



SYSTEMS MANAGEMENT

Entire Event Management

Reference

Version 2.1.2

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Reference Documentation - Overview

This documentation covers the following topics:

- **Commands** Lists all Entire Event Management commands with an explanation and syntax.

For details on how to navigate within the documentation, see [Using the Documentation](#).

Commands

This section covers the following topics:

- Introduction
 - Function Commands
 - Session Commands
 - Local Commands
 - Line Commands
-

Introduction

This section lists all Entire Event Management commands with an explanation and syntax. Entire Event Management provides:

Direct Commands

There are three types of **direct** commands:

- Function Commands
- Session Commands
- Local Commands

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

▶ To display a list of all available direct commands

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

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

▶ To issue the command

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

Line commands are used with List screens for object types.

▶ To invoke a line command for an object in a list

- Enter the line command in the two-character command line which precedes the object and press Enter.

For more information on using Entire Event Management commands, see the subsection Command Input in Section Using Entire Event Management.

Function Commands

Function commands provide access to any system function from any screen and bypass the menu hierarchy.

▶ To issue a function command

1. Enter the command in the command line with an object-type parameter followed by parameters for selecting the object.
2. Press Enter.

The command format is:

```
COMMAND object-type [object-name [further-parameters]]
```

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

The function command descriptions are sorted in alphabetical order by their names.

Note:

Elements in italics (e.g. *name*) denotes a variable that must be replaced by a real value, for example, a name.

ADD

```
ADD object-type [object-name]
```

On most List object screens you can invoke the ADD command by pressing PF2. You may add objects of the following types:

- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

▶ For example, to add a Logical Console object with the name, InfResp

- Enter the following command in the command line of any screen:

```
ADD CONSOLE InfResp
```

COPY

```
COPY object-type [object-name]
```

You can copy objects of the following types:

- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

 **For example, to copy the Message Range with the name, Net-CICS-Messages**

- Enter the following command in the command line of any screen:

```
COPY RANGE Net-CICS-Messages
```

DELETE

```
DELETE object-type [object-name]
```

You may delete objects of the following types:

- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

 **For example, to delete the Automation Rule with the name, Unit-Pending-Offline**

- Enter the following command in the command line of any screen:

```
DELETE RULE Unit-Pending-Offline
```

DISPLAY

```
DISPLAY object-type [object-name]
```

You can display objects of the following types:

- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

 **For example, to display the Message Range with the name, Net-CICS-Messages**

- Enter the following command in the command line of any screen:

```
DISPLAY RANGE Net-CICS-Messages
```

EXPORT

```
EXPORT object-type [object-name]
```

This command invokes the Export Utility. You can export objects of the following types:

- ALL (All objects maintained in System File 2.)
- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

 **For example, to export the Calendar with the name, MSE1993**

- Enter the following command in the command line of any screen:

```
EXPORT CALENDAR MSE1993
```

In addition, you can export console messages logged to System File 3 with the command:

```
EXPORT MESSAGE-LOG
```

IMPORT

```
IMPORT
```

This command invokes the Import Utility.

LIST

Display a list of objects of a given object type. Syntax for the LIST command is as follows:

```
LIST CALENDAR [calendar-name]
```

```
LIST CONSOLE [console-name [layout-name [logging-active]]  
              [[automation-active]]]
```

```
LIST LAYOUT [console-name]
```

```
LIST NODE [node-number]
```

```
LIST PROFILE [profile-name]
```

```
LIST RANGE [message-range-name [reply-indicator [message-ID]]  
           [[job-name]]]  
           [[[console-name]]]]]
```

```
LIST RULE [console-name [rule-name [rule-active [message-ID [job-name]]]]]
```

```
LIST SERVER [node-number [console-name]]
```

```
LIST USER-ID [user-ID [user-name [profile-name]]]
```

```
LIST USER-NAME [user-name [user-ID [profile-name]]]
```

▶ **For example, to display the List Calendar screen for all calendars beginning with the characters BE**

- Enter the following command in the command line of any screen:

```
LIST CALENDAR BE*
```

LOGICAL CONSOLE

```
LOGICAL CONSOLE [console-name]
```

View the Logical Console indicated by the console-name parameter.

▶ **For example, to view the Logical Console, InfResp**

- Enter the following command in the command line of any screen:

```
LOGICAL CONSOLE InfResp
```

LOGON APPLICATION

```
LOGON APPLICATION [target-library] [start-command]
```

This command enables you to log on to any application installed at your site for which you are authorized.

▶ **For example, to log on to MY-APPL and invoke the MENU program**

- Enter the following command in the command line of any screen:

```
LOGON APPLICATION MY-APPL MENU
```

MODIFY

```
MODIFY object-type [object-name]
```

You can modify objects of the following types:

- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

▶ For example, to modify the Message Range with the name, Complete-Commands

- Enter the following command in the command line of any screen:

```
MODIFY RANGE Complete-Commands
```

MONITOR

Entire Event Management provides several Monitors which help to control the activities on the Logical Consoles and the performance of the Servers. Syntax for the MONITOR command is explained below.

▶ To view the Server Activity Monitor:

```
MONITOR ACTIVITY [server-number]
```

▶ To view the Console Monitor:

```
MONITOR CONSOLE [console-name]
```

▶ To view the Server Monitor:

```
MONITOR SERVER [server-number]
```

▶ To view the Server Statistic Monitor:

```
MONITOR STATISTIC [server-number]
```

▶ For example, to view the Server Activity Monitor for Server 148

- Enter the following command in the command line of any screen:

```
MONITOR ACTIVITY 148
```

OPER

```
OPER [server-number] [operator-command]
```

Issue operator commands.

▶ **For example, to issue the operator command V NET,ACT,ID=DAES724 to Server 148**

- Enter the following command in the command line of any screen:

```
OPER 148 V NET,ACT,ID=DAES724
```

PHYSICAL CONSOLE

```
PHYSICAL CONSOLE [server-number]
```

Display the Physical Console indicated by the **server-number** parameter or, without parameter, display the Physical Console for the Server set in the session parameters.

▶ **For example, to display the Physical Console for Server 250**

- Enter the following command in the command line of any screen:

```
PHYSICAL CONSOLE 250
```

RENAME

```
RENAME object-type [object-name]
```

You can rename objects of the following types:

- CALENDAR
- CONSOLE
- LAYOUT
- NODE
- PROFILE
- RANGE
- RULE
- SERVER
- USER

▶ **For example, to rename the Message Range with the name, Net-CICS-Messages**

- Enter the following command in the command line of any screen:

```
RENAME RANGE Net-CICS-Messages
```

RENEW SERVER

```
RENEW SERVER [server-number]
```

Renew the Server indicated by the **server-number** parameter.

▶ **For example, to renew Server 069**

- Enter the following command in the command line of any screen:

```
RENEW SERVER 069
```

SHUTDOWN SERVER

```
SHUTDOWN SERVER [server-number]
```

Shutdown the Server indicated by the **server-number** parameter.

▶ **For example, to shutdown Server 069**

- Enter the following command in the command line of any screen:

```
SHUTDOWN SERVER 069
```

SPF

```
SPF
```

This command invokes Natural ISPF, if it is installed.

START SERVER

```
START SERVER [server-number]
```

Start the Server indicated by the **server-number** parameter.

▶ **For example, to start Server 069**

- Enter the following command in the command line of any screen:

```
START SERVER 069
```

Session Commands

The same session commands are available for every screen.

Issue a session command by entering it in the command line of the current screen and pressing Enter. Available session commands can be displayed in the second line of the Action Bar beneath the command line. Issue a session command directly from the Action Bar by simply placing the cursor on it and pressing Enter.

If PF keys appear in the Action Bar, display session commands by pressing PF4 (Flip) or entering the FLIP command in the command line and pressing Enter. Press PF4 or enter the FLIP command and press Enter to display the PF keys again.

The PF key symbol following the command indicates that you can also invoke the command by pressing the PF key shown.

The session command descriptions are sorted in alphabetical order by their names.

Note:

Elements in italics (e.g. *name*) denotes a variable that must be replaced by a real value, for example, a name.

BAR

This command has two functions:

- Switch from PF-key display to the Action Bar
- Display more **local** commands

When **+Bar** appears in the Action Bar, this means there are more **local** commands than can be displayed in the first line of the Action Bar. Issue the BAR command directly from the Action Bar by simply placing the cursor on it and pressing Enter. Do not enter the plus sign (+) when issuing the BAR command from the command line.

CANCEL

Return to owner-object screen when more than one window has been opened.

EXIT - PF3

Return to previous screen.

FLIP - PF4

Switch from PF-key display to the Action Bar or from Action Bar to PF keys.

HELP - PF1

Display a context-relevant help screen.

KEYS

Switch from Action Bar to PF-key display and switch from PF1-PF12 to PF13-PF24 and back again in PF key display.

MENU - PF12

```
MENU [menu-name]
```

You can select the Environment, Authorization or Main Menus from anywhere in Entire Event Management.

You can return to the Main Menu from anywhere in Entire Event Management by pressing PF12.

▶ For example, to select the Environment Menu

- Enter the following command in the command line of any screen:

```
MENU ENVIRONMENT
```

QUIT

Leave Entire Event Management.

SET

Set session parameters, screen colors, magic characters, PF keys.

TECH

Display technical information.

Local Commands

Local commands are relevant only to the screen in which they are entered.

Issue a local command by entering it in the command line of the current screen and pressing Enter. Available local commands can be displayed in the first line of the Action Bar directly beneath the command line. Issue a local command directly from the Action Bar by simply placing the cursor on it and pressing Enter.

If PF keys appear in the Action Bar, display local commands by pressing PF4 (Flip) or entering the FLIP command in the command line and pressing Enter. Press PF4 or enter the FLIP command and press Enter to display the PF keys again.

Local commands preceded by a plus sign + on the screen open another screen or window in which data can be displayed and/or entered. Do not enter the plus sign + when entering the command in the command line.

The PF key symbol following the command indicates that you can also invoke the command by pressing the PF key shown.

The local command descriptions are sorted in alphabetical order by their names.

Note:

Elements in italics (e.g. *name*) denotes a variable that must be replaced by a real value, for example, a name.

(ACT)

View the (Act) Activity Console for the current Server. This command is valid only with the Server Activity Monitor and Server Statistic Monitor functions.

ACTION

Open the List Action for Event window. This command is valid only with Automation Rule definition function.

(AUT)

View the (Aut) Automation Console for the current Server. This command is valid only with the Server Activity Monitor and Server Statistic Monitor functions.

AUTO

Open the Automation Parameters window. This command is valid only with the Server Parameter definition function.

AUTOREFRESH [time-in-seconds] - PF2

Set the frequency for newly arrived information to be displayed in the Logical or Physical Console and in the Console Monitor and Server Statistic Monitor. Default: 5 seconds.

BOTTOM

Go to the bottom of a list.

COMMENT

Open the Comment window for entering extended comments. This command is valid only with object definition functions.

CMD - PF6

Issue logical command in current Logical Console.

CONFIRM - PF5

Confirm RENEW, SHUTDOWN or START of current Server. This command is valid only with these functions.

CONSOLE

Open the List Console for Profile window. This command is valid only with the Profile definition function.

DO - PF5

Save after ADDing or MODIFYing an object.

DOWN - PF8

Scroll down one page in a list.

EVENT

Open the Event Tree window. This command is valid only with Automation Rule definition function.

EXCRNGE

Open the List Excluded Message Range window. This command is valid only with the Logical Console definition function.

FCTNS

Open an Authorized Functions window for object definition functions or Server control functions. This command is valid only with the Profile definition function.

FIND [string] [prev]

Find a string in a list. This command, without the **prev** option, is valid in all LIST functions. The **prev** option is valid only in a Logical Console display.

INCRNGE

Open the List Included Message Range window. This command is valid only with the Logical Console definition function.

INSFILE

Open the Install Backup Files window. This command is valid only with the Server Parameter definition function.

LEFT - PF10

Shift Logical Console display to the left.

LOCATE start-value

Reposition list of objects to a new start value by entering name or first letter or letters of name.

▶ **For example, to reposition the cursor to names beginning with CH**

- Enter the following command in the command line of any List object screen:

```
LOCATE CH
```

(LOG)

View the (Log) Console for the current Server. This command is valid only with the Server Activity Monitor and Server Statistic Monitor functions.

MERGE

Merge two or more Logical Consoles to display all messages in one Logical Console. This command is valid only with the Logical Console function.

MESSAGE

Open the Zoom Messages window. This command is valid only with the Message Range definition function.

MISC

Open the Miscellaneous Server Parameters window. This command is valid only with the Server Parameter definition function.

REFRESH - PF5

Refresh the statistics displayed in the Server Statistic Monitor. This command is valid only with this function.

RENEW

Renew the current Server. This command is valid only with the Server Activity Monitor, Server Statistic Monitor, Server Start and Server Shutdown functions.

RFIND

Find again. Find the next occurrence of a string in a list.

RIGHT - PF11

Shift Logical Console display one column to the right or to the cursor position in the list area.

SERVER

Open the List Server for Profile window. This command is valid only with the Profile definition function.

SHUTDOWN

Shutdown the current Server. This command is valid only with the Server Activity Monitor, Server Statistic Monitor, Server Renew and Server Start functions.

SPLIT

Continue long message text on next line of **Message** column on Logical Console screen. Can be 'toggled' on and off.

START

Start the current Server. This command is valid only with the Server Activity Monitor, Server Statistic Monitor, Server Renew and Server Shutdown functions.

SUPRMSG

Open the Suppressed Messages window. This command is valid only with the Server Parameter definition function.

SYMBOL

Open the Event Symbol Table window. This command is valid only with the Automation Rule definition function.

TOP

Go to the top of a list.

(UDF)

View the (Udf) Undefined Console for the current Server. This command is valid only with the Server Activity Monitor and Server Statistic Monitor functions.

UP - PF7

Scroll up one page in a list.

Line Commands

Line commands are used with List screens for object types.

To invoke a line command for an object in a list

- Enter the line command in the two-character command line which precedes the object and press Enter.

An interactive Help is always available to display the line commands available for the current List screen. Invoke the line command Help window by entering an asterisk * in the two-character command line and pressing Enter.

Entering a question mark ? in the two-character command line invokes a passive Help window which explains how to use line commands in list functions.

The line command descriptions are sorted in alphabetical order by their names.

Note:

Elements in italics (e.g. *name*) denotes a variable that must be replaced by a real value, for example, a name.

AC

List Actions assigned to the marked Event. This command is valid only in the Event Tree definition function.

AD

Add an Event directly dependent on the marked Event. This command is valid only in the Event Tree definition function.

AL

View the (Act) Activity Console for the Server marked on the Server Monitor screen or indicated by the message marked on the Logical Console screen.

AT

View the (Aut) Automation Console for the Server marked on the Server Monitor screen or indicated by the message marked on the Logical Console screen.

AU

List Automation Rules for a Logical Console. This command is valid only in the Logical Console Monitor function.

CO

Copy the object marked.

DE

Delete the object marked.

DI

Display the object marked.

LG

View the (Log) Console for the Server marked on the Server Monitor screen or indicated by the message marked on the Logical Console screen.

MA

View the Activity Monitor for the Server marked. This command is valid only in the Server Monitor function.

MO

Modify the object marked.

MR

View the Automation Rule Monitor for the message marked on the Logical Console screen.

MS

View the Statistic Monitor for the Server marked. This command is valid only in the Server Monitor function.

PC

View the Physical Console for the Server marked. This command is valid only in the Server Monitor function.

OC

Issue an operator command to the Server marked. This command is valid only in the Server Monitor function.

RE

Renew the Server marked. This command is valid only in the Server Monitor function.

RN

Rename the object marked.

ST

Start the Server marked. This command is valid only in the Server Monitor function.

TE

Shutdown the Server marked. This command is valid only in the Server Monitor function.

UC

View the (Udf) Undefined Console for the Server marked. This command is valid only in the Server Monitor function.