

Natural Construct

Help Text User's Manual

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

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INTRODUCTION

This manual describes the features and functions of the Natural Construct Help Text subsystem.

The following topics are covered:

- **About this Manual**, page 8
- **Glossary of Terms**, page 11
- **About Natural Construct**, page 16
- **Creating Help Text**, page 26

About this Manual

This manual describes how to invoke and use the Help Text subsystem. Its purpose is to help the documentor create and maintain online help for the applications generated with Natural Construct. For information about the Generation or Administration subsystems, refer to the applicable manual in the documentation set. For a list of titles, see **Related Documentation**, page 10.

Intended Audience for this Manual

The *Natural Construct Help Text User's Manual* was written for the documentor (or developer) who is creating or maintaining online help. You do not need a background in Natural programming to use the Help Text subsystem.

This manual uses illustrations from the Natural/Adabas environment. Differences in commands or field names for DB2 (SQL/DS), DL/1, or VSAM users are described where they occur.

Mainframe and Unix Platforms

The majority of the information in this manual applies to all supported platforms. When differences in operation exist for different platforms, the following methods are used to describe them:

- When a description applies to only one supported platform, the platform is indicated in parentheses. For example: (mainframe) or (Unix).
- When a minor difference exists, it is explained in parentheses. For example: Enter NCSTH at the Next prompt (in the Direct command box on Unix).
- When a more significant difference exists, a note explains the difference. For example:

Unix Note:
Enter...

- When major differences exist, separate sections or chapters are devoted to specific platforms. The platform names are displayed in the section or chapter headings. For example: Natural Construct for Mainframe or Natural Construct (Mainframe).

Layout of this Manual

The chapters in this manual describe the following topics:

Chapter	Title	Topics
1	Introduction , page 7	Contains a general description of Natural Construct and the basic information you need to use this manual and the Help Text subsystem.
2	Using the Help Text Subsystem , page 37	Describes the features and functions of the Help Text main menu.
3	Using the Editor , page 61	Describes the features and functions of the Help Text editor, as well as the commands you can use in the editor.
4	Utilities , page 91	Describes the utilities and their functions and parameters.

Related Documentation

This section lists other manuals and guides in the Natural Construct manual set.

User Manuals

For information about using Natural Construct, see:

- *Natural Construct Generation User's Manual*
This manual is intended for developers who create applications using the supplied models.
- *Natural Construct Administration and Modeling User's Manual*
This manual is intended for administrators who maintain the Natural Construct generation environment, as well as for developers who create new models.
- *Natural Construct Getting Started Guide*
This guide provides a quick overview of Natural Construct and its many features and capabilities. It is intended for programmers who are new to Natural Construct.

Installation Manuals

For information about installing Natural Construct, see the installation manual for your platform.

Glossary of Terms

The following terms are used throughout this manual:

Term	Definition
Active help	Help that lists valid values for a field. When a user requests help on a field with active help, a list of values is displayed for selection.
Component	<p>Part of a help member name that uniquely identifies the member. Each help member is identified by a combination of Type, Major, Minor, and Language components. The first three component names link the help member to the panel or field from which it is invoked.</p> <p>For example, to create help text for the Natural Construct-generated NCOSEL program (panel/map), assign “P” as the Type component, “NC” as the Major component, and “NCOSEL” as the Minor component. When a user presses PF1 (help) on the NCOSEL panel, the system displays the help member with the component names P/NC/NCOSEL.</p> <p>The Language component is specified at runtime. The help member with the Language component corresponding to that language is displayed when the user requests help. If there is no help member for the current language, the English version is displayed.</p>
Context-sensitive help	See “passive help”.
Cursor-sensitive or Cursor-sensitivity	To select using a cursor. For example, moving your cursor to a help profile name on the Select Help Profile panel and pressing Enter selects the help profile for further action.
Data area	Natural module in which data is stored. For example, a parameter data area stores parameters that are passed between subprograms; a global data area stores data that is used by all programs in an application.

Term	Definition (continued)
Dynamic attribute characters	Special characters used as delimiters to mark text for a special purpose. There are two types of dynamic attribute characters: those for bolding (intensifying) text and those for identifying a hotlink. The default characters for bolding text are single angle brackets < > and for identifying a hotlink are double angle brackets << >>. To change the dynamic attribute characters, see Changing the Current Help Profile , page 84.
Edit buffer	Information saved in memory. For example, when you edit a help member but do not save it, the contents of the help member will stay in the edit buffer until it is cleared.
Enter	Action of typing a value in a field and pressing the Enter key. To indicate that the user should type a value (and not press Enter immediately), the word “type” is used.
Enter key	Pressing this key signals the computer to initiate an action, for example, add, display, or update information. (Also referred to as the Return key.)
Execute	Start or display a program, menu, panel, editor, utility, etc. Also referred to as invoke.
Field	Area in a window or on a panel that either displays information or requires the user to input information.
Function	A process, such as the Clear Edit Buffer function on the Help Text main menu.
Help profile (current)	Determines the following display attributes for a help window: <ul style="list-style-type: none">• number of lines per page• window settings• dynamic attribute characters• hotlink identifier characters You can access the Maintain Current Editor Profile panel from the Help Text editor. The settings on this panel override those set up for the default help profile.

Term	Definition (continued)
Help profile (default)	Determines the default size and position of a help window. You can access the Maintain Default Profiles panel by entering “M” on the Help Text main menu. Default profile settings can be overridden for an individual help window by accessing the Maintain Current Editor Profile panel from the Help Text editor.
Help member	Block of help text identified by three components: Type, Major, and Minor. You can also set up translated versions of your help members for each supported language (identified by the Language component). For more information, see “component”.
Hotlink	Link to a help member. Hotlinks appear as bolded text within the hotlink begin and end indicators (<< >>, by default) in a help window. Users can move between help members using hotlinks. To select a hotlink, move the cursor over the hotlink and press Enter.
Invoke	Start or display a program, menu, panel, editor, utility, etc. Also referred to as execute.
Major component	See “component”.
Message number	<p>Number that identifies a string of text, such as a panel name, field name, application message, PF-key name, etc. Also called a SYSERR reference number.</p> <p>Message numbers help keep screen text and help text synchronized. For example, the field name, “Action”, can appear on many of your application panels and help members. Instead of typing “Action” in each screen definition and help member where it is used, you can type a message number corresponding to the “Action.”</p> <p>Message numbers also reduce maintenance and translation effort because you maintain or translate a message number once for each supported language.</p> <p>To change or add message numbers, use the SYSERR utility.</p>

Term	Definition (continued)
Member	See “help member”.
Menu	Panel or program that displays the available functions (processes) and allows you to select one for use.
Minor component	See “component”.
Object	Any entity that represents a business function and is used by Natural Construct.
Optional field	Field for which input is not required.
Page	One screen of information displayed in a help window. The length and number of text lines on a page are determined by the Help Display profile assigned to the help member.
Panel	Usually refers to a full screen of information, however, it can apply to partial screens of information as well.
Panel-sensitive help	See “passive help”.
Passive help	Help that is specific to the panel or field on which the cursor is placed. When a user selects help on a panel or field for which passive help is available, help for the specific panel or field is displayed. Passive help is also known as context-sensitive help.
PF-key	Program function key. To perform the associated function, press that key. For example, pressing PF1 (help) displays help information.
Required field	Field for which input is required.
Return code	Code entered in the Function field on a menu to return to the previous panel. The return code on Natural Construct menus is a period (.)
Return key	See “Enter key”.

Term	Definition (continued)
Runtime	Period of time during which an application is being used or is performing some function.
Scroll	To move forward (down), backward (up), left, or right through information displayed on a panel or in a window.
Terminate	End your Natural Construct session.
Type component	See “component”.
Window	Area on a screen that displays information and typically has visible boundaries. Windows are invoked from panels and are generally smaller than a panel, so they appear to be laid on top of them. For example, a help window appears to be laid on top of the panel from which it was invoked.

About Natural Construct

Natural Construct is a functionally rich Natural productivity and standardization tool. Using Natural Construct, application developers can enhance their Natural environment and speed up the design and implementation of their Natural applications.

This section introduces Natural Construct and describes:

- How to invoke the Natural Construct subsystems on different platforms
- How to use direct commands
- The functions of the PF-keys
- The Help and Return codes on menus
- How to use online help
- How modules are saved and stored

Description of Natural Construct

Written for Software AG's Natural/Predict environment, Natural Construct assists developers in achieving higher productivity goals than are obtainable using Natural and Predict alone. At the same time, Natural Construct helps to standardize and control the quality of the application development process.

Natural Construct consists of the following subsystems:

Subsystem	Description
Help Text	For the documentor or developer to create and maintain help text at the map and/or field level.

Subsystem	Description (continued)
Administration	For the administrator to define and maintain the models Natural Construct uses to generate programs. For more information about this subsystem, see the <i>Natural Construct Administration and Modeling User's Manual</i> .
Generation	For the developer to generate development modules, including: <ul style="list-style-type: none">• Natural modules• Predict program descriptions• code blocks• JCL text (mainframe) For information about this subsystem, see the <i>Natural Construct Generation User's Manual</i> .

Invoking Natural Construct

Natural Construct can be used by a variety of users on a number of platforms. The following sections describe how to invoke the Natural Construct Help subsystem. To learn how to invoke the Generation and Administration subsystems, refer to *Natural Construct Generation User's Manual* and *Natural Construct Administration and Modeling User's Manual* respectively.

Note: Always terminate Natural Construct by pressing the quit PF-key or entering a period (.) in the input field on the Help Text main menu. This method ensures proper cleanup of the environment.

If you are the Natural Construct administrator, the procedure differs slightly. Refer to the second procedure in this section for instructions.

Developers and Documentors

- To invoke the Help Text subsystem:
 - 1 Type “ncsth” at the Next prompt.
 - 2 Press Enter.

To invoke the Help Text subsystem in this way, your user ID must be set up to access the Natural Construct SYSLIBS library. If necessary, have your system administrator set up your user ID correctly.

Natural Construct Administrators

- To invoke the Help Text subsystem:
 - 1 Type “csth” at the Next prompt.
 - 2 Press Enter.

Main Menus

Each of the three subsystems (Help Text, Generation, and Administration) has its own main menu, which is displayed when you invoke the subsystem. However, as this manual addresses the needs of Natural Construct documentors, the Help Text main menu is the only Natural Construct main menu referred to. See **Help Text Main Menu**, page 39.

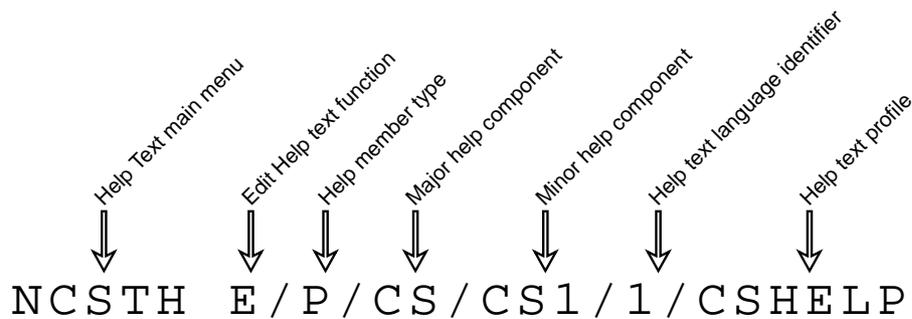
Command Lines

You can move around within the Help Text subsystem by entering codes on menus, pressing PF-keys, or issuing commands. Commands allow you to go directly to any function or menu within the subsystem — without using intervening menus. They are useful for experienced users who know the menu structure, the valid menu codes, and the required parameters at each menu level. A sample command line is shown below:

Command _____

You can string together as many commands as you like. If one of the codes you specify is not valid on the Help Text main menu, Natural Construct displays that menu so you can enter a valid code.

The following diagram illustrates a sample command line entry:



Sample Command Line Entry

This command invokes the Help Text main menu (NCSTH), the Edit Help text function (E) on the main menu, the Type, Major, and Minor components, as well as the Language component and help profile for the help member that you want to create or edit.

Note: The help profile is required in the above command only if you are creating a new help member.

When entering a command, leave a space between menu function codes to indicate a new menu or level. To indicate parameters that are at the same level, use a slash (/) to separate them.

When you enter commands on the command line for a menu, Natural Construct first determines whether the code is a valid option on that menu. If no code on the current menu matches the first code in the command, Natural Construct checks the main menu for a match.

Note: You can also issue a command at the Natural Next prompt (Direct command box for Unix). While you are in the SYSCST library. For example, to perform the sample command displayed earlier, you enter Csth E/P/CS/CS1/1/CSHELP at the Next prompt.

Natural Construct PF-Keys

Throughout the Natural Construct system, certain PF-keys have standard functions (pressing the PF1 key invokes online help, for example). The PF-key lines, which are located at the bottom of most panels, display the PF-key functions for that panel.

PF-keys 13 to 24 are equivalent to PF-keys 1 to 12, respectively; however, only PF1 to PF12 are displayed.

The following table describes the functions of the standard default PF-keys:

Note: You can change the function and/or description associated with each key (for information, see the *Natural Construct Administration and Modeling User's Manual*. Within this manual, we refer to the default values.

PF-Key	Name	Function
PF1	help	Displays help for a particular panel or field. <ul style="list-style-type: none"> • When the cursor is in a field followed by an asterisk (*), displays a window from which you can select a valid value for the field • When the cursor is in a field not followed by an asterisk (*), displays help for that field • When the cursor is anywhere on the panel except a field, displays help for the entire panel For information about field and panel help, see Field-Level Help , page 24, and Panel-Level Help , page 22.

PF-Key	Name	Function (continued)
		Note: An asterisk is the default help indicator; the help indicator for your organization may be different. Your system administrator will know which symbol is the help indicator.
PF2	retrn	Displays the previous panel (equivalent to entering a "." in the Function field on a menu).
PF3	quit	Terminates the Natural Construct session. If a confirmation window is displayed when you press PF3, press PF3 again to terminate the session.
PF7	bkwrđ	Scrolls backward (up) through data.
PF8	frwrđ	Scrolls forward (down) through data.
PF10	left	Displays the panel to the left of the current panel. If you are on the first panel in a series of panels, displays the last panel in the series.
PF11	right	Displays the panel to the right of the current panel. If you are on the last panel in a series of panels, displays the first panel in the series.
PF12	main	Displays the Help Text main menu.

Help and Return Codes on Menus

On each menu throughout the Natural Construct system, you are given the options of a period (.) and a question mark (?) as valid codes. Typing a question mark (?) and pressing Enter displays help for that panel. It is equivalent to pressing PF1 (help). Typing a period (.) and pressing Enter terminates the current program and returns you to the previous menu. It is equivalent to pressing PF2 (retrn).

Panel-Level Help

While you are using Natural Construct, you can display help information about the current panel by moving the cursor anywhere on the panel (except an input field) and pressing PF1 (help).

If your cursor is not on an input field when you request help, Natural Construct displays the passive panel-level help containing an explanation of the functionality of that screen, as well as the hotlinks to a model overview and descriptions of all input fields and PF-keys.

Note: If the cursor is in an input field when you request help, Natural Construct displays help information for that field. For more information about field-level help, see **Field-Level Help**, page 24.

The following example shows the first help window for the Help Text main menu:

```

Panel Help
Help Text Main Menu

This menu lists the available help text functions, as well as the
code you enter to invoke each function. In addition to the Function
field, other input fields are also provided. These additional input
fields are required for some of the functions listed.

You use the functions available through this menu to create and
maintain help text for your generated modules. All Construct-
generated modules contain the code required to access the help text.

Field Help
<<Function>>
<<Type>>
<<Major>>
<<Minor>>
<<Language>>
Page ... : 1 / 2
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF1
frwr help retrn quit          bkwr frwr
Help for: P/CS/CSHMNM0/1

```

Panel-Level Help for the Help Text Main Menu

- To scroll forward through the pages of help text, either enter a number in the Page field, press PF8 (frwr), or press Enter. To scroll backward, either enter a number in the Page field or press PF7 (bkwr).
- To return to the main screen, press PF2 (retrn) or PF3 (quit).
- To display help about how to use the online help facility, press PF1 (help) in any help window.
- To display information about a particular field or PF-key, move the cursor to the hotlink (indicated by the << >> brackets) and press Enter. A window is displayed, containing help information about the selected topic.

The following example shows the help window for the Function field:

```

                                Field Help
                                Function

Type the code for the function you want to invoke. The codes and
functions are:
E      <<Edit Help Text>>
T      <<Test Help Text>>
S      <<Save Help Text>>
L      <<List Help Text>>
P      <<Purge Help Text>>
C      <<Clear Edit Buffer>>
H      <<Print Saved Help Text>>
M      <<Maintain Default Profiles>>
.      <<Help>>
?      <<Return>>

Page ... : 1 / 1
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF1
frwr help retrn quit          bkwr frwr
Help for: F/#CODE/CSHMNM0/1

```

Help Information for the Function Field

You can display information about each function available on the Help Text main menu by moving the cursor to the function name and pressing Enter. In the same way, you can also display information about the help and return functions.

Field-Level Help

Natural Construct has two types of field-level help: passive and active. Passive field-level help displays a description of a field on a panel. Passive field-level help eliminates unnecessary screen navigation and takes users directly to the information they need. This feature eliminates much of the unnecessary reading and search effort required to traverse several screens before help information is located. In addition, since one help text member is referenced, the same information is always displayed for the same screen prompt.

Active field-level help displays a selection window containing the valid values for a field. If active help is available, the field is followed by an asterisk (*).

➤ To display help for a field followed by an *, either:

- 1 Move the cursor to the field.
- 2 Press PF1 (help).

or

- 1 Type a question mark (?) in the first-character position of the field.
- 2 Press Enter.

The following figure shows the active help window for the Type component field:

```
CSHLTYPE          Natural Construct          CSHTYPE0
Aug 15             Select Type Component      1 of 1

      D File - DB field
      F Program - field
      P System - program
      O Other
Type ..... _
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---
      help retn quit
```

Active Field-Level Help Window

➤ To select a value from an active help window:

- 1 Move the cursor to the line containing the value or type the value in the Type field.
- 2 Press Enter.

You are returned to the original panel and the selected value is displayed in the field for which you requested help.

You can display help about how to use the online help facility by pressing PF1 (help) in any help window.

Creating Help Text

This section provides an overview of the process to create passive help. Creating passive help for generated applications is a two-part process:

- 1 Enable help in your application.
- 2 Create the help members.

Step 1 is performed during the set up of your application in Natural Construct and is the responsibility of the developer who is creating the application. Step 2 can be performed by a documentor and requires no programming knowledge.

Note: Active help is set up by the developer of the application. The documentor does not have to perform additional set up or modifications to enable active help. For a description of active help, see **Field-Level Help**, page 24.

Step 1: Enabling Help in Your Application

To enable help for a panel or field, its HE (Help) parameter must be defined with CD-HELPR. CD-HELPR is a subprogram that acts as a link between the application and the help member. When a user selects help on a panel or field, the application uses CD-HELPR to locate and display the correct help member.



Linking with CD-HELPR

To set up passive help, the developer inserts the following statement in the HE (Help) parameter of the panel or field:

```
'CD-HELPR' , =
```

When a user requests help on a panel or field, CD-HELPR determines the help member to display based on the internal name of the panel or field. HE parameters should be set up by someone who is familiar with the Natural programming language and with Natural Construct. For more information about enabling passive help, see **Enabling Passive Help Using CD-HELPR**, page 88.

Fields that require active help do not use CD-HELPR; instead, the programmer inserts the name of the active help module in the HE parameter of the field. In most cases, the name of active help module will be Browse-Helpr. Natural Construct provides several models to generate a browse help routine module.

Step 2: Creating Help Members

This part of the process is performed by the person responsible for setting up and writing the help text information. This section provides an overview of the tasks that must be performed, while the remaining chapters in this manual provide more detailed information. This part of the process consists of two tasks:

- Setting up the help member.
- Writing the help information

Setting Up the Help Member

You must set up a help member for each panel and field that requires passive help. You set up help members from the Help Text main menu. For information about the procedure to set up a help member, see **Edit Help Text**, page 43.

When setting up a help member, the first three components of the help member name (Type, Major, and Minor) must be consistent with CD-HELPR's internal logic. When help is requested on a panel or field, CD-HELPR determines the help member to display based on the internal name of the panel or field.

For example, suppose the internal name of the Help Profile field is +Profile-Name. Based on CD-HELPR's internal logic, Natural Construct attempts to display a help member with the following component names when help is requested for the field:

`F/+/Profile-Name`

where *F* is the Type, + is the Major, and *Profile-Name* is the Minor component.

To set up passive help for the Help Profile field, you must create a help member with the same three component names. To set up multilingual help members, you must also specify the Language component on the Help Text main menu. At runtime, the help member corresponding to the selected system language will be displayed when a user requests help.

Determining Valid Help Member Names

If your Natural Construct-generated application is enabled for passive help, you can determine the valid help member name (Type, Major, and Minor components) for a panel or field. To do so, place your cursor in the panel or field and press PF1 (Help). The valid help member name is displayed:

```
+-----+
| Help ID.....: P/CS/CD-HELP          |
| No Help text has been entered for the requested object. |
+-----+
```

Message Displaying the Help Member Name

Note: If a help member has already been set up for the panel or field, a window is displayed and the member name is shown at the bottom of the window.

You can also determine valid help member names if you understand CD-HELPR's internal logic. If required, you can override the CD-HELPR logic. For more information about CD-HELPR, see **Enabling Passive Help**, page 88.

Writing the Help Information

Once the help member is set up with the correct component names, access the Help Text editor to write the content of your help. For information about accessing the Help Text editor, see **Edit Help Text**, page 43.

When writing the help information, specify the heading (first and/or second level) and hotlink name. Headings identify the help topic and are displayed at the top of the help text window. Second level headings are also displayed in various selection windows and help documentors identify an existing help member for editing. The hotlink name identifies the help topic whenever the hotlink is used in a help window. For more information about hotlinks, see **Adding Hotlinks**, page 30.

Hotlinks

A hotlink (hyperlink) identifies additional help available in help text windows. They provide the user with a means of moving (navigating) through help text. For example, the help displayed for a panel may have a hotlink set up for each field on the panel. To access help for a field, the user moves the cursor to the hotlink and presses Enter. A window containing the additional help is displayed.

When a user invokes a hotlink, the corresponding help text member is displayed, similar to hypertext. For example, if a help text member for a panel description has the embedded hotlink, <<Header 1>>, the member for the #HEADER1 field is displayed when a user clicks on the area between the angle brackets.

A hotlink is displayed in a help window as a bolded word or phrase enclosed within double angle brackets << >>. For example:

```
<<Help Profile>>
```

To see a list of hotlinks in a help window, refer to the Help Text main menu in **Panel-Level Help**, page 22.

Hotlinks allow you to reuse help members, therefore eliminating the need to maintain multiple help text definitions. For example, suppose you have a standard definition for the “Function” field and this field is displayed on many panels throughout your application. Instead of adding a definition for the Function field to each panel-level help member, you can add a hotlink to the help member containing the Function field definition. Because the Function field is being reused (referenced) throughout your help members, any modifications to the field definition will be instantly updated throughout your help system.

Adding Hotlinks

➤ To add a hotlink:

- 1 Access a help member in the Help Text editor.
For information about accessing the editor, see **Edit Help Text**, page 43.
- 2 At the location in the help text where you want to place the hotlink, type the first three component names (Type/Major/Minor) of the help member within double angle brackets << >>.
For example:

```
<<F/+ /Profile-Name>>
```

Note: Place hotlinks on a single line with no other text. Otherwise, the hotlink may be truncated and all information may not be visible in the window.

- 3 Save the help member.
To the user viewing the hotlink from a help window, it is displayed as follows:

```
<<Help Profile>>
```

Note: The hotlink name in the example above (Help Profile) is derived from the Hotlink field in the help text member for the Help Profile field. For more information, see **Fields in the Help Text Editor**, page 65.

Multilingual Support for Help Text

Natural Construct provides enhanced support for multilingual applications and application help text. This includes:

- Language-independent help members
- Language-independent headings and hotlink names

Language-Independent Help Members

You can set up translations for help members in all supported languages. For example, suppose you are setting up help for the Help Profile field and your application supports three languages: English, German, and French. To do this, set up three help members with the same component names except for the Language component. When help is requested for the Help Profile field, the system displays the help member for the current language. If a help member for the current language does not exist, the English language help member is displayed by default.

For more information, see **Edit Help Text**, page 43.

Language-Independent Headings and Hotlink Names

You can set up translations for heading and hotlink names in each supported language using message numbers. Message numbers are linked to text strings, such as heading names, panel names, field names, etc. When creating help text, use message numbers in place of typing the names. At runtime, the message number is replaced with its associated text. The application user sees only the text name.

By using message numbers in place of static text, you can support dynamic translations in headings and hotlink names. For example, suppose your application supports three languages: English, German, and French. Each heading or hotlink message number will have three corresponding language text strings — one in each language. Based on the system language currently being used, the correct language heading or name will appear when the user requests help. Because you can reuse message numbers in your help and in your application, panel and field names are kept consistent throughout your application and application help.

Note: To translate help text at runtime, you must set up separate help members for each supported language. For more information, see **Language-Independent Help Members**, page 31.

For more information about message numbers and multilingual support, see **Using Message Numbers**, page 32.

Using Message Numbers

- To enable message numbers for use in your help text:
 - 1 Set up the valid message numbers using the SYSERR utility.
For information about using the SYSERR utility, see **SYSERR Utility** in the *Natural Utilities Manual*.
 - 2 Set up the help profile attached to the help member.
To set up the help profile, specify the name of the library in which your message numbers are stored in the Message Library field on the Maintain Default Profiles panel. For more information, see **Maintain Default Profiles**, page 55.

The remainder of this section describes how to use message numbers in help members. You can insert message numbers in a header, hotlink field and in the body of your help text.

Note: When placing message numbers in the body of your help text, place each number or series of numbers on a single line with no other text. Otherwise, the help text may be truncated and all information may not be visible in the help window.

- To insert a message number in a help member:
 - 1 Access a help member in the Help Text editor.
For information about accessing the editor, see **Edit Help Text**, page 43.
 - 2 This step is different depending on whether you are inserting a message number in a field or in the body of your help text:
 - If you are inserting a message number in a header or hotlink field, place the cursor over one of the fields and press Enter. Pressing Enter removes the protection on the fields so that you can type a value.

Note: If you do not enter a value in the Hotlink field, the value in the Heading 2 field is used as the default. We recommend that your second heading and hotlink names be identical. For example, they should identify the topic for which the help member applies, such as a panel or field name.

- If you are inserting a message number in the body of your help text, place the cursor on a single line with no additional text. For example, on a line where the message number will be used to represent a subheading.
- 3 Type the message number in the following format:

*NNNN .A

where * is a variable you type (it is replaced by the library name specified in your help profile at runtime), NNNN represents the message number, and .A represents the position of text within the message number (one message number can contain up to 15 separate text positions).

For example, the help member for the Help Text main menu specifies *1132.1 in the Header 2 field. When the user requests help on the Help Text main menu, the help text for the CSTLDA library (by default), message number 1132, and position 1 is displayed as the second heading in the help window (in this example, Help Text Main Menu).

Note: When specifying text positions within message numbers, the values 1–9 represent the first nine text positions and the values A to F represent text positions 10–15. For example, *1132.A represents the 10th position of text within message number 1132. If the message number contains one text position only, we recommend that you use the .1 notation (for example, *NNNN.1). This will ensure that the correct text will be displayed if positions are added to the message number in the future.

- 4 Save the help member.

Using Message Numbers with Substitution Values

You can use a message number in conjunction with up to three substitution values. At runtime, substitution value(s) are displayed with the message text. A substitution value can either be a text string or another message number. For example, suppose you have two message numbers: *8910.1 (which represents the text “Due Date Field”) and *9002.1 (which represents the text “Help”). You could type the following header entry in the Due Date Field help member:

```
Header 2 *9002.1,*8910.1
```

At runtime, the second heading will display as “Due Date Field Help”. In this example, the Help message number *9002.1 is set up to have substitution values placed before the text string “Help”.

To use message numbers with substitution values:

- Set up the message number with substitution place holders.
- Insert the message number and substitution value(s) in the help member.

These setup procedures are described in the following sections.

Setting Up Message Numbers With Place Holders

- To set up message numbers with place holders:
 - 1 Invoke the SYSERR utility.
To invoke SYSERR, enter “SYSERR” at the Next prompt (mainframe) or in the Direct command box (Unix). For more information about using the SYSERR utility, see **SYSERR Utility** in *Natural Utilities Manual*.
 - 2 If you are setting up a new number, select to add a message number. If you are setting up an existing message number, select to modify the number.
 - 3 In the text segment within the message number you are setting up, type the place holder characters in the following format:

```
:1::2::3:XXX
```

where :1::2::3: are place holders for up to three substitution values that can be used with the message text and XXX represents the text within the message number. To limit the number of substitution values to one or two, type :1:XXX or :1::2:XXX, respectively.

For example, to set up the “Help” message number *9002.1 so it can be used with up to three substitution values, specify the following:

```
:1::2::3:Help
```

In this example, substitution values are placed before the message text, “Help.” To have substitution values placed after the message text “Help,” type the place holders after the text “Help” (for example, Help:1::2::3:).

- 4 Save your changes.

Inserting Message Numbers With Substitution Values

- To insert message numbers with substitution values:
 - 1 Complete steps 1 and 2 in the procedure for inserting message numbers in a help member, as described in see **Using Message Numbers** on page 32.
 - 2 Type the message number and substitution values in the following format:

`*NNNN.X, ZZZZ, ZZZZ, ZZZZ`

where `*NNNN.X` is a message number set up for use with up to three substitution values and `ZZZZ` represents each substitution value — either a text block or a message number.

For example, to display “Due Date Field Help” as the heading, insert message number `*9002.1` (Help) with the substitution value, `*8910.1` (Due Date Field), as follows:

`*9002.1, *8910.1`

At runtime, the message text is displayed as “Due Date Field Help.” In this example, message number `*9002.1` is set up with place holders to have substitution values. For more information, see **Setting Up Message Numbers With Place Holders**, page 35.

USING THE HELP TEXT SUBSYSTEM

This chapter describes the Help Text main menu and the structure of the Help Text subsystem. It also describes the fields and functions on the menu.

The following topics are covered:

- **Introduction**, page 38
- **Help Text Main Menu**, page 39
- **Structure of the Help Text Subsystem**, page 40
- **Fields on the Help Text Main Menu**, page 41
- **Edit Help Text**, page 43
- **Test Help Text**, page 44
- **Save Help Text**, page 46
- **List Help Text**, page 46
- **Purge Help Text**, page 52
- **Clear Edit Buffer**, page 53
- **Print Saved Help Text**, page 54
- **Maintain Default Profiles**, page 55

Introduction

The Help Text subsystem helps you create and maintain online help text for your applications. You access this subsystem through the Help Text main menu. Using the functions available on the Help Text main menu, you can:

- Add new help text members
- Modify help text members
- Display help text members
- Print a copy of a help text member
- Purge help text members
- Save help text members to the Help file

Many of the functions on this menu invoke the Help Text editor. For information about the Help Text editor, refer to **Help Text Editor**, page 63.

For information about the Help and Terminate functions on the Help Text main menu, refer to **Creating Help Text**, page 26.

Help Text Main Menu

The Help Text main menu is displayed when you invoke the Help Text subsystem. For information, see **Invoking Natural Construct**, page 17.

The following example shows the Help Text main menu:

```

CSHMAIN                      N a t u r a l   C o n s t r u c t                      CSHMMN0
Aug 16                        Help Text Main Menu                               1 of 1

                                Functions
                                -----
                                E  Edit Help Text
                                T  Test Help Text
                                S  Save Help Text
                                L  List Help Text
                                P  Purge Help Text
                                C  Clear Edit Buffer
                                H  Print Saved Help Text
                                M  Maintain Default Profiles
                                ?  Help
                                .  Return
                                -----

Function ..... _
Type ..... P *
Major ..... _____
Minor ..... _____
Language ..... l_   Profile ..... NCSTHELP_
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      help retrn quit                                     lang

```

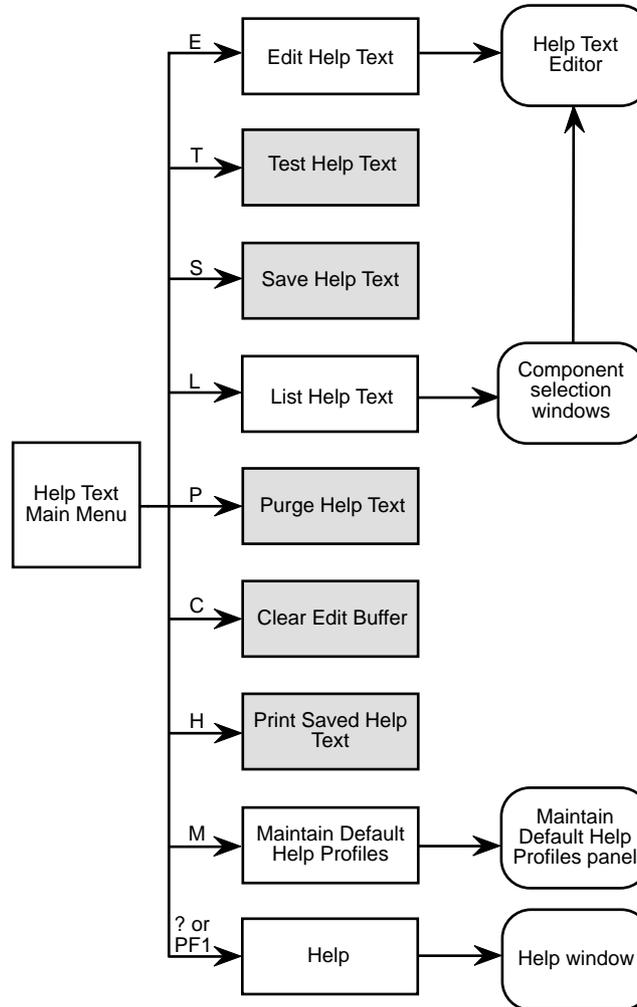
Help Text Main Menu

To access the help text functions, enter the appropriate code in the Function field. For several functions, you must also identify the help member by entering its Type, Major, Minor, and Language components. In some cases, you must also enter the profile name for the member in the Profile field.

The following sections describe the structure of the Help Text subsystem, the fields on the Help Text main menu, and the functions available through the menu.

Structure of the Help Text Subsystem

The following diagram illustrates the functions available on the Help Text main menu. Shaded boxes represent functions performed directly from the menu:



Structure of the Help Text Subsystem

Fields on the Help Text Main Menu

The fields on the Help Text main menu are:

Field	Description
Function	Code for the function you want to perform. For example, type “E” to edit a help member.
Type	Type component for the help text. Valid Types are: <ul style="list-style-type: none">• D Online help for a database field (Minor component) within a file (Major component)• F Online help for a field within a program• O Miscellaneous help (the Major and Minor components may have any value; for example, any procedure or glossary type help members can be assigned a Type component of “O”)• P Online help for a program or map
Major	<p>Major component for the help text you want to create, view, or modify. Along with the Minor and Type components, the Major component uniquely identifies a help member so that it can be located and displayed when help is requested.</p> <p>For example, to set up passive help for the Customer Number field (#CUSTOMER-NUM) on a panel (using Natural Construct naming conventions), enter “#” as the Major component, “CUSTOMER-NUM” as the Minor component, and “F” as the Type component. When a user presses PF1 (help) or enters a question mark (?) in the Customer Number field, the program retrieves the help using the Type/Major/Minor component names.</p> <p>For information about setting up passive help, refer to Step 2: Creating Help Members, page 27.</p>

Field	Description (continued)
Minor	Minor component for the help text you want to create, view, or modify. Along with the Major and Type components, the Minor component uniquely identifies a help member so that it can be located and displayed when help is requested.
Language	<p>Code corresponding to the language in which the help member will be created. For example, for an English help member, type 1, for German, type 2, for French, type 3, etc. The help member corresponding to the current language is displayed when a user requests help. If a help member for the current language does not exist, the English member is displayed by default.</p> <p>To view a list of available language codes, press PF12 (lang) on the Help Text main menu. For more information about using multiple languages, see Multilingual Support for Help Text, page 31.</p>
Profile	Name of the default profile (for example, NCSTHELP). Profiles define the size and placement of help windows.

These functions are described in the following sections.

Edit Help Text

This function invokes the Help Text editor, where you can create new help members or edit existing ones.

- To create or edit a help member:
 - 1 Type “E” in the Function field.
 - 2 Type the Type component in the Type field.
 - 3 Type the Major and Minor components in their respective fields.
To select from a list of existing Major and Minor components, use the List function. See **List Help Text**, page 46.
 - 4 Type the code for the language in which the help member will be set up in the Language field.
To select from a list of existing language codes, use the List function.
 - 5 Type the name of the default profile you are using in the Profile field.
To select from a list of existing default profiles, blank out the value in the Profile field and press Enter. The Select Profile window is displayed. This window is described in **List Help Text**, page 46.
 - 6 Press Enter.
The Help Text editor is displayed.

Any changes or additions performed in the editor are placed in the edit buffer until they are saved or cleared. For information about using this editor, see **Help Text Editor**, page 63.

Additionally, you can replace or modify the profile settings for the help member in this editor. These changes are saved for the current help member only. See **Changing the Current Help Profile**, page 84.

Test Help Text

This function displays the help text currently in the edit buffer as it will appear to a user. Use this function to test the layout of your help window, as well as your hotlinks and message numbers. For information about hotlinks and message numbers, see **Hotlinks**, page 29 and **Using Message Numbers**, page 32.

- To test the current help text, either:
- 1 Display a help member using either the Edit or List function. Displaying the member places it in the edit buffer.
 - 2 Type “Test” on the command line of the Help Text editor.
 - 3 Press Enter.
- or
- 1 Type “T” in the Function field.
 - 2 Specify the Type, Major, Minor, and Language components in their respective fields.
 - 3 Press Enter.

The following example shows a test window:

```

                                Maint Help
                                Standard Parameters

The Standard Parameters panel allows for the specification of
parameters which are not generator definition specific, but
pertain to all programs or class of programs.
For model details see: <<Maint>>

Field Description
<<Module>>
<<System>>
<<Global data area>>
<<With block>>
<<Title>>
<<Description>>
<<First header>>
<<Second header>>
<<Command>>
Page ... 1 / 2
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF1
frwr help retrn quit                                bkwr frwr

```

Test Help Text Window

The text is formatted based on the profile attached to the help member. To attach a different profile, see **Changing the Current Help Profile**, page 84.

If there is more than one page of help text, you can do one of the following actions:

Action	Method
Display the next page.	Press PF8 (frwr) or Enter.
Display the previous page.	Press PF7 (bkwr).
Display a page that is one or more pages before or after the current page.	Type the page number in the Page field and press Enter.
Leave the window.	Press PF2 (retrn) to return to the Help Text main menu.

Save Help Text

This function saves the help text currently in the edit buffer to the help text file.

➤ To save the help text:

- 1 Type “S” in the Function field of the Help Text main menu.
- 2 Ensure that the Type, Major, Minor, Language, and Profile values are correct.
- 3 Press Enter.

A message is displayed confirming that you saved (replaced) the help text.

Alternatively, you can save a help member by typing “SAVEH” on the Help Text editor command line and pressing Enter (see **Help Text Editor**, page 63).

List Help Text

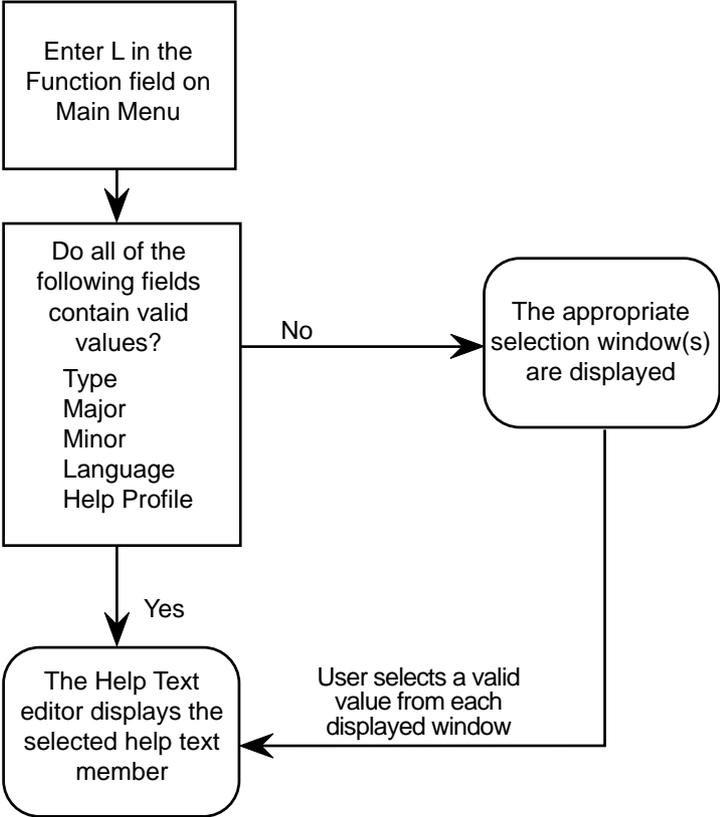
This function lists existing help text components for selection. A window is displayed for each blank or non-valid field on the Help Text main menu. If all the fields are blank or contain non-valid values when you enter “L” in the Function field, one window is displayed for each of the following fields:

- Type
- Major
- Minor
- Language
- Default profile

After you select the components, the help member is displayed in the editor.

Note: If a non-valid value is entered in any of the required fields, the values in the corresponding window are displayed in alphanumeric order beginning at the next valid value. For example, if you enter “N” in a field and it is not a valid value, the list will begin with values starting with the letter N.

The following diagram illustrates the process that the List function follows:



Process of the List Function

The first window displayed is the Select Type Component window:

```

CSHLTYPE          Natural Construct          CSHTYPE0
Aug 20             Select Type Component     1 of 1

                D File - DB field
                F Program - field
                P System - program
                O Other

Type ... _
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---
      help  retrn quit
Enter selection

```

Select Type Component Window

To select a Type component, enter its code in the Type field or move the cursor to the line containing the Type component and press Enter.

After you select the Type, the Select Major Component window is displayed:

```

CSHLMAJR          Natural Construct          CSHLMJR0
Aug 20             Select Major Component     1 of 1

Type P
-----
CN
CP
CS
CT
CU
CUFMPDA
CUMNPDA
CUOMPDA
CUSCPDA

                End of Data

Major ..... _____
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF
      help  retrn                bkwrđ frwrđ
Position cursor or enter screen value to select

```

Select Major Component Window

This window displays the Major components for the selected Type component.

Select a Major component the same way you selected the Type component. The Select Minor Component window is displayed:

```

CSHLMINR                      Natural Construct                      CSHLMIRO
Aug 20                          Select Minor Component                      1 of 1

Type P / Major CU
-----
CU--DWM0                        Window Help
CU--DYM0                        Dynamic Attributes Help
CUBAMA0                          Batch Help
CUBAMB0                          Batch Help
CUBAMC0                          Batch Help
CUBAMD10                         Batch Help
CUBAMD20                         Batch Help
CUBAMD30                         Batch Help
CUBAME0                          Batch Help
CUBOKMA0                         BROWSE-OBJECT-KEY-PDA Help
CUBOMA0                          BROWSE-OBJECT-SUBP Help
Minor .....
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF
      help  retrn                      bkwrđ frwrđ
Position cursor or enter screen value to select

```

Select Minor Component Window

This window displays the Minor components associated with the Type and Major components you selected.

Select a Minor component the same way you selected the Type and Major component. The Select Language Component window is displayed:

```

CSHLLANG              Natural Construct              CSHLLAN0
Nov 06                 Select Language Component      1 of 1

Type P / Major CU / Minor CUBOMA0
-----
 1 English              Standard Parameters
                        End of Data

Language ..... _
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF
      help  retrn                bkwrđ frwrđ
Position cursor or enter screen value to select

```

Select Language Component Window

This window displays the selected help member in all defined languages (in this example, only English is defined).

Select the help member corresponding to the language in which you are creating or modifying the help member the same way you selected Major and Minor components. The Select Profile window is displayed:

```

CSHPLIST          Natural Construct          CSHPLST0
Aug 20             Select Profile           1 of 1

Profile   Description
-----
ACTION    ** AUTOMATICALLY CREATED DURING BATCH LOAD **
CSUSEREX  NATURAL CONSTRUCT USER EXIT SAMPLE PROFILE.
NCSTDEMO  ** AUTOMATICALLY CREATED DURING BATCH LOAD **
NCSTHELP  Default CST341 Help Text profile
PREDICT   DEFAULT PREDICT EXTENDED DESCRIPTION PROFILE
Profile name .....
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF
      help  retrn                               bkwrđ frwrđ
Position cursor or enter screen value to select

```

Select Profile Window

Select a profile by entering its name in the Profile field or by moving the cursor to the profile you want and pressing Enter.

After selecting a profile, the selected help text is read into the edit buffer and the Help Text editor is displayed. For a description of this editor, refer to **Help Text Editor**, page 63.

Purge Help Text

This function purges a help member from the help text file. The help text does not have to be read into the edit buffer before the purge.

➤ To purge a help member:

- 1 Type "P" in the Function field of the Help Text main menu.
- 2 Type the Type component in the Type field.
- 3 Type the Major component in the Major field.
- 4 Type the Minor component in the Minor field.
- 5 Type the Language component in the Language field.
- 6 Press Enter.
The message "Help text exists, Press enter to confirm purge" is displayed.
- 7 Press Enter again to confirm the purge.
To cancel the purge, enter a blank or another code in the Function field.

Clear Edit Buffer

This function clears the help text from the edit buffer. To clear the edit buffer, enter “C” in the Function field of the Help Text main menu and press Enter.

If the contents of the editor were saved, the message “Edit buffer successfully cleared” is displayed. In addition, all values except the language code and the profile name are cleared from the Help Text main menu.

If the contents of the editor were not saved, the message “Current Help Text NOT Saved. Press Enter to Confirm CLEAR” is displayed. You can then save the help member or press Enter to clear the buffer.

Note: Although this function clears the edit buffer, it does not delete the saved help text.

Print Saved Help Text

This function prints a hardcopy (paper copy) of the help text currently in the edit buffer. To print a hardcopy, type “H” in the Function field of the Help Text main menu and the Type, Major, Minor, and Language components in their corresponding fields.

Mainframe Note:

If you are using a mainframe, the print facility requires the Com-plete Teleprocessing monitor or Natural Advanced Facilities.

Unix Note:

The help text is routed to Device LPT1. Contact your Systems personnel or check your NATPARM module to ensure that Device LPT1 has been associated with a hardcopy printer.

The headers, date, and time are printed at the top of each page. The Document name (the unique identifier of the help text in the order Type/Major/Minor/Language) and page number are printed at the bottom of each page. Natural Construct fits as many help text pages on each hardcopy page as there is room.

Note: Batch hardcopy of help text is also available. For information about the Help Text Hardcopy utility, see **CSHHCOPY Help Text Hardcopy Utility**, page 93.

Maintain Default Profiles

Your default profiles determine the size and placement of the help windows that use them. To view, create, or modify profiles, enter “M” in the Function field of the Help Text main menu. The Maintain Default Profiles panel is displayed:

Note: You cannot change the default profile for a help member once it is created. You can, however, override the default profile settings for an individual help member on the Maintain Current Editor Profile panel. To invoke this panel, type “HPROF” on the Help Text editor command line.

```

CSHPFM                      N a t u r a l   C o n s t r u c t          CSHPFM0
Aug 20                      M a i n t a i n   D e f a u l t   P r o f i l e s      1 of 1

Action ..... _          A,B,C,D,M,N,P,R
Profile ..... SYSTEM_
Description ..... DEFAULT USER HELP PROFILE. _____
Lines per page ..... 15_
Message Library ..... CSTLDA_
Window Settings
Top left .....   Line ..... _
                   Column ..... _
                   %W setting ... _
Size .....       Width ..... 80_
                   Height ..... _
                   Frame ..... X
Dynamic Attributes
Hotlink Begin ..... <<_
Hotlink End ..... >>_
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      help retrn quit test                                     main

```

Maintain Default Profiles Panel

The profile specified in the Profile field of the Help Text main menu is displayed on the Maintain Default Profiles panel.

This section describes the fields on the panel and the PF4 (test) key.

The Maintain Default Profiles panel contains these fields:

Field	Description
Action	Code for the action you want to perform. The action codes are: <ul style="list-style-type: none"> A Adds a default profile. B Displays the default profiles for browsing. Profiles are displayed in alphanumeric order. To view all profiles, type “B” in the Action* field, blank out the value in the Profile field, and press Enter. The display begins with the first profile in the file. If you want the display to begin with a particular profile, type its name in the Profile field before performing browse. To see an example of the browse window, refer to the Select Default Profiles panel in List Help Text, page 46. To scroll through the profile definitions, press PF7 (bkwrđ) or PF8 (frwrđ). To select a profile, enter its name in the Default Profile field or move the cursor to the line containing the profile and press Enter. You are returned to the Maintain Default Profiles panel and the selected profile is displayed in the Profile field. C Clears a default profile from the panel. (This action does not delete the profile.) D Displays the default profile specified in the Profile field. M Modifies the default profile specified in the Profile field. <p>Note: Changing a default profile does not affect help members previously saved using the profile. To modify the profile for previously saved members, you must select each member for editing and use the HPROF command. For more information about HPROF, see Help Text Editor, page 63.</p> <ul style="list-style-type: none"> N Displays the next default profile in the file.

Field	Description (continued)
P	Purges the default profile specified in the Profile field. If the profile has been saved with a help member, the profile remains as the current profile for the help member.
R	Recalls the values of the last default profile purged from the file. This action only works if performed immediately after the purge. After the profile is recalled, you can add it again using the Add action.
Profile	Name of the profile.
Description	Brief description of the profile. A description helps you to identify the profile when selecting from a list of profiles.
Line per page	Determines the number of lines in each page of help text. The default number of lines is 15. In addition to the lines that make up the body of the help member, a help window includes up to two header lines, an input line (that displays the Page fields), and two PF-key lines.
Message library	<p data-bbox="592 901 1370 1017">Identifies the SYSERR library in which message numbers and their associated text are located. This field is required if you are using message numbers in your help text (for example, in headings, hotlink names, or the body of the help member).</p> <p data-bbox="592 1035 1370 1179">Natural Construct uses this name to locate the library in which message numbers are stored (by default, CSTLDA, which contains messages for Natural Construct help members). Create a custom message library for help members for your generated applications.</p> <p data-bbox="592 1197 1370 1254">For more information about using message numbers in your help text, refer to Using Message Numbers, page 32.</p>
Window Settings	
Top left	The top left corner of the help window is defined by the Line and Column field values.
Line	Number of lines from the top of the panel to the upper edge of the window.

Field	Description (continued)
Column	Number of columns from the left side of the panel to the left edge of the window. For example, if you enter “5” in the Line field and “10” in the Column field, the top left corner of the window begins 5 lines from the top and 10 columns from the left of the panel.
%W	<p>Window setting using any of the %W commands. For example, %WB sizes the help window to the size of your screen. See the Window Processing section in the Terminal Commands chapter of the <i>Natural Reference Manual</i> for information about the %W commands you can specify in this field.</p> <p>You do not have to enter the %W portion of the command. For example, to issue the %WB command, type B in this field.</p> <p>If you specify a value in this field, you cannot specify a value in the Line and Column fields.</p>
Size	The size of the window is determined by the Width and Height field values.
Width	Width of the help window based on the number of characters specified in this field. The default width is 80 characters.
Height	Height of the help window based on the number of lines specified in this field. If you leave this field blank, the height is determined automatically when the help text is displayed.
Frame	Indicates whether the help window is displayed with a frame (border). To display a frame on the window, type X in this field; if this field is blank, the window is displayed without a frame.
Dynamic attributes	Dynamic attribute characters that identify hotlinks (defined in the Hotlink begin and Hotlink end fields). To create hotlinks, type the first three component names (Type, Major, and Minor) of the linked help member between these characters.

Field	Description (continued)
Hotlink begin	Character(s) that indicates the beginning of a hotlink. The default characters are double left angle brackets (<<). If you change this value, the specified character(s) must be unique. For more information, refer to Dynamic Attribute Characters , page 72, and Hotlinks , page 29.
Hotlink end	Character(s) that indicates the end of a hotlink. The default characters are double right angle brackets (>>). If you change this value, the specified character(s) must be a unique.

PF4 (test)

Press PF4 (test) to display the headings and the size and position of the help window. The dimensions displayed on the Maintain Default Profiles panel are used in the test. Therefore, you can test a profile before performing the Add or Modify action on the Maintain Default Profiles panel.

When you press PF4 (test), a window is displayed in which you can type headings for the test window. This is required only to calculate the height of the window. For example, if your help member has two headings, type a value in each of the heading fields: HD 1 and HD 2.

The following example shows the headings window:

```
Specify headings for test window
HD 1          N a t u r a l   C o n s t r u c t
HD 2 - TEST WINDOW SETTINGS -
```

Test Headings Window

After modifying the headings and pressing Enter, the Test Window Settings window is displayed. The following example is based on values specified on the previous sample Maintain Default Profiles panel:

```

                                N a t u r a l   C o n s t r u c t
                                - TEST WINDOW SETTINGS -

Help text line                    1
Help text line                    2
Help text line                    3
Help text line                    4
Help text line                    5
Help text line                    6
Help text line                    7
Help text line                    8
Help text line                    9
Help text line                   10
Help text line                   11
Help text line                   12
Help text line                   13
Help text line                   14
Help text line                   15
PAGE: 1 of 1
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF1
      retrn                                bkwrđ frwrđ
Help for T/Major/Minor/Language

```

Test Window Settings Window

The window is displayed as users will see it. Press Enter to return to the Maintain Default Profiles panel. You can then keep the window settings as they are or modify them as desired and test the window again.

USING THE EDITOR

This chapter describes the various features of the Help Text editor.

The following topics are covered:

- **Invoking the Help Text Editor**, page 62
- **Help Text Editor**, page 63
- **Changing the Current Help Profile**, page 84
- **Enabling Passive Help**, page 88

Invoking the Help Text Editor

To invoke the Help Text editor, select the Edit or List function on the main menu:

```

CSHMAIN          N a t u r a l   C o n s t r u c t          CSHMNM0
Aug 22              Help Text Main Menu                    1 of 1

                Functions
                -----
                E  Edit Help Text
                T  Test Help Text
                S  Save Help Text
                L  List Help Text
                P  Purge Help Text
                C  Clear Edit Buffer
                H  Print Saved Help Text
                M  Maintain Default Profiles
                ?  Help
                .  Return
                -----

Function ..... _
Type ..... P *
Major .....
Minor .....
Language ..... 1_  Profile ..... SYSTEM__
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      help retrn quit                                  lang

```

Help Text Main Menu

The Edit and List functions are described in **Edit Help Text**, page 43, and **List Help Text**, page 46.

The following sections describe the Help Text editor and how to create or edit help members in the editor.

Help Text Editor

The following example shows the Help Text editor when it is invoked to create a new help member:

```
Header 1 .                               Profile
Header 2 .                               SYSTEM
Hotlink .
>                                         > + ABS X X-Y _ S 0   L 0
> .....1.....2.....3.....4.....5.....6..... AD
>                                         <
|                                         |
|                                         |
F/#/CSHMPP/1 does not exist; new member started
```

Help Text Editor

The following example shows the editor when it contains a help member:

```

Header 1 . *0224.1                                     Profile
Header 2 . *0222.1                                     NCSTHEL
Hotlink .
>
> + ABS X X-Y _ S 71  L 1
TOP .....1.....2.....3.....4.....5.....6..... AD
> You use this editor to create new help text members or modify
| existing help text members.
|
| Note: Before creating a new member, clear the editor by entering
| CLEAR on the command line.
|
| Tip: To create a help text member that is similar to an existing
| member, you can read the similar member into the editor and
| use it as a starting point for the new member. You can also
| use the .IH line command to insert text from another member.
|
| The Header 1, Header 2, and Hotlink fields are protected; to access
| these fields:
| 1 Move the cursor over one of these field names
| 2 Press Enter (the cursor moves to the Header 1 field)
> *0210.1
| <<f/+header1>>
| <<f/+header2>>
P/CS/CSHEDIT0/1 read successfully

```

Example Help Member

The following section describes the fields in this editor.

Fields in the Help Text Editor

The first three fields on the Help Text editor panel (Header 1, Header 2, and Hot-link) are protected. To enter a value, move the cursor to any of these fields and press Enter. The following table describes the fields in the Help Text editor:

Field	Description
Header 1	<p>First heading for the help window. This heading is centered at the top of the window and intensified (bolded).</p> <p>You can type the header name or use message numbers. Message numbers are linked to text strings. At runtime, the message number is replaced with its associated text. For more information about multilingual support and message numbers, see Multilingual Support for Help Text, page 31 and Using Message Numbers, page 32.</p> <p>If you are using message numbers, ensure that the library containing your messages is specified on the Maintain Default Profiles panel. The system uses this value to locate and retrieve message text. For more information about this field, see Maintain Default Profiles, page 55.</p> <p>Use the following format for message numbers:</p> <p>*NNNN.A</p> <p>where * is a variable replaced at runtime by the specified message file name, NNNN represents the message number in the message file, and .A represents the sequential position of text within the message number.</p>
Header 2	<p>Second heading for the help window. This heading is centered below the first heading and intensified.</p> <p>You can type the second heading or use message numbers. For information about using message numbers, see Using Message Numbers, page 32.</p> <p>The second header should be descriptive, as this value is used as the description for the help member in several selection windows. For more information, see List Help Text, page 46.</p>

Field	Description (continued)
Hotlink	<p>Name that identifies this help member when it appears as a hotlink in a help window.</p> <p>For information about creating hotlinks for help members, see Hotlinks, page 29.</p> <p>You can type a value in this field or use message numbers. For information about using message numbers, see Using Message Numbers, page 32.</p>
Note:	<p>If you do not enter a value in this field, the hotlink name defaults to the Header 2 field value. If both fields are blank, the hotlink name defaults to the Header 1 field value.</p>
Profile	<p>Name of the help profile (for example, NCSTHELP) for the current help member. The profile name is displayed directly below the Profile field heading.</p> <p>You can modify the help profile for the current help member through the Maintain Current Profile panel. To access this panel, enter HPROF on the command line or place your cursor on the profile name and press Enter.</p>
> (command line)	<p>Command line; enter edit commands on this line. The command line is located directly below the Hotlink field and is marked with an angle bracket (>). The commands you can enter are described in Edit Commands, page 76.</p>

Field	Description (continued)
+ - direction indicator	<p>Indicates a forward (top-to-bottom) or backward (bottom-to-top) direction. This field is displayed immediately before the ABS field. By default, a plus sign (+), meaning forward, is displayed in this field. To indicate a backward direction, enter a minus sign (-) in this field.</p> <p>The MOVE, COPY, and INSERT line commands use the direction indicator to determine whether to place lines before or after the line command. For more information about line commands, see Line Commands, page 80.</p> <p>Some edit commands use the direction indicator as well. If you use the ADD edit command, for example, + in this field adds lines after the line command and - adds lines before the line command. The SCAN edit command uses this indicator to determine the scan direction. For more information, see Edit Commands, page 76.</p>
ABS (Absolute)	<p>Used in conjunction with the SCAN and CHANGE edit commands. If this field is marked (with an X), Natural Construct scans for or changes all occurrences of the characters you specify, including those embedded in words. If you enter a blank in this field, the system scans for or changes the specified characters only if they are a separate entity (delimited by blanks or special characters). By default, this field is marked with an X.</p>
X-Y	<p>If this field is marked, SCAN and CHANGE edit commands are confined to the text within the X-Y delimiter range. Text outside the X-Y range is not affected. For more information, see Left Column, page 69.</p>
S	<p>Total number of text lines in the help member.</p>
L	<p>Number of the first line of text displayed in the editor (in relation to the entire help member). For example, if you scroll down so that the fifth line of text is displayed at the top of the text window, 5 is displayed in this field.</p>

Features of the Help Text Editor

The following sections describe the features of the Help Text editor: the ruler, the left column, the text area, and the attribute column.

Ruler

The ruler is located above the text area in the Help Text editor. The columns (character widths) are marked; each number on the ruler represents 10 columns:

```

Header 1 .                               Profile
Header 2 .                               NCSTHELP
Hotlink .
>
TOP .....1.....2.....3.....4.....5 V .....6..... AD
> Help text is displayed when...         <

```

Ruler in the Help Text Editor

The downward pointing arrow (V) marks the end of the line. Any text that extends beyond the marker is not displayed in the help window. The position of the arrow is determined by the Width field value in the help profile. For information about the current help profile, see **Changing the Current Help Profile**, page 84.

When text is displayed in the text area, one of the following values may be displayed at the left side of the ruler:

Value	Description
All	Indicates that all of the help member is displayed.
Top	Indicates that the top portion of the help member is displayed.
Bot	Indicates that the end of the help member is displayed.

For information about scrolling through the text area, see **Scrolling in the Text Area**, page 70.

Left Column

The display-only column to the left of the text area is highlighted below:

```

Header 1 .                               Profile
Header 2 .                               NCSTHELP
Hotlink .
>
> + ABS X X-Y _ S 26   L 1
TOP .....1.....2.....3.....4..... V .....6..... AD
>Help text is displayed when...          <
X |
  |
Y |
  |

```

Left Column in the Help Text Editor

The left column displays values applied to individual lines. These values are used in conjunction with edit and line commands, which are described in **Edit Commands**, page 76 and **Line Commands**, page 80.

The left column may contain any of the following values:

Value	Description
.X	Marks a line or the beginning of a block of text on which to perform an action. When you enter this command, the system inserts an X in the column next to the line. To mark a block of text, use .Y to mark the end of the block.
.Y	Marks a line or the end of a block of text on which to perform an action. When you enter this command, the system inserts a Y in the column next to the line. To mark a block of text, use .X to mark the beginning of the block.
.L	Indicates that there is more text than can be displayed on a line. This occurs if you join two lines of text using the .J line command and the resulting line is too long to fit in the text area. You cannot modify the line until you use the .S command to split the line.

Text Area

The body of the Help Text editor contains the text area, which has borders on the left and right sides:

```

Header 1 . *0224.1
Header 2 . *0222.1
Hotlink ..
>
TOP .....1.....2.....3.....4.....5.....6.....
> You use this editor to create new help text members or modify
| existing help text members.
|
| Note: Before creating a new member, clear the editor by entering
| CLEAR on the command line.
|
| Tip: To create a help text member that is similar to an existing
| member, you can read the similar member into the editor and
| use it as a starting point for the new member. You can also
| use the .IH line command to insert text from another member.
|
| The Header 1, Header 2, and Hotlink fields are protected; to access
| these fields:
| 1 Move the cursor over one of these field names
| 2 Press Enter (the cursor moves to the Header 1 field)
> *0210.1
| <<f+/header1>>
| <<f+/header2>>
P/CS/CSHEDIT0/1 read successfully

```

Text Area in the Help Text Editor

Scrolling in the Text Area

If the help member cannot be displayed in its entirety, scroll through the text using any of the following methods:

Method	Action
Scroll forward or backward <i>nnnn</i> lines.	Enter <i>+nnnn</i> or <i>-nnnn</i> on the command line.
Scroll forward or backward half a panel.	Enter <i>+H</i> or <i>-H</i> on the command line.

Method	Action (continued)
Scroll forward or backward one panel.	Enter +P or -P on the command line.
Scroll forward one panel (if the text has not changed).	Press Enter.
Scroll forward to the end of the help member.	Enter BOT, B, or ++ on the command line.
Make the line on which the .N line command is entered scroll to the top of the current panel.	Enter POINT on the command line.
Scroll backward to the top of the panel.	Enter TOP, T, or -- on the command line.
Scroll to the line marked X or Y.	Enter X or Y on the command line.
Scroll to line 10(<i>n</i>).	Enter <i>n</i> on the command line.

Features of the Text Area

The text area has the following features:

Feature	Description
Left/Right borders	Left/right perimeter of the text area. Borders are columns one character wide to the left and right of the area in which you type text. When you use the Tab key to move the cursor in the text area, the cursor moves to the first character position in which you can type. Press the Tab key again and the cursor moves to the Attribute column. Press it again and it moves to the first position on the next line.

Feature	Description (continued)
Page markers	<p>Arrows (> and <) displayed in the borders mark the first line on each new page. The number of lines on a page of help text is determined by the help profile. For information about changing the help profile, see Changing the Current Help Profile, page 84.</p> <p>To force a new page, type P in the Attribute column. (If you force a page break, the page markers do not reflect the new page break position.) For more information about attribute settings, see AD Column, page 74.</p>

Dynamic Attribute Characters

There are two types of dynamic attribute characters:

- Intensifiers; by default, the left and right angle brackets (< >).
- Hotlink identifiers; by default, the double angle brackets (<< >>).

These attributes are described in this section.

Intensifiers

Intensifiers let you select text for bolding. When a user displays help, the text that has been marked with intensifiers appears as bolded text. To intensify a block of text on a single line, place a left angle bracket (<) at the beginning of the text block and a right angle bracket (>) at the end of the block.

The following example shows how a block of text selected for intensification appears in the editor:

```
You may<intensify any phrase>you want.
```

It is displayed in the help window as:

```
You may intensify any phrase you want.
```

The intensifier characters are not displayed when the help text is displayed; they are replaced with blank spaces. To use the default intensifiers as text in your help window, change the default intensifier characters in your current help profile. For information, see **Changing the Current Help Profile**, page 84.

Alternatively, you can type one of the current default intensifier characters in the AD (attribute) column on the line where you want to type an intensifier character as text. This returns both characters to their regular keyboard symbol for the single line. You can also use intensifier characters in conjunction with the “I” line intensifier. For more information, see **AD Column**, page 74.

Hotlink Identifiers

Hotlink identifiers (<< >>) identify hotlinks in your help member. They also indicate that a hotlink is available in a help window. In the following example, a hotlink to the Function field help member (<<f/#code/cshmmn0>>) is shown in the help member for the Help Text main menu:

```
Header 1 . *1132.1                                Profile
Header 2 . *0304.1                                NCSTHELP
Hotlink .. *1132.1
>
> + ABS X X-Y _ S 23   L 1
TOP ....+....1....+....2....+....3....+....4....+....5....+....6....+.... AD
> This menu lists the available help text functions, as well as the <
| code you enter to invoke each function. In addition to the Function |
| field, other input fields are also provided. These additional input |
| fields are required for some of the functions listed.                |
|
| You use the functions available through this menu to create and      |
| maintain help text for your generated modules. All Construct-      |
| generated modules contain the code required to access the help text. |
|
| *0210.1
| <<f/#code/cshmmn0>>
|
```

Hotlink as it Appears in the Help Member

Hotlink entries consist of a Type, Major, and Minor component name separated with a slash (/) delimiter. For more information, see **Hotlinks**, page 29.

The hotlink is displayed as follows in the help window:

```

Help Text Main Menu
Help

This menu lists the available help text functions, as well as the
code you enter to invoke each function. In addition to the Function
field, other input fields are also provided. These additional input
fields are required for some of the functions listed.

You use the functions available through this menu to create and
maintain help text for your generated modules. All Construct-
generated modules contain the code required to access the help text.

Field Description
<<Function>>

```

Hotlink as Displayed in the Help Window

The name displayed between the hotlink identifiers is specified in the Hotlink field for the help member for the Function field.

AD Column

In the AD (Attribute) column to the right of the text area, you can type attribute codes that apply to the line they mark:

```

Header 1 .                               Profile
Header 2 .                               NCSTHELP
Hotlink .
>
TOP .....1.....2.....3.....4..... V .....6..... AD
>
| Help Text
| Examples
| This line is not intensified.
| This whole line is intensified.
| This word is <intensified>
| The <intensifier angle brackets> are displayed.
P/CS/CSHEDIT0/1

```

Attribute Column in the Help Text Editor

You can use the attribute codes together, in any order, and type them in upper or lower case. The attribute codes are:

Code	Description
I	<p>Intensifies a line of text. For example:</p> <p>Intensify this line. I</p> <p>You can use the I attribute code in conjunction with the dynamic attribute characters. The I attribute code reverses the effect of the dynamic attribute intensification characters, so that text between the single angle brackets (< >) is not intensified, while the text outside the brackets is intensified. For example, the following sentence in the Help Text editor:</p> <p>Intensify the first four<words and the>last. I</p> <p>Is displayed in the help window as:</p> <p>Intensify the first four words and the last.</p> <p>You can also use the I code to reverse the intensification of a hotlink displayed in the help window so that the hotlink is not bolded and the remaining text is bolded.</p>
P	<p>Forces a page break at the line it marks. That line begins a new page when the help text is displayed.</p>
Intensification characters (< >)	<p>Allows you to use the intensification characters as regular text on the adjacent line. To use either character as regular text, type one intensification character in the AD column.</p>

Order of Command Execution

The Help Text editor executes commands in the following order:

- 1 Modifications to text.
- 2 Line commands.
Line commands are entered in the text area of the editor and are preceded by a period (.). For more information, see **Line Commands**, page 80.
- 3 Edit commands.
Edit commands are entered on the command line. (For more information, see the following section.)

Edit Commands

Enter edit commands on the command line in the Help Text editor. These commands allow you to perform a variety of functions while remaining in the editor. For some of the commands, you must specify the Type, Major, Minor, and Language component. The Type/Major/Minor/Language combination uniquely identifies a help member. Component names are described in **Fields on the Help Text Main Menu**, page 41.

The following table describes the edit commands. The underscored part of each command indicates the minimum characters you must enter to execute the command. Any part of a command within brace brackets ({ }) is optional.

Command	Function
<u>A</u> DD	Adds nine blank lines to the end of the help member. When you finish typing text in the text area and press Enter, unused lines are removed.
<u>C</u> HANGE	Scans for text and replaces it. The syntax is: CHANGE 'scanvalue'replacevalue' Any special character may be used as a delimiter, provided the same character is not used within the command and it is not an X-Y delimiter. The CHANGE edit command performs changes to the entire edit buffer.

Command	Function (continued)
CLEAR	Clears the contents out of the edit buffer. Unsaved modifications are lost.
DX	Deletes the line marked X.
DY	Deletes the line marked Y.
DX-Y	Deletes the lines between the X-Y delimiters, inclusively.
<u>END</u>	Ends the edit session and invokes the Help Text main menu.
EX	Deletes all lines before the X delimiter.
EY	Deletes all lines after the Y delimiter.
EX-Y	Deletes all the lines before the X delimiter and after the Y delimiter.
<u>HPROFILE</u>	Invokes the Maintain Current Editor Profile panel (see Changing the Current Help Profile , page 84).
LET	Restores lines to their previous state, should you inadvertently change them. You must issue this command before pressing Enter. (The LET command is similar to the .L line command, but it applies to the entire help member.)
<u>L</u> ISTH {type{major{minor{ language}}}}	Displays lists of help text components from which you can select. After you select a help member, it is read into the editor. If a help member is currently displayed, it will be cleared and any unsaved changes will be lost. For more information, see List Help Text , page 46.
POINT	Scrolls the selected line to the top of the editor. Select a line by entering .N at the beginning of the line in the editor.
PROFILE	If you are a mainframe user, invokes a panel on which you can modify PF-key settings and autosave specifications for the duration of the edit session. For more information, see Profile Panel (Mainframe) , page 82.

Command	Function (continued)
<u>PURGEH</u> {type{major{minor{ language}}}}	Purges the specified help member. You are prompted to confirm the purge. Press Enter to confirm the purge or type any value on the command line and press Enter to cancel.
<u>QUIT</u>	Ends the edit session and invokes the Help Text main menu. Modifications to the help member are not saved.
<u>READH</u> {type{major{minor{ language}}}}	Reads the specified help member into the editor. If the Type, Major, Minor, and Language components are not specified, they default to the last values used.
<u>REPLACEH</u> {type{major{minor{ language}}}}	Replaces the specified help member with the contents of the editor. If the Type, Major, Minor, and Language components are not specified, they default to the last values used. (This command replaces the help member without displaying a confirmation window.)
<u>RESET</u>	Clears the X-Y delimiters.
<u>SAVEH</u> {type {major{minor {language}}}}	Saves the specified help member. If the Type, Major, Minor, and Language components are not specified, they default to the last values used. Help members must be saved with a valid profile name. If the specified help member already exists and has a different profile name, confirm the save by pressing Enter. If the profile name is blank or the specified profile does not exist, the Select Help Profile window is displayed.

Command	Function (continued)
<u>SCAN</u>	<p>Scans for data in the text area in the following ways:</p> <pre>SCAN 'scanvalue'</pre> <p>Scans for text within the delimiters (' ').</p> <pre>SCAN scan value</pre> <p>Scans for the entire text value after the keyword SCAN, including spaces.</p> <p>Delimiters must be used when the scan value begins with any non-alphanumeric character.</p> <p>If the direction is forward (+), the scan begins on the first line displayed at the top of the panel and continues to the end of text. If the direction is backward (-), the scan begins on the last line on the panel and continues to the beginning of text.</p> <p>You can limit the range of the scan by using the X-Y delimiters to select a range of text. To use X-Y delimiters to limit the scan, mark the X-Y field at the top of the Help Text editor. For more information about using X-Y delimiters, see Fields in the Help Text Editor, page 65.</p>
<u>SHIFT</u>	<p>Shifts the text between the X-Y delimiters to the right or left. The syntax for this command is:</p> <pre>SHIFT +nn</pre> <p>A positive number shifts the text right.</p> <pre>SHIFT -nn</pre> <p>A negative number shifts the text left.</p> <p>The default value is +3.</p>
<u>TEST</u>	<p>Displays the help member as it appears in a help window. The TEST command is similar to the Test function on the Help Text main menu. For information about the Test function, see Test Help Text, page 44.</p>

Line Commands

Within the Help Text editor, you can issue line commands that copy, move, and delete lines of text. Line commands must be typed in the text area, begin with a period (.), and start in the first column of a line (use the Tab key to place the cursor in the first column of a line). Press Enter to execute a line command. Except for .L, you must also press Enter before executing a line command. Pressing Enter updates text changes to the edit buffer. Only text in the edit buffer can be modified using line commands.

If the value in the direction indicator is forward (+), copied, moved, or inserted text is placed below the line on which the command was entered. If the direction indicator is backward (-), copied, moved, or inserted text is placed above the line on which the command was entered. The line commands are:

Command	Function
.C(<i>nn</i>)	Copies the same line <i>nn</i> times. The default is one time.
.CX(<i>nn</i>)	Copies the line marked X <i>nn</i> times. The default is 1 time.
.CY(<i>nn</i>)	Copies the line marked Y <i>nn</i> times. The default is 1 time.
.CX-Y(<i>nn</i>)	Copies the block marked X-Y <i>nn</i> times. The default is 1 time.
.D(<i>nn</i>)	Deletes <i>nn</i> lines. The default is 1 line.
.I(<i>nn</i>) or >	Inserts <i>nn</i> lines. The default is 9 lines.
.IH(<i>type, major, minor, language</i>)	Inserts the specified help member in the editor, beginning on the line after the one on which the command is entered. Type the component names in upper case (capital letters).
.J	Joins the next line of text to the end of the current line.
.L	Restores the line to its previous state. To restore a line, you must issue the command before pressing Enter. (The .L line command is similar to the LET edit command, but it affects one line only.)

Command	Function (continued)
.MX	If the direction indicator is +, this command moves the line marked with X to the line following the one on which .MX is entered. If the indicator is -, this command moves the line marked X to the line above the one on which .MX is entered.
.MY	If the direction indicator is +, this command moves the line marked with Y to the line following the one on which .MY is entered. If the indicator is -, this command moves the line marked Y to the line above the one on which .MY is entered.
.MX-Y	Moves the block of text between the X-Y markers. If the direction indicator is +, this command moves the block to the line following the one on which .MX-Y is entered. If the indicator is -, this command moves the block to the line above the one on which .MX-Y is entered.
.N	Marks the line that will be scrolled to the top of the panel using the POINT edit command. For a quicker alternative to this scrolling method, use the .P command.
.P	Scrolls the line to the top of the panel.
.S	Splits the line at the cursor position. Type .S at the beginning of the line and move the cursor to the position on the line where the split is to occur. Press Enter to split the line.
.W(nn)	Inserts <i>nn</i> blank lines in the editor. The default is 9 lines. Unused lines are deleted.
.X	Marks a single line or the beginning of a block of text. To delimit a text block, use .Y to mark the end of the block. You can mark two or more lines of text using the X-Y markers. To clear the X-Y delimiters, type RESET on the editor command line and press Enter.
.Y	Marks a single line or the end of a block of text. To delimit a text block, use .X to mark the beginning of the block.

Profile Panel (Mainframe)

Enter PROFILE on the command line of the Help Text editor to display the Maintain Current PF-Key Profile panel:

```

CS-PROF                      Natural Construct                      CS-PRFM0
Aug 22                      Maintain Current PF-Key Profile          1 of 1

PF1 = -_____ PF2 = T_____ PF3 = B_____
PF4 = -H_____ PF5 = +H_____ PF6 = +P_____
PF7 = N_____ PF8 = _____ PF9 = Q_____
PF10= _____ PF11= _____ PF12= _____
PF13= _____ PF14= _____ PF15= _____
PF16= _____ PF17= _____ PF18= _____
PF19= _____ PF20= _____ PF21= _____
PF22= _____ PF23= _____ PF24= _____
PA1 = _____ PA2 = SCAN_____ PA3 = _____

Auto save numbers ..... In member ..... EDITWORK
Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10---PF11-
      help retrn
Changes DO NOT affect your edit profile outside Construct

```

Maintain Current PF-Key Profile Panel

Use this panel to change the values assigned to each PF-key for your current edit session. You can also specify the number of updates to allow before an automatic save and the name of the recovery member in which the updates are saved.

The PF-key settings used by the Natural Construct editors are determined in the same manner as those used by other Natural editors. If you have a profile that corresponds to your user ID, Natural Construct automatically uses these defaults.

Edit Recovery (Mainframe)

The editor automatically saves work in the edit buffer after a certain number of updates. The number stored in the Autosave numbers field on your profile panel determines when the autosave takes place. If the Autosave numbers field is blank, no automatic saving occurs.

On the profile panel, you also specify the name of the recovery member where you want your work automatically saved. If you lose your code or forget to save it, you can restore from the last automatic save.

- To restore code from the last save:
- 1 Invoke the Help Text editor.
 - 2 Read EDITWORK (or whatever name you specified as your recovery member) into the edit buffer.
 - 3 Enter your headers again, as they are not saved in the recovery member.

Note: It is a good idea to save your work using a unique recovery member name, such as your user ID, so that your work will not be overwritten by another user using the same recovery member name in the same library.

Changing the Current Help Profile

➤ To change the current help profile from within the Help Text editor:

- 1 Type HPROF on the command line.
- 2 Press Enter.
The Maintain Current Editor Profile panel is displayed:

```

CSHPROF          N a t u r a l   C o n s t r u c t          CSHPROF0
Aug 22           M a i n t a i n   C u r r e n t   E d i t o r   P r o f i l e          1 of 1

Profile ..... NCSTHELP
New profile ..... *
Description ..... Default CST341 Help Text profile
Lines per page ..... _15
Message library ..... CSTLDA__
Window Settings
Top left ..... Line ..... _1
                  Column..... _3
                  %W setting ... _
Size ..... Width ..... _80
                  Height ..... _
                  Frame ..... X

Dynamic Attributes
Hotlink begin ..... <<_
Hotlink end ..... >>_
Intensify ..... <
Default return ..... >

Enter-PF1---PF2---PF3---PF4---PF5---PF6---PF7---PF8---PF9---PF10--PF11--PF12---
      help retrn

```

Maintain Current Editor Profile Panel

Use this panel to replace the current help profile with another one, modify the window settings, and change the dynamic attribute characters for the help member currently in the Help Text editor. The changes you make on this panel are saved with the current help member only. These settings override any settings specified on the default help profile for the current help member.

Note: You cannot create or modify a default help profile on this panel. To add or modify a default help profile, see **Maintain Default Profiles**, page 55.

The fields on the Maintain Current Editor Profile panel are:

Field	Description
Profile	Name of the profile assigned to the current help member.
New profile	Name of the profile to use for the current help member.
Description	Brief description of the help profile.
Lines per page	Maximum number of lines of text a help window holds.
Message library	Library in which message numbers and text are stored. You can use message numbers in the Header 1, Header 2, and Hotlink fields, as well as in the body of the help member. Natural Construct uses this name to locate the library in which message numbers are stored. This field defaults to the CSTLDA library (library containing messages for Natural Construct help members). You should create a message library for your help members.
Window Settings	
Top left	The top left corner of the window is defined by the Line and Column field values.
Line	Number of lines from the top of the panel to the upper edge of the window.
Column	Number of columns from the left side of the panel to the left edge of the window. For example, if you enter “5” in the Line field and “10” in this field, the top left corner of the window begins 5 lines from the top and 10 columns from the left.

Field	Description (continued)
%W	<p>Window setting using any of the %W commands. For example, %WB sizes the help window to the actual size of your screen. See the Window Processing section in the Terminal Commands chapter of the <i>Natural Reference Manual</i> for information about the %W commands you can specify in this field.</p> <p>You do not have to enter the %W portion of the command. For example, to issue the %WB command, type B in this field.</p> <p>If you specify a value for this field, you cannot specify a value for the Line and Column fields.</p>
Size	<p>The size of the window is determined by the Width and Height field values.</p>
Width	<p>Width of the help window. The recommended width is 80 characters.</p>
Height	<p>Height of the help window. If you leave this field blank, the height is determined automatically when the help text is displayed based on the number of lines specified in this field and the headings entered for the help member.</p>
Frame	<p>Indicates whether the help window is displayed with a frame (border). If you want the window to have a frame, type X in this field; if this field is blank, the window is displayed without a frame.</p>
Dynamic Attributes	<p>Characters used to indicate special formatting for text. The characters you specify in the following four fields must be unique. For more information about dynamic attributes, see Dynamic Attribute Characters, page 72.</p>
Hotlink begin	<p>Character(s) that indicates where a hotlink begins. We recommend that you use the default characters, which are double left angle brackets (<<). If you specify different characters, they must be unique. For more information, see Dynamic Attribute Characters, page 72 and the Hotlinks, page 29.</p>

Field	Description (continued)
Hotlink end	Character(s) that indicates where a hotlink ends. We recommend that you use the default characters, which are double right angle brackets (>>). If you specify different characters, they must be unique.
Intensify	Character that identifies the beginning of intensified text. All text between this character and the character specified in the Default return field is intensified. You can use these attributes for one or more characters on a single line.
	Note: The Intensify and Default return field values default to the values specified for the global intensification characters on the Natural Construct Control record. To change the global values, see your Natural Construct administrator.
Default return	Character that identifies the end of intensified text. Text after this character uses the default settings.

Enabling Passive Help

Generated modules can be enabled for passive help at the panel and field level. When a user places the cursor on a panel or field and selects help, a window containing help for the panel or field is displayed. This section describes how to enable passive help in your application using the supplied CD-HELPR help routine.

Enabling Passive Help Using CD-HELPR

To enable passive help, the HE parameter on each panel and field must be defined with CD-HELPR. CD-HELPR acts as a link between a panel or field and its corresponding help member. When a user requests help on a panel or field, the panel or field name is passed to CD-HELPR, which determines what help member to display. If necessary, you can override CD-HELPR's internal logic and specify the help member directly (see **Overriding CD-HELPR's Internal Logic**, page 90).

➤ To enable passive help using CD-HELPR's internal logic:

- 1 Type the following entry in the HE (Help) field for the panel or field definition:

```
'CD-HELPR' , =
```

When the user requests help, the panel or field name is passed to CD-HELPR, which determines which help member to display.

- 2 Create a help member for each panel and field that is to have passive help. When typing the first three component names, refer to the following naming guidelines. Adhere to these guidelines so CD-HELPR can locate and display the correct help member. For information, see **Creating Help Text**, page 26.
 - If the name passed to CD-HELPR contains a period (.), the name is assumed to be that of a database field. The Type component is "D", the Major component is the value preceding the period (file name), and the Minor component is the value following the period (field name). Ensure that database fields are fully qualified.
 - If a help member cannot be found, CD-HELPR checks for # or + in the first character position following the period. If # or + is found, the name is assumed to be a global or local variable. The Type component is "F", Major component is the first character (either # or +), and Minor component is the remaining characters following the period.

- If a help member has still not been found, CD-HELPR assumes that the name is a database field and attempts to find a Predict extended description. The Type component is “D”, Major component is the value preceding the period, and Minor component is the value following the period. If a Predict description exists, it is displayed. For more information about Predict extended descriptions, see the *Natural Construct Generation User’s Manual*.
- If the name begins with # or +, the name is assumed to be that of a global or local variable. The Type component is “F”, Major component is the first character of the passed name (either # or +), and Minor component is the remaining characters.
- If the name is 8 characters or less, the name is assumed to be that of a map or program. The Type component is “P”, the first two characters of the name are assumed to represent a system name and are the Major component, and the entire passed name is the Minor component. This method can only be used if program names are unique across your installation.
- If the name passed is none of the above, no help member is displayed.

The following table shows examples of which help member CD-HELPR displays based on the name of the panel or field:

Panel or Field Name	Type	Major	Minor
EMPLOYEES.SEX	D	EMPLOYEES	SEX
#ACTION	F	#	ACTION
+PERSONNEL-ID	F	+	PERSONNEL-ID
GLMAIN	P	GL	GLMAIN
DIRECT-COMMAND	INVALID		
MAINMAP	P	MA	MAINMAP
NCSTDEMO MAINMENU	INVALID		

Overriding CD-HELPR's Internal Logic

In some cases, you may want to override CD-HELPR's internal logic and specify the help member displayed for a particular panel or field. For example, suppose you have two programs containing a Customer Number field with identical properties. Because the fields are identical, you want the same help to be displayed for either field. However, the field name in one program is `#CUSTOMER-NUM` and in the other is `#CUSTOMER-NUMBER`. The system will attempt to locate a unique help member for each field. To solve this problem, you can override CD-HELPR's internal logic and specify which help member is displayed when help is requested.

One approach you can try is using CD-HELPR's internal logic to display the help member for one field and override the logic for the other field. For example:

- When help is requested for the `#CUSTOMER-NUM` field, CD-HELPR displays the `F/#CUSTOMER-NUM` help member.
- When help is requested for the `#CUSTOMER-NUMBER` field, override CD-HELPR and display the `F/#CUSTOMER-NUM` help member.

➤ To override CD-HELPR's internal logic:

- 1 Type the following entry in the HE (Help) field on the panel or field definition:

```
'CD-HELPR' , #HPARM
```

where `#HPARM` is a program variable.

- 2 Set up `#HPARM` as a non-display protected field on the map with a format of A65.

Note: To set up `#HPARM` so that it occupies only one field, use `AL=1`.

- 3 Initialize the `#HPARM` variable so it is formatted as in the following example:

```
F#...(blanks to 32nd position).CUSTOMER-NUM...(blanks to 65th position)
```

You must add blanks when initializing `#HPARM`, otherwise CD-HELPR cannot locate the help member. When a user requests help for the `#CUSTOMER-NUMBER` field, the `#HPARM` variable is passed to CD-HELPR (`F/#CUSTOMER-NUM`).

If necessary, you can set up additional variables to override CD-HELPR. To perform an additional override, complete steps 1 to 3, replacing `#HPARM` with a unique variable name.

UTILITIES

This chapter describes the utilities supplied with Natural Construct for all supported platforms.

The following topics are covered:

- **Introduction**, page 92
- **CSHHCOPY Help Text Hardcopy Utility**, page 93
- **CSHUNLD Help Text Unload Utility**, page 94
- **CSHLOAD Help Text Load Utility**, page 95
- **CSHUSAVE Utility**, page 96
- **CSHUSAVN Utility**, page 99
- **Using Load/Unload Utilities to Move Data Across Platforms**, page 100

Introduction

To invoke a utility, enter its name at the Next prompt (Direct Command box for Unix).

Mainframe Note:

When a description refers to “your print file”, it refers to Print File 1.

Unix Note:

When a description refers to “your print file”, it refers to Device LPT1.

CSHHCOPY Help Text Hardcopy Utility

The CSHHCOPY hardcopy utility allows you to print help text, regardless of your teleprocessing monitor. All output is routed to your print file.

You can enter as many as 25 help members, one member at a time. As you enter each name (in the form: Type, Major, Minor, Language), it is automatically displayed on the panel.

Examples of input values

Value entered	Results
*	Routes all help members to your print file.
P *	Routes all help members with a Type component of P to your print file.
P GL*	Routes all help members with a Type component of P and a Major component beginning with GL to your print file.
P GL-SYSTEM *	Routes all help members with a Type component of P and a Major component of GL-SYSTEM to your print file.
P GL* ONLINE*	Routes all help members with a Type component of P, a Major component beginning with GL, and a Minor component beginning with ONLINE to your print file.
P GL* ONLINE* 1	Routes all help members with a Type component of P, a Major component beginning with GL, a Minor component beginning with ONLINE, and a Language component of 1 to your print file.

Enter a period (.) to terminate the input.

CSHUNLD Help Text Unload Utility

The CSHUNLD unload utility unloads selected help members from the help text file to work file 1. A report of the unloaded help members is routed to your print file.

You can enter as many as 25 help members. After you press Enter, the help members are redisplayed so you can see what members you selected so far.

Examples of input values

Value entered	Results
*	Unloads all help members to work file 1 (using the same names).
P GL-SYSTEM *	Unloads all help members with a Type component of P and a Major component of GL-SYSTEM to work file 1 (using the same names).
P GL-SYSTEM ONLINE*	Unloads all help members with a Type component of P, a Major component of GL-SYSTEM, and a Minor component beginning with ONLINE to work file 1 (using the same names).
P GL-SYSTEM ONLINE* 1	Unloads all help members with a Type component of P, a Major component of GL-SYSTEM, a Minor component beginning with ONLINE, and a Language component of 1 to work file 1 (using the same names).
P GL-SYSTEM * F GL	Selects all help members with a Type component of P and a Major component of GL-SYSTEM, renames the members as Type component F and Major component GL, and unloads the renamed members to work file 1.

Enter a period (.) to terminate the input.

CSHLOAD Help Text Load Utility

The CSHLOAD load utility allows you to load selected help members from work file 1 to the help text file. A report of the loaded members is written to your print file.

You can enter as many as 25 help members, one member at a time. As you enter the name of each help member, it is automatically displayed on the panel. The Replace option allows you to replace the existing help member with a member with the same name in work file 1. Enter “Y” (Yes) in the Replace option field if you want the current help member to replace the existing help member.

Examples of input values

Value entered	Results
*	Loads all help members from work file 1. If a member with the same name exists in the help text file, it is not replaced.
P GL* Y	Loads all help members with a Type component of P and Major component beginning with GL. If a member with the same name exists in the help text file, it is replaced with the one in work file 1.
P GL* GLA* Y	Loads all help members with a Type component of P, a Major component beginning with GL, and a Minor component beginning with GLA. If a member with the same name exists in the help text file, it is replaced with the one in work file 1.
P GL* GLA* 1	Loads all help members with a Type component of P, Major component beginning with GL, Minor component beginning with GLA, and Language component of 1.
P GL-SYSTEM *	Loads all help members with a Type component of P and Major component of GL-SYSTEM. If a member with the same name exists in the help text file, it is not replaced.

Enter a period (.) to terminate the input.

CSHUSAVE Utility

This utility loads help text members from a user-defined work file into the Natural Construct Help Text file. You can use this utility to transfer help text from a pre-existing source, such as a PC text file, into a help text file.

Input Parameters

Parameter	Description
Work file 1	Help text is loaded from work file 1. There is no limit to the number of help text members contained in the work file. The length of each help text line in the work file should not exceed 68 characters. Any text beyond 68 characters will be truncated.

Additional Input Parameters

Parameter	Description
Replace	Indicates whether existing help members are replaced by new help members with the same name in work file 1. To replace existing help members with the help members in work file 1, enter "Y" for this parameter. If this parameter is "N" or not specified, help members are not replaced.
Profile	Indicates the default help profile name used when saving the loaded help members. Any help member in work file 1 that does not specify a help profile name, or specifies an invalid help profile name, is saved with the name specified for this parameter. If you do not specify a default help profile name, SYSTEM is used.

Work File 1 Layout

Work file 1 can contain many help members. Each help member consists of keywords and directives, followed by the actual help text lines. All keywords and directives:

- Must start in the first column (column 1)
- Must begin with a slash (/) character
- Can be entered in upper case, lower case, or mixed case

Each help member in work file 1 must begin with /key= and contain the name of the help member in the following format:

```
/key=type component/major component/minor component/language code
```

Note: If you do not specify a language code, the default language is assumed.

In addition, the following optional keywords and directives are supported:

Keyword	Directive
/profile=	Name of the help profile to use when saving this help member. If you do not specify this keyword and directive, the help member is saved using the help profile name specified for the profile parameter. For information, see Input Parameters , page 96. If you do not specify the profile parameter, the default help profile name is used (SYSTEM).
/header1=	First heading displayed when this help member is invoked.
/header2=	Second heading displayed when this help member is invoked.
/linktext=	Text displayed when this help member is referenced via a hotlink from another help member.
/intensify=	Character that identifies the beginning of intensified text. This parameter defaults to the value specified on the Natural Construct Control record.

Keyword	Directive (continued)
<code>/default=</code>	Character that identifies the end of intensified text. This parameter defaults to the value specified on the Natural Construct Control record.
<code>/pagebreak</code>	The following text line will begin on a new page.

Example of work file 1 layout

```

/key=P/GENERAL-LEDGER/GLMJ/1
/header1=General Ledger System
/header2=Journal Entry Help
/linktext=Journal Entry
This is a sample help member for the journal entry screen.
More sample help
/pagebreak
This line of help is forced onto a new page
/key=P/GENERAL-LEDGER/GLMA/1
/header1=General Ledger System
/header2=Account Maintenance Help
/linktext=Account Maintenance
/profile=SPECIAL
/intensify=<
/default=>
This is a sample help member for the account maintenance screen.
More sample help
etc.

```

Example of batch input

The following JCL invokes the CSHUSAVE utility in batch. This example indicates that existing help members are replaced by any help members with the same name in work file 1 and that MYPROF is used as the default help profile name:

```

SYSIN DD *
LOGON SYSCST
CSHUSAVE
Y,MYPROF
/*

```

CSHUSAVN Utility

This utility saves the current contents of the source buffer to the Natural Construct Help Text file programmatically — without creating a work file. This utility uses the CSAUSAVN and CSASTD parameter data areas (PDAs).

Example of a program using the CSHUSAVN utility subprogram

```
*****
* Program   : CTESAVN
* System    : Natural-Construct
* Title     : Call help save subprogram
* Function  : This is an example of how CSHUSAVN can be called.
*****
DEFINE DATA
    LOCAL USING CSAUSAVN
    LOCAL USING CSASTD
END-DEFINE
DEFINE PRINTER(HELP=1) OUTPUT 'SOURCE'
FORMAT(HELP) LS=68 PS=0
PRINT(HELP) NOTITLE
    'This is sample help text that is written to the source area'
    'It normally comes from a database file or other external'
    'source, or generated based on a high-level specification'
ASSIGN CSAUSAVN.#TYPE-COMPONENT = 'P' /* Program
ASSIGN CSAUSAVN.#MAJOR-COMPONENT = 'TEST-MAJOR'
ASSIGN CSAUSAVN.#MINOR-COMPONENT = 'TEST-MINOR'
ASSIGN CSAUSAVN.#LANGUAGE-CODE = *LANGUAGE
ASSIGN CSAUSAVN.#PROFILE-NAME = 'SYSTEM'
ASSIGN CSAUSAVN.#HEADER1 = 'Sample header 1'
ASSIGN CSAUSAVN.#HEADER2 = 'Sample header 2'
ASSIGN CSAUSAVN.#LINK-TEXT = 'Sample Link'
ASSIGN CSAUSAVN.#INTENSIFY = '<'
ASSIGN CSAUSAVN.#DEFAULT = '>'
ASSIGN CSAUSAVN.#REPLACE-OPTION = TRUE
CALLNAT 'CSHUSAVN' CSAUSAVN CSASTD
IF CSASTD.RETURN-CODE = ' ' THEN
    WRITE 'Help saved successfully'
END-IF
END
```

Using Load/Unload Utilities to Move Data Across Platforms

This section describes how to transfer data across dissimilar platforms (between mainframe and Unix, for example). The following load and unload utilities read and write data from and to work file 1:

Utility	Described in
CSFLOAD CSFUNLD	<i>Natural Construct Administration and Modeling User's Manual</i>
CSHLOAD CSHUNLD	<i>Natural Construct Help Text User's Manual</i>
CSHUSAVE	<i>Natural Construct Help Text User's Manual</i>
CSHUSAVN	<i>Natural Construct Help Text User's Manual</i>
CSMLOAD CSMUNLD	<i>Natural Construct Generation User's Manual</i>

A work file written on one platform (such as mainframe) can be read by another platform (such as Unix) if the following conditions are met:

- You are running Natural Construct V3.4.1 (or higher) on your mainframe platform and Natural Construct V3.2.1 (or higher) on your Unix platform.
- The work file is an ASCII file. For example:

Platform	How to save as an ASCII file
Mainframe	Define work file 1 as a PC file and activate PC Connection before running the utility (translates from EBCDIC to ASCII).
Unix	Set the work file specification in your NATPARM to any extension other than SAG.

- When you transfer the work file between platforms, the appropriate translation must be done. For example, the file transfer method you use to move a file from a PC to a Unix machine must correctly translate the PC's CR/LFs to CRs.

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