

Extended Description Skeletons

Applications, migration events and maintenance requests have "descriptions" - i.e., texts attached to the entities and accessible through Additional Options pop-ups or keys from the screens displaying the attributes of the entities. When an application, migration event or a maintenance request is added, its description is set at the appropriate default value specified by the PAC administrator, using the facility described in this section. If no default value has been specified, none is automatically attached to the entity being added. The maintainer of the entity is free to modify or discard the description attached to the entity by default.

The fourth description skeleton is actually a default JCL text. If specified by the PAC administrator, it is substituted whenever a JCL text is created in the ACF through the Jobs function on the Main Menu of the Reporting and Maintenance subsystem of PAC. The maintainer of the JCL text can then edit the default text into the JCL text desired.

To create, see or modify a description skeleton, enter Code E on the General Defaults menu.

The Description Skeletons menu appears:

```

17:48:32          ***** PREDICT APPLICATION CONTROL *****          2000-04-20
User SAGU        - Modify Defaults for Description Skeletons -

                Code  Object
                ----  -
                A    Description of a Application
                E    Description of a Migration Event
                J    Default JCL for a Job
                M    Description of a Maintenance Request
                ?    Help
                .    Exit
                ----  -

                Code ...

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

```

To process a description skeleton:

1. Choose one of the four skeletons by entering an appropriate Code value.
A screen similar to that of a Natural editor appears.
2. Edit the skeleton.
3. Use the command SAVE to save the newly edited skeleton.
4. Enter "." to leave the editor and return to the Description Skeletons menu.