



# Sun™ Mainframe Batch Manager Job Editor Supplement

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# Preface

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This document replaces Chapter 3, “Using the Job Editor,” in the *Sun Mainframe Batch Manager Software User’s Guide* for Release 10.0.0.

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## Before You Read This Book

In order to fully use the information in this document, you must have thorough knowledge of the topics discussed in these books:

- *Sun Mainframe Batch Manager Software Migration Guide*, which contains information about migrating JCL to the Sun MBM environment, instructions for using the job editor to import JCL, and information on nonsupported JCL statements.
- *Sun Mainframe Batch Manager Software Reference Guide*

---

# Typographic Conventions

Typeface*	Meaning	Examples
AaBbCc123	The names of commands, files, and directories; on-screen computer output	Edit your <code>.login</code> file. Use <code>ls -a</code> to list all files. % You have mail.
<b>AaBbCc123</b>	What you type, when contrasted with on-screen computer output	% <b>su</b> password:
<i>AaBbCc123</i>	Book titles, new words or terms, words to be emphasized. Replace command-line variables with real names or values.	Read Chapter 6 in the <i>User's Guide</i> . These are called <i>class</i> options. You <i>must</i> be superuser to do this. To delete a file, type <code>rm filename</code> .

\* The settings on your browser might differ from these settings.

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## Related Documentation

Product	Title	Part Number
Sun Mainframe Batch Manager software	<i>Sun Mainframe Batch Manager Software Configuration Guide</i>	816-5342-10
	<i>Sun Mainframe Batch Manager Software Installation Guide</i>	816-5343-10
	<i>Sun Mainframe Batch Manager Software Message Guide</i>	816-5435-10
	<i>Sun Mainframe Batch Manager Software Migration Guide</i>	816-5346-10
	<i>Sun Mainframe Batch Manager Software Reference Guide</i>	816-5347-10
	<i>Sun Mainframe Batch Manager Software Release Notes</i>	816-5348-10
IBM MVS	<i>IBM MVS/ESA JCL Reference</i>	GC28-1479



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# Using the Job Editor

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This chapter contains the following topics:

- [“Introduction to the Job Editor” on page 1](#)
- [“Starting the Job Editor” on page 2](#)
- [“Creating a Project” on page 4](#)
- [“Creating a Job” on page 6](#)
- [“Creating a Procedure” on page 11](#)
- [“Creating a Step” on page 14](#)
- [“Creating a File Definition” on page 26](#)
- [“Editing Job Editor Nodes” on page 44](#)
- [“Generating Job and Procedure Scripts” on page 47](#)

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**Note** – The job editor supports the import of MVS JCL jobs and procedures. At job execution time, the jobs and procedures execute with MVS behavior. For example, files are allocated for the duration of the step and released at the end of the step execution.

---

Refer to the *Sun Mainframe Batch Manager Software Migration Guide* for more information about migrating JCL.

---

## Introduction to the Job Editor

The job editor is a tool for creating and maintaining Sun MBM jobs. It provides a graphical environment where you can build logical sets of work. It enables you to define the sequence of application programs that execute the required resources. Each application program and its required resources are grouped and represented as a step.

- You can group a sequence of steps to form a job.

- You can execute steps based on different criteria, including the completion or failure of preceding steps, or the logical condition set by any preceding step.
- You can group a sequence of steps to form a procedure, which is then invoked by one or more job steps.

The job editor enables you to define one or more *projects*. A project groups jobs and procedures. For example, you can create two projects, one for the jobs in production and the other for jobs being tested.

The following software and hardware are required to use the job editor:

- A Java™ virtual machine (JVM™)<sup>1</sup> Version 1.4 or later must be installed on the system.
- A graphical terminal must be directly connected to the system where the batch node is installed.

A job developer can use the job editor to create or edit jobs and generate macro job scripts on a test system. After testing is complete, the macro jobs can be downloaded to the production system, where they are submitted to the appropriate subsystem for execution.

---

## Starting the Job Editor

This section describes how to start the job editor.

### ▼ To Start the Job Editor

#### 1. Set the JDKROOT environment variable.

This identifies the location of the JVM. If you do not set this variable, you will not be able to start the job editor. For example, to set \$JDKROOT in a setup file:

```
JDKROOT=/usr/j2sdk1.4.0_01;export JDKROOT
```

#### 2. If you set \$JDKROOT in a setup file, source the setup file to set your environment.

---

1. The terms "Java Virtual Machine" and "JVM" mean a virtual machine for the Java platform.

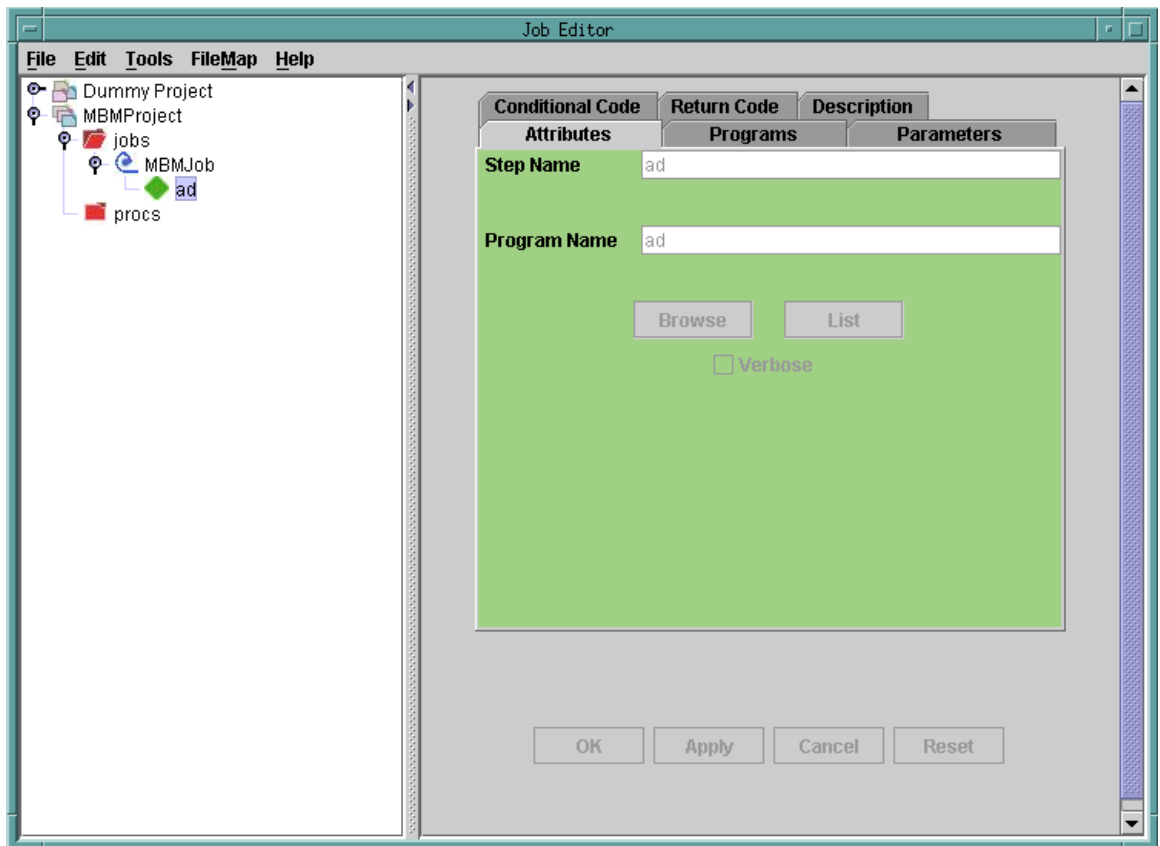
### 3. Start the job editor using either method:

- Type the `jedit` command at a prompt.
- Display the Sun MBM main menu by typing the `ebmx` command. Then click the Job Definitions icon.

The job editor main window is displayed. See [FIGURE 1](#).

The left side of the window shows a tree diagram of the projects and jobs already defined. Each of these elements is referred to as a *node*.

The right side shows properties specific to the icon selected in the tree pane. For example, if a job step is selected in the tree pane, the right pane displays a form containing the attributes of that job step.



**FIGURE 1** Job Editor Window

The menu bar contains the following items:

- File: The File menu has the following options:
  - New: Enables you to create a new project, job, procedure, step, or file type
  - Export: Exports jobs and procedures to batch macro scripts
  - Import: Imports MVS JCL jobs and procedures
  - Save: Saves the project to the disk; if you do not save the project, the job editor will save the project when you quit
  - Quit: Quits the job editor and saves the project to the disk
- Edit: The Edit menu has the following options:
  - Undo: Undoes the last action, such as a cut
  - Redo: Enables you to redo the last action, such as a paste
  - Cut: Cuts the highlighted node and places a copy of it in the buffer
  - Copy: Copies the highlighted node
  - Paste: Pastes the contents of the buffer under the highlighted node
  - Clear: In modify mode, clears all the text in the edit fields
  - Modify: Makes the highlighted node editable
  - Delete: Deletes the highlighted node; does not place a copy of it in the buffer
  - Copy Special: Enables you to copy a node and all its subnodes
- Tools: Contains the Trace option, which turns on trace debugging for the job editor. Do not use this option unless instructed to by your authorized Sun service provider.
- FileMap: The FileMap item contains the following options:
  - Select: Enables you to select a `File_Map` that is associated with a project
  - Import Entries: Imports entries from a JCL job or procedure
  - Modify Entries: Not operational at this time
- Help: Contains the About Job Editor option, which displays copyright information

---

## Creating a Project

A job editor project is a concept for a logical set of work. For example, a personnel update project might contain a set of jobs and procedures that update an employee personnel database on a nightly basis.

## ▼ To Create a Project

1. On the job editor main window, select an existing project node.

If you are using the job editor for the first time, select Dummy Project.

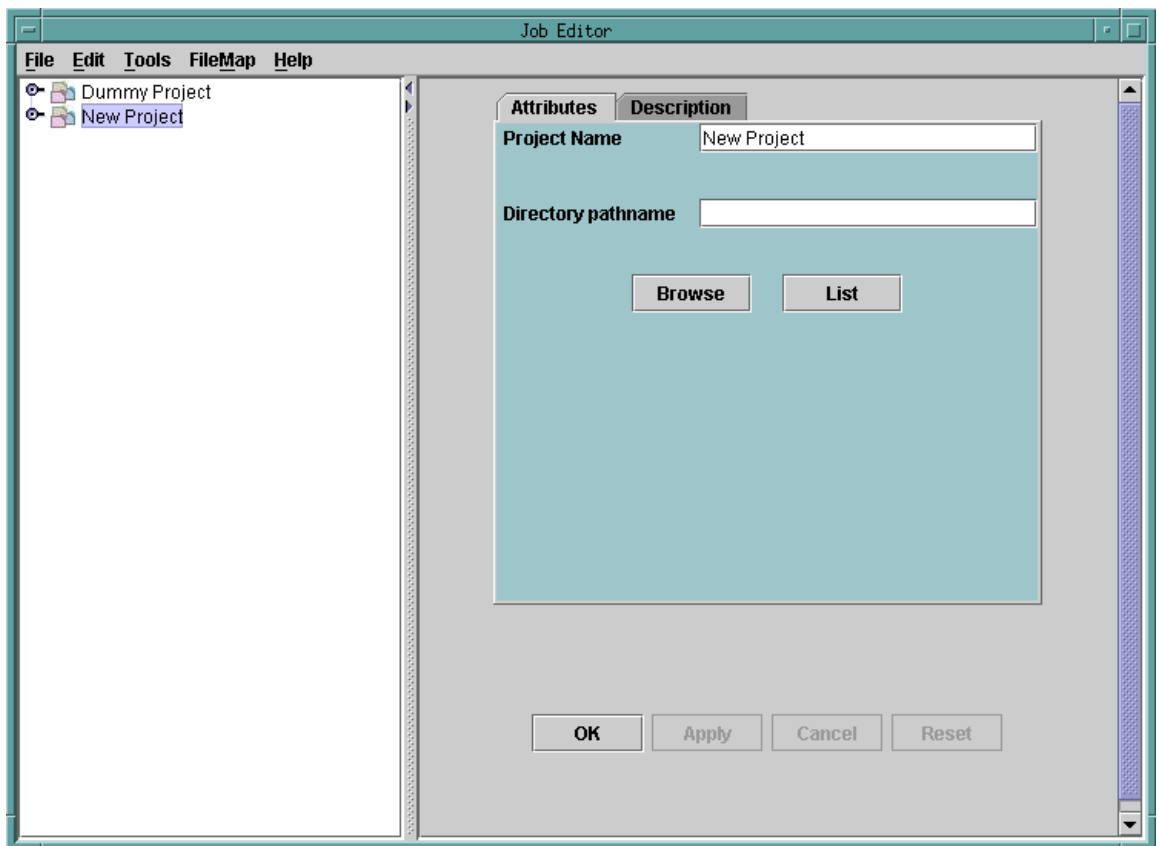
2. Choose **File → New → Project** from the menu.

The project Attributes panel is displayed.

---

**Note** – Instead of creating a new project, you can highlight Dummy Project and select **File → Modify**, which enables you to rename the dummy project and use it as your new project.

---



**FIGURE 2** Project Panel

3. **In the Project Name text box, type a unique name for the project, for example, PROD.**

If the name of the project was already defined, a message is displayed when you try to add the project.

4. **Supply a path name in the Directory Pathname text box using one of the following methods:**

- Type the full path name of the parent directory of the project, such as `/home/projects`.
- Click Browse to select the directory where the project directory will be created.
- Click List to select a parent directory from the list of the already defined projects.

If the parent directory already exists, you must have permission to access and create subdirectories and files.

5. **Add a description for the project:**

- a. **Click the Description tab.**

- b. **Type a description of the project you are defining in the Description text box.**

6. **Click OK to add the new project to the tree pane.**

Two subfolders are automatically added to the new project folder, jobs and procs, which contain the jobs and the procedures of the new project. Click the key icon next to the project folder to display the jobs and procs folders.

If an error occurs, the job editor displays the reason. For example, an error is raised if the current user does not have permission on the specified directory.

After the project is created, the job editor creates the project directory. For example, if you chose the path `/home/projects`, and the new project name is PROD, a new directory is created with the path name `/home/projects/PROD`. This directory stores all internal files and generated output files.

---

## Creating a Job

### ▼ To Create a Job

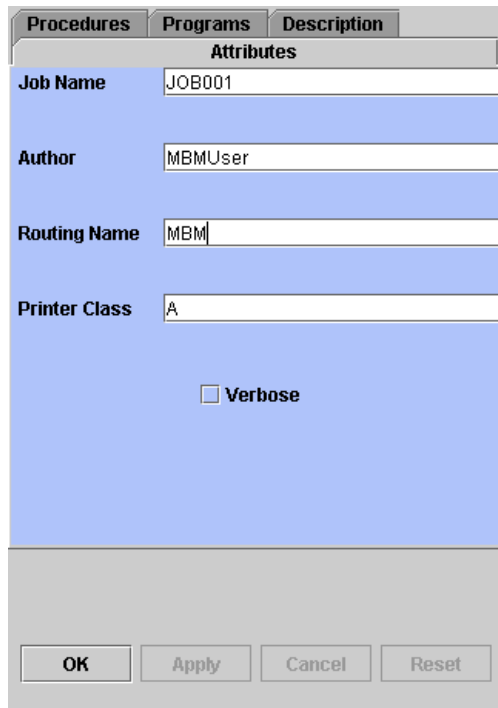
1. **Select the project's jobs folder from the tree pane.**
2. **Choose File → New → Job from the menu.**

The job panel is displayed.



**3. Define the job's attributes:**

- a. Click the Attributes tab if the Attributes panel is not displayed.**



The screenshot shows a software window with three tabs: 'Procedures', 'Programs', and 'Description'. The 'Attributes' tab is active, displaying a form with the following fields and controls:

- Job Name:** A text box containing 'JOB001'.
- Author:** A text box containing 'MBMUser'.
- Routing Name:** A text box containing 'MBM'.
- Printer Class:** A text box containing 'A'.
- Verbose:** A checkbox that is currently unchecked.

At the bottom of the window, there are four buttons: 'OK', 'Apply', 'Cancel', and 'Reset'.

**FIGURE 3** Job Attributes Tab

- b. Type the unique name of the job in the project in the Job Name text box, for example, JOB001.**
- If the name of the job was already defined, an error message is displayed when you try to add this new job.
- c. Type your name in the Author text box.**
- d. In the Routing Name text box, type the identifier you want assigned to the job during execution for notification purposes.**
- This is the same as having the `programmer` option on the `BEGINJOB` macro.
- e. Type the name of the default job printer class in the Printer Class text box.**
- The default class is `A`.
- f. Select the Verbose check box if you want informational messages and other information written to the job history file.**
- This is the same as having the `verbose` option on the `BEGINJOB` macro.

4. Click the Procedures tab.

If you are editing an existing job, a list of procedure directories is displayed.

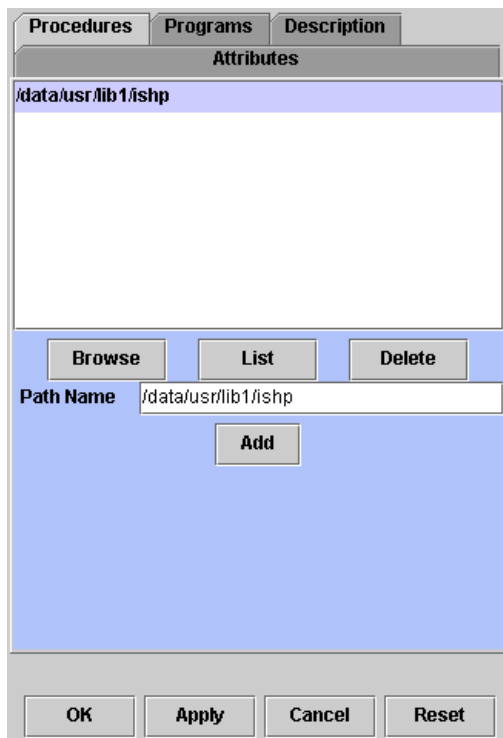


FIGURE 4 Procedures Tab

5. Specify the name of the directory containing the translated procedures associated with this job (typically the `ishp` directory) using one of the following methods:

- Type the path name of the directory in the Path Name text box.
- Click Browse to locate a specific directory in the system.
- Click List to select one of the procedure directories already defined for other jobs.

6. Click Add.

The directory is added to the list of procedure directories.

---

**Note** – To delete an entry from the list, select the directory and click Delete.

---

7. You can add more procedure directories by repeating steps 5 and 6.

8. Click the Programs tab.

A list of program directories is displayed.

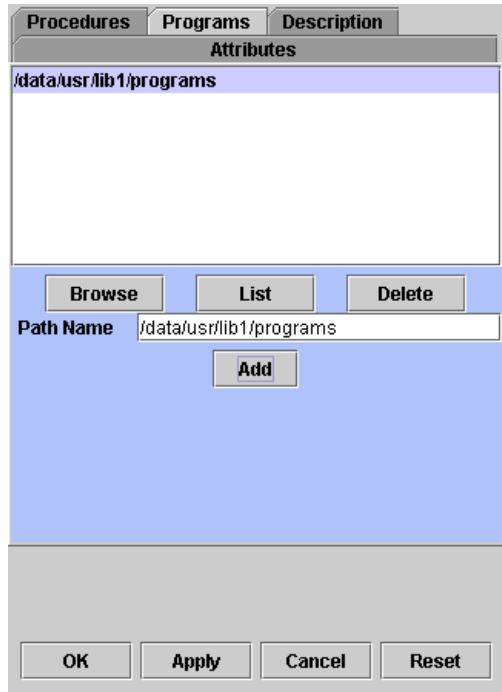


FIGURE 5 Programs Tab

9. Supply the name of the directory containing the application programs executed by this job using one of the following methods:

- In the Path Name text box, type the path name of the directory that contains the application programs.
- Click Browse to locate a specific directory.
- Click List to select one of the directories already defined for other jobs.

10. Click Add.

The directory is added to the list of program directories.

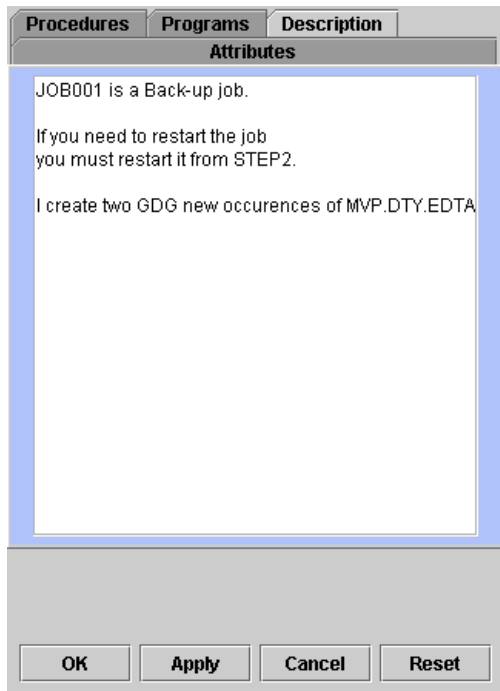
---

**Note** – To delete an entry from the list, select the directory and click Delete.

---

11. You can add more program directories by repeating steps 9 and 10.

12. To add a description of the job, click the Description tab and type the descriptive text.



**FIGURE 6** Description Tab

13. When you have finished defining the job, click OK to add the new job to the tree pane.

The job is also added to the *project/jobs* subdirectory.

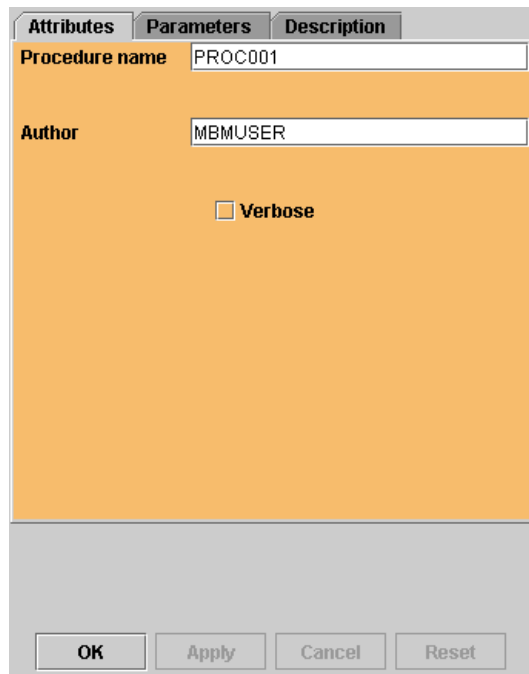
If an error occurs, the job editor displays a message. For example, an error is displayed if the job name already exists or the current user does not have permission to create files under the project directory.

---

# Creating a Procedure

## ▼ To Create a Procedure

1. In the tree pane, select the procs folder of the project to which you are adding the new procedure.
2. Choose File → New → Procedure from the menu.  
The procedure panel is displayed.



The image shows a dialog box titled "Procedure Attributes Tab" with three tabs: "Attributes", "Parameters", and "Description". The "Attributes" tab is selected. It contains the following fields and controls:

- Procedure name:** A text field containing "PROC001".
- Author:** A text field containing "MBMUSER".
- Verbose:** A checkbox that is currently unchecked.

At the bottom of the dialog box, there are four buttons: "OK", "Apply", "Cancel", and "Reset".

**FIGURE 7** Procedure Attributes Tab

3. Define the Procedure's attributes:
  - a. Click the Attributes tab if the Attributes panel is not displayed.

- b. Type the unique name of the procedure in the Procedure Name text box, for example, PROC001.

If the name of the procedure was already defined within the same project, an error message is displayed when you try to add this procedure.

- c. Type your name in the Author text box.

- d. Select the Verbose check box if you want informational messages and other information written to the job history file.

This is the same as having the verbose option on the BEGINPROC macro.

4. To add a new parameter:

- a. Click the Parameters tab.

The image shows a dialog box titled "Procedure Parameters Tab". It has three tabs at the top: "Attributes", "Parameters" (which is selected), and "Description". The "Parameters" tab contains a large empty text area at the top. Below this, there are two buttons: "List" and "Delete". Underneath these buttons are three text input fields labeled "Parameter Name", "Parameter Value", and "Description". At the bottom of the input fields are three buttons: "Apply", "Clear", and "Add". At the very bottom of the dialog box are four buttons: "OK", "Apply", "Cancel", and "Reset".

FIGURE 8 Procedure Parameters Tab

- b. Type a unique variable name in the Parameter Name text box and its value in the Parameter Value text box.

- c. Optionally, type a description of the parameter in the Description text box.

**d. Click Add.**

The new parameter is displayed in the list.

**5. To modify a parameter that has already been added:**

**a. Select the parameter in the Parameters panel.**

The Parameter Name, Parameter Value, and Description text boxes display the current values.

**b. Edit any of the values and click Apply.**

The updated parameter is displayed in the list.

---

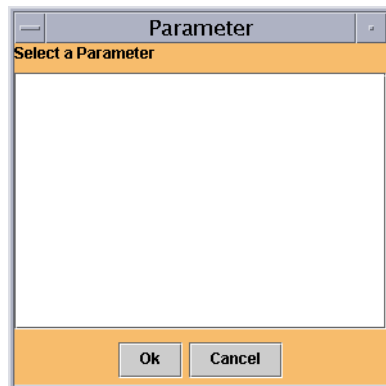
**Note** – To delete an entry, select the parameter and click Delete.

---

**6. To select one of the parameters already defined in the project:**

**a. Click List.**

The list of parameters defined in the project is displayed.



**FIGURE 9** Procedure Parameter List Dialog Box

**b. Select a parameter.**

**c. Click OK.**

The Parameter Name, Parameter Value, and Description text boxes display the current values.

**d. Edit the values if necessary and click Add.**

The parameter is added to the list of parameters.

**7. Click the Description tab.**

8. Type the description of the procedure you are creating in the **Description** text box.
9. Click **OK**.

The new procedure is added to the tree pane and the *project/procs* subdirectory.

If an error occurs, the job editor displays a message. For example, an error is displayed if the procedure name already exists, or the current user does not have permission to create files under the project directory.

---

## Creating a Step

You can create three types of steps using the job editor:

- **Procedure:** Executes a procedure.
- **Program:** Executes an application program.
- **Utility:** Executes a Sun MBM or a user utility. Refer to the *Sun Mainframe Batch Manager Software Migration Guide* for information about Sun MBM and user utilities.

The procedures in this section describe how to create each type of step.

### ▼ To Create a Step That Executes a Procedure

1. In the tree pane, select the job or the procedure to which you want to add the new step.

To insert the step at a specific place, select an existing step that the new step will follow.

2. Choose **File** → **New** → **Step** → **Procedure** from the menu.

The step panel is displayed (FIGURE 10).

3. Specify the step's attributes:

- a. Click the **Attributes** tab if it is not displayed.



Conditional Code	Return Code	Description
Attributes	Programs	Parameters
<b>Step Name</b> <input type="text" value="STEP01"/>		
<b>Procedure Name</b> <input type="text" value="PROC001"/>		
<div style="text-align: center;"> <input type="button" value="Browse"/> <input type="button" value="List"/> </div>		
<input type="checkbox"/> <b>Verbose</b>		
<div style="text-align: center;"> <input type="button" value="OK"/> <input type="button" value="Apply"/> <input type="button" value="Cancel"/> <input type="button" value="Reset"/> </div>		

**FIGURE 10** Procedure Step Panel

- b. Type the unique name of the step in the Step Name text box, for example, STEP01.**  
 If the name of the step was already defined within the same job or procedure, an error message is displayed.
- c. Specify the procedure using one of the following methods:**
  - Type the procedure name in the Procedure Name text box.
  - Click Browse to locate a procedure defined in the file system.
  - Click List and select one of the procedures already defined in the project.
- d. Select the Verbose check box if you want informational messages and other information written to the job history file.**  
 This is the same as having the verbose option on the EXECPROC macro.

4. To add a new parameter to the step:
  - a. Click the Parameters tab.

The screenshot shows a software window with a tabbed interface. The tabs at the top are 'Conditional Code', 'Return Code', 'Description', 'Attributes', 'Programs', and 'Parameters'. The 'Parameters' tab is selected. Below the tabs is a large, empty rectangular area for a list of parameters. To the right of this area are 'List' and 'Delete' buttons. Below these buttons are three text input fields labeled 'Parameter Name', 'Parameter Value', and 'Description'. At the bottom of the form area are 'Apply', 'Clear', and 'Add' buttons. At the very bottom of the window are 'OK', 'Apply', 'Cancel', and 'Reset' buttons.

**FIGURE 11** Defining Parameters for a Procedure Step

- b. Type a unique name in the Parameter Name text box and its value in the Parameter Value text box.
    - c. Optionally, type a description in the Description text box.
    - d. Click Add.

The new parameter is displayed in the list.

---

**Note** – To delete an entry, select the parameter in the list and click Delete.

---

**5. To select one of the parameters already defined in the project:**

**a. Click List.**

The list of parameters defined in the project is displayed.

**b. Select a parameter.**

**c. Click OK.**

The Parameter Name, Parameter Value, and Description text boxes display the selected parameter.

**d. Edit the values if necessary, and click Add.**

The parameter is added to the list.

**6. To modify a parameter:**

**a. Select the parameter in the list.**

The Parameter Name, Parameter Value, and Description text boxes display the current values.

**b. Edit any of the fields and click Apply.**

The list displays the updated parameter.

**7. To add condition and return codes to the step, see [“Setting Condition and Return Codes” on page 22](#).**

**8. To add a description, click the Description tab and type a description of the step in the text box.**

**9. When you have finished defining the step, click OK.**

The step is added to the node in the tree pane.

## ▼ To Create a Step That Executes a Program

**1. In the tree pane, select the job or the procedure to which you want to add the new step.**

To insert the step at a specific place, select an existing step that the new step will follow.

**2. Choose File → New → Step → Program from the menu.**

The step panel is displayed ([FIGURE 12](#)).

**FIGURE 12** Program Step Panel

### 3. Specify the step's attributes:

- a. Click the **Attributes** tab if it is not displayed.
- b. Type the unique name of the step in the **Step Name** text box, for example, STEP01.  
If the name of the step was already defined within the same job or procedure, an error message is displayed.
- c. Specify the program using one of the following methods:
  - Type the program name in the **Program Name** text box.
  - Click **Browse** to locate a program defined in the file system.
  - Click **List** and select one of the programs already defined in another job.
- d. Select the **Verbose** check box if you want informational messages and other information written to the job history file.  
This is the same as having the `verbose` option on the EXECPGM macro.

4. Click the Programs tab.

The screenshot shows a software interface with a tabbed menu at the top. The tabs are 'Conditional Code', 'Return Code', 'Description', 'Attributes', 'Programs', and 'Parameters'. The 'Programs' tab is currently selected. Below the tabs is a large white rectangular area. At the bottom of this area are three buttons: 'Browse', 'List', and 'Delete'. Below these buttons is a text input field labeled 'Path Name'. Below the text input field is a large green rectangular area. At the bottom of the green area is an 'Add' button. At the very bottom of the interface are four buttons: 'OK', 'Apply', 'Cancel', and 'Reset'.

**FIGURE 13** Defining Program Directories for a Program Step

5. Specify program directories using one of these methods:

- In the Path Name text box, type the path name of the directory where the program for the step is located.
- Click Browse to locate a specific directory in the system.
- Click List to select one of the program directories already defined for the project.

6. Click Add.

The directory is added to the list of program directories.

---

**Note** – To delete an entry from the list, select the directory and click Delete.

---

7. You can add more program directories by repeating steps 5 and 6.

8. To add a parameter:
  - a. Click the Parameters tab.
  - b. Type an input parameter in the Parameter text box.
  - c. Type a description in the Description text box.
9. To add condition and return codes to the step, see [“Setting Condition and Return Codes” on page 22](#).
10. To add a description of the step, click the Description tab and type a description in the text box.
11. When you have finished defining the step, click OK.

The step is added to the node in the tree pane.

## ▼ To Create a Step That Executes a Utility

1. In the tree pane, select the job or the procedure to which you want to add the new step.

To insert the step at a specific place, select an existing step that the new step will follow.
2. Choose **File → New → Step → Utility** from the menu.

The step panel is displayed. See [FIGURE 14](#).

The image shows a 'Utility Step Panel' dialog box. At the top, there are three tabs: 'Conditional Code', 'Return Code', and 'Description'. Below these, there are two sub-tabs: 'Attributes' (which is currently selected) and 'Parameters'. In the 'Attributes' section, there is a 'Step Name' text box containing 'New Step', a 'Utility Name' text box, and two buttons labeled 'Browse' and 'List'. Below these buttons is a checkbox labeled 'Verbose'. The bottom of the dialog features four buttons: 'OK', 'Apply', 'Cancel', and 'Reset'.

**FIGURE 14** Utility Step Panel

3. Specify the step's attributes:
  - a. Click the Attributes tab if it is not displayed.
  - b. Type a unique step name in the Step Name text box.
  - c. Supply a utility name using one of the following methods:
    - Type the utility name you want to assign to this step in the Utility Name text box.
    - Click Browse to locate a utility defined in the file system.
    - Click List to select a utility already defined for the project or provided by Sun MBM.
4. To define a parameter:
  - a. Click the Parameters tab.
  - b. Type the input parameter in the Parameter text box.
  - c. Type a description in the Description text box.

5. To add condition and return codes to the step, see [“Setting Condition and Return Codes” on page 22](#).
6. To add a description of the step, click the Description tab and type a description in the text box.
7. When you have finished defining the step, click OK.  
The step is added to the node in the tree pane.

## Setting Condition and Return Codes

When creating a job or procedure step, you can specify condition and return codes. Refer to the *Sun Mainframe Batch Manager Software Reference Guide* for information about the EBMSYSCMD macro and condition codes.

### ▼ To Set a Condition Code

1. Select the step in the left panel of the job editor.
2. Choose Edit → Modify from the menu.
3. On the step panel, click the Conditional Code tab.
4. Choose one of the following condition operators from the drop-down list:  
EQ, NE, GT, LT, GE, LE
5. Type a numeric value in the condition code text box.
6. In the Then field, choose one of the following condition actions from the drop-down list:  
BYPASS, CONTINUE, GOTO



Conditional Code	Return Code	Description
Attributes	Programs	Parameters

If Condition Code NE ▼

Then BYPASS ▼

Goto Step

List

OK Apply Cancel Reset

**FIGURE 15** Conditional Code Tab

**7. If you chose GOTO, you must choose a step name:**

**a. Click List.**

A dialog box is displayed showing all the steps defined in the job below this step.

**b. Select a step or End of Job.**

**c. Click OK.**

The selected step name is displayed in the Goto Step text box. You can edit this step name.

**8. If you are finished modifying the step, click OK.**

## ▼ To Set a Return Code

1. **Make sure the step is in modify mode.**  
Choose Edit → Modify from the menu.
2. **Click the Return Code tab.**

The screenshot shows a software window with a tabbed interface. The 'Return Code' tab is selected. Below the tabs are three sub-sections: 'Attributes', 'Programs', and 'Parameters'. The 'Attributes' section contains an 'If' label followed by a text box, a 'List' button, a 'Return Code' label with a dropdown menu showing 'NE', and a text box containing '1'. The 'Programs' section contains a 'Then' label followed by a dropdown menu showing 'CONTINUE'. The 'Parameters' section contains a 'Goto Step' label followed by a text box and a 'List' button. At the bottom of the window are four buttons: 'OK', 'Apply', 'Cancel', and 'Reset'.

**FIGURE 16** Return Code Tab

3. **Select the step for which you want to check the return code using either method:**
  - Type the step name in the text box following the word If.
  - Click the List button to select a step name, or Any to apply the check to any step.  
The list contains all steps defined in the job that are above the selected step.
4. **Choose one of the following condition operators from the drop-down list:**  
EQ, NE, GT, LT, GE, LE
5. **Type a numeric value in the Return Code text box.**
6. **Choose one of the following condition actions from the drop-down list:**  
BYPASS, CONTINUE, GOTO

**7. If you chose GOTO, you must choose a step name:**

**a. Click List.**

A dialog box is displayed showing all the steps defined in the job below this step.

**b. Select a step or End of Job.**

**c. Click OK.**

The selected step name is displayed in the Goto Step text box. You can edit this step name.

**8. If you are finished modifying the step, click OK.**

## Procedure Overrides

The job editor supports `COND.stepname` procedure overrides. They are treated as parameters with the keywords `ONCOND` and `ONRETCODE`.

For example, if you import a job or procedure that contains the following JCL:

```
//GO EXEC PCOND,UNIT=VTAPE,  
//  PARM1=PPPP1,COND.STEP1=(0,EQ)
```

The Parameters tab of the procedure step panel will contain the following values:

Parameter Name: `ONRETCODE`

Parameter Value: `MAXRC EQ 0 BYPASS scope='STEP' poverride='y' stepname='STEP1'`

---

**Note** – If you are creating a new procedure step, make sure to enter the parameter value in Sun MBM macro syntax, not JCL syntax.

---

The translated macro script for the complete JCL statement is:

```
ONRETCODE MAXRC EQ 0 BYPASS scope='STEP' poverride='y' stepname='STEP1'  
EXECPROC procname='PCOND' stepname='GO' parms='UNIT=VTAPE'
```

---

# Creating a File Definition

When you create a file definition, you associate a file with a job or procedure step. The job editor supports the following file types:

- Standard: File system files
- VSAM: VSAM files
- GDG: Sun MBM generation data group files
- Input: Input stream files (includes `SYSIN`)
- Print: Files assigned to the printer (`SYSOUT`)
- Concatenated: Sun MBM concatenated files, which include standard sequential files, Sun MBM GDG, and input files
- Alias: Assigns the current `DDNAME` to a `DDNAME` that was assigned on a previous `ASSGNDD` macro statement.

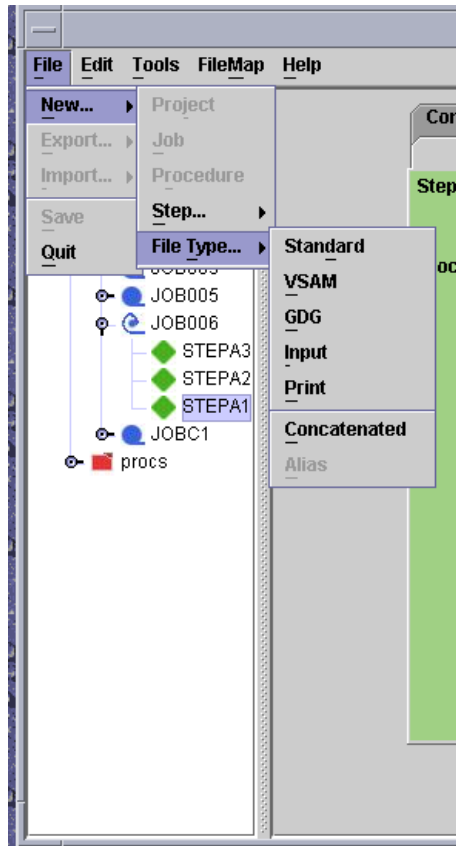
## ▼ To Create a File Definition

1. **In the tree pane of the job editor main window, select the step in the job or procedure to which you want to add the new file.**

To insert the file between existing files, select the file that must precede the new file.

2. **Choose File → New → File Type from the menu.**

See [FIGURE 17](#).



**FIGURE 17** Selecting a File Type

**3. Select a file type.**

The file's Attributes panel is displayed.

**4. Specify the attributes for the file type you selected.**

Different attributes are required depending on the file type. See the following sections:

- ["To Define a Standard File" on page 28](#)
- ["To Define a VSAM File" on page 31](#)
- ["To Define a GDG File" on page 32](#)
- ["To Define an Input File" on page 35](#)
- ["To Define a Print File" on page 36](#)
- ["Defining a Concatenated File" on page 40](#)
- ["To Define an Alias" on page 42](#)

## ▼ To Define a Standard File

### 1. Define basic file information:

#### a. Click the Attributes tab.

The screenshot shows a window titled "File Management" with a "Description" tab selected. Below the tabs is the "Attributes" section. It contains a "DD Name" text box with the value "New Standard File". Below that is a "Path Name" text box. Under the "Path Name" box are two buttons: "Browse" and "List". Below the buttons are three radio buttons: "Standard" (selected), "Temporary", and "Dummy". At the bottom is a checkbox labeled "Verbose" which is currently unchecked.

**FIGURE 18** Standard File Attributes Tab

#### b. Type the unique name of the file in the DD Name text box, for example, DD1.

If the name of the file was already defined within the same step, an error is displayed when trying to add this file.

#### c. Specify the path name of the file that you want to assign using one of the following methods:

- Type the name in the Path Name text box. You can use an environment variable such as \$SEQFILES.
- Click Browse to locate a file in the system.
- Click List to select a file already assigned for other jobs.

The selected path name is displayed in the Path Name text box.

#### d. Accept the default file type of Standard or change the type to a temporary or dummy file type.

The job editor saves the current setting of the file.

- e. Select the Verbose check box if you want informational messages and other information written to the job history file.

This is the same as having the verbose option on the ASSGNDD macro.

2. Specify file management information:

- a. Click the File Management tab.

The screenshot shows a software interface with two tabs: 'File Management' (selected) and 'Description'. Below the tabs is a section titled 'Attributes'. The 'Disposition' section has four radio buttons: 'Input' (selected), 'Output', 'I-O', and 'Append'. The 'Normal Termination' section has two radio buttons: 'Delete' and 'Keep' (selected). The 'Abend Termination' section also has two radio buttons: 'Delete' and 'Keep' (selected). The 'Record Size' is set to 80 in a text box. The 'Record Type' section has three radio buttons: 'Fixed' (selected), 'Variable', and 'Other'. The 'Custom Type' is set to 'Fixed' in a text box.

FIGURE 19 Standard File Management Tab

- b. Select one of the following Disposition options:

- Input
- Output
- I-O (Input/Output)
- Append

- c. Select one of the Normal termination options:

- Delete
- Keep

**d. Select one of Abend termination options:**

- Delete
- Keep

For more information about the Normal, Abend, and Disposition parameters, refer to the *Sun Mainframe Batch Manager Software Reference Guide* for information about the ASSGNDD macro.

**e. Type the Record Size by editing the numeric field.**

**f. Select the Record Type:**

- Fixed
- Variable
- Other
- If you want to supply your own record type, type the information in the Custom Type text box. This is an optional field.

**3. Click the Description tab and type the description of the file you are defining in the text box.**

**4. When you are finished defining the file, click OK.**

The new file definition is added to the tree pane and the step subfolder you selected.

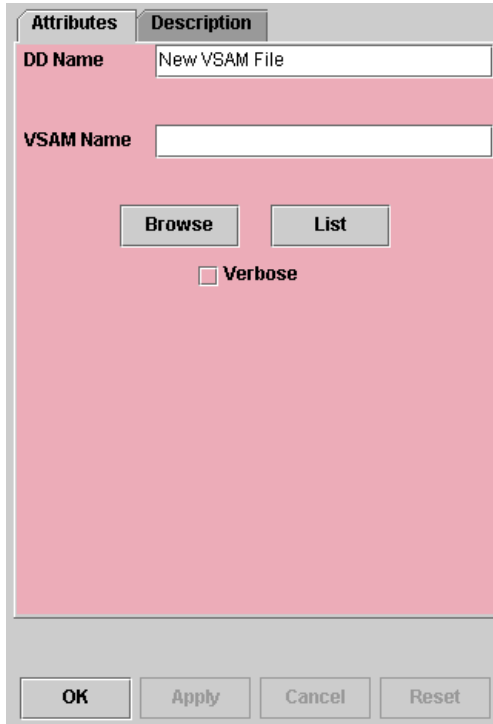
If an error occurs, the job editor displays a message. For example, an error is displayed if you did not provide information in one of the mandatory fields.



## ▼ To Define a VSAM File

### 1. Define basic file information:

#### a. Click the Attributes tab.

The image shows a dialog box titled "VSAM File Attributes Tab". It has two tabs: "Attributes" (selected) and "Description". The "Attributes" tab contains the following elements: a "DD Name" text box with the value "New VSAM File", a "VSAM Name" text box, a "Browse" button, a "List" button, and a checkbox labeled "Verbose" which is currently unchecked. At the bottom of the dialog are four buttons: "OK", "Apply", "Cancel", and "Reset".

**FIGURE 20** VSAM File Attributes Tab

#### b. In the DD Name text box, type the unique name of the dataset used in the JCL, for example, DD1.

If you are defining this file for a new job or procedure, this is the name in the ASSIGN clause of the file's SELECT statement in COBOL programs.

If the name of the file was already defined within the same step, an error is displayed when trying to add this file.

#### c. In the VSAM Name text box, type the name of the Sun MTP dataset as defined in the Sun MTP File Control Table (FCT).

You can use the List button to display a list of previously defined VSAM files. Do not use the Browse button.

- d. Select the Verbose check box if you want informational messages and other information written to the job history file.

This is the same as having the verbose option on the ASSGNDD macro.

For more information about VSAM files, refer to the *Sun Mainframe Transaction Processing Software Administrator's Guide*.

2. Click the Description tab and type the description of the file you are defining in the text box.
3. When you are finished defining the file, click OK.

The new file definition is added to the tree pane and the step subfolder you selected.

If an error occurs, the job editor displays a message. For example, an error is displayed if you did not provide information in one of the mandatory fields.

## ▼ To Define a GDG File

1. Define basic file information:
  - a. Click the **Attributes** tab.

**FIGURE 21** GDG File Attributes Tab

- b. Type the base name of the file in the DD Name text box, for example, DD1.
- c. In the Base Path Name text box, type the base path name of the GDG that you want to assign. This is the path and file name of the GDG (not including the underscore and numeric suffix (\_00, \_01, etc.).

Use any of the following methods:

- Type the path name.
- Click Browse to locate a path name.
- Click List to select a path name already defined for the project.

- d. Specify the GDG occurrence number:

- Type the GDG occurrence number in the numeric field, for example, -3, -2, -1, 0, +1, +2.
- Select the All Occurrences check box to assign all GDG occurrences.

- e. Accept the default file type GDG or select Dummy to change the file type to a dummy file type.

The job editor saves the current setting of the file.

For more information about the GDG file type and occurrence numbers, refer to the *Sun Mainframe Batch Manager Software Migration Guide*.

- f. Select the Verbose check box if you want informational messages and other information written to the job history file.

This is the same as having the verbose option on the ASSGNDD macro.

## 2. Specify file management information:

- a. Click the File Management tab.

See [FIGURE 22](#).

The screenshot shows a dialog box with two tabs: "File Management" (selected) and "Description". Below the tabs is a section titled "Attributes". The "Disposition" section has four radio buttons: "Input" (selected), "Output", "I-O", and "Append". The "Normal Termination" section has two radio buttons: "Delete" and "Keep" (selected). The "Abend Termination" section also has two radio buttons: "Delete" and "Keep" (selected). The "Record Size" is set to 80. The "Record Type" section has three radio buttons: "Fixed" (selected), "Variable", and "Other". The "Custom Type" is set to "Fixed".

**FIGURE 22** GDG File Management Tab

- b. Select one of the following Disposition options:

- Input
- Output
- I-O (Input/Output)
- Append

- c. Select one of the Normal termination options:

- Delete
  - Keep
- d. Select one of Abend termination options:**
- Delete
  - Keep
- e. Type the Record Size by editing the numeric field.**
- f. Select the Record Type:**
- Fixed
  - Variable
  - Other
  - If you want to supply your own record type, type the information in the Custom Type text box. This is an optional field.
- 3. Click the Description tab and type the description of the file you are defining in the text box.**
- 4. When you are finished defining the file, click OK.**
- The new file definition is added to the tree pane and the step subfolder you selected.
- If an error occurs, the job editor displays a message. For example, an error is displayed if you did not provide information in one of the mandatory fields.

## ▼ To Define an Input File

- 1. Define basic file information:**
- a. Click the Attributes tab.**
  - b. Type the unique name of the file in the DD Name text box, for example, DD1.**
  - c. Type one or more lines of input data that you want to assign to the specific step in the Input Data text box.**
  - d. Select the Verbose check box if you want informational messages and other information written to the job history file.**
- This is the same as having the `verbose` option on the `ASSGNDD` macro.
- 2. Click the Description tab and type the description of the file you are defining in the text box.**
- 3. When you are finished defining the file, click OK.**
- The new file definition is added to the tree pane and the step subfolder you selected.

If an error occurs, the job editor displays the reason. For example, an error is issued if you did not provide information in one of the mandatory fields.

## ▼ To Define a Print File

### 1. Define basic file information:

#### a. Click the Attributes tab.

The screenshot shows a window titled "Print File Attributes Tab" with a pink background. At the top, there are three tabs: "File Management", "Description", and "Parameters". The "Attributes" tab is selected. Below the tabs, there are four text input fields: "DD Name" (containing "New Print File"), "Printer Destination" (empty), "Printer Class" (containing "A"), and "Copies" (containing "1"). Below these fields, there are two radio buttons: "Print" (selected) and "Dummy" (unselected). At the bottom, there is a checkbox labeled "Verbose" which is unchecked.

**FIGURE 23** Print File Attributes Tab

- b. Type the unique name of the file in the DD Name text box, for example, DD1.
- c. Type the printer destination name in the Printer Destination text box.
- d. Type the class type in the Printer Class text box.
- e. Type the number of copies you want to print in the Copies text box.
- f. Accept the default type of Print or change the type to a dummy file type.

The job editor saves the current setting of the file.

- g. Select the Verbose check box if you want informational messages and other information written to the job history file.

This is the same as having the verbose option on the ASSGNDD macro.

2. Specify file management information:

- a. Click the File Management tab.

The screenshot shows a software interface with two tabs: 'File Management' (selected) and 'Description'. The 'File Management' tab is divided into two sub-sections: 'Attributes' and 'Parameters'. The 'Attributes' section contains three expandable sections: 'Disposition' with radio buttons for 'Input', 'Output' (selected), 'I-O', and 'Append'; 'Normal Termination' with radio buttons for 'Delete' and 'Keep' (selected); and 'Abend Termination' with radio buttons for 'Delete' and 'Keep' (selected). Below these is a 'Record Size' field with the value '80'. The 'Parameters' section contains a 'Record Type' section with radio buttons for 'Fixed' (selected), 'Variable', and 'Other', and a 'Custom Type' field with the value 'Fixed'.

FIGURE 24 Print File Management Tab

- b. Select one of the following Disposition options:

- Input
- Output
- I-O (Input/Output)
- Append

- c. Select one of the Normal termination options:

- Delete
- Keep

- d. Select one of Abend termination options:

- Delete
- Keep

- e. Type the Record Size by editing the numeric field.

**f. Select the Record Type:**

- Fixed
- Variable
- Other
- If you want to supply your own record type, type the information in the Custom Type text box. This is an optional field.

**3. To define print file parameters, which must be valid SYSOUT parms:**

**a. Click the Parameters tab.**

The screenshot shows a software interface with a tabbed menu at the top. The tabs are 'File Management', 'Description', and 'Parameters'. The 'Parameters' tab is selected and highlighted. Below the tabs, there are two sub-tabs: 'Attributes' and 'Parameters'. The 'Parameters' sub-tab is selected. The main area of the window is a large white rectangle. Below this, there is a pink-shaded area containing a list of parameters. At the top of this area are 'List' and 'Delete' buttons. Below these are three text input fields labeled 'Parameter Name', 'Parameter Value', and 'Description'. At the bottom of the pink area are 'Apply', 'Clear', and 'Add' buttons.

**FIGURE 25** Print File Parameters Tab

**b. To add a new parameter:**

- i. Type a unique name in the Parameter Name text box and its value in the Parameter Value text box.
- ii. Optionally, type a description in the Description text box.
- iii. Click Add.

The new parameter is displayed in the list.



---

**Note** – To delete an entry, select the parameter in the list and click Delete.

---

**c. To select one of the parameters already defined in the project:**

**i. Click List.**

The list of parameters defined in the project is displayed.

**ii. Select a parameter.**

**iii. Click OK.**

The Parameter Name, Parameter Value, and Description text boxes display the current values.

**iv. Edit the values if necessary, and click Add.**

The parameter is added to the list.

**d. To modify a parameter:**

**i. Select the parameter in the list.**

The Parameter Name, Parameter Value, and Description text boxes display the current values.

**ii. Edit any of the fields and click Apply.**

The list displays the updated parameter.

**4. Click the Description tab and type the description of the file you are defining in the text box.**

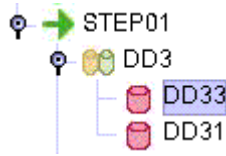
**5. When you are finished defining the file, click OK.**

The new file definition is added to the tree pane and the step subfolder you selected.

If an error occurs, the job editor displays the reason. For example, an error is issued if you did not provide information in one of the mandatory fields.

# Defining a Concatenated File

A concatenated file contains one or more files of the following types: GDG, Standard, or Input. A concatenated file has a unique icon in the job editor tree pane.



**FIGURE 26** Concatenated File Icon

## ▼ To Define a Concatenated File

### 1. Define basic file information:

#### a. Click the Attributes tab.

A screenshot of a software window titled 'Attributes' and 'Description'. The 'Attributes' tab is active. It contains a text box labeled 'DDName' with the text 'New Concatenated File'. Below this are two radio buttons: 'Concatenated' (selected) and 'Dummy'. At the bottom is a checkbox labeled 'Verbose' which is unchecked.

**FIGURE 27** Concatenated File Attributes Tab

#### b. Type the unique name of the file in the DD Name text box, for example, DD1.

If the name of the file was already defined within the same step, an error is displayed when you try to add this new file.

c. **Accept the default Concatenated, or select Dummy.**

d. **Select the Verbose check box if you want informational messages and other information written to the job history file.**

This is the same as having the verbose option on the ASSGNDD macro.

2. **Click the Description tab and type the description of the file you are defining in the text box.**

3. **If you have finished defining the file, click OK.**

The new file definition is added to the tree pane and the step subfolder you selected.

If an error occurs, the job editor displays a message. For example, an error is displayed if you did not provide information in one of the mandatory fields.

## ▼ To Add One or More Files to a Concatenated File

1. **Select the Concatenated file icon in the job editor tree pane.**

2. **Choose File → New → File Type and select either:**

- Standard
- GDG
- Input

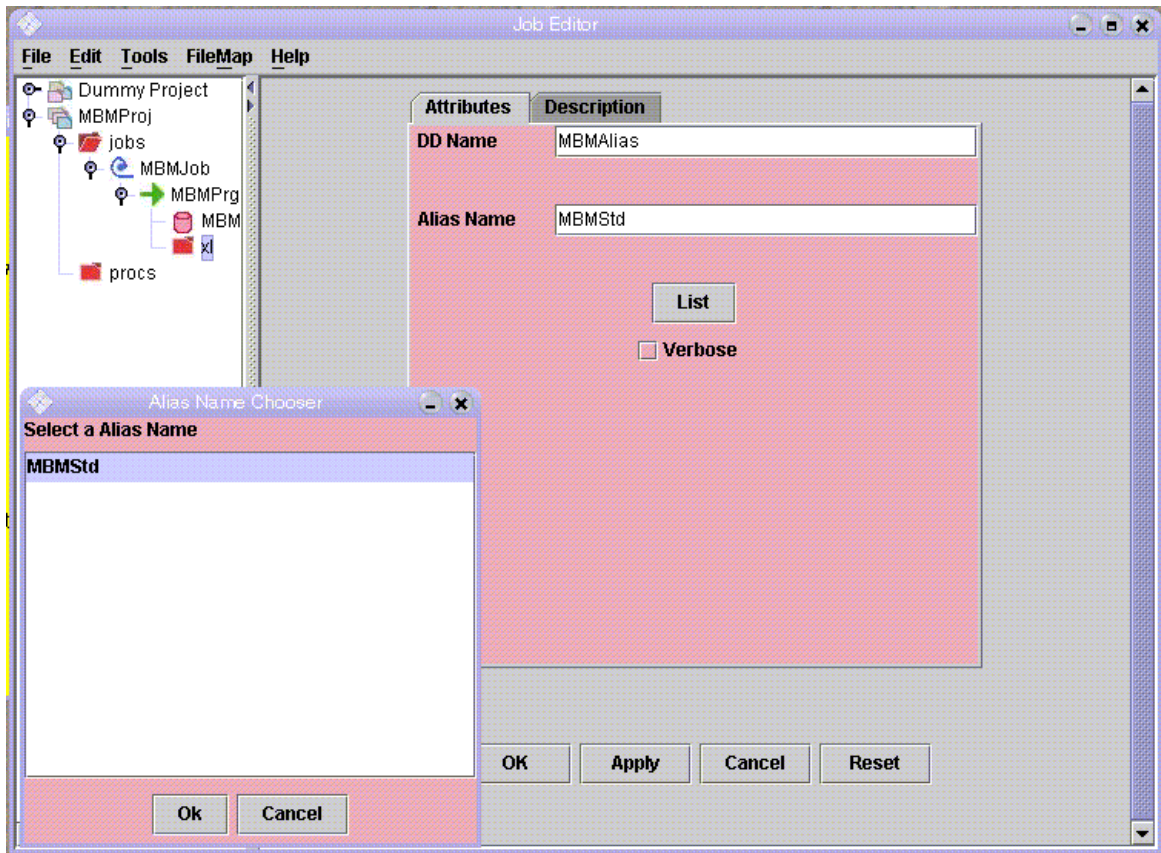
3. **Depending on the file type you select, follow the procedure for defining a GDG, standard, or input file.**

Each file you assign to the concatenated file is displayed as a subnode under the concatenated file's icon.

## ▼ To Define an Alias

### 1. Define the basic file information.

#### a. Click the Attributes tab.



**FIGURE 28** Alias File Attributes Tab

#### b. Type the unique name of the file in the DD Name text box.

If the name of the file was already defined within the same step, an error is displayed when you try to add this new file.

**c. In the Alias Name text box, supply the name of the file that you are associating with the DD name using either method:**

- Type the name if you know it.
- Click List to display a list of previously defined DD names, select the file, and click OK.

Refer to the *Sun Mainframe Batch Manager Software Reference Guide* for more information about alias files.

**d. Select the Verbose check box if you want informational messages and other information written to the job history file.**

This is the same as having the `verbose` option on the `ASSGNDD` macro.

**2. Click the Description tab and type the description of the file you are defining in the text box.**

**3. If you have finished defining the file, click OK.**

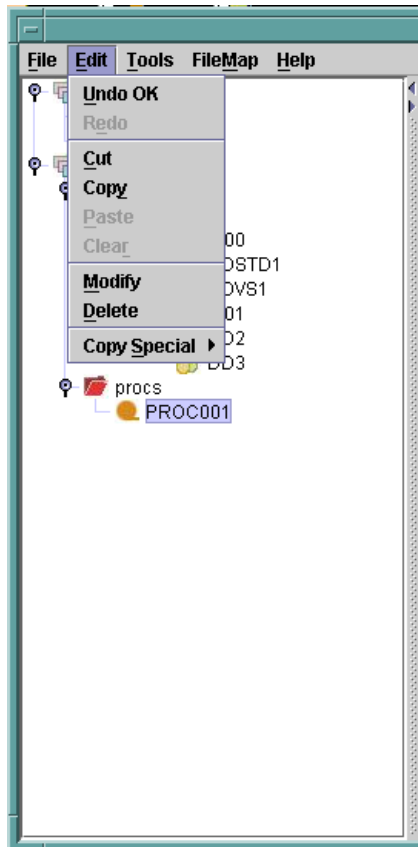
The new file definition is added to the tree pane and the step subfolder you selected.

If an error occurs, the job editor displays a message. For example, an error is displayed if you did not provide information in one of the mandatory fields.

---

# Editing Job Editor Nodes

This section describes how to edit job editor nodes.



**FIGURE 29** Editing Job Editor Nodes

## ▼ To Copy a Node

1. Select the node you want to copy.
2. Choose Edit → Copy from the menu.

The Edit → Copy menu option copies only the node; it does not copy all subnodes defined under the selected node.

3. Select a destination node where you want to create a copy of the original node.
4. Choose Edit → Paste from the menu.  
A copy of the original node is added to the destination node.
5. In the right panel, type a new name for the copied node.
6. Make any other changes that are required to the node.
7. Click OK.

## ▼ To Copy a Node and its Subnodes

1. Select the node you want to copy.
2. Choose Edit → Copy Special → Copy All Subnodes from the menu.
3. Select a destination node where you want to create a copy of the original node.
4. Choose Edit → Paste from the menu.  
A copy of the original node and all its subnodes is added to the destination node.
5. In the right panel, type a new name for the copied node.
6. Make any other changes that are required to the node.
7. Click OK.

---

**Note** – The destination node must be the same type as the original node. For example, you cannot copy a file node from a step node to a project, job, or procedure node.

---

## ▼ To View a Node

- Select the node you want to view on the job editor tree pane.

The Attributes tab is displayed on the right half of the job editor window. This form is in read-only mode. You can also click on the other tabs of the node definition and view the information on them.

## ▼ To Modify a Node

1. **Select the node you want to modify on the job editor tree pane.**

The Attributes tab is displayed on the right panel of the job editor window in read-only mode.

2. **Choose Edit → Modify from the menu.**

The form can now be edited.

3. **Modify the fields for this node.**

You can modify fields defined on the other tabs by clicking on the tab you want to edit.

If you make a mistake while editing, click Reset to display the original values. If you have already clicked Apply to apply a change, the Reset button does not restore the original values.

4. **Apply the changes:**

- Click Apply to apply the changes to the current panel.
- Click OK if you want all your changes to apply to the node.
- Click Cancel if you do not want to change the current node.

After you click OK or Cancel, the form displays the node information in read-only mode again.

## ▼ To Move a Node

1. **Select the node you want to move.**

You can cut and paste a project, job, procedure, step, or file node.

2. **Choose Edit → Cut from the menu.**

3. **Select a destination node in the tree pane.**

4. **Choose Edit → Paste from the menu.**

The cut node and all its subnodes are pasted under the destination node.

5. **In the right panel, type a new name for the copied node.**

6. **Make any other changes that are required to the node.**

7. **Click OK.**



---

**Note** – If you select a destination that is not compatible with the node you want to paste, the Paste menu option is not enabled. For example, you cannot paste a step node under a project or a file node.

---

## ▼ To Delete a Node

1. **On the job editor tree pane, select the node you want to delete.**

This can be a project, job, procedure, step, or file node.

2. **Choose Edit → Delete from the menu.**

When you delete a node, all of its associated subnodes and files are deleted from the tree pane.

## ▼ To Restore a Deleted Node

- **If you delete a node in error, restore it to its original position by choosing Edit → Undo Delete from the menu.**

---

# Generating Job and Procedure Scripts

After you finish creating jobs and procedures, you can use the job editor to generate the batch macro scripts.

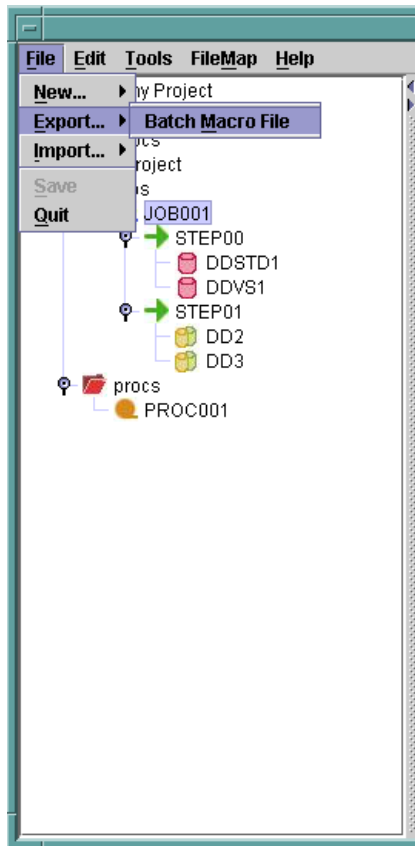
## ▼ To Generate Scripts

1. **Select a job or procedure on the job editor tree pane.**

If you select a job or procedure folder, all jobs or procedures in the folder are selected for the script generation.

2. **Choose File → Export → Batch Macro File from the menu.**

See [FIGURE 30](#).



**FIGURE 30** Generating Macro Jobs or Procedures

3. When the file chooser is displayed, type the name of the project directory or click Browse to locate the path name.

This path name is the one you defined when you created the project. For example, if your project name is PROD and the path name is /home/projects, the directory path for the macro scripts is /home/projects/PROD.

4. Click Select in the file chooser window to start the export.

If the macro script or scripts already exist, you are prompted to overwrite.

- Click Yes or Yes to All to overwrite the script or scripts.
- Click No or No to All to abort the script generation.

5. After a successful export, click OK to close the confirmation dialog box.

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