bottom of data *****          !
! _____          !
Log DBID ! _____          !
ET Thres ! _____          !
Delimite ! _____          !
! _____          !
Collect ! _____          !
Msgid Ex ! _____          !
Init. Ex ! _____          !
-----
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip  Do          Up    Down          Menu
```

Available Local Commands: Suppressed Messages

```
Bottom Do Down Top Up
```

Field Descriptions: Suppressed Messages

- **Message**
 Enter the ID(s) of the message(s) to be suppressed. Up to 86 message IDs can be defined here. The message ID must be fully specified, wildcards are not allowed. This is the earliest point in the whole system to suppress messages which are of no interest. Entering message IDs here causes them to be suppressed by the Collect Task and reduces stress on the system to a minimum (see the subsection Server in Section Concepts and Facilities).
 By defining a small number of frequently-appearing messages to be filtered out here, you can achieve a high suppression rate.
- **Comment**
 Enter a short description of the message.

2. When you have finished entering data, press PF3 (Exit) to return to the Add Server Parameters screen.

Automation Parameters

▶ To define Automation Parameters

- Place the cursor on +Automation Parameters and press Enter.

The Automation Parameters window opens:

Add Server Parameters - Automation Parameters

```

11:53:51                *** ENTIRE EVENT MANAGEMENT ***                28.05.96
                        - Add Server Parameter -

Server ... 145                created ... 14.05.1996
> Comment -----
!                               - Automation Parameters -                               !
Logical !                                                                !
! Rule Timeout ..... _60 SEC                Loop Criterion 2                !
! Rule Locktime ..... _20 SEC                Loop Frequency _10                !
!                               Resumetime ... __5 MIN                !
! Action Program Library                !
! Database Nr ..... ____                !
Log DBID ! File Nr ..... ____                !
ET Thres ! Library ..... _____                !
Delimite !                                                                !
! Initial Size of Active Queues                !
Collect ! Root Events ..... _____                !
Msgid Ex ! Dependent Events .... _____                !
Init. Ex !                                                                !
-----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                                Menu
    
```

Available Local Commands: Automation Parameters

Do

Field Descriptions: Automation Parameters

- **Rule Timeout**

Enter the number of seconds or minutes in the first three-character field. In the second three-character field enter MIN for minutes or SEC for seconds. The value you enter here sets a default time limit for Events and Event Trees in the following way:

This value sets the maximum time the automation process will wait for outstanding Events of the currently active Event Tree. This means that all dependent Events can only occur within this time limit. Whenever a message fulfills the conditions defined along with the Root Event of an Automation Rule, this Automation Rule becomes an active Event or, if there are dependent Events, an active Event Tree. After the Rule Timeout has expired, the active Event or Event Tree is discarded.

If a new Server is added, a default value of 30 seconds is assigned, but it is best to estimate how often and for how long most of your defined rules can be active. If the maximum estimate for this value is different from 30 seconds, then you should enter the estimated value here.

The Server uses this timeout definition only if you have not entered a value for the Timeout field of the Automation Rule; i.e. the value you enter for the Timeout field of the Automation Rule overrides your entry here (see the Timeout field description under the heading Add an Automation Rule in Section Defining an Automation Rule).

- **Rule Locktime**

Given an active Root Event, this specifies how long a new message with the same text and job ID as the active Root Event **cannot** trigger a new Root Event. Default = Rule Timeout. 999 MIN is interpreted as **no** Rule Locktime.

- **Loop Criterion**

This determines how message loops will be detected. Enter **1** or **2**:

- **1** = Loop is assumed when the same message text occurs n times within Rule Timeout even when issued by different jobs.
- **2** = Loop is assumed only when the same message text is issued n times within Rule Timeout by the same job. Default = 2.

- **Loop Frequency**

Defines the threshold for the occurrence of identical messages. If a message issued by the same job occurs n times during the Rule Timeout defined above, the Event definition is removed from the automation process and ignored. In this way CPU time is occupied with useful work and not blocked by Event loops. This situation is reported by a Server (Log) record written to the targets you define in Miscellaneous Server Parameters. See the subsection Miscellaneous Server Parameters.

- **Resumetime**

When a looping Event is detected, the associated Automation Rule is disabled. Resume time specifies after how much time the Automation Rule is enabled again. Default: 10 minutes.

Action Program Library

These are defaults for Actions which execute Natural programs (NAT Actions). For further details, see the subsection Defining an Action for an Event in Section Defining an Automation Rule.

- **Database Nr**

Enter the ID of the database in which NAT Actions are stored.

- **File Nr**

Enter the file number within the database in which NAT Actions are stored.

- **Library**

Enter the library of the database where NAT Actions are stored.

Initial Size of Active Queues

- **Root Events**

This is the initial size of the Active Root Event Queue (ARE Queue), that is, the number of ARE Queue Elements (storage capacity) which is allocated during Server startup. The ARE Queue is used to hold all active Root Events in the Server.

Enter no value here to begin with. The number of queue elements is set to the number of defined Root Events. If more elements are needed during the automation process, the Server allocates a second extent equal to half the size of the first extent. If this extent is not available, the storage request is repeated with half the size of the last storage request. This is repeated until the request is satisfied.

If the request is not satisfied or available storage is too small to hold at least one active Root Event, the Server is terminated and an activity log record is written to the targets you define in Miscellaneous Server Parameters (see the subsection Miscellaneous Server Parameters).

Up to 2 times the original extent (2x value you enter above) can be automatically allocated by Entire Event Management to the ARE Queue. Should this situation occur, you should enter a value here to increase the storage capacity to be allocated during Server startup.

- **Dependent Events**

This is the initial size of the Active Non-Root Event Queue (ANE Queue), that is, the number of ANE Queue Elements (storage capacity) which is allocated during Server startup. The ANE Queue is used to hold all active Non-Root Events in the Server.

- Enter no value here to begin with. The ANE Queue is handled in the same way as the ARE Queue above. If storage proves to be too small, you should enter a value here to increase the storage capacity to be allocated during Server startup.

Installation Backup Files

The definitions needed by the Server for the automation and logging process are loaded in two steps:

1. They are first loaded to a local file (local relative to the Server) from the Definition Database. This step overwrites the oldest backup copy.
2. The local file is then used in a second step to load the definitions in main memory. This step uses the newest backup copy. Since the backup copy of the last downloading is used, the Server can be started at a local node without being connected to a control (i.e. central) definition database.

For the above operation, two files are used with fixed suffixes: SVnnn.BACKUP1 and SVnnn.BACKUP2 where *nnn* is the node number.

If the Entire System Server is currently running, under which the Server is going to be installed, you can allocate these files by placing the cursor on +Installation Backup Files and pressing Enter. The Install Backup Files window opens for the operating system used by Entire System Server:

OS/390

Add Server Parameters - Install Backup Files (OS/390)

```

10:54:13          *** ENTIRE EVENT MANAGEMENT ***          12.06.96
                  - Modify Server Parameter -

Server ... 114 F-Mc                      created ... 01.03.1994
> Comment -----
Logical !          - Install Backup Files -          !
! Prefix ..... NCL_____ !
! Definition File 1 !
! Name ..... NCL.SV114.BACKUP1 !
! Status .... !
Log DBID ! Volume .... _____ Space .... ____ !
ET Thres !
Delimite ! Definition File 2 !
! Name ..... NCL.SV114.BACKUP2 !
Collect ! Status .... !
Msgid Ex ! Volume .... _____ Space .... !
Init. Ex !
-----
NCL2262 Please Confirm execution.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Conf                               Menu

```

Available Local Commands: Install Backup Files

Confirm

Field Descriptions: Install Backup Files - OS/390

- **Prefix**
Enter the prefix for the backup file names.

Definition File 1/2

- **Name** (output field)
Full name of the backup file appears here. The full name consists of the Prefix entered above followed by the suffix SVnnn.BACKUP1 *or* SVnnn.BACKUP2.
- **Status** (output field)
The successful file allocation process is confirmed here by an Entire System Server status message.
- **Volume**
Enter the volume on which the backup file is located.
- **Space**
Enter the amount of primary and secondary space to be allocated for the backup file. Enter **primary** space in the first field, **secondary** space in the second field and **type of space** in the last field: CYL for cylinders, TRK for tracks or BLK for blocks.

VSE/ESA

Add Server Parameters - Install Backup Files (VSE/ESA)

```

11:49:40          *** ENTIRE EVENT MANAGEMENT ***          96-09-27
                  - Modify Server Parameter -

Server ... 172 vsee2                      created ... 27.09.1996
> Comment -----
Logical !          - Install Backup Files -          !
! Prefix ..... NCL_____ !
! Definition File 1 !
! Name ..... NCL.SV172.BACKUP1 !
! Volume..... SYSWK3 Ext. Start _____ Space _____ !
! Status .... ESY5996 Volume not online. !
Log DBID ! Cylinders .          Tracks          !
ET Thres ! Definition File 2 !
Delimite ! Name ..... NCL.SV172.BACKUP2 !
! Volume.....          Ext. Start _____ !
Collect ! Status .... ESY5996 Volume not online. !
Msgid Ex ! Cylinders..          Tracks          !
Init. Ex !          !
-----
NCL0516 Please enter Space.
Command ==> _____
Confirm
Bar      Cancel  Exit   Flip   Help   Keys   Menu   Quit   Tech
    
```

Field Descriptions: Install Backup Files - VSE/ESA

Definition File 1/2

- **Name**
Name of the respective Backup File.
- **Volume**
Enter volume on which the Backup Files are located.
- **Ext. Start**
Enter the start FBA block number or CKD track number for the sequential files <prefix>.SV<nnn>.BACKUP1.HD and <prefix>.SV<nnn>.BACKUP2.HD respectively. If you leave this field blank, VSE/ESA selects the block or track number for the backup files; alternatively, you must specify a block or track number for Backup File 2 according to the required space.
- **Space**
Enter the number of tracks needed for the sequential file. The following sequential files are then allocated with the space indicated:

Sequential Files	Number of Tracks
<prefix>.SV<nnn>.BACKUP1.HD	1 track
<prefix>.SV<nnn>.BACKUP1	as required
<prefix>.SV<nnn>.BACKUP2.HD	1 track
<prefix>.SV<nnn>.BACKUP2	as required

The space entered for Backup File 1 is also taken by Backup File 2.

- **Status**
An output field which shows the status of the respective Backup File.

BS2000/OSD**Add Server Parameters - Install Backup Files (BS2000/OSD)**

```

12:05:57                *** ENTIRE EVENT MANAGEMENT ***                96-09-27
                        - Add Server Parameter -

  Server ... 031 H60                                created ... 27.09.1996
> Comment -----
  Logical !                - Install Backup Files -                !
  !
  ! Prefix ..... $NCL.NCL_____ !
  !
  ! Definition File 1 !
  ! Name ..... .SV031.BACKUP1 !
  ! Status .... ESY5565 Syntax error in data set name. !
  Log DBID ! Space ..... ____ !
  ET Thres !
  Delimite ! Definition File 2 !
  ! Name ..... .SV031.BACKUP2 !
  Collect ! Status .... ESY5565 Syntax error in data set name. !
  Msgid Ex ! Space ..... !
  Init. Ex !
-----
NCL0516 Please enter Space.
Command ==> _____
Confirm
Bar      Cancel  Exit   Flip   Help   Keys   Menu   Quit   Tech

```

Field Descriptions: Install Backup Files - BS2000/OSD**Definition File 1/2**

- **Name**
Name of the respective Backup File.
- **Status**
An output field which shows the status of the respective Backup File.
- **Space**
Enter the amount of primary and secondary space to be allocated for the backup files. Enter **primary** space in the first field, **secondary** space in the second field and **type of space** in the last field - PAM (PAM pages for BS2000/OSD). The values you provide apply to both backup files.

Miscellaneous Server Parameters

In this window you can define a time window for the (Udf) console and the targets to which (Log) Messages are written.

 **To define Miscellaneous Server Parameters**

- Place the cursor on +Miscellaneous and press Enter.

The Miscellaneous Server Parameters window opens:

Add Server Parameters - Miscellaneous Server Parameters

```

11:20:59          *** ENTIRE EVENT MANAGEMENT ***          12.06.96
                  - Modify Server Parameter -

Server ... 114 F-Mc          created ... 01.03.1994
> Comment -----
Logical !          - Miscellaneous Server Parameters -          !
! Write to (Udf) Console from . 00:00 to 00:00          !
! API Receiver Service ..... ncl-api_____          !
! Wait before retry ..... __5 MIN          !
Log DBID ! Perform SYS3-Cleanup at ..... 06:00 Trace the Cleanup _          !
ET Thres !
Delimite ! Prefix of (Log) Messages .... NCL          !
! Write (Log) Messages          !
Collect ! to Logical Consoles ..... X          !
Msgid Ex ! to Physical Console ..... _          !
Init. Ex ! to Server Task Sysout ..... X          !
-----
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help          Exit Flip Do          Menu
    
```

Available Local Commands: Miscellaneous Server Parameters

Do

Field Descriptions: Miscellaneous Server Parameters

- **Write to (Udf) Console from**
If you enter a time interval here, then during this interval the Server logs all messages to the (Udf) Console which are not suppressed and do not fulfill range conditions of any Logical Console.
- **API Receiver Service**
Enter the name of the receiver service which takes care of event messages which you would like to forward to the Entire Event Management Server. This service will then be started as a subtask during Server startup.

Note:

The name you enter here must be registered in theSATSr directory member of the SYSSATUlibrary.

- **Wait before retry**
Enter the time the API Receiver Service should wait in case of errors before resuming work.
- **Perform SYS3-Cleanup at**
Enter the time of day when the SYS3 cleanup task should be started automatically.
- **Trace the Cleanup**
Mark with X, if you want the SYS3 cleanup process to be traced.
- **Prefix of (Log) Messages**
Enter a prefix to identify (Log) messages from the Server.

Write (Log) Messages

These messages contain Server status information. You can retrieve this information in the (Log) Console.

Enter data for one or more of the fields below:

- **to Logical Consoles**
Mark with an **X** if you want the (Log) messages to be logged to the (Log) Console. Some important (Log) messages can be logged to all Logical Consoles.
- **to Physical Console**
Mark with an **X**, if you want the (Log) messages to be sent to the Physical Console by issuing WTOs.
- **to Server Task Sysout**
Mark with an **X** if you want the (Log) messages to be written to SYSOUT protocol files associated with the Server tasks.

Copy Server Parameters

To copy server parameters

1. On the List Server Parameters screen, enter CO in the two-character command line preceding the Server you want to copy and press Enter.

The Copy Server Parameters window opens:

2. Enter the target Server number in the field provided and press Enter.

A message confirms that the Server has been copied.

Note:

If the related target Entire System Server Node does not yet exist, it is created automatically from the related source Entire System Server Node for your convenience.

Delete Server Parameters

To delete server parameters

1. On the List Server Parameters screen, enter DE in the two-character command line preceding the Server you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering **Y** (yes) or **N** (no) or by typing the node number again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the Server has been deleted.

Display Server Parameters

To display server parameters

- On the List Server Parameters screen, enter DI in the two-character command line preceding the Server you want to display and press Enter.

The Display Server Parameters screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify Server Parameters

To modify server parameters

- On the List Server Parameters screen, enter MO in the two-character command line preceding the Server you want to modify and press Enter.

The Modify Server Parameters screen appears.

Proceed as described in the subsection Add Server Parameters.

Rename Server Parameters

To rename server parameters

1. On the List Server Parameters screen, enter RN in the two-character command line preceding the Server you want to rename and press Enter.

The Rename Server Parameters window opens:

2. Enter the new Server number in the field provided and press Enter. A message confirms that the Server has been renamed.

Note:

If an Entire System Server Node with a number identical to the new Server number already exists, the rename request is refused. Otherwise, the related Entire System Server Node is renamed automatically to the new number.

Defining the Logical Environment

This section covers the following topics:

- First Steps
 - Defining a Message Range
 - Defining a Logical Console
 - Defining an Excluded Message Range
 - Defining an Included Message Range
 - Defining a Logical Console Layout
-

First Steps

This section contains a full description of all items that can be specified for each Entire Event Management object in the Logical Environment. An explanation of each object type is contained in Section Concepts and Facilities.

The Entire Event Management Logical Environment consists of the objects:

- Message Range
- Logical Console
- Logical Console Layout

To begin

- Select the object types for Environment by placing the cursor on the Environment option under the heading Administration on the Main Menu and pressing Enter.

The Environment Menu appears.

Environment Menu

```

14:57:32                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Environment Menu -

Physical Environment

 1 ENTIRE SYSTEM SERVER Node
 2 Server

Logical Environment

 3 Message Range
 4 Logical Console
 5 Logical Console Layout

. Exit
? Help
* Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip                                     Menu

```

Defining a Message Range

A Message Range is a kind of **filter** for the message-logging process and describes a set of messages to be displayed in a Logical Console. A Message Range is the summary of all messages which satisfy all range conditions that have been defined.

List Message Ranges

 To **ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME** a Message Range

- Place the cursor on the **Message Range** option under the heading **Logical Environment** on the Environment Menu and press Enter.

The List Message Range screen appears:

List Message Range

```

16:35:14                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - List Message Range -

Cmd Name                R Message   Job        Console
* _____ * * _____ * _____ * _____
** ***** top of data *****
___ Act-Intervention-Required      +.....      I Operator
___ Act-Reply-Messages             X +.....      I Operator
___ Inf-COMplete-Commands                COMPLETE I InfCmds
___ Inf-Performance-Class-Changes
___ Net-CICS-Messages                +DFH*        I Network
___ Net-COMplete-Messages             ZVT*         I Network
___ Net-VTAM-Messages                 IST*         I Network
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit Flip Rfind                Down                Menu
    
```

This screen lists all the Message Ranges that have already been defined.

Available Local Commands: List Message Range

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Message Range

Line Command	Explanation
CO	Copy Message Range definition.
DE	Delete Message Range definition.
DI	Display Message Range definition.
MO	Modify Message Range definition.
RN	Rename Message Range definition.

Field Descriptions: List Message Range

You can use an asterisk (*) to enter selection criteria for the list contents of the fields marked with an asterisk below.

- **Cmd**
In the command line preceding the range you want to process, enter **DI** to display, **MO** to modify or **DE** to delete it. Press Enter.
- **Name ***
Name of the Message Range.
- **R ***
This is the reply indicator:
* = list all ranges regardless of indicator
(blank) = list only those ranges without an indicator

- **X** = list only those ranges with an indicator
- **Message ***
Message ID. A plus sign (+) appears, if the Message Range is defined by more than one Message ID.
- **Job ***
A plus sign (+) appears, if the Message Range is defined by more than one job.
- **Console ***
The letter in the first column under this heading indicates whether the range is linked to a Logical Console and how it is linked:
I = linked as an Included Message Range
X = linked as a Excluded Message Range

The names of the Logical Consoles to which the Message Ranges are linked are listed in the second column. A plus sign (+) appears, if the Message Range is linked to more than one Logical Console.

Add a Message Range

▶ To ADD a new Message Range

1. Press PF2 (Add).

The Add Message Range screen appears:

Add Message Range

```

13:44:18          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Add Message Range -

Name ..... _____ created ...
> Comment .. _____ modified ..

Representation
Color ..... _ Prefix .. _ Attr .. _

Conditions
Replies ... _
> Messages .. _____
                _____
                _____

Tokens .... _____ Pos .. _ and _____ Pos .. _
                _____ Pos .. _ and _____ Pos .. _

Jobs ..... _____ or _____ or _____ or _____

NCL0644 Please enter Name to add Message Range.

Command ==>>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                               Menu
    
```

Available Local Commands: Add Message Range

+Comment	Do	+Message
----------	----	----------

2. Enter a name in the Name field and press Enter. You can now enter data for other fields. You can ZOOM on the >Comment and >Message fields to enter more data (see the subsection ZOOM Feature). in Section Using Entire Event Management.

Field Descriptions: Add Message Range

Representation

Enter Representation parameters for all messages fulfilling the range conditions. All messages which fall into the range are displayed in the color and with the prefix and attribute you select. However, if you have defined different Representation parameters for the Included Message Range, then those parameters override your entries here. For further information on Included Message Ranges, see the subsection Defining an Included Message Range.

- **Color**

Enter a question mark (?) in the two-character field and press Enter or place the cursor on the field and press PF1 to display the following help window:

Color - Field Help

```

14:25:42          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Add Message Range -

Name ..... Inf-NETPASS-Response-Times_____ created ... 16.07.1996
> Comment .. _____ +-----+
Representation      !                - Field Help -                !
Color ..... ?_ Prefix .. ! Sel Value/Description                !
Conditions           ! ___ BL blue                                !
Replies ... _       ! ___ GR green                                !
> Messages .. _____ ! ___ NE neutral                          !
                   _____ ! ___ PI pink                          !
                   _____ ! ___ RE red                            !
Tokens .... _____ P ! ___ TU turquoise                        !
                   _____ P !                                     !
Jobs ..... _____ or _____ or _____ or _____
+-----+

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                                     Menu
    
```

Place the cursor on a color and press Enter. The two-letter color code is written to the Color field.

- **Prefix**

Enter a symbol as identifying prefix.

- **Attr.**

Enter a question mark (?) in the one-character field and press Enter or place the cursor on the field and press PF1 to display the following help window:

Attribute - Field Help

```

14:25:42                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Message Range -

Name ..... Inf-NETPASS-Response-Times_____ created ... 16.07.1996
> Comment .. _____ +-----+-----+-----+-----+-----+-----+
                        !                               - Field Help -                               !
Representation          !                               !                               !
  Color ..... YE Prefix .. ! Sel Value/Description                                     !
                        !                               !                               !
Conditions                !   ___ B  blinking                                       !
  Replies ... _          !   ___ C  cursiv/italic                                    !
> Messages .. _____ !   ___ D  default intensity                               !
                        !   ___ I  intensified                                       !
                        !   ___ U  underlined                                         !
                        !   ___ V  reverse video                                       !
Tokens .... _____ P !                               !
                        !   ___ P  _____                                         !
                        ! +-----+-----+-----+-----+-----+-----+-----+
Jobs ..... _____ or _____ or _____ or _____

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                                           Menu
    
```

Place the cursor on an attribute and press Enter. The one-letter attribute code is written to the Attr field.

Conditions

These conditions define the Message Range. You can use an asterisk (*) to enter selection criteria.

- **Replies**
Mark this field with an **X**, if you want to focus on messages with a reply ID (i.e. requiring operator intervention).
- **Messages**
In the first field, enter the message ID that defines the range. For example, to log all messages with an IST prefix, enter IST*. An asterisk (*) represents an alphanumeric string of any length. A question mark (?) represents one character. In the second field you can enter a comment or description to identify the range.

You can enter 3 message IDs and comments on this screen. ZOOM the Messages option to open the following window in which you can enter more message IDs and comments:

Zoom Messages

```

14:30:50                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Message Range -

Name ..... Inf-NETPASS-Response-Times_____ created ... 16.07.1996
> Comment -----
!                                     - Zoom Messages -                                     !
Represen ! Message   Comment
Color    ! _____
! ***** ***** top of data *****
Conditio ! _____
Replie   ! _____
> Messag ! _____
! _____
! _____
! _____
Tokens   ! _____
! _____
! _____
Jobs    . ! _____
-----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip  Do           Up    Down                               Menu
    
```

You can enter up to 42 message IDs and comments for each range.

Available Local Commands: Add Message Range - Zoom Messages

Bottom	Do	Down	Top	Up
--------	----	------	-----	----

● **Tokens / Pos.**

Enter the tokens and their position in the message. Tokens are alphanumeric strings separated by the delimiters - defined in the Server Parameters - and identified by position. For more information, see the field description Delimiters in Section Defining the Physical Environment.

When no position is specified, the message fulfills the conditions if the specified tokens appear anywhere in the message. If a position is specified, the token must appear at this position in the message. Use an asterisk (*) to enter selection criteria.

● **Jobs**

You can restrict the Message Range to the jobs you enter here. You can use an asterisk (*) to enter selection criteria. The jobs are combined with logical "or".

When you have finished entering data, press PF5 (Do) or enter DO on the command line and press Enter. A message confirms that the new Message Range has been saved:

```

New Message Range (name) created.
    
```

Copy a Message Range

 **To copy a Message Range**

1. On the List Message Range screen, enter CO in the two-character command line preceding the range you want to copy and press Enter.

The Copy Message Range window opens:

2. Enter the target range name in the field provided and press Enter.

A message confirms that the range has been copied.

Delete a Message Range

To delete a Message Range

1. On the List Message Range screen, enter DE in the two-character command line preceding the range you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering Y (yes) or N (no) or by typing the range name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the range has been deleted.

Display a Message Range

To display a Message Range

- On the List Message Range screen, enter DI in the two-character command line preceding the range you want to display and press Enter.

The Display Message Range screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify a Message Range

To modify a Message Range

- On the List Message Range screen, enter MO in the two-character command line preceding the range you want to modify and press Enter.

The Modify Message Range screen appears.

Proceed as described in the subsection Add a Message Range.

Rename a Message Range

To rename a Message Range

1. On the List Message Range screen, enter RN in the two-character command line preceding the range you want to rename and press Enter.

The Rename Message Range window opens.

2. Enter the new range name in the field provided and press Enter.

A message confirms that the range has been renamed.

Defining a Logical Console

A Logical Console provides a selective view of logged messages and is defined by a set of Included Message Ranges combined by logical OR and by a set of Excluded Message Ranges.

▶ To activate a Logical Console

- You must link it to a Server (see the subsection Defining Server Parameters). in Section Defining the Physical Environment.

List Logical Consoles

▶ To ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME a Logical Console

- Place the cursor on the Logical Console option under the heading Logical Environment on the Environment Menu and press Enter.

The List Logical Console screen appears:

List Logical Console

```

09:27:14          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - List Logical Console -

Cmd Console  Aut Layout  M A from  to      Life Time
 * _____ * _____ * * _____
** ***** top of data *****
__ Adabas      Default X   00:00 23:59
__ All         Default X   00:00 23:59
__ Automate    X Default X X 00:00 23:59
__ Availabl   Default X   00:00 23:59
__ Common     X Default X X 00:00 23:59
__ Complete   Default X   00:00 23:59
__ Frozen     Frozen  X   00:00 23:59
__ Network    Default X   00:00 23:59
__ Security   Default X   00:00 23:59 1 WEEKS
__ Test       X      X   00:00 23:59
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit Flip Rfind          Down          Menu
    
```

This screen lists all Logical Consoles that have already been defined.

Available Local Commands: List Logical Console

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Logical Console

Line Command	Explanation
CO	Copy Logical Console definition.
DE	Delete Logical Console definition.
DI	Display Logical Console definition.
MO	Modify Logical Console definition.
RN	Rename Logical Console definition.

Field Descriptions: List Logical Console

- **Cmd**
In the command line preceding the console you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Console**
Names of Logical Consoles which have already been defined. In the field marked with an asterisk (*) directly below Console at the top of the list, you can enter selection criteria for consoles to be listed. Use an asterisk to enter selection criteria.
- **Aut**
An **X** appears in this column, if Automation Rules are defined for the Logical Console.
- **Layout**
Names of the Logical Console Layouts assigned to the consoles.
- **M**
An **X** in this column means that message logging is active for that console. If blank, logging is not active. Enter an **X** in the field at the top directly below **M**, to list only consoles with message logging active. Enter an asterisk (*) in the field at the top, to list all consoles. Leave the field blank to list only consoles with message logging not active. Press Enter after making your entry.
- **A**
An **X** in this column means that automation is active for that console. If blank, automation is not active. Enter an **X** in the field at the top directly below **A**, to list only consoles with automation active. Enter an asterisk (*) in the field at the top, to list all consoles. Leave the field blank to list only consoles with automation not active. Press Enter after making your entry.
- **from ... to**
The console is active during these times. This means that message logging and automation are possible only during these times.
- **Life Time**
Message lifetime for the console. The message exists in the console for this length of time.

Add a Logical Console

To ADD a Logical Console

1. Press PF2 (Add).

The Add Logical Console screen appears:

Add Logical Console

```

09:36:27          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Add Logical Console -

Name ..... _____ created ...
> Comment .. _____ modified ..

Life Time .. ____ _____ Layout .... _____

Message Logging      Automation      Calendar .. _____
Active ... _         Active ..... _   Analyzed .. 00:00 to 00:00

> Excluded Message Ranges

> Included Message Ranges
Name ..... _____
Priority ... _       Frozen ..... _
Representation
Color .... _       Prefix ..... _ Attr .. _

NCL0644 Please enter Name to add Logical Console.
Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                               Menu
    
```

Available Local Commands: Add Logical Console

+Comment	Do	+ExcRnge	+IncRnge
----------	----	----------	----------

2. Enter a name in the Name field and press Enter.

The Select Message Range window opens on the right:

Add Logical Console - Select Message Range

```

16:39:23          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Add Logical Console -

Name ..... InfResp_ created ...
> Comment .. _____ -----
Life Time .. ____ _____ ! - Select Message Range - !
Message Logging      Automation ! Sel Name !
Active ... _         Active ... ! * _____ !
! ** ***** top of data ***** !
! ___ -----Execute !
> Excluded Message Ranges ! ___ Adabas---All !
! ___ Adabas---Automation !
> Included Message Ranges ! ___ Adabas---Jobs !
Name ..... _____ ! ___ Adabas---Suppressed !
Priority ... _       Frozen ..... ! ___ CICS----All !
Representation ! ___ ComplCmd-All !
Color .... _       Prefix ..... ! ___ Complete-All !
! ___ Complete-Commands !
-----
NCL0701 Please select Message Range to work with.
Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Down                               Menu
    
```

This window lists all Message Ranges which have been defined.

Available Local Commands: Add Logical Console - Select Message Range

Down	Locate	Top
------	--------	-----

In the field marked with an asterisk (*) under Name you can enter selection criteria for the ranges to be listed. Use an asterisk to enter selection criteria.

To link a Message Range to the Logical Console

1. Place the cursor on the desired Message Range and press Enter.

The name of the Message Range you select is written to the Included Message Ranges Name field.

2. You can now enter data for the remaining fields. ZOOM on the Comment field to enter more text. ZOOM on Excluded Message Ranges and Included Message Ranges to enter the ranges to be linked to the Logical Console (see the subsection ZOOM Feature in Section Using Entire Event Management).

Field Descriptions: Add Logical Console

- **Name**
Enter a name for the Logical Console you are creating.
- **Life Time**
Enter the message lifetime for the console. The lifetime defines how long a message is stored in the Logging Database for the Logical Console. When you enter a number in the first field, an active Help window opens with four options: DAYS, WEEKS, MONTHS, YEARS. Select an option with the cursor and press Enter.
- **Layout**
Enter the name of the Logical Console Layout for this console. The layout you select determines how data is displayed in this Logical Console. Enter an asterisk (*) and press Enter to display the Select Logical Console Layout window with the names of all the layouts that have already been defined:

Add Logical Console - Select Logical Console Layout

```

16:41:38          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Add Logical Console -

Name ..... InfResp_          created ...
> Comment .. _____ -----
Life Time .. ___ _____ ! - Select Logical Console Layout - !
Message Logging      Automation ! Sel Name !
Active ... X         Active ... ! ** ***** top of data ***** !
> Excluded Message Ranges ! ___ Adabas !
! ___ CICS !
! ___ ComplCmd !
> Included Message Ranges ! ___ Complete !
Name ..... Adabas---Jobs_____ ! ___ Netpass !
Priority ... ___ Frozen .... ! ___ Network !
Representation      ! ___ Operator !
Color .... ___ Prefix .... ! ___ Process !
! ___ Security !
-----
NCL0701 Please select Logical Console Layout to work with.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                        Down                        Menu
    
```

Available Local Commands: Add Logical Console - Select Logical Console Layout

Down	Locate	Top
------	--------	-----

- Place the cursor on the desired layout and press Enter.

The name of the layout you select is written to this field. For more information, see the subsection Defining a Logical Console Layout.

Field Descriptions: Add Logical Console - cont.

- **Message Logging Active**
If you leave this field blank, no message logging occurs. Enter **X** to activate message logging. See also the immediately following subsection Message Logging and Automation.
- **Automation Active**
If you leave this field blank, Automation Rules are not executed. If you enter **X**, Automation Rules are activated and automation results are logged to the (Autnmn) Automation Console assigned to Server nmn. See also the immediately following subsection Message Logging and Automation.
- **Calendar**
Enter the name of a Calendar to assign to the Logical Console. In a Calendar, you can mark the days when the Logical Console is to be inactive. For further information, see Section Defining a Calendar.
- **Analyzed 00:00 to 00:00**
Enter the time interval during which the Logical Console becomes active. During the time interval you enter here, the Server analyzes the definitions of this Logical Console for the logging and automation process.

Message Logging and Automation

1. To activate MESSAGE LOGGING ONLY, mark Message Logging with an **X**. Leave Automation blank. All messages which satisfy range conditions for this console are displayed. No Automation Rules are executed and consequently Events are not logged to the (Autnmn) Console.
2. To activate AUTOMATION WITHOUT MESSAGE LOGGING, mark Automation with an **X**. Leave Message Logging blank. No messages are displayed in this console. Automation Rules are executed. Events are logged to the (Autnmn) Console.

3. To activate BOTH MESSAGE LOGGING AND AUTOMATION, mark Message Logging and Automation with an **X** (active). All messages which satisfy the range conditions are displayed in and logged to this console. Automation Rules are executed. Events are logged to the (*Autmn*) console.

Copy a Logical Console

To copy a logical console

1. On the List Logical Console screen, enter CO in the two-character command line preceding the console you want to copy and press Enter.

The Copy Logical Console window opens:

2. Enter the target console name in the field provided and press Enter.

A message confirms that the console has been copied.

Delete a Logical Console

To delete a logical console

1. On the List Logical Console screen, enter DE in the two-character command line preceding the console you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering **Y** (yes) or **N** (no) or by typing the console name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the console has been deleted.

Display a Logical Console

To display a logical console

- On the List Logical Console screen, enter DI in the two-character command line preceding the console you want to display and press Enter.

The Display Logical Console screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify a Logical Console

To modify a logical console

- On the List Logical Console screen, enter MO in the two-character command line preceding the console you want to modify and press Enter.

The Modify Logical Console screen appears.

Proceed as described in the subsection Add a Logical Console.

Rename a Logical Console

To rename a logical console

1. On the List Logical Console screen, enter RN in the two-character command line preceding the console you want to rename and press Enter.

The Rename Logical Console window opens:

2. Enter the new console name in the field provided and press Enter.

A message confirms that the console has been renamed.

Defining an Excluded Message Range

An Excluded Message Range is a Message Range that is excluded from logging and display in a Logical Console. Messages which satisfy the filter conditions of an Excluded Message Range do not trigger any Automation Rule defined for the Logical Console. You can add any number of ranges to the Logical Console for suppression.

Add an Excluded Message Range

 **To ADD an Excluded Message Range**

1. Place the cursor on the Excluded Message Ranges option and press Enter.

The List Excluded Message Range window opens:

Add Logical Console - List Excluded Message Range

```

16:43:20                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Logical Console -

Name ..... InfResp_                created ... 16.07.1996
> Comment .. _____
!           - List Excluded Message Range -           !
Life Time .. ____
! Sel Name                                           !
Message Logging      Automation    ! * _____ !
Active ... X         Active ...    ! ** ***** top of data ***** !
! ** ***** bottom of data ***** !
> Excluded Message Ranges           !
!
> Included Message Ranges           !
Name ..... Adabas---Jobs_____ !
Priority ... ____   Frozen .... !
Representation      !
Color .... ____   Prefix .... !
!
-----
NCL0641 No objects for Excluded Message Range defined.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit Flip Rfind                Down                Menu
    
```

Available Local Commands: Add Logical Console - List Excluded Message Range

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

This window lists all Excluded Message Ranges which have been added to the Logical Console. If no Excluded Message Ranges are linked to the console, this message appears at the bottom of your screen:

No objects for Excluded Message Range defined.

2. Press PF2 (Add).

The Link Message Range window opens:

Excluded Message Ranges - Link Message Range

```

16:43:20                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Logical Console -

Name ..... InfResp_                created ... 16.07.1996
> Comment .. _____            -----
!                               - Link Message Range -                !
Life Time .. ___ _____          !                               !
! Sel Name                      !                               !
Message Logging      Automation    ! * _____                !
Active ... X         Active ...   ! ** ***** top of data ***** !
!                               !                               !
!                               !                               !
> Excluded Message Ranges          ! ___ Adabas---All                !
!                               ! ___ Adabas---Automation          !
> Included Message Ranges          ! ___ Adabas---Suppressed         !
Name ..... Adabas---Jobs_____ ! ___ CICS-----All              !
Priority ... ___   Frozen ....    ! ___ ComplCmd-All                 !
Representation       ! ___ Complete-All                !
Color .... ___   Prefix ....     ! ___ Complete-Commands           !
!                               ! ___ Complete-IEF                !
!                               !                               !
-----
NCL0701 Please select Message Range to link.
Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                                Down                                Menu
    
```

Available Local Commands: Excluded Message Range - Link Message Range

Down | Locate | Top

This window lists all Message Ranges which have not been linked to the Excluded Message Ranges or the Included Message Ranges in this Logical Console.

3. Place the cursor on a range you want to suppress and press Enter.

The name of the range you selected is written to the List Excluded Message Range window and the following message confirms that the range has been added to the Logical Console:

New Excluded Message Range (name) created.

Delete an Excluded Message Range

To delete a Excluded Message Range

1. Place the cursor on the Excluded Message Ranges option on the Add/Modify Logical Console screen and press Enter.

The List Excluded Message Range window opens.

2. Enter DE in the two-character command field preceding the range you want to delete and press Enter.

The following message confirms that the range has been deleted:

```
Deletion of Excluded Message Range (name) successful.
```

Defining an Included Message Range

An Included Message Range is a Message Range linked to a Logical Console. The messages of an Included Message Range are logged to and displayed in the Logical Console, if they do not match the conditions defined for Excluded Message Ranges (see the subsection Defining an Excluded Message Range).

- You can add any number of Message Ranges to a console. The name of the Message Range displayed in the Name field under the Included Message Ranges option is only the FIRST range linked to the console. This is the range you selected to begin creating the Logical Console.
- If there are more Included Message Ranges, the plus sign (+) preceding Included Message Ranges is highlighted. To list all ranges linked to the Logical Console, place the cursor on the Included Message Ranges option and press Enter.

Field Descriptions: Included Message Ranges

- **Name**
The name of the first Message Range of the set of Included Message Ranges which defines the Logical Console. This is the range you selected to create the console.
- **Priority**
Enter a number to define the representation priority of all messages in the Included Message Range. If a message satisfies conditions of more than one Included Message Range of the Logical Console, it is displayed with the representation parameters of the range with the highest priority.

The higher the number, the higher the priority. For example, if range **AB** has a priority of 10, range **BC** has a priority of 5 and the message **B** satisfies conditions of both ranges, then message **B** assumes representation parameters and priority of range **AB**.
- **Frozen**
Enter **X** here to assign the attribute frozen to all included messages. Frozen messages remain on the Logical Console screen until released by the operator.

Representation

The representation parameters you enter here are for all messages from the Included Message Range, i.e. this Message Range linked to this Logical Console. These messages are displayed in the color and with the prefix and attribute you select.

The entries you make here have the highest priority. You can leave these fields blank, but if you do enter parameters here, they override any representation parameters you defined for the Message Range itself (see the subsection Defining a Message Range).

- **Color**
Enter a question mark (?) in the two-character field and press Enter or place the cursor on the field and press PF1 to display the Color Help window with the following options:

Color Abbreviation	Explanation
BL	blue
GR	green
NE	neutral
PI	pink
RE	red
TU	turquoise
YE	yellow

Place the cursor on a color and press Enter. The two-letter color code is written to the Color field.

- **Prefix**
Enter a character as identifying prefix.
- **Attr.**
Enter a question mark (?) in the one-character field and press Enter or place the cursor on the field and press PF1 to display a Help window with the following options:

Color Abbreviation	Explanation
B	blinking
C	cursive/italic
D	default intensity
I	intensified
U	underlined
V	reverse video

Place the cursor on an attribute and press Enter. The one-letter attribute code is written to the Attr field.

List Included Message Ranges

 To LIST all ranges linked to the Logical Console, DISPLAY or MODIFY parameters for all Included Message Ranges, to DELETE an Included Range or ADD a new range

- Place the cursor on the Included Message Ranges option and press Enter.

The List Included Message Range screen appears:

List Included Message Range

```

16:44:26                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Logical Console -

Name ..... InfResp_                                created ... 16.07.1996
> Comment -----
!                                     - List Included Message Range -                                     !
Life Tim ! Cmd Message Range                                Prio Repres                                !
!                                     * _____ !
Message ! ** ***** top of data ***** !
Active ! ___ Adabas---Jobs !
!                                     ** ***** bottom of data ***** !
> Excluded !
!
> Included !
!
Name . !
Prio !
Repres !
Colo !
!
-----
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit Flip Rfind                                Down                                Menu
    
```

Available Local Commands: List Included Message Ranges

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Field Descriptions: List Included Message Ranges

- **Cmd**
In the command line preceding the link you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Message Range**
Names of the Message Ranges linked to the Logical Console. In the field marked with an asterisk (*) at the top of the list you can enter selection criteria for ranges to be listed. Use an asterisk to enter selection criteria.
- **Prio**
Priority of Included Message Range (see the field description Priority under the heading Field Descriptions: Included Message Ranges in the subsection Defining an Included Message Range).
- **Repres**
Representation parameters of Included Message Ranges.

Add an Included Message Range

 **To ADD an Included Message Range**

1. Press PF2 (Add).

The Link Message Range window opens on the right with a list of all Message Ranges which have not yet been added to **this** Logical Console:

List Included Message Range - Link Message Range

```

16:44:26                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Logical Console -

Name ..... InfResp_                created ... 16.07.1996
> Comment -----
!                               - List !                               - Link Message Range - !
Life Tim ! Cmd Message Range !                               !
Message ! * _____ ! Sel Name !                               !
Active ! ** ***** ! ** ***** top of data ***** !
! ** ***** ! ___ -----Execute !
> Excluded !                               ! ___ Adabas---All !
!                               ! ___ Adabas---Automation !
> Included !                               ! ___ Adabas---Suppressed !
Name . !                               ! ___ CICS-----All !
Priori !                               ! ___ ComplCmd-All !
Repres !                               ! ___ Complete-All !
Colo !                               ! ___ Complete-Commands !
!                               ! ___ Complete-IEF !
-----
NCL0701 Please select Message Range to link.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip                        Down                        Menu
    
```

Available Local Commands: List Included Message Ranges - Link Message Range

Down	Locate	Top
------	--------	-----

In the field marked with an asterisk (*) under Name you can enter selection criteria for the ranges to be listed. Use an asterisk to enter selection criteria.

2. Select a Message Range to add to the Logical Console by placing the cursor on the desired Message Range and pressing Enter.

The Add Included Message Range window opens:

Add Included Message Range

```

16:44:26                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
                        - Add Logical Console -

Name ..... InfResp_                created ... 16.07.1996
> Comment -----
!                               - Add Included Message Range -                !
Life Tim !
Message ! > Comment .. _____ modified                                !
Active  !
! Priority ..... ___                                                    !
> Excluded !
! Frozen ..... _                                                        !
> Included !
Name . ! Representation                                                  !
Priori ! Color ..... ___ Prefix .. _ Attr .. _                          !
Repres !
Colo !
!
-----
Command ===> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help      Exit Flip Do                                                    Menu
    
```

Available Local Commands: Add Included Message Range

+Comment	Do
----------	----

Field Descriptions: Add Included Message Range

See the heading Field Descriptions: Included Message Ranges in the subsection Defining an Included Message Range.

3. Press PF5 (Do) or enter DO in the command line and press Enter to create the new Included Message Range.

The following message confirms creation:

New Included Message Range (name) created.
--

Display an Included Message Range

▶ To DISPLAY an Included Message Range

- On the List Included Message Range screen, enter DI in the two-character command line preceding the range you want to display and press Enter.

The Display Included Message Range screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify an Included Message Range

▶ To MODIFY an Included Message Range

- On the List Included Message Range screen, enter MO in the two-character command line preceding the range you want to modify and press Enter.

The Modify Included Message Range screen appears.

Proceed as described in the subsection Add an Included Message Range.

Delete an Included Message Range

▶ To DELETE an Included Message Range

1. On the List Included Message Range screen, enter DE in the two-character command line preceding the range you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering **Y** (yes) or **N** (no) or by typing the range name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the range has been deleted.

Defining a Logical Console Layout

A Logical Console Layout contains parameters that determine how Logical Console data is displayed on your terminal screen. You can define a Logical Console Layout to display the most important information from the messages in a Logical Console. Any number of layouts can be defined and any layout can be assigned to any Logical Console.

List Logical Console Layouts

▶ To ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME a Logical Console Layout

- Place the cursor on the Logical Console Layout option under the heading Logical Environment on the Environment Menu and press Enter.

The List Logical Console Layout screen appears:

List Logical Console Layout

```

12:16:04          *** ENTIRE EVENT MANAGEMENT ***          96-09-26
                  - List Logical Console Layout -

Cmd Name      Comment
*
** ***** top of data *****
__ hka-test
__ hkaold
__ new
__ NoSplit
__ SAG_Oper Layout used for Operator Console
__ Split
__ Split-2
__ uksjulay
** ***** bottom of data *****

Command ==> _____
Add      Down      Locate  Top      Find      Rfind
Bar      Cancel    Exit     Flip     Help      Keys      Menu     Quit     Tech
    
```

This screen lists all Logical Console Layouts that have already been defined.

Available Local Commands: List Logical Console Layout

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Logical Console Layout

Line Command	Explanation
CO	Copy Logical Console Layout.
DE	Delete Logical Console Layout.
DI	Display Logical Console Layout.
MO	Modify Logical Console Layout.
RN	Rename Logical Console Layout.

Field Descriptions: List Logical Console Layout

- **Cmd**
In the command line preceding the layout you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Name**
The name of the Logical Console Layout. You can enter selection criteria for the layout name. Use an asterisk (*) to enter selection criteria.
- **Comment**
A short comment or description of the layout.

Add a Logical Console Layout

▶ To ADD a Logical Console Layout

1. Press PF2 (Add).

The Add Logical Console Layout screen appears:

Add Logical Console Layout

```

12:18:33          *** ENTIRE EVENT MANAGEMENT ***          96-09-26
                    - Add Logical Console Layout -

Name ..... _____ created ...
> Comment .. _____ modified ..

Seq Attribute      Leng   Seq Attribute      Leng   Break Lines
-----
__ Date            __8    __ JobName         __8    Top of day .... _
__ Time            _10   __ JobID           __8    Frozen Msg .... _
__ Message Text    180   __ JType           __8
__ MsgID           __9    __ ReplyID        __8
__ Category        _32   __ Frozen
__ Severity
__ SrceNode        _32   __ Priority
__ SrceAppl        _32   __ Prefix
__ Range           __8    __ Automation
__ Srv

NCL0644 Please enter name to add Logical Console Layout.
Command ==>> _____
+Comment Do
Bar      Cancel  Exit    Flip    Help    Keys    Menu    Quit    Tech
    
```

Available Local Commands: Add Logical Console Layout

+Comment	Do
----------	----

2. Enter a name in the Name field and press Enter. You can now enter data for the other fields. You can ZOOM on the Comment field to enter more data (see the subsection ZOOM Feature in Section Using Entire Event Management).

Field Descriptions: Add Logical Console Layout

- **Seq**
Your entries here determine in which order message attributes are displayed in the Logical Console. For example, enter **1** after Range to display range data in column 1, enter **2** after Message to display message data in column 2, etc.
- **Leng**
This is the number of characters for the attribute on the Logical Console screen. For example, enter **50** after Message to display the first 50 characters of the message, enter **8** after Date to display the full date, etc.
- **Attribute**
Enter a column sequence number in the Seq field and a line length in the Leng field to display these message attributes in the Logical Console:
 - **Date** The arrival date of the message.
 - **Time** The arrival time of the message.

To display only hours and minutes, enter **5** in the Length column.

To display hours, minutes and seconds, enter **8**.

To display hours, minutes, seconds and 1/10 seconds, enter **11**.

- **Message Text** The message text with its ID.
 - **MsgID** The message ID.
 - **Category** Category of events forwarded via the API. Defaults: Leng **8**
 - **Severity** Severity of events forwarded via the API.
 - **SrcNode** Network node where the message originated. Defaults: Seq 1, Leng **8**.
 - **SrcAppl** Application where the message originated. Defaults: Leng **8**.
 - **Range** The Message Range which is **owner** of the message.
 - **Srv** The number of the Server which has logged the message.
 - **JobName** The job that issued the message.
 - **JobID** The job number of the job that issued the message.
 - **JType** The type of job that issued the message. Defaults: Leng **3**.
 - **Reply ID** This is the reply ID for messages requiring an operator reply.
 - **Frozen** This attribute is displayed with an **X** in the Logical Console.
 - **Priority** The message priority as assigned by the Included Message Range of the Logical Console.
 - **Prefix** The prefix as defined in the Included Message Range of the Logical Console and in the Message Range itself. This is a one-byte character that distinguishes the message from others.
 - **Automation E** = The message has triggered an Event.
F = Execution of the related Automation Rule has failed.
 - **Break Lines**
Enter an **X** to display the following break lines in the Logical Console.
 - **Frozen Msg** ***** frozen messages *****
 - **Top of day** ***** top of DD/MM/YY *****
3. When you have finished entering data on the Add Logical Console Layout screen, press PF5 (Do) or enter DO on the command line and press Enter.

The following message confirms creation of the new Logical Console Layout:

```
New Logical Console Layout (name) created.
```

Copy a Logical Console Layout

▶ To COPY a Logical Console Layout

1. On the List Logical Console Layout screen, enter **CO** in the two-character command line preceding the layout you want to copy and press Enter.

The Copy Logical Console Layout window opens:

2. Enter the target layout name in the field provided and press Enter.

A message confirms that the layout has been copied.

Delete a Logical Console Layout

▶ To DELETE a Logical Console Layout

1. On the List Logical Console Layout screen, enter **DE** in the two-character command line preceding the layout you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering **Y** (yes) or **N** (no) or by typing the layout name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the layout has been deleted.

Display a Logical Console Layout

To DISPLAY a Logical Console Layout

- On the List Logical Console Layout screen, enter DI in the two-character command line preceding the layout you want to display and press Enter.

The Display Logical Console Layout screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify a Logical Console Layout

To MODIFY a Logical Console Layout

- On the List Logical Console Layout screen, enter MO in the two-character command line preceding the layout you want to modify and press Enter.

The Modify Logical Console Layout screen appears.

Proceed as described in the subsection Add a Logical Console Layout.

Rename a Logical Console Layout

To RENAME a Logical Console Layout

1. On the List Logical Console Layout screen, enter RN in the two-character command line preceding the layout you want to rename and press Enter.

The Rename Logical Console Layout window opens:

2. Enter the new layout name in the field provided and press Enter.

A message confirms that the layout has been renamed.

Defining an Automation Rule

This section covers the following topics:

- First Steps
 - Associate an Automation Rule to a Logical Console
 - List Automation Rules
 - Add an Automation Rule
 - Copy an Automation Rule
 - Delete an Automation Rule
 - Display an Automation Rule
 - Modify an Automation Rule
 - Rename an Automation Rule
 - Defining an Event Tree
-

First Steps

This section contains a full description of all items that can be specified for an Automation Rule.

An Automation Rule specifies how the system should react automatically on certain Events. An Event is a message which satisfies the conditions specified in an Event definition within the rule. The Automation Rule is defined by linking an Action to an Event.

There are simple and complex Automation Rules. A simple rule consists of an Event and the assigned Actions. A complex rule consists of an Event Tree with an initial or Root Event, dependent Non-Root Events and their assigned Actions. In a complex rule, Actions are not necessarily assigned to each Event of the tree.

Automation Rules are checked only for messages that fulfill the conditions of their **owner** range. This significantly improves Server performance. If an Automation Rule is activated, its dependent Non-Root Events are checked against all messages. For this reason, Non-Root Events **must not** fulfill the conditions of the **owner** range.

An Automation Rule is always linked to an Included Message Range of a Logical Console. This Included Message Range is the **owner** of the Root Event definition (see the Object Relationship Diagram for Environment and Automation in Section Concepts and Facilities).

To define an Automation Rule:

1. Select a Logical Console to which the Automation Rule is associated;
2. Select one of the Included Message Ranges of the Logical Console to be the owner of the Root Event;
3. Define further Events, dependent on the Root Event;
4. Define Symbols and Actions for Events.

Associate an Automation Rule to a Logical Console

Because an Automation Rule is always defined within a Logical Console, the first step in defining an Automation Rule is to select a Logical Console within which the rule is to be defined.

To select a logical console

- Place the cursor on the Automation option under the Administration heading on the Main Menu and press Enter.

The Select Logical Console window opens:

Main Menu: Automation Rule - Select Logical Console

```

9:38:26          *** ENTIRE EVENT MANAGEMENT ***          14.06.96
Srv      *
          - Main Menu -

Console Services -----
1 Logical Console      !          - Select Logical Console -          !
2 Server              ! Sel Name      Aut          !
                   ! * _____ !
Administration        ! ** ***** top of data ***** !
                   ! ___ Adabas          !
                   ! ___ All            !
3 Environment         ! ___ Automate X      !
4 Automation          ! ___ Availabl       !
5 Authorization       ! ___ Common X       !
6 Calendars           ! ___ Complete       !
                   ! ___ Frozen         !
. Exit                ! ___ Network        !
? Help                ! ___ Security       !
* Commands           -----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                      Down                      Menu
    
```

This window lists all the Logical Consoles which have already been defined. In the field marked with an asterisk (*) under Name you can use an asterisk (*) as wildcard for the Consoles to be listed.

List Automation Rules

 To ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME an Automation Rule

- Place the cursor on the desired Console in the Select Logical Console window (above) and press Enter.

The List Automation Rule screen appears:

List Automation Rule

```

09:43:37          *** ENTIRE EVENT MANAGEMENT ***          14.06.96
Console Operator          - List Automation Rule -

Cmd Name              A from to      Ev Message      Job      Act
*                    *          *          *          *          *
** ***** top of data *****
__ Dump-Datasets-full          00:00 23:59      1 IEA994E          +..
__ IMS-Log-Dataset-full        X 00:00 23:59      1 DFS3258A          NAT
__ Set-Unit-Offline            X 00:00 23:59      1 IEE794I          CMD
__ SMF-Data-Set-Archiving          00:00 23:59      1 IEE362A          JOB
__ SMF-Data-Set-Report          00:00 23:59      1 IEE362A          JOB
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add   Exit Flip                                Down                                Menu
    
```

This screen lists all Automation Rules which have previously been defined for the Logical Console you have chosen. If you have not yet defined any Automation Rules for this Logical Console, the following message appears at the bottom of the screen:

No objects defined for Automation Rule.

Available Local Commands: List Automation Rule

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Automation Rule

Line Command	Explanation
CO	Copy Automation Rule.
DE	Delete Automation Rule.
DI	Display Automation Rule.
MO	Modify Automation Rule.
RN	Rename Automation Rule.

Field Descriptions: List Automation Rule

You can use an asterisk (*) as wildcard for the list contents of the fields marked with an asterisk, below.

- **Console ***
Name of the Logical Console you have chosen. You can display the Automation Rules for another Logical Console by entering the name of the Console here.
- **Cmd**
In the command line preceding the rule you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.

- **Name ***
Name of an Automation Rule already defined within the Logical Console.
- **A ***
An **X** in this column following a rule name means that automation is active. If the field in this column following the rule name is blank, automation is not active. Enter an **X** in the field at the top directly below **A**, to list only rules with automation active. Enter an asterisk (*) in the field at the top, to list all rules. Leave the field blank to list only rules with automation not active. Press Enter after making your entry.
- **from**
The rule is analyzed from this time.
- **to**
The rule is analyzed until this time.
- **Ev**
The number of Events defined in this rule, including the Root Event.
- **Message ***
Message ID of the rule's Root Event. A plus sign (+) appears if more than one message ID defines the Root Event.
- **Job ***
Name of first job in Root Event. A plus sign (+) appears if more than one job defines the Root Event.
- **Act**
The type of the first Action assigned to the Root Event. A plus sign (+) appears if more than one Action defines the Root Event.

Add an Automation Rule

To ADD an Automation Rule

1. Press PF2 (Add) in the List Automation Rule screen.

A selection window for Logical Consoles opens.

2. Select a Console with the cursor and press Enter.

The Add Automation Rule screen appears:

Add Automation Rule

```

09:46:52          *** ENTIRE EVENT MANAGEMENT ***          14.06.96
Console Operator          - Add Automation Rule -

  Name ..... _____ created ...
> Comment .. _____ modified ..

Timeout .... ____ Loop Criterion _      Active .... _
Locktime ... ____ Resumetime ... ____ Calendar .. _____
Representation
  Color .... ____ Prefix .. _ Attr .. _

> Event Tree
  Name ..... _____
  Range .... _____
  Message .. _____
  Token .... _____ Pos .. ____ and _____ Pos .. ____
  Job ..... _____ or _____ or _____ or _____
  Format ... _
  > Symbol ... _____ Pos .. ____
  > Action ...
NCL0644 Please enter name to add Automation Rule.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                               Menu
    
```

Available Local Commands: Add Automation Rule

+Action	+Comment	Do	+Event	+Symbol
---------	----------	----	--------	---------

3. Enter a name in the Name field and press Enter to begin defining the rule.

If there is only one Included Message Range in the Logical Console, the range name is written to the Range field under Event Tree.

If there is more than one Included Message Range in the Logical Console, the Select Included Message Range window opens:

Add Automation Rule - Select Included Message Range

```

09:46:52          *** ENTIRE EVENT MANAGEMENT ***          14.06.96
Console Operator          - Add Automation Rule -

Name ..... Unit-Pending-Offline_____ created ...
> Comment .. _____ -----
! - Select Included Message Range - !
Timeout .... ____ Loop Criter !
Locktime ... ____ Resumetime ! Sel Name
Representation ! *_____ !
Color .... __ Prefix .. _ Attr ! ** ***** top of data ***** !
! __ Operator-Action-Messages !
> Event Tree ! __ Operator-All-WTOR !
Name ..... _____ ! __ Operator-All-WTOR-Answers !
Range .... _____ ! __ Operator-Automation !
Message .. _____ ! __ Operator-Log-Rec-Area !
Token .... _____ Pos .. ! __ Operator-Status-of-Tape-Units !
Job ..... _____ or _____ ! ** ***** bottom of data ***** !
Format ... _ !
> Symbol ... _____ Pos .. !
> Action ... -----
NCL0701 Please select Included Message Range to work with.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip      Down      Menu
    
```

Select the "Owner" of the Root Event

 You must select one of the Included Message Ranges listed to be the owner (source) of the Root Event.

- Place the cursor on the desired range and press Enter.

The Included Message Range you have selected is written to the Event Tree Range field. The name of the Automation Rule becomes the name of the Root Event and is written to the Event Tree Name field. You can optionally enter a different name.

The message triggering the Event you define must satisfy the conditions set in the **owner** range.

Field Descriptions: Add Automation Rule

- **Console**
The name of the Logical Console for which the Automation Rule is being defined.
- **Name**
The name of the Automation Rule you are creating.
- **Timeout**
Enter the number of seconds or minutes in the first three-character field. In the second three-character field enter MIN for minutes or SEC for seconds. The value you enter here sets a time limit for Events and Event Trees in the following way:

This value sets the maximum time the automation process will wait for outstanding Events of the currently active Event Tree. This means that all dependent Events can only occur within this time limit.

Whenever a message fulfills the conditions defined along with the Root Event of an Automation Rule, this Automation Rule becomes an active Event or, if there are dependent Events, an active Event Tree. After the Timeout has expired, the active Event or Event Tree is discarded.

It is best to estimate how often and for how long the rule can be active and enter the maximum value. This prevents uncontrolled execution of Actions, thus reducing load on the system.

Note:

The value you enter here overrides your entry in the **Rule Timeout** field of the Server, Automation Parameter definition (see the Rule Timeout field description in Section Defining the Physical Environment).

- **Locktime**

Given an active Root Event, this specifies how long a new message with the same text and job ID as the active Root Event **cannot** trigger a new Root Event.

Default: value entered in the Rule Locktime field of Server - Automation Parameters in Section Defining the Physical Environment). If no Rule Locktime is given in the Server Parameters, the Locktime will be the same as Rule Timeout. 999 MIN is interpreted as **no** Locktime.

- **Loop Criterion**

This determines how message loops will be detected.

- 1 = Loop is assumed when the same message text occurs *n* times within Rule Timeout even when issued by different jobs.
- 2 = Loop is assumed only when the same message text is issued *n* times within Rule Timeout by the same job.

Default: value entered in the Loop Criterion field of Server - Automation Parameters in Section Defining the Physical Environment. The threshold *n* is specified by the Server - Automation Parameters field Loop Frequency in Section Defining the Physical Environment.

- **Resumetime**

When a looping Event is detected, the associated Automation Rule is disabled. Resumetime specifies after which time the Automation Rule is enabled again. Default: value entered in the Resumetime field of Server - Automation Parameters.

Representation

Enter representation parameters for all Events belonging to this Automation Rule in the Logical Console. These Events are displayed in the color and with the prefix and attribute you select. The parameters you set here override representation parameters you set for Automation Rules in the Logical Console Layout assigned to the Logical Console.

- **Color**

Enter a question mark (?) in the two-character field and press Enter or place the cursor on the field and press PF1 to display the Color Help window with the following options:

BL = blue	GR = green	NE = neutral	PI = pink	RE = red	TU = turquoise	YE = yellow
-----------	------------	--------------	-----------	----------	----------------	-------------

Place the cursor on a color and press Enter. The two-letter color code is written to the Color field.

- **Prefix**

Enter a special character as a prefix to identify the rule.

- **Attr.**

Enter a question mark (?) in the one-character field and press Enter or place the cursor on the field and press PF1 to display a Help window with the following options:

B = blinking	C = cursive/italic	D = default intensity	I = intensified	U = underlined	V = reverse video
--------------	--------------------	-----------------------	-----------------	----------------	-------------------

Place the cursor on an attribute and press Enter. The one-letter attribute code is written to the Attr field.

- **Active**
If you leave this field blank, the Automation Rule is not used. Enter **X** to activate the rule.
- **Analyzed**
This is the **activity period** of the Automation Rule. Enter the time period during which the Automation Rule becomes active (i.e. the Server begins to handle the rule). The default is from 00:00 to 23:59.
- **Calendar**
You can enter the name of a Calendar here. In the Calendar, you can mark days on which the rule is set **inactive**. For more information, see Section Defining a Calendar.

The activity period of the Automation Rule and the Calendars of the Logical Console and Automation Rule are combined by logical AND. This means that no Automation Rule of the Logical Console is executed outside of the activity period of the Logical Console.

Event Tree

The data displayed under this heading on the Add Automation Rule screen is for the Root Event. To add Events and create an Event Tree, you must ZOOM this option. For information on Event Trees and the ZOOM option, see the subsection Defining an Event Tree.

- **Name**
This is the name of the Root Event. The name of the Automation Rule is automatically written here, when you enter the rule name in the Name field for the Automation Rule, above. You can change this name by simply typing in another name.
- **Range**
The name of the **owner** Message Range of the Event. Every Root Event has an owner range which is an Included Message Range linked to the Logical Console. The conditions for the Event are checked only for messages which fulfill the conditions of the owner Message Range.
- **Message**
Message ID of Event. You can use an asterisk (*) as wildcard (as for Message Ranges).
- **Token / Pos**
Enter the message tokens and their position in the message. Tokens are alphanumeric strings separated by delimiters (defined in the Server Parameters) and identified by position. If the specified tokens appear in the message, the condition for the Event is true.

When **position** is specified, the condition for the Event is true, if the token appears at this position in the message.

When **no position** is specified, the condition for the Event is true, if the token appears at any position in the message.

You can use an asterisk (*) as wildcard, when specifying tokens.

- **Job**
You can restrict the Event to jobs specified here. The jobs are combined with logical OR. You can use an asterisk (*) as wildcard.
- **Format**
The format determines how the Event is displayed in the Logical Console. Leave this field blank to **suppress** the message which triggered the Event or enter:
 - **1** to display the Event as a **break line**;
 - **2** to display the **message** which triggered the Event;
 - **3** to display a **box** containing the Event and all Actions triggered;

Symbol / Pos

A symbol extracts information contained in the analyzed message, and with this information, generates Actions and dependent Events.

▶ **To add, display, modify or delete a symbol**

- You must ZOOM this option (see the subsection ZOOM Feature in Section Using Entire Event Management for an explanation of how to ZOOM).

For further information on symbols, see the subsection Defining a Symbol for an Event.

Action

This is the Action assigned to the Event. Multiple Actions are possible.

▶ **To ADD, DISPLAY, MODIFY or DELETE an Action**

1. You must ZOOM this option (see the subsection ZOOM Feature in Section Using Entire Event Management for an explanation of how to ZOOM).

For further information on Actions, see the subsection Defining an Action for an Event.

2. When you have finished entering data for the new Automation Rule on this first screen, press PF5 (Do) or enter DO on the command line and press Enter.

The following message confirms creation of the new Automation Rule:

```
New Automation Rule (name) created.
```

Copy an Automation Rule

▶ **To COPY an Automation Rule**

1. On the List Automation Rule screen, enter CO in the two-character command line preceding the rule you want to copy and press Enter.

The Copy Automation Rule window opens.

2. Enter the target rule name in the field provided and press Enter. A message confirms that the rule has been copied.

Note:

You can copy an Automation Rule to another Console as long as the related Message Range is an Included Message Range in the target Console.

Delete an Automation Rule

▶ **To DELETE an Automation Rule**

1. On the List Automation Rule screen, enter DE in the two-character command line preceding the rule you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering Y (yes) or N (no) or by typing the rule name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the rule has been deleted.

Note:

If you delete an Automation Rule, all associated Events and Actions are also deleted.

Display an Automation Rule

▶ To DISPLAY an Automation Rule

- On the List Automation Rule screen, enter DI in the two-character command line preceding the rule you want to display and press Enter.

The Display Automation Rule screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify an Automation Rule

▶ To MODIFY an Automation Rule

- On the List Automation Rule screen, enter MO in the two-character command line preceding the rule you want to modify and press Enter.

The Modify Automation Rule screen appears.

Proceed as described in the subsection Add an Automation Rule.

Rename an Automation Rule

▶ To RENAME an Automation Rule

1. On the List Automation Rule screen, enter RN in the two-character command line preceding the rule you want to rename and press Enter.

The Rename Automation Rule window opens.

2. Enter the new rule name in the field provided and press Enter.

A message confirms that the rule has been renamed.

Defining an Event Tree

What Is an Event Tree and How Does It Work?

Events can be made inter-dependent by defining them in a so-called Event Tree. This is a kind of decision tree.

If a message satisfies the conditions set in the Event definition, then an Event **occurs**. The Event Tree is processed from the Root Event on the **lowest** level to dependent Events on a **higher** level. Events on a **lower** level must occur before Events on a **higher** level can occur. An Event is **dependent**, if it can occur only **after** another Event. Only those messages which are routed to the Logical Console within which the Automation Rule is defined can be dependent Events.

Any path in this tree is active, if each constituting Event has occurred. Only one path can be active within the time limit set in the **Timeout** field. When the timeout has expired, the active Event Tree is discarded. An Event Tree can have up to 9 levels.

For more information on the Timeout, see the field description for Timeout in the subsection Add an Automation Rule.

List Events and Actions

▶ **To ADD an Event to an Event Tree, to DISPLAY, MODIFY or DELETE an Event from an Event Tree, or to LIST the Events and related Actions of an Event Tree**

1. ZOOM the Event Tree field on the Add Automation Rule screen (see the subsection ZOOM Feature in Section Using Entire Event Management for an explanation of how to ZOOM).

This opens the Event Tree window, for example:

Add Automation Rule - Event Tree

```

15:45:11          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator      - Add Automation Rule -

  Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
      !                                     - Event Tree -                                     !
Timeout ! Cmd Name                                     Message   Act   !
Locktime ! _____
Represen ! ** ***** top of data ***** !
Color    ! __  1 Unit-Pending-Offline                !
          ! ** ***** bottom of data ***** !
> Event Tr !
  Name . !
  Range !
  Messag !
  Token !
  Job .. !
  Format !
> Symbol !
> Action -----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11---PF12---
      Help      Exit  Flip  Rfind                Down                Menu
    
```

Available Local Commands: Add Automation Rule - Event Tree

Down	Find	Rfind	Top
------	------	-------	-----

2. Enter an asterisk (*) in the two-character command line preceding the Event which is to be the **owner** of the new Event.

A Line Command Help window presents you with the following options:

Add Automation Rule - Event Tree - Select Line Command

```

15:45:11          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                                     !           - Select Line Command -           !
Timeout ! Cmd Name                    !                                     !
Locktime !                               ! Sel Cmd Description                               !
Represen ! ** *****                               !                                     !
Color    ! *_ 1 Unit-Pending-O         ! ** ** ***** top of data *****         !
! ** *****                               ! ___ DI Display Event                               !
> Event Tr !                               ! ___ MO Modify Event                               !
Name . !                               ! ___ AD Add Event                                 !
Range !                               ! ___ AC List Action                               !
Messag !                               ! ** ** ***** bottom of data *****         !
Token !                               !                                     !
Job .. !                               !                                     !
Format !                               !                                     !
> Symbol !                               ! Your Command .. *      In Line .. 2         !
> Action -----

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Rfind                        Down                        Menu
    
```

Add an Event

To ADD an Event

1. Place the cursor on AD (Add Event) and press Enter.

AD is written to the two-character command line preceding the **owner** Event.

2. Press Enter again.

The Add Event window opens:

Add Automation Rule - Add Event

```

15:45:11          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                               - Add Event for Automation Rule -                               !
Timeout !
Locktime ! Name ..... _____ created !
Represen ! > Comment .. _____ modified !
Color !
! Owner .... Event Unit-Pending-Offline !
> Event Tr ! Message .. _____ !
Name . ! Token .... _____ Pos .. __ and _____ Pos .. __ !
Range ! Job ..... _____ or _____ or _____ or _____ !
Messag ! Format ... _ !
Token !
Job .. ! > Symbol ... _____ Pos .. __ !
Format ! > Action ... !
> Symbol !
> Action -----
NCL0644 Please enter name to add Event.
Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip Do                               Menu
    
```

Available Local Commands: Add Event

+Action	+Comment	Do	+Symbol
---------	----------	----	---------

3. Enter a name in the Name field and press Enter.

The procedure for defining a new Event is the same as described for the Event Tree option.

Field Descriptions: Add Event

- **Owner**
This is the name of the Event or Action which is the **owner** of the dependent Event to be added. If the owner is the Root Event, this is the name of the Included Message Range.

- **Token and Job**
To define the Token and Job conditions for **dependent** Events, you can use all symbols which you have defined in the Event Symbol Tables of preceding Events as well as the predefined symbols &JOBNAME and &REPLYID.

For more information on Symbols, see the subsection Defining a Symbol for an Event.
For more information on Actions, see the subsection Defining an Action for an Event.

For all other fields, see the Event Tree field description.

4. When you have finished entering data for the new Event, press PF5 (Do) or enter DO on the command line and press Enter.

The following message confirms creation of the new Event:

```

New Event (name) created.
    
```

Display an Event

▶ To DISPLAY an Event

- In the Event Tree window, enter DI in the two-character command line preceding the Event you want to display and press Enter.

The Display Event for Automation Rule window opens.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify an Event

▶ To MODIFY an Event

- In the Event Tree window, enter MO in the two-character command line preceding the Event you want to modify and press Enter.

The Modify Event for Automation Rule window opens.

Proceed as described in the subsection Add an Event.

Delete an Event

▶ To DELETE an Event

1. In the Event Tree window, enter DE in the two-character command line preceding the Event you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering Y (yes) or N (no) or by typing the Event name again.
2. Make the appropriate entry in the field provided and press Enter. A message confirms that the Event has been deleted.

Note:

The Root Event cannot be deleted. If you delete an Event, all associated Actions are deleted.

Defining a Symbol for an Event

A symbol extracts information from messages, and with this information, generates Actions and dependent Events. Symbols can also specify conditions for **dependent** Events.

A symbol consists of the **substitution character &** followed by a **keyword**. For example, if VOL is the keyword, then the symbol is &VOL.

The symbol is assigned a value from the message in one of two ways:

- **Position**
If specified **with position**, the symbol is assigned the value of the message token in the specified position.
- **Keyword**
If **no position** is specified, the **keyword** must appear in the message. The symbol is assigned the value of the message token that immediately follows the keyword.

▶ To ADD, DISPLAY, MODIFY or DELETE a symbol for an Event

1. ZOOM the >Symbol option.

The Event Symbol Table appears:

Add Automation Rule - Event Symbol Table

```

15:45:11          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator  - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
      !                               - Event Symbol Table -                               !
Timeout !                                                                    !
Locktime !                                                                    !
Represen !           Symbol   from Pos   Symbol   from Pos   !
Color !           _____ _____   _____   _____   !
      !           _____   _____   _____   _____   !
> Event Tr !                                                                    !
Name . !           _____   _____   _____   _____   !
Range !           _____   _____   _____   _____   !
Messag !           _____   _____   _____   _____   !
Token !           _____   _____   _____   _____   !
Job .. !           _____   _____   _____   _____   !
Format !           _____   _____   _____   _____   !
> Symbol !                                                                    !
> Action -----

Command ==>> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                                           Menu
    
```

Available Local Commands: Add Automation Rule - Event Symbol Table

Do

Field Descriptions: Event Symbol Table

- **Symbol**
Here you can define up to 10 different symbols to derive their values from this Event and to be used in all Events dependent on this Event.

Note:
Enter only the keyword here. Do not enter the substitution symbol &.

The following predefined symbols are always available and cannot be defined by the user:

Symbol	Explanation
TIME	The time when the related Event occurred.
CONSOLE	The Console in which the Event occurred.
JOBNAME	The name of the job which issued the message that is the Event.
JOBNR	The number of the job which issued the message that is the Event.
REPLYID	The reply ID assigned to the message that is the Event.
MSG	The whole message text.
NODE	The node number of the Server.

Note (naming convention):

The names of **user-defined symbols** may not contain special characters and may not begin with numbers. The names of the predefined symbols above may not be used.

- **from Pos** (optional)

Enter the position of the message token in the message from which the symbol gets its value.

Note:

Either the **keyword** must appear in a message as a message token, or you must specify the **position** of the message token in the **from Pos** field.

2. Enter the symbols and their positions for this Event. When you have finished entering data, press PF5 (Do) or enter DO on the command line and press Enter.

The following message confirms creation of the new table:

Modifications of Event Symbol Table saved.

Using Symbols

Symbols can be used in two ways:

- **to specify conditions for dependent Events:**

If you want to ensure that all Events of the tree are generated by the same job, use the symbol &JOBNAME and specify it in the Job field of all dependent Event definitions.

The Server uses this information as follows:

After the Root Event has occurred, the Server assigns to the symbol &JOBNAME, the name of the job which issues the message that is the Root Event. Instead of using the value in the Job field of the Event definition directly, the value of the symbol &JOBNAME is used and matched against the job name of incoming messages.

The Event can only occur if the job name is identical to the current value contained in the symbol &JOBNAME (i.e., if it is identical to the job name in the Root Event).

- **to generate Actions:**

If an Action is defined with a symbol and if a message satisfies conditions for an Event, a dataset name or a terminal ID, for example, can be extracted from the message and inserted into the Action. The symbol in the Action is assigned a value from the message.

For example, to automate the archiving of SMF datasets, a job is submitted when the message IEE362A SMF ENTER DUMP FOR SYS1.MANn ON volume appears. Symbols extract the dataset name from the message to archive the correct SMF dataset using either:

Keyword:

You can extract the dataset name by using the symbol &FOR. In this case, the value after the message token FOR, SYS1.MANn, is assigned to the symbol.

Position:

If you specify the position of the message token in the message (in the message above, Position 6), you can use an arbitrary symbol, for example, &DSN. The value of the message token in the 6th position, SYS1.MANn, is assigned to the symbol. For further details on this example, see the subsection JOB - Submit Job.

Note:

Sometimes a symbol cannot be assigned the message value because:

- the specified position is greater than the number of tokens in the message or
 - the symbol does not appear in the message.
- In this case, the current Event does not occur, associated Actions are not executed and an error message is routed to the (Log nmn) Console.

Defining an Action for an Event

- **Root Event**

To ADD, DISPLAY, MODIFY or DELETE an Action for the Root Event (the Event shown on the Add Automation Rule screen), ZOOM the >Action field on the Add Automation Rule screen.

- **Dependent Event**

To ADD, DISPLAY, MODIFY or DELETE an Action for dependent Events (Events listed in the Event Tree window after the Root Event):

- in the Add/Display/Modify Event window, ZOOM the >Action field or
- in the Event Tree window, enter the AC line command in the Cmd field preceding the appropriate Event and press Enter.

The List Action for Event window opens:

Add Automation Rule - List Action for Event

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator   - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                                     - List Action for Event -                                     !
Timeout ! Cmd Type Name                                     Server Execution                                     !
Locktime ! _____                                     _____                                     !
Represen ! ** ***** top of data ***** !
Color ! ** ***** bottom of data ***** !
!
> Event Tr !
Name . !
Range !
Messag !
Token !
Job .. !
Format !
> Symbol !
> Action -----
NCL0642 No Action defined for Event.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add   Exit  Flip  Rfind                               Down                               Menu
    
```

Available Local Commands: Add Automation Rule - List Action for Event

Add	Down	File	Rfind	Top
-----	------	------	-------	-----

If this is the first time you have entered an Action for this Event, the list will be empty and the following message will be displayed:

```

No Action defined for Event.
    
```

Add an Action to an Event

 **To ADD an Action**

1. Press PF2 (Add).

The Select Action Type window opens:

List Action for Event - Select Action Type

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                               - Li !           - Select Action Type -           !
Timeout ! Cmd Type Name         !                               !
Locktime ! _____           ! Sel Typ Comment                       !
Represen ! ** *****           ! _____                               !
Color    ! ** *****           ! ** ***** top of data *****           !
!                               ! ___ BOX Console Information Box           !
> Event Tr !                               ! ___ CMD Issue Operator Commands           !
Name . !                               ! ___ JOB Submit Job                         !
Range !                               ! ___ MSG Send Message                       !
Messag !                               ! ___ NAT Execute NATURAL Program           !
Token !                               ! ___ NET Activate EOR Job Network           !
Job .. !                               ! ** ***** bottom of data *****           !
Format !                               !                                           !
> Symbol !                               !                                           !
> Action -----
NCL0701 Please select Type to work with.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip                        Down                        Menu
    
```

Available Local Commands: List Action for Event - Select Action Type

Down	Locate	Top
------	--------	-----

- Place the cursor on an Action type and press Enter.

The Add Action window opens for the Action type you selected.

BOX - Console Information Box

When you select the Action type, BOX, the following window opens:

Add Action - BOX

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator      - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                                     - Add Action for Event -                                     !
Timeout ! Name ..... _____ created !
Locktime ! > Comment .. _____ modified !
Represen !
Color ! Type ..... BOX Console Information Box      Execution !
!                                     Server ... ____ !
> Event Tr ! Contents !
Name . ! _____ !
Range ! _____ !
Messag ! _____ !
Token ! _____ !
Job .. ! _____ !
Format ! _____ !
> Symbol ! _____ !
> Action -----
NCL0644 Please enter name to add Action.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help          Exit Flip Do                                     Menu
    
```

Available Local Commands: Add Action - BOX

+Comment	Do
----------	----

Field Descriptions: Add Action - BOX

- **Contents**
Enter a text to be displayed in a box in the Logical Console after the message that triggered the Event. You can use the symbols defined in the Event Symbol Table of this Event or of a preceding Event.

Execution

- **Server**
If this Action is to be executed by another Server, enter the node number of that Server. If this Action is to be executed by the same Server, leave this field blank.

Note:

If Action requests are to be forwarded to a remote Server during runtime, the remote Server must be running with the same NCLSYSF2 environment and the ESYUSER of the current Server must be defined in the external security environment of the remote Server (see also the SAT parameters SERVSYSF and ESYUSER in Section Installation and Customization - Mainframe).

CMD - Issue Operator Commands

When you select the Action type, CMD, the following window opens:

Add Action - CMD

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                               - Add Action for Event -                               !
Timeout ! Name ..... _____ created !
Locktime ! > Comment .. _____ modified !
Represen !
Color ! Type ..... CMD Issue Operator Commands Execution !
!                               Server .. ____ !
> Event Tr ! Operator Command Delay ... ____ ____ !
Name . !
Range ! _____ !
Messag ! _____ !
Token ! _____ !
Job .. !
Format ! (Please enter Operator Command above as free flowing text) !
> Symbol !
> Action -----
NCL0644 Please enter name to add Action.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help          Exit Flip Do                               Menu
    
```

Available Local Commands: Add Action - CMD

+Comment	Do
----------	----

Field Descriptions: Add Action - CMD

- **Operator Command**
Enter the operator command, which is issued to the appropriate operating system when the Action is executed. You can use the predefined symbols or the symbols defined in the Event Symbol Table of this Event or of a preceding Event.

Execution

- **Server**
Enter the number of the Server that is to execute the Action (see the field description Server under the heading Field Descriptions: Add Action - BOX).
- **Delay ____ ____**
Enter the time of the delay between the arrival of the triggering Event and the execution of the Action.

Example: Automatic Response to "Pending OFFLINE" Message

In OS/390, a unit is not really set off-line when the VARY offline command, V nnn,OFFLINE, is issued. Instead, the unit goes into the **pending off-line** state. The operating system message IEE794I nnn Pending OFFLINE reports this situation. In most OS/390 installations, the operator must enter an S DEALLOC command. This executes the IEFBR14 dummy program that causes the unit to actually go off-line.

 **To automate this operator response**

- Define message IEE794I as an Event which triggers a CMD Action that issues the S DEALLOC command.

JOB - Submit Job

The job skeleton for the job to submit can be defined with the predefined symbols or the symbols defined in the Event Symbol Table of this Event or of a preceding Event (see the subsection Defining a Symbol for an Event). When the Action is executed, the job is generated by replacing the symbols in the job skeleton with their current values.

When you select the Action type, JOB, the following window opens:

Add Action - JOB

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                                     - Add Action for Event -                                     !
Timeout ! Name ..... _____ created !
Locktime ! > Comment .. _____ modified !
Represen ! !
Color ! Type ..... JOB Submit Job Execution !
!                                     Server .. ____ !
> Event Tr ! Node ..... ____ Delay ... ____ !
Name . ! Dataset .. _____ !
Range ! Member ... _____ !
Messag ! Volume ... _____ !
Token ! Escape ... _ !
Job .. ! VSE only Attributes !
Format ! Library .. _____ Member Type ... _____ !
> Symbol ! Sublib ... _____ VSAM Catalog .. _____ !
> Action -----
NCL0644 Please enter name to add Action.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help          Exit Flip Do          Menu
    
```

Available Local Commands: Add Action - JOB

+Comment	Do
----------	----

Field Descriptions: Add Action - JOB

- **Node**
Enter the Entire System Server Node number with which the defining JCL can be accessed.
- **Dataset**
Enter the dataset where the defining JCL resides.
- **Member**
Enter the member where the defining JCL resides.
- **Volume**
Enter the volume where the defining JCL resides.
- **Escape**
If the escape character & is already used in the job skeleton, you can enter a different character here.

Execution

- **Server**
Enter the number of the Server that is to execute the Action (see the field description Server under the heading Field Descriptions: Add Action - BOX).
- **Delay** ____
Enter the time of the delay between the arrival of the triggering Event and the execution of the Action.

VSE/ESA only Attributes

- **Library**
Enter the library where the JCL resides.
- **Sublib**
Enter the sublibrary where the JCL resides.
- **Member Type**
Enter the type of member where the JCL resides.
- **VSAM Catalog**
Enter the VSAM catalog where the JCL resides.

Example: Automate the Archiving of SMF Datasets in OS/390

In OS/390, the system records its activity in SMF datasets. The system switches automatically to the next SMF dataset, if an overflow occurs. The switch is reported by the message:

```
IEE362A SMF ENTER DUMP FOR SYS1.MANn ON volume
```

 **To automate the archiving of the full SMF dataset**

1. Define an Automation Rule with the message IEE362A as an Event and extract the dataset name with the symbol definition, &DSN at position 6.
2. Assign an Action of the JOB type and specify the location of the following job skeleton:

```
//NCLSMF JOB ( , , 99 ) , 'NCL' , NOTIFY=NCL , REGION=6M ,
// CLASS=G , MSGLEVEL=( 1 , 1 ) , MSGCLASS=0
//MAN EXEC PGM=IFASMFDP
//DUMPOUT DD DISP=(MOD,KEEP) , DSN=SMFDUMP . DATA ( 0 )
//DUMPIN DD DISP=SHR , DSN=&DSN
//SYSPRINT DD SYSOUT=*
//SYSIN DD *
INDD(DUMPIN , OPTIONS(DUMP))
OUTDD(DUMPOUT , TYPE(000:255))
```

Before issuing the job to the internal reader, Entire Event Management replaces the symbol, &DSN with the current value extracted from the message IEE362A. In this way, the JCL is generated dynamically and the correct dataset is dumped to the generation dataset SMFDUMP.DATA(0).

MSG - Send Message to User, to System Console or to Logical Console

With this option, you define an Action which sends a message to a TSO, COM-LETE or TIAM user, to a Logical Console or to a system console. The message is sent when the appropriate Event occurs.

When you select the Action type, MSG, the following window opens:

Add Action - MSG

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                               - Add Action for Event -                               !
Timeout ! Name ..... _____ created !
Locktime ! > Comment .. _____ modified !
Represen !
Color ! Type ..... MSG Send Message Execution !
!                               Server .. ____ !
> Event Tr !                               Delay ... ____ ____ !
Name . ! Text !
Range ! _____ !
Messag ! Receivers !
Token ! User ..... _____ !
Job .. ! Log. Console ... _____ !
Format ! System Console . ____ ____ ____ !
> Symbol ! !
> Action -----
NCL0644 Please enter name to add Action.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help          Exit Flip Do                               Menu
    
```

Available Local Commands: Add Action - MSG

+Comment	Do
----------	----

Field Descriptions: Add Action - MSG

- **Text**
Enter the text of the message to be sent. You can use the predefined symbols. You can also use the symbols defined in the Event Symbol Table of this Event or of a preceding Event.

Receivers

Specify the destination of the message text.

- **User**
Depending on your TP system (TSO, COM-LETE or TIAM), enter the IDs of up to three users to receive the message. The user must be logged on to the TP system of the machine on which the Server is running. You can use the predefined symbols or the symbols defined in the Event Symbol Table of this Event or of a preceding Event.
- **Logical Console**
Enter the name of the Logical Console to which the message is routed.
- **System Console**
Enter the node numbers of up to three machines to whose system consoles the message is sent.

Execution

- **Server**
Enter the number of the Server that is to execute the Action (see the field description Server under the heading Field Descriptions: Add Action - BOX).
- **Delay ____ ____**
Enter the time of the delay between the arrival of the triggering Event and the execution of the Action.

NAT - Execute Natural Program

With this option, you can specify the program location of a Natural program, which is to be executed as an Action. If the Action is triggered, the program is executed asynchronously in a user-action subtask.

When you select the Action type, NAT, the following window opens:

Add Action - NAT

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
Timeout !           Name ..... _____ created           !
Locktime ! > Comment .. _____ modified                 !
Represen !           !                                     !
Color !           Type ..... NAT Execute NATURAL Program   Execution !
!                                     Server .. ____ !
> Event Tr !           Program Location                       Delay ... ____ !
Name . !           !                                     !
Range !           Member ..... _____ !
Messag !           Library ..... _____ !
Token !           Database Nr .. ____ !
Job .. !           File Nr ..... ____ !
Format !           !                                     !
> Symbol !           !                                     !
> Action -----
NCL0644 Please enter name to add Action.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help           Exit Flip Do                               Menu
    
```

Available Local Commands: Add Action - NAT

+Comment	Do
----------	----

Field Descriptions: Add Action - NAT

Program Location

If the fields under this heading are left blank, the Server’s Action Program Library (default) is used instead, but you must specify a member. For more information, see Action Program Library.

- **Member** (must be specified)
Enter the member of the database in which the Natural program to be executed is stored.
- **Library** (optional)
Enter the library of the database in which the Natural program to be executed is stored.
- **Database Nr** (optional)
Enter the ID of the database in which the Natural program to be executed is stored. If you enter a database ID here, you must also enter a file number and library, below.
- **File Nr** (optional)
Enter the file number within the database in which the Natural program to be executed is stored. If you enter a file number, you must also enter a database ID, above.

Notes:

1. If **Database Nr** and **File Nr** are left blank, these are taken from the Action Program Library of the Server Parameters.
2. If **Library** is left blank, the whole Program Location pointer (except **Member**) is taken from the Action Program Library.

Execution

- **Server**
Enter the number of the Server that is to execute the Action (see the field description Server under the heading Field Descriptions: Add Action - BOX).
- **Delay** ____ ____
Enter the time of the delay between the arrival of the triggering Event and the execution of the Action.

The Natural program which is to be executed as an Action must observe the following conventions:

1. The predefined symbols listed below must be defined as variables with format and length as follows:

Symbol	Format	Explanation
#DATE	(D)	Date when the related Event occurred.
#TIME	(T)	Time when the related Event occurred.
#CONSOLE	(A8)	Name of the Logical Console where the Event occurred.
#NODE	(N3)	Entire System Server Node where the Action is executed.
#MSG	(A180)	Message which triggered the Action.
#JOBNAME	(A8)	Name of the job which caused the Event.
#JOBNR	(A8)	Number of the job which caused the Event.
#REPLYID	(A8)	ID, if the message requires operator intervention.

2. All user-defined symbols must be defined as alphanumeric variables with a length defined so that the token extracted from the message can be assigned in full length to the variable. Otherwise, a NAT1106 error message appears in the Action Task. The names of the user-defined symbols as defined in the Symbol Table associated with the Event definition must be preceded by the special character # in this Natural program.
3. The first statement in the Natural program must be an input statement with all variables under (1), above. The second statement must be an input statement with all the variables under (2), above.
4. Do not use the RELEASE STACK statement. When the user program takes control, a further program is on top of the stack. This program must take control after the user program is finished. It logs the successful execution of the user program in the appropriate Console.

Example:

The following program, EXNAT__P, demonstrates the interface between user-written programs and Entire Event Management. The EXNAT__P program is in the SYSNCLSV library.

```

0010 * Example of simple user written NATURAL Program Action
0020 *
0030 DEFINE DATA LOCAL
0040 * -----
0050 * define all predefined symbols as variables:
0060 1 #DATE      (D)    /* date when the related event occurred
0070 1 #TIME      (T)    /* time when the related event occurred
0080 1 #CONSOLE   (A8)   /* name of logical console where this action is defined
0090 1 #NODE      (N3)   /* Entire System Server Node where action is performed
0100 1 #MSG       (A180)/* message which triggered this action
0110 1 #JOBNAME   (A8)   /* name of the job which caused the event
0120 1 #JOBNR    (A8)   /* number of the job which caused the event
0130 1 #REPLYID  (A8)   /* replyid if the message requires operator reply
0140 * -----
0150 * define all user defined symbols as variables:
0160 * -----
0170 1 #V1        (A128)
0180 1 #V2        (A128)
0190 1 #V3        (A128)
0200 * -----
0210 * other variables:
0220 * -----
0230 1 #MESSAGE  (A60)
0240
0250
0260
0270 1 SEND-MESSAGE VIEW OF SEND-MESSAGE
0280 2 ERROR-CODE (N3)
0290 2 NODE       (N3)
0300 2 DESTINATION (A8)
0310 2 MESSAGE    (A79)
0320 END-DEFINE
0330 FORMAT LS=250
0340 * -----
0350 * interface
0360 * -----
0370 INPUT #DATE #TIME #CONSOLE #NODE #MSG          /* all ..
0380        #JOBNAME #JOBNR #REPLYID                .. system symbols
0390 INPUT #V1 #V2 #V3                               /* all user symbols
0400
0410 * -----
0420 * main line
0430 * -----
0440 COMPRESS 'HELLO' #V1 #V2 'HOW ARE YOU' #V3 INTO #MESSAGE
0450 PROCESS SEND-MESSAGE USING NODE                = #NODE
0460        ,          DESTINATION = #V1
0470        ,          MESSAGE    = #MESSAGE
0480        GIVING ERROR-CODE
0490 END

```

NET - Activate Entire Operations Job Network

This option allows you to specify an Action which starts a job network, when triggered by an Event, or a single job defined in Entire Operations. The Action causes an activation request for the specified job network to be scheduled to Entire Operations.

When you select the Action type, NET, the following window opens:

Add Action - NET

```

16:25:14          *** ENTIRE EVENT MANAGEMENT ***          10.07.96
Console Operator          - Modify Automation Rule -

Name ..... Unit-Pending-Offline_____ created ... 14.06.1996
> Comment -----
!                               - Add Action for Event -                               !
Timeout ! Name ..... _____ created !
Locktime ! > Comment .. _____ modified !
Represen !
Color ! Type ..... NET Activate EOR Job Network Execution !
!                               Server .. ____ !
> Event Tr ! Job Network Definition Delay ... ____ ____ !
Name . !
Range ! Owner Name ..... _____ !
Messag ! Job Network ..... _____ !
Token ! Jobname ..... _____ !
Job .. !
Format !
> Symbol !
> Action -----
NCL0644 Please enter name to add Action.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
Help          Exit Flip Do                               Menu
    
```

Available Local Commands: Add Action - NAT

+Comment	Do
----------	----

Field Descriptions: Add Action - NET

Job Network Definition

- **Owner Name**
You **must** enter an owner name and you **must** define this owner name in Entire Operations. The owner name is a group name for job networks.
- **Job Network**
You **must** enter a job network name and you **must** define this name in Entire Operations.
- **Jobname**
If you enter a job name here, you **must** define the job name in Entire Operations. This causes the job with this name in the specified network to be executed. If you leave this field blank, the whole network will be activated.

For further information on job network definition, please refer to the Entire Operations Reference Documentation.

Execution

- **Server**
Enter the number of the Server that is to execute the Action (see the field description Server under the heading Field Descriptions: Add Action - BOX).
- **Delay ____ ____**
Enter the time of the delay between the arrival of the triggering Event and the execution of the Action.

When you have finished entering data for the new Action, press PF5 (Do) or enter DO on the command line and press Enter.

The following message confirms creation of the new Action:

New Action (name) created.

Display an Action

To display an Action

- In the List Action for Event window, enter DI in the two-character command line preceding the Action you want to display and press Enter.

The Display Action for Event window opens.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify an Action

To modify an Action

- In the List Action for Event window, enter MO in the two-character command line preceding the Action you want to modify and press Enter.

The Modify Action for Event window opens.

Proceed as described in the subsection Add an Action to an Event.

Delete an Action

To delete an Action

1. In the List Action for Event window, enter DE in the two-character command line preceding the Action you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering **Y** (yes) or **N** (no) or by typing the Action name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the Action has been deleted.

Defining a Calendar

This section explains how to create and modify a Calendar.

A **Calendar** is used by Logical Consoles and Automation Rules to distinguish between working and non-working days. By linking a Calendar to a console or rule, the User can specify the days when they should be active.

This section covers the following topics:

- List Calendars
- Add a Calendar
- Copy a Calendar
- Delete a Calendar
- Display a Calendar
- Modify a Calendar
- Rename a Calendar

List Calendars

 To **ADD, COPY, DELETE, DISPLAY, MODIFY** or **RENAME** a Calendar

- Place the cursor on the Calendars option under the Administration heading on the Main Menu and press Enter.

The List Calendar screen appears:

```

08:14:00                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - List Calendar -

Cmd Calendar      from through  Comment
* _____
** ***** top of data *****
__ DEFAULT      1996      1997
** ***** bottom of data *****

__
__
__
__
__
__
__
__
__
__
__

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add   Exit  Flip  Rfind                Down                Menu
    
```

This screen lists all defined Calendars.

Available Local Commands: List Calendar

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Calendar

Command	Explanation
CO	Copy Calendar definition.
DE	Delete Calendar definition.
DI	Display Calendar definition.
MO	Modify Calendar definition.
RN	Rename Calendar definition.

Field Descriptions: List Calendar

- **Cmd**
In the command line preceding the Calendar you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Calendar**
Names of defined Calendars appear in this column.
- **from**
First year contained in the Calendar.
- **through**
Last year contained in the Calendar.
- **Comment**
A short description of the Calendar.

Add a Calendar

▶ To ADD a Calendar

1. Press PF2 (Add) in the List Calendar screen.

The Add Calendar screen for the current half-year appears:

```

11:24:32          *** ENTIRE EVENT MANAGEMENT ***          11.07.96
                    - Add Calendar -
Calendar ... _____ 1996          from          through
> Comment ..... _____
      July          August          September
Monday   1  8 15 22 29          5 12 19 26          2  9 16 23 30
Tuesday  2  9 16 23 30          6 13 20 27          3 10 17 24
Wednesday 3 10 17 24 31          7 14 21 28          4 11 18 25
Thursday 4 11 18 25          1  8 15 22 29          5 12 19 26
Friday   5 12 19 26          2  9 16 23 30          6 13 20 27
Saturday 6 13 20 27          3 10 17 24 31          7 14 21 28
Sunday   7 14 21 28          4 11 18 25          1  8 15 22 29
      October          November          December
Monday   7 14 21 28          4 11 18 25          2  9 16 23 30
Tuesday  1  8 15 22 29          5 12 19 26          3 10 17 24 31
Wednesday 2  9 16 23 30          6 13 20 27          4 11 18 25
Thursday 3 10 17 24 31          7 14 21 28          5 12 19 26
Friday   4 11 18 25          1  8 15 22 29          6 13 20 27
Saturday 5 12 19 26          2  9 16 23 30          7 14 21 28
Sunday   6 13 20 27          3 10 17 24          1  8 15 22 29
NCL0644 Please enter name to add Calendar.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help          Exit Flip Do          Up Down          Wkdy          Menu
    
```

Available Local Commands: Add Calendar

+Comment	Do	Down	Up
----------	----	------	----

- To begin, enter a name in the Calendar field and press Enter.
- Display the **previous** 6 months by pressing PF7 (Up).
- Display the **next** 6 months by pressing PF8 (Down).

Holidays are highlighted, working days are not.

- To set a working day to a holiday, mark the date with any character and press Enter.

The date then appears highlighted.

- To set a holiday to a working day, mark the date with any character and press Enter.

The date then appears without highlight.

Field Descriptions: Add Calendar

- **Calendar**
Enter the name of the new Calendar.
The number next to the name is the year currently displayed.
- **from**
The current year is the first year contained in the Calendar.
- **through**
The number in this field is the last year contained in the Calendar. To add new years, press **PF8** (Down) until the last year to be contained in the Calendar is displayed.
- **Comment**
Enter a short description of the Calendar in this field. Alternatively you can place the cursor on **>Comment** and press Enter to open the ZOOM Comment window in which you can enter a more detailed description.

7. When you have finished entering data, press PF5 (Do) or enter DO on the command line and press Enter.

The following message confirms creation of the new Calendar:

New Calendar (name) created.

Copy a Calendar

▶ To COPY a Calendar

1. On the List Calendar screen, enter CO in the two-character command line preceding the calendar you want to copy and press Enter.

The Copy Calendar window opens.

2. Enter the target calendar name in the field provided and press Enter.

A message confirms that the calendar has been copied.

Delete a Calendar

▶ To DELETE a Calendar

1. On the List Calendar screen, enter DE in the two-character command line preceding the Calendar you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering Y (yes) or N (no) or by typing the Calendar name again.
2. Type the Calendar name again in the field provided and press Enter.

A message confirms that the Calendar has been deleted.

Display a Calendar

▶ To DISPLAY a Calendar

- On the List Calendar screen, enter DI in the two-character command line preceding the Calendar you want to display and press Enter.

The Display Calendar screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify a Calendar

▶ To MODIFY a Calendar

- On the List Calendar screen, enter MO in the two-character command line preceding the Calendar you want to modify and press Enter.

The Modify Calendar screen appears.

Proceed as described in the section Add a Calendar.

Rename a Calendar

To RENAME a Calendar

1. On the List Calendar screen, enter RN in the two-character command line preceding the calendar you want to rename and press Enter.

The Rename Calendar window opens.

2. Enter the new calendar name in the field provided and press Enter.

A message confirms that the calendar has been renamed.

Defining Authorization

This section covers the following topics:

- First Steps
 - Defining a Profile
 - Defining a User
-

First Steps

This section contains a full description of all items that can be specified for each Entire Event Management Authorization object in the Physical Environment. An explanation of each object type is contained in Section Concepts and Facilities.

The object types for Authorization in Entire Event Management are:

- Profile
- User

The Authorization parameters establish which Users have access to which features of Entire Event Management.

To define Authorization

1. define Profiles which allow access to objects on various authorization levels;
2. define Users with User IDs;
3. assign a Profile to a User.

To begin

- Place the cursor on the Authorization option under the Administration heading on the Main Menu and press Enter.

The Authorization Menu appears:

Authorization Menu

```

13:55:01                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Authorization Menu -

Administration

1  Profile
2  User by Name
3  User by Id

.  Exit
?  Help
*  Commands

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip                                     Menu

```

Defining a Profile

A Profile determines which objects can be accessed and the functions which can be performed on the objects. It also determines which Servers, Server Monitors and Consoles can be accessed and whether operator commands can be issued.

List Profiles

 **To ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME a Profile**

- Place the cursor on the Profile option on the Authorization Menu and press Enter. The List Profile screen appears:

List Profile

```

13:56:05                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - List Profile -

Cmd Name                  Comment
*
** ***** top of data *****
__ Administration
__ BF
__ Network
__ TEST
__ X1
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add   Exit  Flip  Rfind                Down                Menu
    
```

This screen lists all Profiles which have already been defined.

Available Local Commands: List Profile

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List Profile

Line Command	Explanation
CO	Copy Profile
DE	Delete Profile
DI	Display Profile
MO	Modify Profile
RN	Rename Profile

Field Descriptions: List Profile

- **Cmd**
In the command line preceding the profile you want to process, enter DI to display, MO to modify or DE to delete it. Press Enter.
- **Name**
The names of the Profiles. You can use an asterisk (*) as wildcard to enter selection criteria for the Profiles to be listed.

Add a Profile

▶ To ADD a Profile

- Press PF2 (Add).

The Add Profile screen appears:

Add Profile

```

13:56:38                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Add Profile -

Name ..... _____ created ... 02.01.1996
> Comment .. _____ modified .. 07.06.1996

Authorized Function Classes      Level
-----
***** top of data *****
> Calendars                      FORBID_
> Console Layouts                 FORBID_
> Environment Definitions          FORBID_
> Issue Operator Commands         FORBID_
> Security Definitions            FORBID_
> Server Monitor                  FORBID_
> Server Start/Renew/Shutdown     FORBID_
***** bottom of data *****

NCL0644 Please enter name to add Profile.
Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                               Down           Menu
    
```

Available Local Commands: Add Profile

+Comment	+Console	Do	Down	+Fctns	+Server	Top
----------	----------	----	------	--------	---------	-----

Field Descriptions: Add Profile

- **Name**
Enter a name for the Profile you are creating.
- **Authorized Function Classes**
These are groups of functions which can be assigned the same security level.
- **Level**
There are 5 security levels for Calendars, Console Layouts, Environment Definitions and Security Definitions. Enter one of the following words in the field following the function:

Word	Function	Explanation
FORBID	(1)	= No functions allowed
DISPLAY	(2)	= Display & List
MODIFY	(3)	= Display, Modify & List
ADD	(4)	= Display, Modify, Add & List
DELETE	(5)	= Display, Modify, Add, Delete & List

There are 2 security levels for Issue Operator Commands, Server Monitor and Server Start/Renew/Shutdown. Enter one of the following words in the field following the function:

Word	Function	Explanation
FORBID	(1)	= Function not allowed
ALLOW	(2)	= Function allowed

Assigning Security Levels

Functions are grouped together in **function classes**. To assign the same security level to all functions in a class, enter the level on the Add Profile screen in the Level field directly following the appropriate function and press Enter. To assign different security levels to the functions in a class, ZOOM the function by placing the cursor on the greater than sign (>) preceding the class and pressing Enter.

▶ For example, to display all functions in the Environment Definition class

- Place the cursor on the > preceding Environment Definition and press Enter.

A window opens with a list of all authorized functions for the Environment:

Add Profile - Authorized Functions window - Environment

```

13:57:56          *** ENTIRE EVENT MANAGEMENT ***          11.07.96
                    - Add Profile -

Name ..... _____ created ... 03.01.1996
> Comment -----
      !                               - Authorized Functions -          !
  Authoriz ! Authorized Functions          Level          !
      _____ ! _____          _____          !
  ***** ! ***** top of data ***** *****          !
> Calendar ! Automation Rule Maintenance          FORBID_          !
> Console  ! Message Range Maintenance          FORBID_          !
> Environm ! Logical Console Maintenance          FORBID_          !
> Issue Op ! Server Maintenance          FORBID_          !
> Security ! NPR Node Maintenance          FORBID_          !
> Server M ! ***** bottom of data ***** *****          !
> Server S !          !          !          !
  ***** !          !          !          !
      !          !          !          !
      !          !          !          !
-----

Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help          Exit Flip Do          Down          Menu
    
```

▶ To assign a security level to one of the functions

- Enter the level on this window in the Level field directly following the appropriate function.

Available Local Commands: Authorized Functions window

Do	Down	Top
----	------	-----

Field Descriptions: Authorized Functions window

- **Authorized Functions**
Name of the function in the function class.
- **Level**
Enter security levels for the functions. These are described on the preceding page.

When you have finished entering data, press PF5 (Do) or enter DO in the command line and press Enter.

A message confirming creation of the new Profile appears at the bottom of your screen:

New Profile (name) created.

List Consoles for a Profile

▶ To list the authorized Consoles for a Profile

- Place the cursor on the > Authorized Consoles heading and press Enter.

The List Console for Profile window opens:

Add Profile - List Console for Profile

```

14:01:31                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Add Profile -

Name ..... Network_____ created ... 14.08.1993
> Comment -----
!                                     - List Console for Profile -                                     !
Authoriz ! Cmd Name      Comment                                           !
----- ! --- * -----
***** ! ** ***** top of data ***** !
> Calendar ! ** ***** bottom of data ***** !
> Console  ! !
> Environm ! !
> Issue Op ! !
> Security ! !
> Server M ! !
> Server S ! !
***** ! !
! !
! !
-----
NCL0642 No Console defined for Profile.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add  Exit  Flip  Rfind                Down                Menu
    
```

Available Local Commands: List Console for Profile

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Field Descriptions: List Console for Profile

- **Cmd**
In the command line preceding the profile you want to process, enter DE to delete it. Press Enter.
- **Name**
The name of the Console to which this Profile allows access, appears in this field.

Add a Console to a Profile

 **To ADD another authorized Console to the Profile**

- Press PF2 (Add).

The Link Console window opens:

Add Profile - Link Console

```

14:01:31                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Add Profile -

Name ..... Network_____ created ... 14.08.1993
> Comment -----
Authoriz ! Cmd Name      Comment  !
----- ! --- *_____ ! Sel Name      Aut          !
***** ! ** ***** top ! *_____ !
> Calendar ! ** ***** botto ! ** ***** top of data ***** !
> Console  ! ! ___ Adabas      X          !
> Environm ! ! ___ All          !
> Issue Op ! ! ___ Complete    !
> Security ! ! ___ EXEC        X          !
> Server M ! ! ___ HKA-All     !
> Server S ! ! ___ Network     !
***** ! ! ___ Operator    !
! ! ___ Replies     X          !
! ! ___ Test-Sec    !
-----

NCL0701 Please select Logical Console to link.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip                               Down           Menu
    
```

Available Local Commands: Link Console

Down	Locate	Top
------	--------	-----

 **To ADD a Console to the Profile you are creating**

1. Mark a Console name with any character and press Enter.
2. Press PF3 to return to the List Console for Profile window.

The Console name you select is written to the List Console for Profile window:

Add Profile - List Console for Profile

```

14:01:31          *** ENTIRE EVENT MANAGEMENT ***          11.07.96
                    - Add Profile -

Name ..... Network_____ created ... 14.08.1993
> Comment -----
!                                     - List Console for Profile -                                     !
Authoriz ! Cmd Name --- Comment ----- !
_____ ! --- * _____ !
***** ! ** ***** top of data ***** !
> Calendar ! ___ Network !
> Console ! ** ***** bottom of data ***** !
> Environm ! !
> Issue Op ! !
> Security ! !
> Server M ! !
> Server S ! !
***** ! !
! !
! !
-----
NCL0651 New Console Network created.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add   Exit Flip Rfind                               Down                               Menu
    
```

- When you have finished entering data, press PF5 (Do) or enter DO in the command line and press Enter.

A message confirms that the Console has been linked to the Profile:

```

New Console (name) created.
    
```

List Servers for a Profile

 **To list the authorized Servers for a Profile**

- Place the cursor on the > Authorized Servers heading and press Enter.

The List Server for Profile window opens:

Authorization - List Server for Profile

```

14:04:27                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Add Profile -

Name ..... Network_____ created ... 14.08.1993
> Comment -----
!                               - List Server for Profile -                               !
Authoriz ! Cmd Node Comment                                           !
! ----- !
***** ! ** ***** top of data ***** !
> Calendar ! ** ***** bottom of data ***** !
> Console ! !
> Environm ! !
> Issue Op ! !
> Security ! !
> Server M ! !
> Server S ! !
***** ! !
! !
! !
-----
NCL0642 No Server defined for Profile.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add   Exit  Flip  Rfind                Down                Menu
    
```

Available Local Commands: List Server for Profile

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Field Descriptions: List Server for Profile

- **Node**
The number of the Server assigned to the Profile.

Add a Server to a Profile

 **To ADD another authorized Server to the Profile**

- Press PF2 (Add).

The Link Server window opens:

Authorization - Link Server

```

14:04:27                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Add Profile -

Name ..... Network_____ created ... 14.08.1993
> Comment -----
!                               - Lis !                               - Link Server - !
Authoriz ! Cmd Node Comment !                               !
----- ! --- _____ ! Sel Srv Machine !
***** ! ** ***** top !                               !
> Calendar ! ** ***** botto ! ** ***** top of data ***** !
> Console ! ___ ***** botto ! ___ 114 F/M NC3 !
> Environm !                               ! ___ 148 F Prod !
> Issue Op !                               ! ** ***** bottom of data ***** !
> Security !                               !                               !
> Server M !                               !                               !
> Server S !                               !                               !
***** !                               !                               !
!                               !                               !
!                               !                               !
-----

NCL0701 Please select Server to link.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit Flip                               Down      Menu
    
```

Available Local Commands: Link Server

Down	Locate	Top
------	--------	-----

▶ To ADD a Server to the Profile you are creating

1. Mark a Server number with any character and press Enter.
2. Press PF3 to return to the List Server for Profile window.

The Server number you select is written to the List Server for Profile window:

Authorization - List Server for Profile

```

14:04:27          *** ENTIRE EVENT MANAGEMENT ***          11.07.96
                    - Add Profile -

Name ..... Network_____ created ... 14.08.1993
> Comment -----
!                                     - List Server for Profile -
!                                     !
Authoriz ! Cmd Node Comment
! -----
! ** ***** top of data *****
> Calendar ! __ 148
> Console ! ** ***** bottom of data *****
> Environm !
> Issue Op !
> Security !
> Server M !
> Server S !
!
!
!
!
-----
NCL0651 New Server 148 created.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add  Exit  Flip  Rfind          Down          Menu

```

- When you have finished entering data, press PF5 (Do) or enter DO in the command line and press Enter.

A message confirms that the Server has been linked to the Profile:

```
New Server (number) created.
```

Copy Profile

▶ To COPY a profile

- On the List Profile screen, enter CO in the two-character command line preceding the Profile you want to copy and press Enter.

The Copy Profile window opens:

- Enter the target Profile name in the field provided and press Enter.

A message confirms that the Profile has been copied.

Delete a Profile

▶ To DELETE a profile

- On the List Profile screen, enter DE in the two-character command line preceding the Profile you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering Y (yes) or N (no) or by typing the Profile name again.
- Make the appropriate entry in the field provided and press Enter.

A message confirms that the Profile has been deleted.

Display a Profile

▶ To DISPLAY a profile

- On the List Profile screen, enter DI in the two-character command line preceding the Profile you want to display and press Enter.

The Display Profile screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify a Profile

▶ To MODIFY a profile

- On the List Profile screen, enter MO in the two-character command line preceding the Profile you want to modify and press Enter.

The Modify Profile screen appears.

Proceed as described in the subsection Add a Profile.

Rename Profile

▶ To RENAME a profile

1. On the List Profile screen, enter RN in the two-character command line preceding the Profile you want to rename and press Enter.

The Rename Profile window opens:

2. Enter the new Profile name in the field provided and press Enter.

A message confirms that the Profile has been renamed.

Defining a User

List User by Name

▶ To ADD, COPY, DELETE, DISPLAY, MODIFY or RENAME a User

- Place the cursor on the User by Name option on the Authorization Menu, and press Enter.

The List User by Name screen appears with a list of the names, IDs and Profiles of all Users who have been defined to Entire Event Management:

Authorization - List User by Name

```

14:11:39                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - List User by Name -

Cmd Name                User-ID Profile
* _____ * _____ *
** ***** top of data *****
__ Fricke, Bernhard      BF      OPERATOR
__ Gruhl, Hans           HG      OPERATOR
__ Kappel, Hans Werner   HKA     OPERATOR
__ Müller, Bernd         BM      OPERATOR
__ Newmann, Alfred       AN      OPERATOR
__ Reynolds, Boykin      BRY     OPERATOR
__ Schäfer, Karl         KS      OPERATOR
__ Warns, Rüdiger        RW      ADMINISTRATOR
** ***** bottom of data *****

Command => _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help Add   Exit Flip Rfind                Down                Menu
    
```

Available Local Commands: List User by Name / ID

Add	Down	Find	Locate	Rfind	Top
-----	------	------	--------	-------	-----

Available Line Commands: List User by Name / ID

Line Command	Explanation
CO	Copy User.
DE	Delete User.
DI	Display User.
MO	Modify User.
RN	Rename User.

List User by ID

Users can also be listed alphabetically by ID. Place the cursor on the User by ID option on the Authorization Menu, and press Enter. The List User by ID screen appears with a list of the IDs, names and Profiles of all Users who have been defined to Entire Event Management:

Authorization - List User by ID

```

14:39:09                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - List User by ID -

Cmd User-ID  Name                               Profile
  *      *
** ***** top of data *****
__ AN      Newmann, Alfred                    OPERATOR
__ BF      Fricke, Bernhard                    OPERATOR
__ BM      Müller, Bernd                       OPERATOR
__ BRY     Reynolds, Boykin                    OPERATOR
__ HG      Gruhl, Hans                         OPERATOR
__ HKA     Kappel, Hans Werner                 OPERATOR
__ KS      Schäfer, Karl                      OPERATOR
__ RW      Wagner, Gerhard                     ADMINISTRATOR
** ***** bottom of data *****

Command =>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help  Add  Exit  Flip  Rfind                Down                Menu
    
```

Field Descriptions: List User by Name / ID

- **Cmd**
In the command line preceding the User you want to process, enter CO to copy, DE to delete, DI to display, MO to modify or RN to rename it. Press Enter.
- **Name**
User names listed alphabetically by last name.
- **User-ID**
The User's ID as defined in the TP-System.
- **Profile**
The name of the Profile assigned to the User.

Add a User

 **To ADD a new User**

1. Press PF2 (Add) while on the List User by Name or List User by ID screen.

The Add User screen appears:

Authorization - Add User

```

14:40:23                *** ENTIRE EVENT MANAGEMENT ***                11.07.96
                        - Add User -

  User ID .. _____                created ...
> Comment .. _____                modified ..

  Last name ... _____                Password .....
  First name .. _____
  Initial ..... _ Title _____

  Profile ..... _____

  Department .. _____                Number ..... _____
  Phone ..... _____                Ext .. _____

  Address ..... _____
  _____
  _____

  City ..... _____
  Post code ... _____                Country ... _____
NCL0644 Please enter User ID to add User.
  Command => _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit Flip Do                                     Menu

```

Available Local Commands: Add User

+Comment	Do
----------	----

Field Descriptions: Add User

- **User ID**
Enter the User's ID.
- **Last name**
Enter the User's last name.
- **First name**
Enter the User's first name (optional).
- **Initial**
Enter the User's middle initial (optional).
- **Title**
Enter the User's title (optional).
- **Profile**
Enter the name of the Profile assigned to the User.
- **Department**
Enter the User's department (optional).
- **Number**
Enter the User's department number (optional).
- **Phone**
Enter the User's telephone number (optional).
- **Ext.**
Enter the User's telephone extension number (optional).
- **Address**
Enter the User's home address (street name and house number) (optional).
- **City**
Enter the city for the address (optional).
- **Post code**

- Enter the postal code for the city (optional).
- **Country**
Enter the name of the country (optional).
2. When you have finished entering data, press PF5 (Do).

A message confirming creation of the new User appears at bottom left above the command line:

```
New User (User ID) created.
```

Copy a User

▶ To COPY a User

1. On the List User by Name / ID screen, enter CO in the two-character command line preceding the User you want to copy and press Enter.

The Copy User window opens:

2. Enter the target User name / ID in the field provided and press Enter.

A message confirms that the User has been copied.

Delete a User

▶ To DELETE a User

1. On the List User screen, enter DE in the two-character command line preceding the User you want to delete and press Enter. Depending on the confirmation level, you may be asked to confirm by entering Y (yes) or N (no) or by typing the User name again.
2. Make the appropriate entry in the field provided and press Enter.

A message confirms that the User has been deleted.

Display a User

▶ To DISPLAY a User

- On the List User screen, enter DI in the two-character command line preceding the User you want to display and press Enter.

The Display User screen appears.

In DISPLAY mode you can only view the object parameters. You cannot enter data because all fields are protected.

Modify a User

▶ To MODIFY a User

- On the List User screen, enter MO in the two-character command line preceding the User you want to modify and press Enter.

The Modify User screen appears.

Proceed as described in the subsection Add a User.

Rename a User

To RENAME a User

1. On the List User by Name / ID screen, enter RN in the two-character command line preceding the User you want to rename and press Enter.

The Rename User window opens:

2. Enter the new User name / ID in the field provided and press Enter.

A message confirms that the User has been renamed.

Controlling the Environment

This section explains how to use Entire Event Management to control your data-processing environment once you have defined entities for components of the environment.

This section covers the following topics:

- Console Monitor
- Automation Rule Monitor
- Server Monitor

Console Monitor

▶ To monitor the Logical Consoles which have been defined

- Place the cursor on the Logical Console option under the Console Services heading on the Main Menu and press Enter.

The Console Monitor appears:

```

17:07:26          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv 145          - Logical Console Monitor -

Cmd Name      Act Aut Frz Message      Time relative      Time absolute      Srv
*
** ***** top of data *****
__ Adabas      Act Aut 0  ADA006      4 min 39 sec      96-07-16 17:02:32 145
__ BADEDAS     Act Aut 0  MESSAGE     5 min 49 sec      96-07-16 17:01:22 145
__ CICS        Act      0
__ ComplCmd    Act      0
__ Complete    Act      0
__ KOM         Act Aut 0  NCL5042     3 days 6 hrs      96-07-13 10:46:11 145
__ kom-ctrl    Act      0
__ KOMPLETT    Act      0  S           1 min 21 sec      96-07-16 17:05:51 145
__ MCONS       Act      0  $HASP534    6 sec            96-07-16 17:07:06 145
__ MSI01       Act Aut 0  RZMS02E     2 min 1 sec       96-07-16 17:05:10 145
__ Netpass     Act      0
__ Network     Act      0
__ NOPMON      Act Aut 0  MESSAGE     5 min 50 sec      96-07-16 17:01:22 145
__ Operator    Act Aut 0
Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip  Rfind      Down      Menu
    
```

Note:
 The most recent message can be highlighted as designated in the **Important Display Fields** parameter of the **Set Color Assignments** user profile. For more information, see the subsection Setting Color Assignments in Section Using Entire Event Management.

Available Local Commands: Console Monitor

Autoref	Down	Find	Locate	Rfind	Top
---------	------	------	--------	-------	-----

Available Line Commands: Console Monitor

Line Command	Explanation
AU	List Automation Rules.
DI	Display Logical Console.

Field Descriptions: Console Monitor

- **Name**
You can enter selection criteria for the name of the Logical Console. Use an asterisk (*) as wildcard.
- **Act**
One of the following values appears in this field:

Value	Explanation
Act	The Console is active , that is: (1) the Message Log switch is on , (2) the current time is within the Console's activity period and (3) the current day in the assigned Calendar is not marked . Messages are routed to the Console.

<p>---</p>	<p>The Console is inactive, that is either: (1) the Message Log switch is off, (2) the current time is outside the Console's activity period or (3) the current day in the assigned Calendar is marked. No messages are routed to the Console.</p>
<p>Exp</p>	<p>Conditions (1) and (2) are the same as for Act, but the Calendar has expired. Messages are routed to the Console.</p>

- **Aut**

One of the following values appears in this field:

Value	Explanation
-------	-------------

Aut	Automation Rules are defined for the Logical Console and Automation is active , that is: (1) at least one rule is defined, (2) the Automation switch is on , (3) the current time is inside the Console's activity period and (4) the current day in the assigned Calendar is not marked . Automation Rules are executed.
-----	---

<p>---</p>	<p>Automation Rules are defined for the Logical Console, but Automation is inactive, that is: (1) at least one rule is defined, but either (1) (2) the Automation switch is off, (3) the current time is outside the Console's activity period or (4) the current day in the assigned Calendar is marked. Automation Rules are not executed.</p>
<p>(blank)</p>	<p>There are no Automation Rules defined in the Logical Console.</p>
<p>Exp</p>	<p>Conditions (1) and (2) are the same as for Aut, but the Calendar has expired. Automation Rules are executed.</p>

- **Frz**
The number of frozen messages currently in the Logical Console.
- **Message**
The message ID of the last message to arrive in the Logical Console.
- **Time relative**
The time elapsed since the arrival of the last message.

- **Time absolute**
Date and time when the last message arrived.
- **Srv**
Server which routed the last message to the Logical Console.

Viewing a Logical Console

▶ To view a logical console

- On the Console Monitor screen, enter DI in the two-character command line preceding the Console you want to view and press Enter.

The Logical Console screen appears displaying messages and message-related information with the colors and attributes and in the layout assigned to the Console you selected. For example:

Logical Console

```

12:46:21          *** ENTIRE EVENT MANAGEMENT ***          96-09-26
Srv      *          - Logical Console -          Log DB .. (9/79)
> Console .. SAG_Oper Active      Date .. 96-09-25          Layout .. SAG_Oper
                                          Split ... ON

Cmd Time      Re Message Text          JobID
___ 18:11:57  ___ .....1.....2.....3.....4.....5.....+ *_____
___ 18:11:57      IEF234E K 0811,003885,PVT,DB047S04,STEP010      04812
___ 18:13:14      IEF234E K 0811,003887,PVT,DB014S04,STEP010      04828
___ 18:16:17      IEF234E K 0812,003899,PVT,DB024S04,STEP010      04811
___ 18:16:36      IEF234E K 0813,003898,PVT,DB050S04,STEP010      04819
___ 18:17:03      IEF234E K 0811,003891,PVT,DB101S04,DMP101      04829
___ 18:18:25      IEF234E K 0812,003900,PVT,DB182S04,STEP010      04830
___ 18:19:13      IEF234E K 0812,003917,PVT,DB009PL1,STEP010      04827
___ 18:20:39      IEF234E K 0811,003896,PVT,DB188S04,STEP010      04831
___ 18:21:26      IEF234E K 0813,003911,PVT,DB192S04,STEP010      04832
___ 18:52:06 24 IEC701D M 0811,VOLUME TO BE LABELED C80007      04897
___ 18:58:49      IEF234E K 0811,003920,PVT,DB026PL1,STEP010      04900
___ 19:00:18      IEF234E K 0811,003922,PVT,DB018PL1,STEP010      04903
___ 19:27:27      IEF234E K 0811,003923,PVT,DB181PL1,STEP010      04950
** ***** bottom of data *****

Command ==> _____
Autoref  Bottom  Cmd      Down    Left    +Merge   Right   Split   Top
+Bar     Cancel  Exit     Flip    Help    Keys     Menu    Quit    Tech

```

Available Local Commands: Logical Console

Autoref	Bottom	Cmd	Down	Find	Left
+Merge	Rfind	Right	Split	Top	Up

Available Line Commands: Logical Console

Line Command	Explanation
AL	Position to the (Act) Activity Console starting with time of related message.
AT	Position to the (Aut) Automation Console starting with time of related message.
DI	Display all message attributes.
FR	Freeze message.
LG	Position to the (Log) Server Log Console starting with time of related message.
MR	Invoke Automation Rule Monitor for messages which have activated Automation Rules.
RL	Release message.

Field Descriptions: Logical Console

- **Console**
Name of the Logical Console. You can change the Console name by simply entering a new name and pressing Enter. Enter an asterisk (*) and press Enter to open a selection window with all Logical Consoles. Use an asterisk (*) as wildcard to enter selection criteria for the Console.
- **(Status of Console)**
The status of the Console appears immediately following the Console name. One of the following values appears in this field:

Value	Explanation
Active	The Console is active , that is: (1) the Message Log switch is on , (2) the current time is within the Console's activity period and (1) (3) the current day in the assigned Calendar is not marked . Messages are routed to the Console.

Inactive	The Console is inactive , that is either: (1) the Message Log switch is off , (2) the current time is outside the Console's activity period or (3) the current day in the assigned Calendar is marked . No messages are routed to the Console.
Exp	Conditions (1) and (2) are the same as for Active , but the Calendar has expired. Messages are routed to the Console.

- **Date**
This is the date of the first message at the top of the screen. To position to the first message of another day, simply enter the new date here and press Enter.
- **Log DB**
This is the System File 3 pointer that is currently in use.
- **Layout**
This is the layout assigned to the Logical Console. To select another layout for temporary use, enter an asterisk (*) and press Enter. A selection window opens listing all Logical Console Layouts. Select a new layout with the cursor and press Enter.
- **Split**
Shows current split mode (ON or OFF).

The presentation of the following attributes depends on the selected layout.

- **Srv**
Enter a Server name to display only messages from a specific Server.
- **Time**
This is the time of the first message at the top of the screen. To position to the first message at another time, simply enter the new time here and press Enter. You can enter the time with or without minutes and seconds.

- **Job Name**
Enter the job name to display only messages from a specific job. Use an asterisk (*) as wildcard to enter selection criteria for the job name.
- **Job ID**
Enter the job ID to display only messages with a specific job ID. Use an asterisk (*) as wildcard to enter selection criteria for the job ID.
- **Message Text**
Message ID and text. Use PF11 to shift display to the right and PF10 to shift back to the left.

For a description of all attributes available in the Logical Console screen, see the field descriptions in the subsection Add a Logical Console Layout in Section Defining the Logical Environment.

Displaying All Attributes for a Message

▶ To display all attributes for a message

- On the Logical Console screen, enter DI in the two-character command line preceding the message you want to display and press Enter.

The Display Message window opens displaying all message attributes; for example:

Display Message window

```

12:46:21          *** ENTIRE EVENT MANAGEMENT ***                      96-09-26
Srv      *                - Logical Console -                          Log DB .. (9/79)
> Console .. SAG_Oper Active      Date .. 96-09-25                    Layout .. SAG_Oper
                                                                    Split ... ON
-----
!                               - Display Message -                               !
!                               !                                               !
!   IEF234E K 0811,003885,PVT,DB047S04,STEP010                               !
!                               !                                               !
!                               !                                               !
!   MsgID ..... IEF234E                Server ..... 114           Job Name .... DB047S04 !
!   Date ..... 96-09-25                Severity ...              Job ID ..... 04812    !
!   Time ..... 18:11:57.4              Priority ... 900          Job Type .... JOB     !
!                               Frozen ..... X                    Reply ID ....        !
!   Category ..                        Command Flag              !
!   Source Node 114                    Response Flag N        !
!   Source Appl SYSCONS                Text Flag ... N        !
!   Range ..... SAG_Operator_Action_Messages          Sequence .... 00182692 !
!                               !                                               !
-----
Command ==>

Bar      Cancel  Exit    Flip    Help    Keys    Menu    Quit    Tech

```

Freezing a Message

▶ To freeze a message

- On the Logical Console screen, enter FR in the two-character command line preceding the message you want to freeze and press Enter.

The message remains on the screen when you scroll up or down.

Releasing a Frozen Message

▶ To release a frozen message

- On the Logical Console screen, enter RL in the two-character command line preceding the frozen message you want to release and press Enter.

The message no longer remains on the screen when scrolling.

Automation Rule Monitor

The Automation Rule Monitor provides detailed information about an activated Automation Rule and allows you to analyze its execution status.

For each message that has triggered an Event, you can display each Event or Event Tree with corresponding Actions and determine whether an Action has been executed or not. The Action definition is displayed as executed, including the current values of any defined Symbols. If an Action has not been executed, the reason is displayed.

▶ To display the automation rule monitor

- On the Logical Console screen, enter MR in the two-character command line preceding the appropriate message and press Enter.

The Automation Rule Monitor screen appears:

```

10:51:45          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
                  - Monitor Automation Rule -

Console .. Xcmd                      Root Time .. 16.07.96 10:12:39.9
Name ..... Xcmd-CMD                  Events by .. 114 F-Mc
> Comment .. Demonstrate Action Type CMD.  Timeout ... 30 SEC

Time      Events
-----
***** top of data *****
10:12:39.9 1 Cmd Xcmd-CMD occurred - Actions confirmed
            Trigger: EXECUTE (CONSOLE (AUT114) USER HKA): CMD DBID 009 TERM
10:12:42.5 -> CMD Xcmd-CMD executed by Server 114
            Operator Command ... F NUC009,DPARM
            Operator Command ... D NET,ID=DAEDC623
            DBID ..... 009
            TERMID ..... DAEDC623
***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
            Help      Exit  Flip                        Down      Menu

```

Event and Action Status Messages

Event Status

Status Message	Description
failed	Errors were detected.
not occurred	Event was not triggered.
occurred	Event was triggered.

Event Action Status

Status Message	Description
Actions confirmed	All assigned Actions have been confirmed.
Actions unconfirmed	At least one assigned Action has not been confirmed.
Actions waiting	At least one assigned Action is delayed.
no Actions assigned	Event has no assigned Actions.

Individual Action Status

(depending on Action type):

Status Message	Description	
executed	Action was executed	
failed	Action not executed because of errors detected by the Entire Event Management Server.	
transmitted (JOB, NAT, NET)	JOB	Entire Event Management submits a job to the operating system
	NAT	Entire Event Management has forwarded the Action to an asynchronous user task, but the confirm message is still pending.
	NET	Entire Event Management starts a Job Network in Entire Operations.
unconfirmed	Action is unconfirmed	
waiting	delayed Action (e.g. 6-37)	

Server Monitor

To monitor the Servers which have been defined

- Place the cursor on the Server option under the Console Services heading on the Main Menu and press Enter.

The Server Monitor screen appears:

```

15:05:18                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
Srv      *                - Server Monitor -

Cmd Srv Machine  System  Status  Log DB  Last Message
-----
** ***** top of data *****
__ 114 F-Mc      MVS/XA  NCL Act 9/68
__ 148 F          MVS/XA  NPR Act 0/0
** ***** bottom of data *****

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip  Rfind                Down                Menu
    
```

Available Local Commands: Server Monitor

Down	Find	Locate	Rfind	Top
------	------	--------	-------	-----

Available Line Commands: Server Monitor

Line Command	Explanation
AL	View (Actnnn) Activity Console.
AT	View (Autnnn) Automation Console.
LG	View (Lognnn) Console.
MA	Activity Monitor
MS	Statistic Monitor
PC	View Physical Console.
OC	Issue an operator command
RE	Renew Server
ST	Start Server
TE	Shutdown (terminate) Server
UC	View (Udfnnn) Undefined Console.

Field Descriptions: Server Monitor

- **Srv**
The Server name.
- **Name**
The name of the machine which the Server is running.

- **System**

The operating system of the machine.

- **Status**

One of the following values can appear in this field:

Value	Explanation
NCL Act	Server is active.
NCL Attc	Server is attaching its subtasks.
NCL Err	Server is in error, for example when a subtask is lost.
NCL Load	Server is loading definitions from the Backup file into main storage.
NCL Pnch	Server is downloading definitions for the data base into the Backup file.
NCL Renw	Server is refreshing definitions in Backup file and main storage.
NCL Start	Server is starting.
NCL Term	Server is terminating.
NPR Act	Entire System Server is active.
NPR Lost	Entire System Server is not active.

NPR 5nnn	Entire System Server error <i>nnn</i> occurred while Entire System Server was being accessed.
-------------	--

- **Log DB**

The NCL System File 3 to which the Server is routing the messages.

- **Last Message**

The time elapsed since the last message was routed by the Server to **any** Console.

Server Activity Monitor

The Server Activity Monitor displays the Consoles served by the Server, when the last message arrived and to which Console it was routed, when and where the last Event occurred, the start and renewal time of the Server and the number of entities currently being used by the Analysis Task.

 **To display the server activity monitor screen**

- On the Server Monitor screen, enter MA in the two-character command line preceding the Server to monitor and press Enter.

The Server Activity Monitor screen appears:

```

13:19:36          *** ENTIRE EVENT MANAGEMENT NCL--DEV ***          96-09-27
Srv 114          - Server Activity Monitor -

Server ..... 114 F-Mc      MVS/ESA  NCL Act  Started ... 96-09-27 11:39:43
Active .... 1 hr 39 min

Cmd Console  Act Last Msg      Aut Last Event
-----
** ***** top of data ***** First Msg . 96-09-27 11:40:30
___ CICS      Act                Aut      Last Msg . 96-09-27 13:19:35
___ HKA-Test  Act                Aut      Active ... 1 hr 39 min
___ TMON      Act
___ nclapi    Act                Last Event. Invalid-Adabas-Command
___ uksjuc-1  ---                Aut 13:19:35 1 sec ADAN43
___ UKSJUC-2  Act                Aut      Last (Log). 2 min 24 sec NCL5006
___ SAG_Ada   Act                Aut 13:19:35
___ SAG_CICS  Act                Log DB ... 9/79
___ SAG_Com   Act
___ SAG_ComC Act                Storage ... 180224 Bytes
___ SAG_ESY   Act                Aut      Ranges ... 36 Consoles ... 19
___ SAG_dba   Act 13:19:35        Events ... 77 Actions ... 56

Command ==> _____
(Act)  (Aut)  (Log)  (Udf)  Down  Renew  Shutdwn  Start  Top
+Bar   Cancel Exit  Flip  Help  Keys  Menu    Quit  Tech
    
```

Available Local Commands: Server Activity Monitor

(Act)	(Aut)	Down	Find	(Log)	Renew
Rfind	Shutdwn	Start	Top	(Udf)	

Available Line Commands: Server Activity Monitor

Line Command	Explanation
AU	List Automation Rules.
DI	Display Logical Console.

Field Descriptions: Server Activity Monitor**Top of Screen:**

- **Server**
The Server name.
- **(System)**
The field immediately to the right of the Server name displays the operating system of the machine.
- **(Status)**
The field immediately to the right of the (System) field displays Server status. For an explanation of the values which appear in this field, see the Status field under the Field Descriptions: Server Monitor heading.

Left Side of Screen:

The list on the left side of the screen displays information about the Consoles served by the Server:

- **Console**
Name of the Console served by the Server.
- **Act**
For an explanation of the values which appear in this field, see the Act field under the Field Descriptions: Console Monitor heading.
- **Last Msg**
Arrival time of the message which the Server last routed to the **respective** Console.
- **Aut**
For an explanation of the values which appear in this field, see the Aut field under the Field Descriptions: Console Monitor.
- **Last Event**
Time when the Event occurred which the Server last routed to the **respective** Console.

Right Side of Screen:

The list of fields on the right side of the screen displays Server information:

- **Started**
Time the Server was last started (START SERVER command).
- **Active**
Time elapsed since the Server was last started.
- **Renewed**
Time the Server was last renewed, that is, when definitions were last loaded from the Definition Data Base to the Backup file.
- **First Msg**
Time when the first message was processed after the last renew.
- **Last Msg**

The Server gathers data since the last START or RENEW. The time elapsed since the last START or RENEW is displayed in the Interval field.

2. Press PF5 (Rfrsh) to display the most recent statistics.

Time elapsed since last screen refresh is displayed in the Refreshed field.

Available Local Commands: Server Statistic Monitor

(Act)	(Aut)	Autoref	(Log)	Refresh	Renew	Shutdwn	Start	(Udf)
-------	-------	---------	-------	---------	-------	---------	-------	-------

Field Descriptions: Server Statistic Monitor

- **Server ...**
The **Server name**, followed by the **operating system** of the machine and **Server status** (as described for Top of Screen for the Server Activity Monitor). For an explanation of the values which appear in the Server status field, see the Status field under the Field Descriptions: Server Monitor heading.
- **Refreshed**
Time elapsed since the Monitor display was last refreshed (REFRESH command).
- **Interval**
Time elapsed since the last START or RENEW. The Server has been gathering statistics for this amount of time.

(Task Status)

The status of the various tasks is displayed in the five boxes. One of the following values appears:

Value	Explanation
ABEND	Task has ended abnormally.
INACTIVE	Task is not running.
RUNNING	Task is running.
WAITING	Task is waiting for incoming messages, Actions or commands.

(Statistics)

- **executed ... total**
Total number of messages or Actions processed by the respective task since the last START or RENEW.
- **executed ... 1/sec**
Average number of messages processed by the respective task per second since the last START or RENEW.
- **suppressed ... total (Collect)**
Total number of messages suppressed by the Collect Task since the last START or RENEW. These are the messages defined in Server Parameters as Suppressed Messages.
- **suppressed ... total (Analysis)**
Total number of messages suppressed by the Analysis Task since the last START or RENEW. The Analysis Task has decided that no Automation is necessary for these messages and that they need not be routed to any Console.
- **suppressed ... 1/sec (Collect/Analysis)**
Average number of messages suppressed by the respective task per second since the last START or RENEW.
- **Events ... total**
Total number of Events detected by the Analysis Task since the last START or RENEW.
- **Events ... 1/sec**

Average number of Events detected by the Analysis Task per second since the last START or RENEW.

- **Traffic**

Percentage by which each task reduced total incoming messages. The messages not processed by each task are compared with the total number of messages gathered by the Collect Task.

Viewing a Physical Console

The Physical Console displays all messages from the operating system of the machine served by the Server.

To view a physical console

- On the Server Monitor screen, enter PC in the two-character command line preceding the Server whose Physical Console you want to view and press Enter.

The Physical Console appears:

Physical Console

```

15:09:08          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv      *          - Physical Console -

Server .. 114  F-Mc      MVS/XA      NCL Act

*87 DFS996I *IMS READY*  IMS
      .HASP309      INIT  3 INACTIVE ***** C=K
- JOB 4276 IEF403I ALOADDOP - STARTED - TIME=15.07.45
- JOB 4275 IEF403I OPN2ASMT - STARTED - TIME=15.07.45
- JOB 4277 IEF403I HENAT22 - STARTED - TIME=15.07.58
- JOB 4278 IEF403I SMOASMC - STARTED - TIME=15.08.01
STC 4671 ZSR00006 (8) PROGRAM WSTIME ABEND SOCl PSW=07AD000000C7032
DUMP=031
- JOB 4275 IEF404I OPN2ASMT - ENDED - TIME=15.08.09
- JOB 4276 IEF404I ALOADDOP - ENDED - TIME=15.08.09
      .HASP309      INIT 22 INACTIVE ***** C=W
      .HASP309      INIT  1 INACTIVE ***** C=G
STC 4264 ZVT2020 - LOSTERM LU=DAESF26      TID=0248 CODE=20
00- JOB 4278 IEF404I SMOASMC - ENDED - TIME=15.08.42
      .HASP309      INIT 26 INACTIVE ***** C=M

Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help          Exit  Flip                                Menu

```

Available Local Commands: Physical Console

Autoref

Field Descriptions: Physical Console

- **Server**
The Server name. Change the name by simply entering a new name and pressing Enter. Enter an asterisk (*) and press Enter to open a selection window with all Servers.
- **(System)**
The field immediately to the right of the Server name displays the operating system of the machine.
- **(Status)**
The field immediately to the right of the (System) field displays Server status.
For an explanation of the values which appear in this field, see the Status field under the Field Descriptions: Server Monitor heading.

Viewing a System Console

Every defined Server has four **System Consoles**:

Actnnn - Activity Console

In the Activity Console, the Server reports the first and last message logged within each activity interval as well as execution statistics for this interval. This interval begins with a Server START or RENEW or with the restart of a Server subtask and ends with the next START, RENEW or subtask restart.

Autnnn - Automation Console

In the Automation Console, every Event detected and every Action executed by the Server is reported.

Lognnn - Console

In the Log Console, the Server reports its own activities and error conditions.

Udfnnn - Undefined Console

In the Undefined Console, the Server logs all messages which are not routed to a Console. This logging process can be restricted to an activity period set in the Server Parameters.

To view a system console

- **either:**
On the Server Monitor screen, enter the appropriate line command in the two-character command line preceding the appropriate Server (AL for the Activity Console, AT for the Automation Console, LG for the Log Console or UC for the Undefined Console) and press Enter. The selected System Console appears.
- **or:**
In the appropriate Server Activity Monitor or Server Statistic Monitor, enter the appropriate local command in the command line ((ACT) for the Activity Console, (AUT) for the Automation Console, (LOG) for the Log Console or (UDF) for the Undefined Console) and press Enter. The selected System Console appears.

Issuing an Operator Command

This function enables you to issue a command directly to the operating system.

To issue an operator command

- On the Server Monitor screen, enter OC in the two-character command line preceding the Server which is to issue the command and press Enter.

The Issue Operator Command window opens:

Issue Operator Command window

```

15:09:38          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv      *              - Server Monitor -

Cmd Srv Machine  System  Status  Log DB  Last Message
-----
** ***** !              - Issue Operator Command -          !
o_  114 F- !
_  148 F ! Server ... 114  F-Mc      MVS/XA      NCL Act          !
** ***** ! Command ..          !
!
!          .HASP309      INIT 22 INACTIVE ***** C=W          !
!          .HASP309      INIT  1 INACTIVE ***** C=G          !
!      STC 4264  ZVT2020 - LOSTERM LU=DAESF26  TID=0248 CODE=20  !
! - JOB 4278  IEF404I SMOASMC - ENDED - TIME=15.08.42          !
!          .HASP309      INIT 26 INACTIVE ***** C=M          !
! - JOB 4279  IEF403I SMOLNATC - STARTED - TIME=15.09.23          !
! 00 STC 4228  F NETV310,NEWLOG          --> UQ K CMD FROM B !
! - STC 4356  +NPIOC028      LOG SWITCH REQUEST ISSUED          !
! - STC 4356  +NPIOC029      DYNAMIC ALLOCATION FOR NETLOG SUCCES !
-----
NCL2262 Please Confirm execution.
Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help          Exit Flip Conf          Menu

```

Available Local Commands: Issue Operator Command

Confirm

Field Descriptions: Issue Operator Command

- **Server ...**
The Server name, followed by the operating system of the machine and Server status (as described for Top of Screen for the Server Activity Monitor). For an explanation of the values which appear in the Server status field, see the Status field under the Field Descriptions: Server Monitor heading.
- **Command**
Enter the command to be issued. The Physical Console displayed in the window enables you to see the reaction to the command you have issued. You can suppress this window by not marking Operator Command Prompt on the Set Session Parameters screen.

You can also invoke this function from anywhere in Entire Event Management with the direct command:

OPER [server]<command>

Starting, Renewing and Shutting Down a Server

These functions enable you to start or shutdown a Server or renew its definitions. For all functions Entire System Server must be active. Entire System Server is active, if the status NPR Lost does not appear in the Status field of the appropriate Server on the Server Monitor screen.

Starting a Server

- ▶ **To invoke the Start Server window**

- On the Server Monitor screen, enter ST in the two-character command line preceding the Server to be started and press Enter.

The Start Server window opens:

Start Server window

```

15:06:59          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv      *          - Server Monitor -

Cmd Srv Machine System Status Log DB Last Message
-----
** ***** !          - Start Server -          !
__ 114 F- !          !          !
st 148 F ! Server . . . . . 114 F-Mc MVS/XA NPR Act !
** ***** !          !          !
          ! Task States          !
          ! Main Task . . . . INACTIVE          !
          ! Collect Task . . INACTIVE          !
          ! Analysis Task . . INACTIVE          !
          ! Logging Task . . INACTIVE          !
          ! Action Task . . . INACTIVE          !
          !          !          !
          ! Backup File . . . . NCL.SYSF.SV114.BACKUP2 !
          ! Renewed . . . . . 16.07.96 13:46:45 !
          !          !          !
-----
NCL2262 Please Confirm execution.
Command ==>
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
          Help          Exit Flip Conf          Menu
    
```

 **To start the server**

- Press PF5 (Conf) or type CONFIRM in the command line and press Enter.

Available Local Commands: Start Server

Confirm	Renew	Shutdwn
---------	-------	---------

Field Descriptions: Start Server

- **Server ...**
The Server name, followed by the **operating system** of the machine and **Server status** (as described for Top of Screen for the Server Activity Monitor). For an explanation of the values which appear in the Server status field, see the Status field under the Field Descriptions: Server Monitor heading.

Task Status

One of the following values appears:

Value	Explanation
ABEND	Task has ended abnormally.
INACTIVE	Task is not running.
RUNNING	Task is running.
WAITING	Task is waiting for incoming messages, Actions or commands.

- **Backup File**
The Backup File with the most recent punch time stamp.
- **Renewed**
Time stamp of the most recent punch in the Backup File.

You can also start the Server from anywhere in Entire Event Management by invoking the direct command:

```
START SERVER [server-name]
```

The downloading of definitions when the Server is started depends on the parameter NCLREFR='Y'/'N' in the NCLENV block in the parameter member defined for the Server in the SYSSATU library. For further information, see the subsection Mandatory Parameter Blocks and Parameters for Entire Event Management in Section Installation and Customization - Mainframe.

The Server can also be started when it is in error status.

Renewing a Server

▶ To invoke the Renew Server window

- On the Server Monitor screen, enter RE in the two-character command line preceding the Server to be renewed and press Enter.

The Renew Server window opens:

Renew Server window

```

15:08:36                *** ENTIRE EVENT MANAGEMENT ***                16.07.96
Srv      *                - Server Monitor -

Cmd Srv Machine  System  Status  Log DB  Last Message
-----
** ***** !                - Renew Server -                !
__ 114 F !
re 148 F ! Server . . . . . 114 F-Mc      MVS/XA    NPR Act    !
** ***** !                !
! Task States                !
!   Main Task . . . . INACTIVE                !
!   Collect Task . . INACTIVE                !
!   Analysis Task . . INACTIVE                !
!   Logging Task . . INACTIVE                !
!   Action Task . . . INACTIVE                !
!                !
! Backup File . . . . NCL.SYSF.SV114.BACKUP2                !
! Renewed . . . . . 16.07.96 13:46:45                !
!                !
-----
NCL2262 Please Confirm execution.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help      Exit  Flip  Conf                        Menu

```

▶ To renew the Server

- Press PF5 (Conf) or type CONFIRM in the command line and press Enter.

Available Local Commands: Renew Server

Confirm	Shutdown	Start
---------	----------	-------

Field Descriptions: Renew Server

- See Field Descriptions: Start Server on the preceding page.

You can renew the Server from anywhere in Entire Event Management by invoking the direct command:

RENEW SERVER [server-name]

Shutting Down a Server

 **To invoke the Server Shutdown window**

- On the Server Monitor screen, enter TE in the two-character command line preceding the Server to be shutdown and press Enter.

The Server Shutdown window opens:

Server Shutdown window

```

15:08:36          *** ENTIRE EVENT MANAGEMENT ***          16.07.96
Srv      *          - Server Monitor -

Cmd Srv Machine  System   Status   Log DB   Last Message
-----
**  ***** !          - Server Shutdown -          !
__  114 F  !
re  148 F  ! Server . . . . . 114 F-Mc      MVS/XA    NPR Act    !
**  ***** !
! Task States          !
!   Main Task . . . . INACTIVE          !
!   Collect Task . . INACTIVE          !
!   Analysis Task . . INACTIVE          !
!   Logging Task . . INACTIVE          !
!   Action Task . . . INACTIVE          !
!
! Backup File . . . . NCL.SYSF.SV114.BACKUP2    !
! Renewed . . . . . 16.07.96 13:46:45    !
!
-----
NCL2262 Please Confirm execution.
Command ==> _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      Help           Exit  Flip  Conf                                     Menu
    
```

 **To shutdown the Server**

- Press PF5 (Conf) or type CONFIRM in the command line and press Enter.

Available Local Commands: Server Shutdown

Confirm	Renew	Start
---------	-------	-------

Field Descriptions: Server Shutdown

See Field Descriptions: Start Server.

You can shutdown the Server from anywhere in Entire Event Management by invoking the direct command:

```
SHUTDOWN SERVER [server-name]
```

The shutdown process functions as follows:

- The Main Task of the Server tells its subtasks to shutdown in the following order:
 1. Collect Task
 2. Analysis Task
 3. Action Task
 4. Logging Task
- The subtasks confirm this request to the Main Task.
- The Collect Task, the first in the chain, stops collecting messages, and the other subtasks process their remaining input queues and shut them down in order.

Entire Event Management API

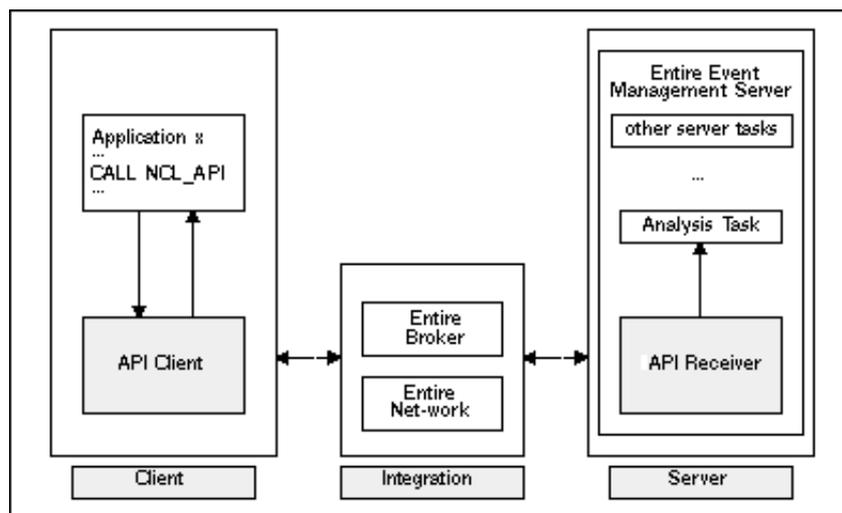
This section covers the following topics:

- Introduction
- API for Natural - platforms OS/390, VSE/ESA and BS2000/OSD
- API for C - platform Windows 3.x

Introduction

The Entire Event Management API enables applications to forward exception messages, so-called events, to the Entire Event Management server for further analysis. The server determines by means of filter and automation rule definitions provided by the administrator whether the event must be logged in the database and which automated actions must be executed.

The API functions are designed as client/server functions. This means that each function can be split into a client part and a server part. The following figure illustrates this principle of operation:



The client part of the API is provided on the mainframe platforms OS/390, VSE/ESA and BS2000/OSD with a Natural CALLNAT interface and on the Windows 3.x platform with a C language call interface.

The server part, called **API Receiver**, is provided on the mainframe platforms only. It maps the API event message format to an internal message format, which is then forwarded to the Analysis Task of the Entire Event Management Server via the Entire System Server view EVENTING. The API Receiver registers as a service with Entire Broker. It can run as a subtask of the Entire Event Management Server or as a separate batch job which does not need to run on the same network node as the Entire Event Management Server.

If the client application is located on the same network node as the Entire Event Management Server, it can be specified in a configuration file that the API Receiver service is local for the client. In this case, the integration mechanism provided with Entire Broker / Entire Net-work is not involved in the communication. The service which forwards the event message to the Analysis Task via EVENTING view is then called directly by the API client, thus reducing the communication overhead.

API for Natural - platforms OS/390, VSE/ESA and BS2000/OSD

Call Format

```
CALLNAT 'NCL_API'
  USING FUNCTION
    TARGET_SERVICE
    BUFFER
    ERROR_INFO
    RETURN_CODE
```

where (see also member DOCPI00A in library SYSNCLPI):

Name	Format	Usage
FUNCTION	I2	Input, mandatory. An integer field whose value relates to an API function.
TARGET_SERVICE	A16	Input, mandatory. The name of the API Receiver service. This name must be registered in a configuration file (see Configuring the API Receiver).
BUFFER	A1(1:4096)	Input, mandatory. An array which contains a structure specific to the function.
ERROR_INFO	A1(1:200)	Output. A structure which contains error information provided by deeper call levels.
RETURN_CODE	I2	Output. An integer field containing a return code (see Return Codes for the format and content).

API Functions

The following functions are currently supported (defined in LDA NCLPI--E, see also member DOCPI--E in library SYSNCLPI):

Function	Value	Description
NCL_FC_EVFORWARD	1	Forward an event message to the Entire Event Management Server.
NCL_FC_STOPSERVICE	9999	Stop the API Receiver service.

NCL_FC_EVFORWARD - 1

Use this function to forward an event message to the Entire Event Management Server. Provide values for the parameters of the following data structure (defined in LDA NCLPI01L, see also member DOCPI01L in library SYSNCLPI) and put this structure into the BUFFER parameter:

Name	Format	Usage
EV_MSGID	A10	Input, mandatory. This attribute identifies the event message.
EV_TEXT	A180	Input, optional. The message text. This attribute can be empty especially when a language-dependent representation is required and dynamic substitute strings are provided with EV_TEXT_VAR1 .. 5.
EV_CATEGORY	A32	Input, optional. This attribute can be used as classification criterion.
EV_SEVERITY	A1	Input, optional. This attribute can be used to indicate the severity of the event.
EV_SOURCE_NODE	A32	Input, optional. The originator network node where the event occurred.
EV_SOURCE_APPL	A32	Input, optional. The originator application which reports the event.
EV_JOBNAME	A8	Input, optional. The name of the originating job which reports the event
EV_JOBID	A8	Input, optional. The identifier of the originating job which reports the event.
EV_TEXT_VAR1	A64	Input, optional. A text string which is to be dynamically replaced in the language-dependent message text during representation.
EV_TEXT_VAR2	A64	Input, optional. A text string which is to be dynamically replaced in the language-dependent message text during representation.
EV_TEXT_VAR3	A64	Input, optional. A text string which is to be dynamically replaced in the language-dependent message text during representation.
EV_TEXT_VAR4	A64	Input, optional. A text string which is to be dynamically replaced in the language-dependent message text during representation.
EV_TEXT_VAR5	A64	Input, optional. A text string which is to be dynamically replaced in the language-dependent message text during representation.

NCL_FC_STOPSERVICE - 9999

Use this function to stop the API Receiver service. Be sure that there are no other clients which still need the API Receiver service. To perform this function successfully, you must fill the BUFFER parameter with the constant value NCL_INTERNAL_CALL (see also members DOCPI00A and DOCPI--E in library SYSNCLPI).

Return Codes

The following return codes are sent back to the API caller (defined in LDA NCLPI--E, see also member DOCPI--E in library SYSNCLPI):

0 NCL_RT_NORMAL

Expl.:	Successful execution.
Actn.:	None.

1 NCL_RT_IVFUNC

Expl.:	Invalid function.
Actn.:	Provide a valid function in the parameter FUNCTION (see DOCPI--E in library SYSNCLPI for valid values).

2 NCL_RT_IVSERVICE

Expl.:	Invalid service.
Actn.:	Provide a valid service name in the parameter TARGET_SERVICE. This name must be registered in the configuration file (see the subsection Configuring the API Receiver).

3 NCL_RT_IVESYNODE

Expl.:	Invalid Entire System Server node.
Actn.:	Provide a valid value for the configuration parameter ESY_Node in the configuration file (see the subsection Configuring the API Receiver).

4 NCL_RT_RUNERR

Expl.:	A runtime error has occurred. More detailed information (for example, original error code/text, erroneous program and line of program, reporting component) is provided in the structure ERROR_INFO (see member DOCPI00A in library SYNCLPI for an explanation).
Actn.:	Analyze the content of ERROR_INFO and act accordingly. Possible values for ERROR_CLASS: <ul style="list-style-type: none"> ● N = Natural runtime error. ● P = a runtime error reported by Entire System Server. ● S = a runtime error reported by the SAT component.

5 NCL_RT_COMMERR

Expl.:	An error has occurred in the communication infrastructure. More detailed information (for example, original error code/text, erroneous program and line of program, reporting component) is provided in the structure ERROR_INFO (see member DOCPI00A in library SYNCLPI for an explanation).
Actn.:	Analyze the content of ERROR_INFO and act accordingly. Possible values for ERROR_CLASS: <ul style="list-style-type: none"> ● S = a communication error reported by the SAT component.

6 NCL_RT_BACKERR

Expl.:	An error has occurred in the API back-end. More detailed information (for example, original error code/text, erroneous program and line of program, reporting component) is provided in the structure ERROR_INFO (see member DOCPI00A in library SYNCLPI for an explanation).
Actn.:	Analyze the content of ERROR_INFO and act accordingly. Possible values for ERROR_CLASS: <ul style="list-style-type: none"> ● I an internal error detected by a back-end program ● U a user error detected by a back-end program.

7 NCL_RT_MAXCONV_EXCEEDED

Expl.:	The maximum number of client conversations which the API Receiver service can handle in parallel (currently 10) has been exceeded.
Actn.:	Retry the client request after a short wait.

8 NCL_RT_ALIENREQ

Expl.:	The client has provided a value for the parameter TARGET_SERVICE which is different from the name under which the API Receiver service was started.
Actn.:	Be sure to use identical names for referring to the API Receiver service in both the client and the server environment (see also the subsections Configuring the API Receiver and Starting the API Receiver).

99 NCL_RT_SERVICE_STOPPED

Expl.:	This return code informs the client that the API Receiver service has been stopped because of its previous NCL_FC_STOPSERVICE request.
Actn.:	None.

100 NCL_RT_IVVERSION

Expl.:	This code is returned by the back-end or server part of the API and means that the version of the client part is not compatible with the version of the server part.
Actn.:	Make sure that the installed Entire Event Management versions of the client and the server part are always compatible.

101 NCL_RT_IVMSGID

Expl.:	The content of the attribute EV_MSGID in the parameter BUFFER is not valid.
Actn.:	Provide a non-blank value for the attribute EV_MSGID.

Examples

The program XAPI01-P in library SYSNCLPI provides an example of how to use the Entire Event Management API.

Configuring the API Receiver

The API Receiver is a service which registers with Entire Broker. Entire Broker identifies this service by the attributes CLASS, SERVER and SERVICE. The server must pass these attributes to Entire Broker to REGISTER requests. The client must pass these attributes to Entire Broker to SEND requests.

The SAT component facilitates the addressing and configuration of services by allowing the service to be addressed with a symbolic name, which is registered in a text member of library SYSSATU (see also subsection SAT in Client/Server Environments in Section Installing System Automation Tools) of the SAT Installation and Customization Documentation. The syntax for the symbolic name is as follows:

[<member-name> .] <section-name> .

For example, the name: **NCLPARMS.ncl_api** addresses section **ncl_api** in member NCLPARMS of library SYSSATU. If the <member-name> token is omitted, it is assumed that the section is located in the text member SATSRV.

SATSRV Configuration Parameters

Name	Description
TYPE	Type of communication. Must currently be ACI.
SERVER-CLASS	Corresponds to the parameter CLASS in the SDPA structure.
SERVER-NAME	Corresponds to the parameter SERVER in the SDPA structure.
SERVICE	Corresponds to the parameter SERVICE in the SDPA structure.
USER-ID	Corresponds to the parameter UID in the SDPA structure.
WAIT-TIME	Corresponds to the parameter WAIT in the SDPA structure.
Trace	This toggle can have the values on or off . If set to on , trace messages are produced for better diagnostics.
Service_Location	Indicates whether the API Receiver service is located locally (value l) or remotely (value r) to the client. If it is located locally, the back-end modules are called directly from the client part of the API, and the Entire Broker communication infrastructure is not involved.
Local_Node	The value provided here identifies the network node where the client runs and is taken as default for the event message attribute EV_SOURCE_NODE.
ESY_Node	Node number of the Entire System Server nucleus to be used by the APIReceiver service.

Example: SATSRV Parameters

```
ncl_api SATSRV TYPE=ACI
                BROKER-ID=BKR034
                SERVER-CLASS=NCL
                SERVER-NAME=IBM1
                SERVICE=EventReceiver
                USER-ID=huhu
                WAIT-TIME=30S
                Trace=on
                Service_Location=r
                Local_Node=ibm1
                ESY_Node=114
```

Starting the API Receiver

The API Receiver service can be started in two different ways:

- as **subtask** of the Entire Event Management Server.

In this case, the parameter API Receiver Service of the Miscellaneous Server Parameters group must contain the name of the service as registered in the library SYSSATU. The service is then started automatically during startup of Entire Event Management Server, and its status can be checked with the **Server Statistic Monitor**.

- as a separate **batch job**.

In this case, the service does not necessarily run on the same network node as the Entire Event Management Server. The member E-PIRCVR in the NCLnnn.SRCE library provides an sample JCL skeleton.

Make sure that the LFILE assignment for Entire Event Management System File 2 (LFILE number 202) corresponds to the SERVSYSF parameter of the Entire Event Management Server to which the API Receiver service will forward the event message, because SERVSYSF is used to uniquely address the correct EVENTING message queue.

API for C - platform Windows 3.x

ncl_api - NCL_API

Send client requests to the API Receiver service.

Synopsis

```
#include <ncl_api.h>
void ncl_api (NCL_API *arg);
typedef struct NCL_API
{
    long int    function;
    unsigned char target_service[16];
    unsigned char buffer[4096];
    unsigned char error_info[200];
    long int    return_code;
} NCL_API
```

Description

The client request specified in the **buffer** argument according to the desired **function** is sent to the API Receiver service addressed by the **target_service** argument.

Arguments

Argument	Description
function	Input, mandatory. An integer field whose value relates to an API function.
target_service	Input, mandatory. Specifies The name of the API Receiver service. This name must be registered in a configuration file (see Configuring the API Client).
buffer	Input, mandatory. Contains a structure specific to the function.
error_info	Output. A structure which contains error information provided by deeper call levels.
return_code	Output. An integer field containing a return code (see Return Codes for the format and content).

API Functions

The following function codes are currently supported (defined in header file **ncl_api.h**):

Function	Value	Description
NCL_FC_EVFORWARD	1	Forward an event message to the Entire Event Management Server.
NCL_FC_STOPSERVICE	9999	Stop the API Receiver service.

They correspond to the following functions which are also defined as prototypes in **ncl_api.h**.

ncl_forward_event - NCL_API01

Forward an event message to the Entire Event Management Server.

Synopsis

```
#include <ncl_api.h>
void ncl_forward_event (NCL_API01 *arg);
typedef struct NCL_API01
{
    unsigned char target_service[16];
    unsigned char buffer[4096];
    unsigned char error_info[200];
    long int return_code;
} NCL_API01
```

Description

Use this function to forward an event message to the Entire Event Management Server. Provide values for the items of the following data structure (defined in header file **ncl_api01.h**) and put this structure into the **buffer** argument:

```
typedef struct NCL_EVENT
{
    unsigned char ev_msgid [10];
    unsigned char ev_text [180];
    unsigned char ev_category [32];
    unsigned char ev_severity;
    unsigned char ev_source_node [32];
    unsigned char ev_source_appl [32];
    unsigned char ev_jobname [8];
    unsigned char ev_jobid [8];
    unsigned char ev_text_var1[64];
    unsigned char ev_text_var2[64];
    unsigned char ev_text_var3[64];
    unsigned char ev_text_var4[64];
    unsigned char ev_text_var5[64];
} NCL_EVENT
```

Arguments

Argument	Description
ev_msgid	Input, mandatory. This attribute identifies the event message.
ev_text	Input, optional. The message text. This attribute can be empty especially when language-dependent representation is required and dynamic substitute strings are provided with ev_text_var1.. 5 .
ev_category	Input, optional. This attribute can be used as classification criterion.
ev_severity	Input, optional. This attribute can be used to indicate the severity of the event.
ev_source_node	Input, optional. The originator network node where the event occurred.
ev_source_appl	Input, optional. The originator application which reports the event.
ev_jobname	Input, optional. The name of the originating job which reports the event.
ev_jobid	Input, optional. The identifier of the originating job which reports the event
ev_text_var1.. 5	Input, optional. A text string which is to be dynamically replaced in the language-dependent message text during representation.

ncl_stop_service - NCL_API01

Stop the API Receiver service.

Synopsis

```
#include <ncl_api.h>
void ncl_stop_service (NCL_API01 *arg);
typedef struct NCL_API01
{
    unsigned char target_service[16];
    unsigned char buffer[4096];
    unsigned char error_info[200];
    long int return_code;
} NCL_API01
```

Description

Use this function to stop the API Receiver service. Be sure that there are no other clients which still need the API Receiver service. To perform this function successfully, you must fill the **buffer** argument with the constant value **NCL_INTERNAL_CALL** (defined in header file **ncl_api.h**).

Return Codes

The following return codes are sent back to the API caller. They are defined in header file **ncl_api.h**.

0 NCL_RT_NORMAL

Expl.:	Successful execution.
Actn.:	None.

1 NCL_RT_IVFUNC

Actn.:	Provide a valid function in the argument function .
--------	--

2 NCL_RT_IVSERVICE

Actn.:	Provide a valid service name in the argument target_service . This name must be registered in the configuration file (see the subsection Configuring the API Client).
--------	--

3 NCL_RT_IVESYNODE

Expl.:	Invalid Entire System Server node.
Actn.:	Provide a valid value for the configuration parameter <code>ESY_Node</code> in the configuration file of the API Receiver environment (see the subsection Configuring the API Receiver).

4 NCL_RT_RUNERR

Expl.:	A runtime error has occurred. More detailed information (for example, original error code/text, erroneous program and line of program, reporting component) is provided in the structure error_info (see header file ncl_api.h for an explanation).
Actn.:	Analyze the content of error_info and act accordingly. Possible values for error_class : <ul style="list-style-type: none"> ● N = Natural runtime error. ● P = a runtime error reported by Entire System Server. ● S = a runtime error reported by the SAT component.

5 NCL_RT_COMMERR

Expl.:	An error has occurred in the communication infrastructure. More detailed information (for example, original error code/text, erroneous program and line of program, reporting component) is provided in the structure error_info (see header file ncl_api.h for an explanation).
Actn.:	Analyze the content of error_info and act accordingly. Possible values for error_class : <ul style="list-style-type: none"> ● S a communication error reported by the SAT component.

6 NCL_RT_BACKERR

Expl.:	An error has occurred in the API back-end. More detailed information (for example, original error code/text, erroneous program and line of program, reporting component) is provided in the structure error_info (see header file ncl_api.h for an explanation).
Actn.:	Analyze the content of error_info and act accordingly. Possible values for error_class : <ul style="list-style-type: none"> ● I an internal error detected by a back-end program. ● U a user error detected by a back-end program.

7 NCL_RT_MAXCONV_EXCEEDED

Expl.:	The maximum number of client conversations which the API Receiver service can handle in parallel (currently 10) has been exceeded.
Actn.:	Retry the client request after a short wait.

8 NCL_RT_ALIENREQ

Expl.:	The client has provided a value for the argument target_service which is different from the name under which the API Receiver service was started.
Actn.:	Be sure to use identical names for referring to the API Receiver service in both the client and the server environment (see also the subsections Configuring the API Receiver and Starting the API Receiver).

99 NCL_RT_SERVICE_STOPPED

Expl.:	This return code informs the client that the API Receiver service has been stopped because of its previous NCL_FC_STOPSERVICE request.
Actn.:	None.

100 NCL_RT_IVVERSION

Expl.:	This code is returned by the back-end or server part of the API and means that the version of the client part is not compatible with the version of the server part.
Actn.:	Make sure that the installed Entire Event Management versions of the client and the server part are always compatible.

101 NCL_RT_IVMSGID

Expl.:	The content of the attribute ev_msgid in the buffer argument is not valid.
Actn.:	Provide a non-blank value for the attribute ev_msgid .

Examples

The program **xapi01.c**, contained on the installation diskette, provides an example of how to use the Entire Event Management API. The executable program **xapi01.exe** can be invoked as follows (synopsis):

```
xapi01 -f <function> -s<target_service> -i<ev_msgid> -t<ev_text>
```

where **function**, **target_service**, **ev_msgid** and **ev_text** correspond to the arguments and attributes described above.

Configuring the API Client

On the API client site, the way in which the API Receiver service is addressed and used must be customized. The API Receiver is a service which registers with Entire Broker. Entire Broker identifies this service by the attributes CLASS, SERVER and SERVICE. The server must pass these attributes to Entire Broker to REGISTER requests. The client must pass these attributes to Entire Broker to SEND requests.

The SAT component facilitates the addressing and configuration of services by allowing the service to be addressed with a symbolic name, which refers to a section defined in the **sat.ini** file located in the SAT directory on the API client site.

The following configuration parameters can be specified in the **sat.ini** file:

Name	Description
Type	Type of communication. Must currently be ACI.
BrokerID	Corresponds to the parameter BROKER-ID in the Entire Broker attribute file and SDPA structure.
Class	Corresponds to the parameter CLASS in the SDPA structure.
Server	Corresponds to the parameter SERVER in the SDPA structure.
Service	Corresponds to the parameter SERVICE in the SDPA structure.
UserID	Corresponds to the parameter UID in the SDPA structure.
WaitTime	Corresponds to the parameter WAIT in the SDPA structure.
Trace	This toggle can have the values on or off . If set to on , trace messages are produced for better diagnostics.
LocalNode	The value provided here identifies the network node where the client runs and is taken as default for the event message attribute ev_source_node .

Example: sat.ini Parameters for API Receiver

```
[ncl_api]
Type=ACI
BrokerID=BKR034
Class=NCL
Server=IBM1
Service=EventReceiver
UserID=huhu
WaitTime=30S
Trace=on
LocalNode=pchka
```