

5280



GA21-9356-2

S5280-36

IBM 5280 Distributed Data System

Master Index



GA21-9356-2

S5280-36

IBM 5280 Distributed Data System

Master Index

Third Edition (June 1981)

This is a major revision of, and obsoletes, GA21-9356-1. Because the changes and additions are extensive, this publication should be reviewed in its entirety.

Changes are periodically made to the information herein; these changes will be reported in technical newsletters or in new editions of this publication.

Use this publication only for the purposes stated in the Preface.

Publications are not stocked at the address below. Requests for copies of IBM publications and for technical information about the system should be made to your IBM representative or to the branch office serving your locality.

This publication could contain technical inaccuracies or typographical errors. Use the Reader's Comment Form at the back of this publication to make comments about this publication. If the form has been removed, address your comments to IBM Corporation, Information Design and Development, Department 997, 11400 Burnet Road, Austin, Texas 78758. IBM may use and distribute any of the information you supply in any way it believes appropriate without incurring any obligation whatever. You may, of course, continue to use the information you supply.

This master index brings together the indexes of 12 manuals that the user frequently refers to when programming and operating the IBM 5280. Using the master index can significantly shorten the time needed to find specified information needed to solve a problem. The 12 manuals indexed are:

1. IBM 5280 Introduction to DE/RPG, SC21-7803.
2. IBM 5280 DE/RPG Reference Manual, SC21-7787.
3. IBM 5280 Operator's Guide, GA21-9364.
4. IBM 5280 System Concepts, GA21-9352.
5. IBM 5280 System Control Programming Reference/Operation Manual, GC21-7824.
6. IBM 5280 Sort/Merge Reference/Operation Manual, SC21-7789.
7. IBM 5280 Communications Reference Manual, SC34-0247.
8. IBM 5280 Utilities Reference/Operation Manual, SC21-7788.
9. IBM 5280 DE/RPG User's Guide, SC21-7804.
10. IBM 5280 COBOL Language Reference Manual, GL23-0031.
11. IBM 5280 COBOL Programmer's Guide, SL23-0032.
12. IBM 5280-3270 Emulation Reference Manual, SC34-0384.

HOW TO USE THE MASTER INDEX

The numbers following the index entries correspond to the 12 manuals listed above. A key with a shortened version of the manual titles is at the bottom of each odd-numbered page.

Note: Several index entries have the order number GA21-9357 following the entry. This order number is for the IBM 5280 Machine Verification Manual which contains information regarding that index entry.

\$, editing 2
 **CTDATA 9
 *POS 9
 *TOT 9
 *DBL parameter 2
 *DMY parameter 2
 *FMTS parameter 2
 *FMTU parameter 2
 *MDY parameter 2
 *NOPEN parameter 2
 *NOPMT parameter 2
 *PASS parameter 2
 *POSn 2
 *POSnnnn parameter 2
 *PROCESS statement 11
 *RTN 2
 *STATnn, coding 2
 *TOTn, coding 2
 *valid 4
 *YMD parameter 2

A-specification 1, 2, 11
 abend codes, OS/VS compiler 11
 ACCEPT statement 10, 11
 access
 mode 10
 to production statistics 2
 access methods
 direct 4, 9, 11
 direct by key 4, 9, 11
 key indexed 4, 11
 methods 2, 4, 9, 11
 sequential 4, 9, 11
 ACCESS MODE clause 10

accessibility field 8
 activation for all hosts 7
 AD parameter 2, 11
 ADD
 keyword 2, 9
 operation 2
 statement 10
 adding data to data sets 8
 additional
 directory information 8
 labels 8
 operator 10
 addr out sort 6
 address of checkbyte 5
 addressing, diskette 4
 address(es)
 definition 5
 labels 5
 logical 5
 physical 5
 ADDRROUT
 files 4, 9
 index, using 2
 advance key record 3
 advancing
 cursor 5
 option 10
 records 8
 algebraic
 comparison 10
 rules 10
 sign 10
 algorithms, self-check 2

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- allocating data sets
 - for object modules 11
 - for user modules 11
 - on diskettes 1,3,4,6,8
 - partitions 5
 - with SYSKEU 8
 - with SYSLABEL 8
- alpha key 3
- alphabet-name clause 10
- alphabetic
 - character definition 10
 - characters in COBOL character set 10
 - item ACCEPT statement identifier 10
 - only fields 1,2
 - shift field 2
- alphameric
 - characters 10
 - edited characters 10
 - edited item 10
 - item 10,11
- alternate collating sequence
 - tables 2
 - prompt (30-64) 6
- alternating entry formats 9
- alternative cylinders 8
- ALTSEQ 2
- American National Standards
 - COBOL, X3.23-1974 10
 - definition 10
- anding tests on formats 9
- apostrophe 1,2,9
- application microprocessor 4
- application programs
 - controlling the I/O devices 9
 - data set organization 9
 - data set update 9
 - errors 7,12
 - keys that are active 9
- applied PTFs record 5
- Arabic numeral 10
- area A, columns 8 through 11 10
- area B, columns 12 through 72 10
- arithmetic
 - expressions 1,10
 - operations 2,9
 - operator 10
 - results 10
 - statements 10
- arrays 2,9
- AS parameter 2
- ASCII
 - character set 7,10
 - collating sequence 2,10
- ASCII (continued)
 - considerations 10
 - diskettes 6,8
 - file processing 11
 - limitations 6
 - translation table
 - affect on common area 5
 - description 4,5
 - size 5
- assembler
 - BSC programming 7
 - SNA programming 7
- ASSIGN clause 10,11
- asterisk (*) 10
- AT END condition 10,11
- attention key/function 2,3,11
- attribute data 11
- Austria and Germany character set 4
- auto
 - dup function 1,2,11
 - dup/skip function 2,3,11
 - enter key/function 2,3
 - enter function, SEP 2, 11
 - mark 2,3
- automatic
 - compression 8
 - duplication, parameter 2,11
 - entry format order 2
 - functions 1
 - output data set allocation 6
 - skip, parameter 2, 11
 - work data set allocation 6
- AUXDUP keyword 1,2,9
- AUXST keyword 1, 2
- awaiting
 - field advance 3
 - field exit 11
 - record advance 3,11
- background partition
 - description 3,4,5,7,12
 - program request 3
 - selecting 3
 - starting a program 3
 - stopping a program 3
- backspace
 - character 3
 - field 3
 - record 3

backspacing
 cursor 5
 records 8
 backup 5,8
 backup diskette 7
 backward paging 5
 basic
 data exchange type 4,6
 PERFORM statement 10
 BC parameter 1,2
 beginning of extent (BOE) 4,8
 BEGSR operation 2,7,9
 Belgium character set 4
 binary
 DE/RPG 2
 item 10
 operators 10
 search function 2
 synchronous communications 7
 BIND support, 5280 SNA 7,12
 bit operations 2
 BITOF operation 2
 BITON operation 2
 blank
 check edit 1
 check parameter 2,11
 specification and worksheet 1
 when zero, clause 10
 blink attribute 9
 BLKING keyword 2
 BLOCK CONTAINS clause 10
 blocked and spanned data set
 structure 4
 blocking, automatic 10
 boolean
 items 10
 literals 10
 branching operations 2
 Brazil character set 4
 BSC
 Batch Transfer Utility (SYSBBTU) 3
 Data Communications Utility
 (SYSBDCU) 3

BSC (continued)
 (binary synchronous communications) 7
 Communication Access
 Method (CAM) 7,12
 control characters 7
 link protocol 7
 multipoint monitor 4,5,7,12
 online test utility (SYSBOLT) 7
 3270 batch transfer emulation
 utility (SYSBTEU) 12
 3270 display emulator (SYSBDEU) 12
 3270 printer emulator (SYSBPEU) 12
 3270 BSC program interface 12
 BSIZ parameter 7
 buffer 10
 BV parameter 2
 BY parameter 1,2,11
 byte definition 4,10
 bypass
 diskette writing 2
 indicator
 description 4,8,11
 option selection 8,11
 specification 8,11
 valid entries 8,11
 on verify parameter 2
 parameter 2
 bypassing open 2

C-specification
 coding conventions 2,7
 CABxx operation 2
 calculating
 output data set 6
 the length of a bypass field 1
 work data set 6

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- calculation
 - specifications 2
 - statement
 - record access 2
 - SEP format 2
- calculations
 - on the A-specification 9
 - on the C-specification 9
 - with counters 9
 - with named fields and INSERT 9
- CALL statements 10
- called program definition 10
- calling
 - program definition 10
 - subroutines
 - description 9,10
 - through EXSR on A-specification 9
 - through Z-specification 9
- CAM (communications access method)
 - errors 7
 - IBM 3270 Emulation 12
 - parameter 7
 - partition sizes 7
 - MRJE 7
- Canada (French) character set 4
- cancel key/function 2,3
- CARRIAGE 7
- CCP program 7,12
- CFILE keyword 1,2,9
- CHAIN operation 2,9
- chaining
 - formats 8
 - jobs 9,11
- change overview 5
- changing
 - data set labels 8
 - entry and review displays 9
 - modes 8
 - resource allocation table entries 8
 - the entry and review formats 3,9
- character
 - advance key/function 2,3,11
 - backspace key/function 2,3,11
 - check, field 2
 - constants 2
 - delete function 2,11
 - insert function 2,3,11
 - item size 10
 - string 10
- character sets
 - alternate 3270 12
 - multinational 5
 - standard 4,5
- characters
 - allowed in COBOL program 10
 - in names 2
- check characters, calculating 2
- CHECK keyword 2,11
- CHECK (BY) keyword and parameter 1,9
- CHECK (DR MF) keyword and parameter 1
- CHECK (DR) keyword and parameter 1,9
- CHECK (FE RZ) keyword and parameter 9
- CHECK (FE) keyword and parameter 1,9
- CHECK (ME RZ) keyword and parameter 9
- CHECK (MF) keyword and parameter 1
- CHECK (RB) keyword and parameter 9
- CHECK (RZ) keyword and parameter 1
- checkbyte
 - address 5
 - definition 5
- checks 1
- checksum 5
- CICS/DOS/VS with ACF/VTAM for
 - 3270 Emulation 12
- CICS/VS example protocols for SYSSDCU
 - CICS/VS initiated bracket 7
 - 5280 initiated bracket 7
- CICS/VS with ACF/TCAM for
 - 3270 Emulation 12
- CICS/VS with ACF/VTAM for
 - 3270 Emulation 12
- cleaning your system 3
- clear screen
 - function 2,3
 - with WRITE 11
- clear utility
 - options
 - drop 8
 - free 8
 - selection 8
 - comparison conditions 8
- clearing
 - data sets 8
 - diskettes 8
 - display lines 2,9
 - unexpired data sets 8
 - write-protected data sets 8
- close failure recovery 4,5
- CLOSE operation 2,7,9,10,11,12
- close/release data
 - input/output 6
 - work 6
- closing a data set 4
- CLRL keyword 2,9
- CNCL (Cancel) key 7

COBOL
 character set 10
 definition 10
 DOS/VSE compilation 11
 DOS VSE/POWER 7,12
 industry standards 10
 language 10
 program interface for IBM
 3270 Emulation 12
 program structure 10
 CODASYL acknowledgment 10
 coding
 a job, example 2
 aids for transaction I/O 11
 compiler return 11
 conventions 2,11
 source statements 2
 your program 7
 collating
 sequence 2,6,10
 tables 2
 column separators 5,8,9
 combination programs 9
 combining parameters 1
 COMM
 attention key 7
 control statement 7
 specifying 2
 status key 7
 COMM 3270
 attention key 12
 specifying 2, 12
 command data set
 existing prompt 6
 created prompt 6
 diskette prompt 6
 display - which device
 prompt (30-53) 6
 command display in process
 prompt (30-68) 6
 command data set information prompt 6
 command keys
 auto mark 3
 change format 3
 clear screen 3
 CNCL key 7
 COBOL 11
 comm attention key 3,7
 comm status key 3,7
 console key 7
 delete record 3
 description 2,3,7
 display data 3
 end input key 7
 end of job key 7
 IPL 5
 comment
 characters 10
 character string definition 10
 line 10
 statements 2,10,11
 common
 area
 contents 5
 definition 5
 size factors 4,5
 storage requirements 5
 functions
 description 4,5
 location 5
 storage requirements 5
 SYSCFA 4,5
 SYSDPRT2 4,5
 SYSHELP 4,5
 parameters 7
 prompts 7
 communication instructions
 READ 7
 TCLO 7
 TCTL 7
 TINIT 7
 TOPEN 7

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

communication instructions (continued)
TTERM 7
TWAIT 7
TWRT 7
communications
access method 7,12
attention 3
calculations operations 2
configuration
record 7
utility (SYSCCU) 7
control program (CCP) 7
diskette 7
description 3,7,9
establishing line connections 3
lines 7
load utility (SYSCLU) 7
loading the communications
utility 3
monitor preparation utility
(SYSCMPU) 7
protocols, IBM 3270 BSC 12
removing the CAM 3
specifying 2
status 3
utilities
description 4,7,12
execution 7,12
preparation 7,12
COMP keyword 2,9
compare operations 2
compilation
defined 2
with DEBUGGING mode 10
compile-time tables 1,2,9,10
compiler
DE/RPG 1,2,4
definitions 10
features, 5280 COBOL 10
messages 11
options 11
printed output 1
return codes 11
sequence of prompts 1
compiler/listing 2
compiling
COBOL DOS/VSE 11
COBOL OS/VS 11
DE/RPG 3
completed prompt 5
completing
a SCP 5
a utility 8
completion codes
BSC 7
IBM 3270 Emulation 12
SNA 7
complex
conditions 10
format selection 9
reformatting for the diskette 9
computational item 10
COMPUTE statement 10
concepts
data description 10
segmentation control 10
subprogram linkage 10
conditional
expressions 10
sentence 10
statement 10
conditionally automatic
entry format order 2
conditioning indicators 2
configuration
checklist 5
data sets per diskette 5
parameters
ASCII table 5
common function 5
completing SYSCON 5
keyboard/displays 5
language/keyboard types 5
loading SYSCON 5
partition sizes 5
partitions 5
printer models 5
printers on the system 5
remaining storage in page 5
resource allocation table,
partition 5
resource allocation table,
system-shared 5
system date 5
system size 5
section definition 10
configurations, communications 7,12
conflicts and compatibilities,
keyword 2
connective
definition 10
words 10
considerations
partitions 7,12
host programming 7,12

console
 definition 10
 function 7
 mode 4
 constant program name 2,9
 constants 2,6,11
 contents
 common area 5
 configuration diskette 5
 IPL diskette 5
 search 3
 status line 5
 utility diskette 8
 contiguous items 10
 continuation
 area 10
 characters 1,2,11
 lines 2,10
 continued data set 8
 control
 area 11
 flow 10
 information (command data set) 6
 of segmentation 10
 panel 3
 programs, system 3
 statement, COMM 7
 CONTROL AREA clause 10
 control transfer
 by ALTER 10
 explicit 10
 implicit 10
 rules 10
 controlling format 8
 conversion of data 10
 copy file, record access 2
 copy
 DDS into program 11
 library 11
 mode 2,9
 search mode 2
 statement 10
 copy (continued)
 summary chart 8
 transfer mode 2
 utility 8
 verb 11
 copying records
 DE/RPG 3
 KEU 3
 copying the SCPs
 image copy 5
 volume copy 5
 CORR (see CORRESPONDING)
 correcting
 a mismatch 3
 errors 6
 IBM-supplied programs 5
 correct, field 3
 CORRESPONDING option 10
 counters
 description 1,2
 job 2
 station 2
 CR, credit PICTURE symbol 10
 creating
 a command data set prompt (30-65) 6
 formats 8
 multiple records from a
 single record input 9
 creation date
 description 4,8
 format 8
 how used 8
 specification 8
 credit, CR PICTURE symbol 10
 cross check function 1
 crossing page boundaries 5
 CRT parameter 1
 CTDATA 2
 currency
 fields, editing 2
 sign(\$) 10
 SIGN clause 10
 symbol 2,10

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- current field attributes 9
- cursor
 - function 2,3
 - positioning 5,8
 - down 3
 - left 11
 - right 11
 - up 3
- cycle for using DE/RPG 1
- cylinder
 - defective 8
 - description 4,8
 - index 8
 - zero 8
- data
 - categories 10
 - classes 10
 - clause 10
 - communications COBOL 11
 - conversion 10
 - DE/RPG 3
 - definition statement (DDS) 11
 - description 10
 - distributing on diskettes 7
 - division 10
 - entry station, 3741 considerations 7
 - exchange 4,6
 - hierarchies concepts 10
 - item 10
 - item description entry 10
 - KEU
 - copying records 3
 - entering 3
 - entry job, KEU 3
 - printing records 3
 - updating 3
 - verifying 3
 - link control characters, BSC 7,12
 - organization 10
 - receiving 7,12
 - reference 10
 - relationship 10
 - required parameter 1,2
 - security 6
 - sets 3,4,11,12
 - status line 10
 - tables 2
 - transfer 10
 - transmission 7,12

- data (continued)
 - transmitting 7,12
 - type 2
 - field 11
 - keys 3
 - search end of 3
 - values 10
- data communications description
 - utility (SYSDCDU) 7
- data entry
 - concepts 1
 - definition 1
 - keyboard function keys 3
 - programs
 - characteristics of 9
 - differences with application programs 9
 - keys that are active 9
- data entry job
 - ending a 3
 - starting a 3
- data-name clause 10
- DATA RECORDS clause 10
- data set
 - allocation 6,8
 - bypass indicator 4
 - copy 8
 - creation date 4
 - data set name 4
 - deletion 4,8
 - description 3,4,11
 - drop 8
 - exchange type indicator 4
 - expiration date 4
 - free 8
 - label 4
 - modification 8
 - multivolume indicator 4
 - open prompt 9
 - opening 3
 - record delete character 4
 - record length 4
 - recovery 5, GA21-9357
 - rerunning 3
 - space reallocation 4
 - verify/copy indicator 4
 - volume sequence indicator 4
 - write-protect indicator 4
- data set names
 - description 4,5,8
 - SYSCFA 8
 - SYSCLEAR 8
 - SYSCLOSE 5
 - SYSCON 5

data set names (continued)
 SYSCOPY 8
 SYSDPRT2 8
 SYSIPL 5
 SYSKEU 8
 SYSLABEL 8
 SYSLIST 8
 SYSPRINT 8
 SYSPTF 5
 SYSRAU 8
 SYSSTAT 8
 user-defined IPL 5
 data sets
 access methods for 9,11
 created using application
 programs, 9,11
 created using data-entry
 programs 9,11
 multivolume 9,11
 organization 2,11
 reformatting 9
 data station
 statistics 8
 types
 dual 5
 single 5
 dataphone 7
 date
 keyword 2
 prompt 5
 separator 2
 written paragraph 10
 DB debit PICTURE symbol 10
 DD parameter 2,11
 DDSA (see digital data
 service adapter) 7,8
 DE/RPG
 and key entry utility
 production statistics table 4
 application program 3
 BSC program interface for
 IBM 3270 Emulation 12

DE/RPG (continued)
 compiler 1,2
 data entry job, ending a 3
 data entry job, starting a 3
 language 1,2
 programming with 7,12
 DEBUG module 10
 debugging
 COBOL features 11
 features 10
 lines 10,11
 MODE 10
 option 11
 section 10
 decimal
 point 2
 POINT IS COMMA clause 10
 positions, field 2,11
 DECLARATIVES 10
 declarative procedures 10,11
 dedicated drive 6
 default
 attributes 10
 device addresses 2,5
 diskette records for transaction files 9
 display format 9
 format 8
 location field 2
 owner ID 8
 partition number 5,8
 program names 5
 sector sequence number 8
 volume ID 8
 defective cylinders 5
 defining
 keyboard/displays
 for dual 5
 for single 5
 keyboard/languages 5
 partition sizes 5
 DELET
 operation 2
 statement (input/output) 10

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- delete
 - character 8,11
 - key 3
 - record 3
 - deleted records 1,4
 - deleting
 - data sets 4,8
 - unexpired data sets 8
 - deletion
 - drop 8
 - free 8
 - specification 8
 - type 8
- Denmark and Norway character set 4
- device
 - address
 - description 6
 - logical 3,5
 - physical 5
 - error 3
- device configuration record (DCR) 12
- device emulation configuration
 - utility (SYSDECU) 12
- DEVICE keyword 1,2,9
- differences between data-entry
 - and application programs 9
- digital data service adapter 7
- digits only, field 2,5
- direct
 - access 4,9
 - indexing 10
- directory, SYSSTAT 8
- DISK
 - parameter 1
 - specifying 2
- disk addresses 1
- diskette
 - access methods 2
 - access prevention 8
 - addressing 4
 - allocating data set space on 4
 - ASCII 8
 - communications 7
 - compiler 2
 - compress utility 4
 - cylinder 8
 - defective 3
 - description 3,4,8
 - drive 3
 - drop 8
 - EBCDIC diskettes 8
 - exchange types 4,7
 - extents 8

- diskette (continued)
 - file prompts 11
 - formats 4,8
 - free 8
 - handling 3
 - how to insert 3
 - how to remove 3
 - I/O 11
 - index cylinder 8
 - initialization 4
 - input/output 11
 - label maintenance utility 4
 - microprocessor 4
 - print 4,8
 - recovery of data 5, GA21-9357
 - sector 8
 - sector sequence number 8
 - specifying 2
 - storage 4,8
 - track 8
 - type 3,8
 - wear 3
- diskette data sets
 - access methods 2
 - input 7
 - organization 2
- diskette layout
 - cylinder 4
 - index cylinder
 - beginning of extent (BOE) 4
 - end of data (EOD) 4
 - end of extent (EOE) 4
- diskette 1 4
- diskette 2 4
- diskette 2D 4
- DISP keyword 2
- dispatching of jobs 4
- display
 - attributes 1,2,11
 - command data set 6
 - data 3
 - designing 1
 - design work sheets 1
 - format 3
 - indicators 5
 - IPL diskette status 8
 - location of
 - fields 1
 - literals 1
 - prompts 1
 - status line 1
 - prompt 3
 - record for scanning 5

display (continued)
 screen 3
 statement 10
 system status 8
 usage 10
 used by Source Entry Program 1
 verb 11
 verify record 3
display screen sizes
 description 1,5
 1920-characters 5
 480-characters 5
 960-characters 5
displaying
 a format 3
 labels 8
 module history 5
 multiple records at the
 same time 9
 system history 5
distributing programs, records
 and data on diskettes 7
DIV operation 2
DIVIDE statement 10
dividing pages of storage 5
division
 definition 10
 operator 10
documentation comments 10
dollar sign (\$) (see currency sign)
dollar sign character definition 10
DOS VSE compilation (COBOL) 11
DOS VSE/POWER (COBOL) 7,12
down cursor key 7
DR parameter 1,2
drop 8
DSN parameter 7

DSPATR keyword
 description 2,11
 (BL HI) 9
 (CS) 9
 (HI) keyword 1
 (ND) 9
 (RI) 9
 (UL) 9
DSPSIZ keyword
 description 1,2,9
 parameter 1
dual units, display sizes 5
dump trace file open 3,11
dumping the error log 3
duplicate
 field-field definition characters 8
 key/function 2,3
 skip function 2,3,8
duplication disable, parameter 2
dynamic allocation 4
dynamically created fields 9

E(entry) mode 1
EBCDIC(character) set
 COBOL 10
 code 10
 collating sequence 2,6
 description 7
 diskettes 5,8
edit
 characters, changing 2,10
 description 1
errors
 field 2,11
 release function 2,3
 sign
 control symbols 10
 description 10
 symbol 10

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

EDITC keyword 2
 EDTCDE 2,9
 EIA interface 7
 ELAB parameter 7
 ELSE NEXT SENTENCE 10
 emulation
 BSC 3270 display 12
 BSC 3270 printer 12
 SNA 3270 display 12
 SNA 3270 printer 12
 end
 input/key 3,7
 of data 3,4,8
 of execution 10
 of extent 4,8
 of file processing 10
 of format character 8
 of job key 3,7,11,12
 of procedure division 10
 of program 10
 of volume prompt (merge
 input 30-33) 6
 of volume prompt (merge
 output 30-34) 6
 ending a job
 description 3,8
 DE/RPG 3
 file processing 10
 KEU 3
 ending the scan 5
 ENDSR operation 2,7,9
 end-of-job
 function 2
 key sequence 8,11
 ENTER statement as documentation 10
 enter mode 2,3,8,9
 enter/record advance key 3,11
 entering data
 DE/RPG 3
 KEU 3
 ENTRATR keyword 2,9
 entry
 format statement 2
 method prompt (30-60) 6
 mode 1
 sequence for the Source
 Entry Program 1
 ENVIRONMENT DIVISION 10
 environment clause 10
 EOF 7,12
 EOJ keyword 2,9
 erase
 input key/function 2,3
 reset key 3
 ERROR 9
 error
 application program 7,12
 code 3
 code in EXFMT operation 2
 conditions 10
 correction 10,11
 device 3
 handling 11,12
 keyword 2,11
 log dumping 3
 messages 11
 recovery 3,12
 reset key 7
 ERROR declarative 10
 errors
 BSC recoverable 7,12
 CAM 7, 12
 compiler 11
 during 5280 execution 11
 IBM 3270 emulation codes and
 conditions 12
 I/O 2
 informational 2
 keyboard and edit 2
 permanent BSC 7,12
 permanent SNA 7,12
 ETAB parameter 7
 examples
 DDS 11
 of arithmetic operations 2
 of COBOL 10
 exception conditions 7
 EXCEPTION/ERROR
 declarative description 10
 procedure 10
 exchange type
 basic 8
 indicator 4,8
 modifying others 8
 specification 8
 specify prompt (30-61) 6
 select prompt (30-62) 6
 execute
 mode 2,9
 subroutine operation 2
 execution
 flow 10
 object program 2
 results 10
 rules 10
 time 10

execution utilities
 BSC batch transfer utility
 (SYSBBTU) 7
 BSC data communications utility
 (SYSBDCU) 7
 BSC online test utility
 (SYSBOLT) 7
 BSC 3270 batch transfer utility
 (SYSBTEU) 12
 BSC 3270 display emulator
 (SYSBDEU) 12
 BSC 3270 printer emulator
 (SYSBPEU) 12
 MULTI-LEAVING remote job entry
 (SYSMRJE) 7
 SNA data communications utility
 (SYSSDCU) 7
 SNA remote job entry utility
 (SYSSRJE) 7
 SNA 3270 display emulator
 (SYSSDEU) 12
 SNA 3270 printer emulator
 (SYSSPEU) 12
 EXFMT operation 2,9
 exit
 from declarative procedure 10
 point rules for performed
 procedures 10
 EXIT PROGRAM statement 10
 EXIT statement 10
 EXITATR keyword 2,9
 exiting
 digit field 5,8
 fields
 right adjust 8
 with negative values 8
 with positive values 8
 utility programs 8
 after program completed 8
 after program terminated 8
 SYSKEU 8
 expiration date 4,8

exponent definition 10
 exponentiation operator 10
 EXSR keyword 2, 9
 EXTEND
 mode 11
 option 10
 Extended Binary Coded Decimal
 Interchange Code 10
 extending
 a sequential file 11
 the area for data set labels 4
 extent 8
 external
 data concepts 10
 status codes
 BSC 7,12
 SNA 7,12

F (A-specification entry) file
 statement 1
 factors in calculation statements 2
 false conditions 10
 FD (file description)
 entry 10
 entry definition 10
 key word 10
 FE parameter 2
 FEOD operation 2
 field
 -(minus) 3
 advance function 2
 advance key 3,11
 backspace function 2
 backspace key 3,11
 code chart 3
 continuation characters
 definition 8
 valid characters 8
 correct function 2

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

field (continued)

- corr key 3
- description statements 2,11
- exit key/+key 3,11
- exit key/function 1,2,3,8
- exit minus function 2,11
- exiting required, parameter 2
- length 2
- location 2
- mark 3
- name key 11
- organization 11
- totals 8
- usage 2
- file
 - clause definition 10
 - creation 10
 - definition 1,10
 - description of file display for Source Entry Program 1
 - description on the A-specification 1
 - description specification, RPG II 7,12
 - description statement 2
 - maximum number 2
 - organization 10
 - processing sample programs 10
 - section 10
 - STATUS clause 10
 - translation tables 2
 - usage 2
- File Description (FD)
 - entry description 10
 - FILE-CONTROL paragraph 10
 - sort/merge 6
- File-Control
 - data name 10
 - definition 10
 - entry file 10
 - keyword 10
 - paragraph 10
- file-name 10
- fill characters
 - for right adjust fields 8
 - for skip fields 8
 - verification 8
- fill-in-the-blank displays 9
- filler keyword 10
- Finland and Sweden character set 4
- FIPS option 11
- fixed
 - overlayable segment 10
 - permanent segment 10
 - portion 10

- fixes
 - formal 5
 - record 5
 - temporary 5
- FLAG option 11
- float parameter 2
- floating
 - insertion edit 10
 - insertion symbol 10
- FLUSHERR option 11
- force end of data (FEOD) operation 2
- foreground partition 4,5,7,12
- FORM
 - keyword 2,9
 - type field 11
- formal program fix 5
- format
 - change 3
 - clause 11
 - control 8
 - definition 1
 - description 1,3,8,9
 - display 3
 - identifier on the A-specification 1
 - load 3
 - making a KEU format 3,8
 - number
 - of module history 5
 - of records 6
 - of system history 5
 - status line 3
 - saving a previously created 3
 - selecting 3
 - selection of 1
 - SEP 2
 - types 1,3
 - updating 3
- formats
 - of diskette 4,8
 - of label listings 8
 - of diskette 4
 - status line 2
- formatted
 - displays 9
 - printing 2
- formatting
 - definition of 9
 - diskette 9
 - display 9
 - entry 9
 - format selection by testing 9
 - review 9
- forms control utility (SYSFORMS) 7
- forward paging 5

French character set 4
 FTRANS 2
 full record sort 6
 function
 definition 7,12
 definition record 7,12
 name 10
 function keys
 alpha 3
 attention 3
 auto enter 3
 cancel 3
 character advance 3
 character backspace 3
 cursor down 3
 cursor up 3
 delete 3
 description 3,7,11,12
 down cursor 7,12
 dup/skip 3
 duplicate (DUP) 3
 enter/record advance
 (ENTER/REC ADV) 3
 erase input (ERASE INPUT) 3
 error reset 3
 field
 advance 3
 backspace 3
 corr (field correct) or corr
 (correct) 3
 exit/field+ 3
 minus/dash 3
 help 3
 home 3
 IBM 3270 Emulation 12
 insert 3
 new line 3
 next format (NST FMT) 3
 numeric (NUM) 3
 page forward (PAGE FWD) 3
 print 3
 function keys (continued)
 record advance (REC ADV) 3
 record backspace 3
 record correct (REC CORR) 3
 reset 3
 reset key and error reset 7
 SYS REQ/ATTN 7,12
 select format (SEL FMT) 3
 shift 3
 shift lock 3
 skip 3
 special symbol 3
 system request (SYS REQ) 3
 function, command (see command
 function keys) 3
 functions, MRJE
 initialization 7
 input processing 7
 output processing 7
 functions, SEP keyboard 2

 general
 coding conventions 2
 punctuation rules 10
 GONUMBER option 11
 GOTO operation 2,9
 graphic characters 6
 group item 10
 guide to using include/omit 6
 Gxx parameter 2

 H exchange type 4,6
 half adjust field 2
 handling a diskette 3
 help
 key/function 2,3,11
 text 4

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- hex 3,6
- hexadecimal
 - digit bit configuration 10,11
 - function 2
 - field 2
- HI (highlight) parameter 1,11
- hierarchy
 - of arithmetic operations 10
 - of record descriptions 10
- highlight attribute 1,9,11
- history log 5
- home key 3,5
- host
 - programming requirements and considerations
 - RPG II file description specifications 7
 - RPG II telecommunications specifications 7
 - System/3 communications control program (CCP) 7,12
 - System/3, System/32, and System/34 7,12
 - System/370 7,12
 - support 7,12
- HTAB parameter 7

- I exchange type 4,6
- I usage 1
- I-O
 - error processing 11
 - files 10
 - mode 10
- I-O-CONTROL
 - key word 10
 - paragraph definition 10
- IBM diskette 4
- IBM-supplied configuration records 7,12
- IBM 3270 device emulation 12
- ID
 - (format) 1
 - owner 4
 - volume 4
- IDENTIFICATION DIVISION 10
- identifier 10
- IDS, SEP format 2
- IF statement 10
- image copy 5,8

- IMS/VS example protocols for SYSSDCU
 - IMS/VS initiated bracket 7
 - 5280 initiated bracket 7
- IMS/VS with ACF/VTAM for 3270 Emulation 12
- IMS/VS with BTAM for 3270 Emulation 12
- include all (record select) 6
- include/omit 6,8
- including deleted records 8
- independent segment 10
- INDEX keyword 2,9
- index
 - cylinder 4
 - data item 10
 - data set 4
 - definition 10
 - key 2
 - key sort 6
 - name 10
 - name values 10
- indexed
 - data-name 10
 - data sets 9
 - file assignment 10
 - I-O module 10
 - organization 10,11
- indexes 1,10
- indexing 10
- indicator
 - clause 10
 - field 11
 - setting operations 2
- indicators
 - conditioning 2
 - description 5,9
 - edge, for IBM 3270 Emulation 12
 - for condition errors 9
 - for conditioning fields 9
 - operations conditioned by 9
 - operations that condition 9
 - resetting 9
 - using to branch 9
 - using to condition arithmetic operations 9
 - using to condition end of job 9
 - using to condition EXFMT 9
- industry standards COBOL 10
- informational errors display 2
- initial
 - mode 2
 - program load (IPL) 5

initialization
 and terminate states -
 point-to-point 7
 diskettes 11
 description 4,8,10
 multipoint centralized 7
 point-to-point leased 7
 switched 7
 utility 8
 input
 data set ID prompt (30-01) 6
 fields 1
 field data 2
 file 10
 key erase 3
 mode 10
 option 10
 input 1 prompt (merge 30-30) 6
 input 2 prompt (merge 30-31) 6
 input/output
 device 10
 errors 10
 file 10
 procedure 10
 section 10
 statements 10
 insert
 a diskette, how to 3
 character (see status line) 3
 key 3
 record 3
 INSERT keyword
 description 1,2,9
 with arithmetic expressions 9
 with named fields for complex reformatting 9
 with record identifier 9
 inserted fields 1
 inserting
 a diskette 3,4
 a record 3,4
 INSPECT statement 10

 INSTALLATION as document
 description 10
 instructions, communications 7,12
 inter-program communications module 1974 10,11
 integer
 and PICTURE clause 10
 data item 10
 item 10
 literal 10
 interactive display operations, IBM 3270 Emulation 12
 internal
 check 5
 data concepts 10
 representation 10
 International character set 4
 invalid key
 clause 11
 condition 10
 option 10
 IPL
 data set name 5
 description 5,6,8
 diskette 4,5
 diskette contents 5
 function
 loading the starter system 5
 overview 5
 output diskette 5
 procedures
 command key sequence 5
 power-on 5
 starting the system 3
 with IBM-supplied SCP 5,8
 with user-defined IPL diskette 5,8
 IPL data set labels
 PARTSOxx 5
 SYSIPLxx 5
 IPLing the system
 after a power-on 5
 after a previous IPL 5

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

ISO/R 1989-1977 COBOL programming
language 10
Italy character set 4
I/O
errors 2
operations 2

J (job description) statement 1
Japan
(English) character set 4
(Katakana) character set 4
job
characteristics 2
counters 2
data set 7,12
definition of 1
description 7,12
description record 7,12
dispatching 4
display for Source Entry Program 1
ending a KEU data entry 3,8
ending a DE/RPG data entry 3
entry utility (SRJE), SNA remote 3
entry utility (MRJE),
MULTI-LEAVING remote 3
specification statement 2
starting a DE/RPG data entry 3
starting a KEU data entry 3,8
statement on Z-specification 1
statistics 8
JOB OPT keyword 2
JUST (see justified)
JUSTIFIED clause 10

KEU
job, ending 3,8
job, processing 3,8
job, starting 3,8

key
command function 3
definition 10
field 4,6,9
function 3
index 2
indexed access method 4
kind of 3
option 10
sequence 4

key entry utility
common functions used 8
partition requirement 8
storage requirement 8
keyboard
description 3,5,11
errors 2
functions, SEP 2
input 7
shift/condition 3,8
type specification 5
types
data entry 5
proof 5
typewriter 5
keyboard/displays 5
microprocessor 4
sizes
specification 5
1920-characters 5
960-characters 5
480-characters 5
types
dual unit 5
single unit 5
keyboard/language chart 5
keyfields 9
keylock 3
keyword
coding 2
for arithmetic fields 1
for display attribute 1
for literals 1
for padding 1
for prompts 1
for statements 2
self-check 2
key-initiated
functions 2
modes 9
printing 2
keyed data sets 9

LABEL
diskette 3
keyword 2
specification 10
label list utility options
data set labels 8
data set names 8
directory 8
volume label 8

label maintenance utility options
 data set allocation 8
 data set deletion 8
 data set label modification 8
 label parameters
 bypass indicator 8
 creation date 8
 data set name 8
 description 7,8
 exchange type 8
 expiration date 8
 list 8
 multivolume indicator 8
 record length 8
 valid entries 8
 verify/copy indicator 8
 volume sequence number 8
 write-protect indicator 8
 LABEL RECORDS clause 10
 labels for addresses 5
 language
 level 10
 name 10
 specification 5
 structure 10
 language/keyboard chart 8
 layouts of partitions 5
 LBUF parameter 7
 LC parameter 2
 length field 11
 level
 concepts 10
 indicator 10
 number 10
 library
 module 10
 name 10
 text 10
 line
 continuation 10
 count option 11
 numbers, source program 2

 link protocol
 BSC 7,12
 MRJE 7
 LIST option 11
 listing
 formats 2
 labels 8
 literal statements 2,10
 literals
 definition 1,2
 extended use 1,9
 load
 module COBOL 11
 option 11
 prompt (05-00) 3,5,6,8
 loading
 COBOL program 11
 command data set display
 prompt (05-00) 6
 communications utility 7,12
 DE/RPG compiler 1
 format 3
 program 1,2,3
 sort/merge 6
 user programs 5
 utility 8
 location field 11
 lock, key, shift 3
 locking lever, diskette 3
 logical
 device address 5,6,8
 device ID 9
 end of data 2
 operator 6
 record 10
 relations 8
 segmentation 10
 unit, SNA 7,12
 LOGON keyword 2
 log, dumping the error 3
 LOKUP operation 2,9
 LOOK keyword 1,2,9
 lowercase, parameter 2

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

magnetic stripe reader 2,3
main program definition 10
making PTFs 5
mandatory
 entry parameter 2
 fill parameter 1,2
manual
 alphabetic field definition
 characters 8
 entry format order 2
 fields 8
 numeric field definition
 characters 8
MAP option 11
mapping of IBM 3270 functions 12
mark
 field key/function 2,3
 keyword 2
 position 8
marking records 8,9
mask 5
mass storage
 definition 10
 file 10
master data set 4
matching owner ID 8
maximum
 length allowed 10
 number allowed 10
 value 10
ME parameter 2,11
MEMORY SIZE clause 10
menu for Source Entry Program 1,2
menu 9
merge
 completed prompt (30-78) 6
 in process prompt (30-36) 6
 input 1 prompt (30-30) 6
 input 2 prompt (30-31) 6
 record key prompt (30-63) 6
 sort 3
 terminated prompt (30-79) 6
merging multiple fields from
 multiple records 9
message transfer and terminate
 states 7
messages
 COBOL 11
 error for IBM 3270 emulation 12
 literals 1
 prompts 1
 MRJE and SRJE 7
 receiving console 7
message, making a prompting 3
MF (mandatory fill) parameter 1,2,11
microprocessors
 application 4
 communication 4
 diskette 4
 keyboard/display 4
 printer 4
 second application 4
minimum
 program description 1,11
 system configuration 7,12
 system for compiling the first
 sample program 1
mnemonic-name 10
MOD keyword 2
mode
 automatically selecting 9
 definition of term 1
 display for the Source
 Entry Program 1
 identification 2
 manually selecting 9
 program (see status line) 3
 recognizing the program 3
 select prompt 9
 selecting a program 3
mode of operation
 changing 8
 initial 2
 primary
 enter 8
 update 8
 verify 8
 secondary 8
 selection 8
 SYSCOPY 8
MODIFY 7
modifying volume labels 8
module
 history 5
 of a program 5
modulus, definition of 2
MOVE operation 2,9
MOVEA operation 2
MOVEL operation 2
MREAD, specifying 2
MRJE (see MULTI-LEAVING remove
 job entry) 7
MRJE CAM
 link protocol 7
 messages 7
 utility control statement 7
MULT operation 2,9
multinational character set 5

multiple
 data sets 4
 entry formats 9
 parameters 1
 redefinitions 10
 results 10
 statement 10
 tables 9
 MULTIPLE statement 10
 multiplication operator 10
 multivolume
 copy 8
 data sets 9
 end of volume prompt (30-33, 30-34) 6
 files 10
 indicator 4,8
 record processing 11
 sequential files 10
 support 6
 MULTI-LEAVING remote job entry
 description 3,7
 MRJE functions 7
 MRJE operation 7
 requirements
 host system 7
 network control 7
 5280 system 7
 multipoint centralized,
 initialization 7
 multipoint monitor, BSC 4,5,7,12
 MVR operation 2
 Mxx parameter 2

 N (indefinite number of time to
 use format) 1
 name
 of overlay 5
 type field 11

 named
 fields 1
 variables, coding 2
 names
 coding 2
 compiler 1
 definition 10
 field 1
 files 1
 formats 1
 job 1
 Source Entry Program 1
 source program 1
 support data sets 8
 NATIVE option 10
 ND (non-display attribute) 9,11
 nested
 IF statement 10
 PERFORM statement 10
 new line key/function 2,3
 next
 format key/function 2,3
 format ID 1
 output volume prompt (30-35) 6
 non-display attribute 9,11
 non-sequential mode 7
 nonnumeric
 ITEM 10
 literal 10
 operands 10
 nonzero data 10
 normal
 completion 7
 operation 2
 NUCLEUS module 1974 standard 10
 null record 11
 number
 format 3
 option 11
 partition 3
 record 3
 search record 3

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

numbering sectors 8
 NUMENT keyword 1,2,9
 numeric
 characters 10
 constants 2
 field 1
 items 11
 (NUM) key 3
 only field 2,11
 operands 10
 shift, field, 2,11

O usage 1,11
 OBJECT-COMPUTER
 definition 10
 paragraph 10
 object
 file, prompt for 2
 module COBOL 11
 program execution 2,10
 time 10
 OCCURS statement 10
 OFFSET option 11
 omit (record select) 6
 omitting marked records 8
 ON OVERFLOW condition 10
 online totals 9
 OPEN
 bypassing 2
 EXTEND statement 10
 I/O statement 10
 mode 10
 operation 2,7,9,10,12
 OUTPUT statement 10
 routine 11
 statement 10
 opening a data set 3,4
 operands 10
 operating
 characteristics 2
 the IBM 3270 Emulation functions 12
 the patch program 5
 the SYSCLOSE program 5
 the system
 cleaning your system 3
 determining system problems 3
 dumping the error log 3
 keylock 3
 magnetic stripe reader 3
 security features 3
 stopping the system 3

operation
 codes 2
 modes 2
 of IPL
 command key procedure 5
 starting the IPL 5
 order for arithmetic expressions 10
 program 2
 sign 10
 operators arithmetic 10
 OPT keyword 2
 optional common functions 5
 options
 field 2
 run time 11
 organization
 data set 2
 ORGANIZATION clause 10
 OS/VIS compilation (COBOL) 11
 output
 data set (calculating size) 6
 data set exchange type prompt
 (30-61) 6
 data set ID sort/merge prompt
 (30-32) 6
 device 10
 device prompt (30-51) 6
 data fields 1,2
 file 10
 IPL diskette 5
 mode 10,11
 option 10
 overflow condition 10
 overlay, name 5
 owner ID 4,6,8,10

packed decimal 2
 padding
 of numeric-edited items 10
 records 1,9
 with spaces in move 10
 page
 body definition 10
 boundary 5
 definition 10
 forward key/function 2,3
 pages of storage 5
 paging 5
 panel, control 3

paragraph
 definition 10
 names 10
 parameter
 definition 10
 string coding 2
 parameters
 BSIZ 7
 CAM 7
 DSN 7
 ELAB 7
 ETAB 7
 LABEL 7
 LBUF 7
 RECL 7
 TYPE 7
 partition
 calculate the CAM size 7
 default 5
 definition 5
 description 3,4,5,9
 entries
 permanent changes 8
 temporary changes 8
 foreground partition requirement 5
 interfacing 4
 layout 5
 location of layouts 5
 numbering 3,5
 planning layouts 5
 rebuild 8
 switching 4
 types
 background 5
 foreground 5
 partition considerations
 CAM partition sizes 7,12
 execution utility partition
 sizes 7,12
 foreground and background
 partitions 7,12
 partition sizes 7,12
 PARTSOxx 5
 patch program 5
 patching
 through display screen 5
 with diskette 5
 perform
 merge prompt (30-67) 6
 sort prompt (30-67) 6
 statement 10
 performance considerations 4,6,11
 permanent
 I/O errors 11
 resource allocation table changes 8
 segments 10
 SNA errors 7,12
 permanent BSC errors 7,12
 physical
 address 5
 buffer 4
 device address 6,8
 record (see block) 10
 record definition 10
 record location 5
 record size 10
 picture
 character string 10
 clause 10,11
 symbols 10
 planning a configuration 5
 PMT keyword 1,2,9,11
 point-to-point
 leased, initialization 7
 switched, initialization/terminate
 states 7
 Portugal character set 4
 position of cursor during
 verification 8
 positioning
 cursor 5
 data on the display 1
 fields for reformatting records 1
 fields in a data set 9
 fields on a printout 9

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- positions used for format chaining 8
- possible causes of execution
 - error messages 11
- power-on IPL procedure 5
- preallocation 4
- predefined format 8
- preparation utilities
 - communications configuration
 - utility (SYSCCU) 7
 - communications load
 - utility (SYSCLU) 7
 - communications monitor
 - preparation utility (SYSCMPU) 7
 - data communications
 - description utility (SYSDCDU) 7
 - device emulation configuration
 - utility (SYSDECU) 7
 - forms control utility
 - (SYSFORMS) 7
 - RJE description utility
 - (SYSRJEDU) 7
- primary
 - line continuation 11
 - lines 2,11
 - mode menu 8
- print
 - and punch data streams 7
 - command data set 6
 - data, receiving 7,12
 - files 10
 - format control methods 8
 - function 2
 - IPL diskette status 8
 - key 3
 - line 9
 - mode 2
 - option 11
 - utility 8
- printed source program 2
- printer
 - character sets 4
 - configuration table 4,5
 - device address prompt (30-52) 6
 - error log table 4
 - format 7,12
 - I/O 11
 - microprocessor 4
 - stopping 3
 - uses 2
- printers on configured system 5
- printing
 - a form 9
 - a module history 5
 - a system history 5
- printing (continued)
 - description 2,3,9
 - literals 9
 - multivolume data set 8
 - on a form 9
 - positioning fields 9
 - records (KEU) 3
 - records (DE/RPG) 3
 - using PRTFILE 9
 - using the Print key 9
- problem determination aids
 - BSC online test utility (SYSBOLT) 7
 - description 3,7
 - trace table 7,12
- procedure-name 10
- procedures
 - branching statements 10
 - data recovery 5
 - division
 - header 10
 - structure 10
 - IPLing the system 5
 - record scanning 5
- processing
 - definition 10
 - of files 10
- production statistics
 - access 8
 - accumulation 8
 - DE/RPG 2
 - layout 8
 - prompts 8
 - record length 8
 - types
 - job 8
 - station 8
- program
 - compiling a DE/RPG 3,4
 - correction, IBM-supplied 5
 - DE/RPG 4
 - distribution on diskettes 7
 - execution 2
 - listing 2
 - load prompt 2
 - loading a 3
 - mode, recognizing 3
 - mode, selecting 3
 - module 5
 - name 3
 - request 3
 - segments 10
 - starting a 3
 - start-up 2
 - stopping a 3

program (continued)		prompts (continued)
structure COBOL	10	01-03 5
system control	3	01-04 5
temporary fixes (PTFs)	5	05-00 5,6,8
PROGRAM COLLATING SEQUENCE clause	10	05-01 8
program-completed-prompt	5	06-81 8
PROGRAM-ID paragraph	10	06-82 8
program-terminated prompt	5	06-83 8
programming		06-84 8
with assembler language	7	06-89 8
with COBOL	7,10,11,12	06-90 8
with DE/RPG		20-01 5
capabilities	2,7,9,12	20-02 5
coding your program	2,7,9,12	20-03 5
requirements	2,7,9,12	20-04 5
prohibiting diskette access	8	20-05 5
prompt numbers	5,8	20-06 5
prompted displays	9	20-07 5
prompting message records		20-08 5
contents	3,8	20-09 5
control characters	8	20-10 5
creation	3,8	20-11 5
definition	8	20-12 5
display	3,8	20-13 5
example	8	20-14 5
loading	3,8	20-17 5
messages	5	20-18 5
record length	8	20-19 5
saving	3,8	20-20 5
updating	3	20-21 5
prompts		20-23 5
BSC	7,12	20-24 5
common	7,12	20-25 5
definition	1	20-28 5
IBM 3270 emulation	12	20-30 5
location on display	1	20-32 5
location on display design		20-78 5
work sheet	1	21-01 8
maximum length	1	21-02 8
SNA	7,12	21-03 8
when loading program	11	21-04 8
01-01	5	21-05 8
01-02	5	

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

prompts (continued)

21-06 8
21-07 8
21-08 8
21-09 8
21-10 8
21-11 8
21-78 8
24-01 5
24-02 5
24-03 5
24-78 5
25-01 8
25-02 8
25-03 8
25-04 8
25-05 8
25-06 8
25-07 8
25-08 8
25-78 8
26-01 5
26-02 5
26-03 5
26-04 5
26-05 5
26-06 5
26-07 5
26-08 5
26-09 5
26-10 5
26-11 5
26-12 5
26-13 5
26-15 5
27-01 8
27-02 8
27-03 8
27-04 8
27-05 8
27-06 8
27-07 8
27-08 8
27-09 8
27-10 8
27-11 8
27-78 8
30-00 6
30-01 6
30-02 6
30-03 6
30-04 6
30-05 6
30-06 6
30-30 6

prompts (continued)

30-31 6
30-32 6,7
30-33 6
30-34 6
30-35 6
30-36 6
30-50 6
30-51 6
30-52 6
30-53 6
30-60 6
30-61 6
30-62 6
30-63 6
30-64 6
30-65 6
30-67 6
30-68 6
30-78 6
30-79 6
31-01 8
31-16 8
31-22 8
31-23 8
31-31 8
31-32 8
31-33 8
31-34 8
31-35 8
31-36 8
31-37 8
31-46 8
31-51 8
31-52 8
31-61 8
31-62 8
31-63 8
31-64 8
31-65 8
31-66 8
31-67 8
31-68 8
31-69 8
31-70 8
31-71 8
31-77 8
31-78 8
34-01 8
34-02 8
34-03 8
34-04 8
34-05 8
34-06 8
34-07 8

prompts (continued)		PRTFILE keyword 2,9
34-78	8	PTF 5
35-01	8	punch data, receiving 7
35-02	8	punctuation editing for the display 9
35-03	8	
35-04	8	
35-05	8	
35-06	8	
35-07	8	qualification 10
35-08	8	qualified data-name 10
35-09	8	qualifier definition 10
35-10	8	quotation mark character 10
35-11	8	QUOTE
35-78	8	figurative constant 10
36-01	8	option 11
36-02	8	quotient in division 10
36-03	8	
36-04	8	
36-05	8	
36-06	8	
36-07	8	R
36-08	8	(record) statement entry 1,11
36-09	8	(review) mode entry 1
36-10	8	random access
36-11	8	methods 9,10,11
36-78	8	mode 10
37-01	8	RANGE keyword 2
37-02	8	RANGET keyword 2,9
37-03	8	RB parameter 2,11
37-04	8	read
37-05	8	by key value 9
37-06	8	by relative record number 9
37-07	8	error 4
37-08	8	operation 2,7,12
37-09	8	routine 11
37-10	8	statement 10
37-78	8	reader
38-xx	GA21-9357	and console data streams 7
7x-xx	12	magnetic stripe 3
protected volume	8	READFILE 7
protocol sequence diagrams, SNA	7,12	READP operation 2
protocols, IBM 3270 BSC		reallocating data set space 4
Communications	12	

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

receiving
 console messages 7
 data 7
 diskette data 7
 punch or print data 7
RECFM parameter 7
RECID keyword 2,9
RECL parameter 7
record
 advance 2,3,8,11
 area 10
 arrangement, data set 2
 backspace 2,3,8,11
 CONTAINS clause 10
 copying 3
 correct function 2,3
 definitions 1,11
 delete 2,3,4
 description of A-specification 1
 description statements 2,11
 display for Source Entry Program 1
 display function 2
 distribution on diskettes 7
 format 6
 insert 2,3,4
 key 11
 KEY clause 10
 key in indexed file 10
 key prompt (30-63) 6
 length 1,4,8
 level concepts 10
 locations 5
 mark 8
 name field 11
 number, search 3
 of PTFs applied 5
 printing 3
 scanning procedure
 nonsequential 5
 sequential 5
 searching 3,4
 selection prompt (30-05) 6
 size (length) 6,10,11
 subset prompt (30-62) 6
 subset sort 6
 transfer function 2
 types 1
 updating 7
records created using data
 communications description utility 7
 function definition record 7
 job description record 7
 printer format record 7
recovering
 data 5
 from I/O errors 4
 redefined item 10
REDEFINES clause 10
redefining item 10
reference number (prompts) 6
reformatting 1
related publications 5280 4
relation
 character 10
 condition 10
 relational operator 10
RELATIVE ORGANIZATION 11
relative record number
 address out 6
 description 4,5,6,8
 file organization 10
 files 10
 I-O Module 1974 standard 10
 indexing 10
 KEY clause 10
 KEY definition 10,11
 organization 10
 record number 10
 release level 5
 release, edit 3
remainder
 in division 10
 option of DIVIDE 10
 remaining storage displayed 5
remote job entry description utility
 (SYSRJEDU) 7
replace overview 5
replacing a module 5
request key, system 3
request, program 3
required fields 1
requirements
 data table 2
 host programming 7,12
rerun
 clause 10
 mode 2,3,9
reserved words, coding 2,10
reset
 function 2
 key 7,11,12
 keyword 1,2,9
resource allocation
 changing table entries 8
 deleting table entries 8
 increasing table size 8
 inserting blanks in table 8

resource allocation table
 description 4,5
 examples 5
 types of entries
 partition 5
 system-shared 5
 resource allocation utility 8
 restarting sort/merge 6
 restarting utility program
 after completion 8
 after termination 8
 restrictions
 comment statements 2
 communications 7,12
 keywords and parameters 2
 key initiated operations 2
 result field 2,10
 resulting indicators 2
 RES, JES2 and DOS VSE/POWER
 example protocols for SYSSRJE
 directed change request - host
 initiated 7
 direction change request - 5280
 initiated 7
 host detected error 7
 host initiated bracket 7
 host interrupted outbound data 7
 5280 initiated bracket -
 console data 7
 5280 initiated bracket -
 reader data 7
 5280 interrupted inbound data 7
 return
 codes 11
 information 11
 to transaction data set 3
 reverse image fields 9

review
 file function 2
 format statements 2
 format, defined 2
 mode 9
 mode Source Entry Program display 1
 second data set 3
 REWRITE statement 10
 right adjust
 blank fill, parameter 2
 fields 8
 with zero fill edit 1
 right half only, field 2
 right half shift, field 2
 right to left, parameter 2
 right-adjusting record numbers 5
 RJE description utility (SYSRJEDU)
 creating a job description record 7
 RL parameter 2,11
 routine
 definition 10
 name 10
 RPG diskette 5
 rules for qualification 10
 RZ parameter 2,11

S PICTURE clause symbol 11
 SAME clause 10
 sample file processing programs 10
 scanning records
 nonsequential 5
 sequential 5
 scope of the guide 11
 SCP
 data set names 5
 functions 3
 storage requirements 5

Key

- 1.. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

SCP (continued)
 support
 close failure recovery 5
 IPL function 5
 patch program 5
 system configuration program 5
 screen
 examples of formatting 11
 sizes 5,11
 display 3
 SDLC 7,12
 search
 content 2,3
 functions, SEP 2
 end-of-data 2,3
 relative record 2,3
 sequential content 2,3
 second application microprocessor
 feature 5
 secondary
 lines 2,11
 modes 8
 section
 header 10
 name 10
 sector sequence number
 alternate 8
 default 8
 nonsequential 8
 sequential 8
 security
 data 6
 features 3
 segmentation
 feature 10
 information 10
 module 1974 standard 10
 segmented programs 11
 select
 clause 10,11
 entry method prompt (30-60) 6
 exchange type prompt (30-62) 6
 format key/function 2,3
 OPTION clause 10
 records prompt (30-05) 6
 sort type prompt (30-00) 6
 selecting
 modes 8
 review mode formats 1
 self-check 2,8
 sending 7,12
 sentence categories 10
 SEP
 format IDs 2
 using 2
 separators, date 2
 SEQ keyword 2
 sequence
 numbering 8,11
 numbers, coding 2
 option 11
 sequence (collating) 6
 sequential
 access method 4,10
 access mode 10,11
 file 10
 I-O module 1974 standard 10
 mode 7,10
 organization 10, 11
 processing 10
 record arrangement 2
 SET statement 10
 session
 initiation 7,12
 termination 7,12
 SETLL operation 2
 SETOF keyword 2,9
 SETON keyword 2,9
 SHARE keyword 2
 shared
 read data set 4
 read/write data set 4
 SHARER keyword 1,2
 sharing
 files 11
 indexed files 11
 storage file records 10
 shift
 key 3,11
 keyword 1,2,9,11
 lock key 3
 shifts
 keyboard
 alphabetic 8
 numeric 8
 contents 8
 SIDH parameter 7
 SIDL parameter 7
 sign
 clause 10
 control 10
 in numeric literal 10
 IS SEPARATE clause 10
 signed
 numeric, field 2,10
 numeric items as defined by DDS 11
 simple condition 10
 single drive data set copy 8
 single-statement paragraph 10

single unit
 definition 5
 display sizes 5
 size
 ERROR condition 10
 ERROR option 10
 of diskette data sets 4
 of system 5
 of screens 5,11
 skip key function 2,3,11
 skip, dup (see status line) 3
 SKIPB keyword 2,9
 SKIPB keyword 2,9
 SLNO keyword 2,9
 SNA
 (system network architecture) 3,7,12
 CAMs 7,12
 character string control codes 12
 data communications utility 7
 execution utilities
 data communications utilities
 (SYSSDCU) 3,7
 IBM 3270 display emulator
 (SYSSDEC) 12
 IBM 3270 printer emulator
 (SYSSPEU) 12
 remote job entry (SYSSRJE) 7
 parameters 7
 programming with assembler language 7
 prompts 7
 protocol sequence diagrams 7
 remote job entry (SYSRJE)
 host system 7
 initialization 7
 requirements 7
 sample of an SRJE session 7
 SRJE functions 7
 SRJE operation 7
 SRJE utility control statements 7
 5280 system 7
 trace 12
 SNBU 7

sort
 completed prompt (30-78) 6
 in process prompt (30-06) 6
 input diskette prompt (30-01) 6
 record key prompt (30-63) 6
 terminated prompt (30-79) 6
 time affected 6
 sort/merge 3
 source
 entry program 1,2
 item 10
 option 11
 program 2, 10
 program library 10
 punctuation character 10
 separator 10
 statement 2
 SOURCE-COMPUTER
 definition 10
 paragraph 10
 space
 bar 3
 fill 10
 SPACE/SPACES figurative constant 10
 SPACEA keyword 2,9
 SPACEB keyword 2,9
 Spanish Speaking character set 4
 special
 character
 definition 10
 word 10
 collating sequence 10
 features 10
 registers 10
 symbol keys 3
 SPECIAL-NAMES
 definition 10
 paragraph 10

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- specify
 - key copy 8
 - key print 8
 - record copy 8
 - record key prompt (30-63) 6
 - record print 8
- specifying
 - a starting line number 9
 - character 8
- split mirror-image screen 5
- SRJE
 - functions 7
 - initialization 7
 - input processing 7
 - messages 7
 - operation 7
 - output processing 7
 - session sample 7
- SRJE utility control statements
 - CARRIAGE 7
 - EOF 7
 - MODIFY 7
 - READFILE 7
- standard
 - COBOL
 - format 10
 - statement 10
 - collating sequence 5,6
 - data format 10
 - label processing 10
- starter system
 - characteristics 5
 - use of 5
- startup, program 2
- starting
 - AT LINE clause 11
 - line number 2
- statement
 - descriptions 2
 - order 2
- static values of a table 10
- station
 - counters 2
 - statistics 8
- statistics for production 2,8
- status codes, IBM 3270 12
- status key
 - definition 11
 - file processing 10
 - values EXCEPTION/ERROR PROCEDURES
 - can check 10
- STATUS keyword
 - character insert 3
 - data set name 3
 - device error 3
 - DE/RPG 2
 - error code 3
 - format number 3
 - hex value 3
 - logical device address 3
 - partition number 3
 - program mode 3
 - program name 3
 - record number 3
 - record verify 3
- status line
 - automatic duplicate/skip
 - function 3
 - automatic record advance
 - function 3
 - codes returned 2
 - communications 3
 - description 3
 - field definition 3
 - format 11
 - input record character position 3
 - positions remaining in a field 3
- STMT option 11
- stop
 - RUN statement 10
 - statement 10,11
- storage
 - allocation 10
 - capacities, diskette 4,11
 - format 10
- storage requirements
 - common functions 5
 - IPL 5
 - page 5
 - partition 5
 - SYSCON 5
 - utilities 5
 - 5280 system 5
- structure
 - data set
 - blocked and spanned 4
 - unblocked and unspanned 4
 - of COBOL language 10
 - of COBOL program 10
- SUB
 - keyword 2,9
 - operation 2
 - subprogram linkage feature 10,11
 - subroutine beginnings and endings 2
 - subscript definition 10

subscripted data-name	10	SYSCLEAR	8
subscripting definition	10	SYSCLOSE	5
subset sort	6	SYSCLU	7
SUBST keyword	2,9	SYSCMDSP	
subtract		completed (30-78)	6
operation	10	in process (30-53)	6
statement	10	(30-50)	6
supplementary material	10	SYSICON data sets	
support data sets		PARTSOxx	5
SYSCFA	8	SYSIPLxx	5
SYSHELP	8	SYSCOPY	8
SYSUPO	8	SYSDECU	12
supported hosts	7,12	SYSDPRT2	4,8
suppressing		SYSHELP	4,8
production statistics	2	SYSINIT	8
the writing of a record	9	SYSIPL	5
suspending edits	9	SYSIPLxx	5
switch-status condition	10	SYSKEU	8
switched network backup	7	SYSLABEL	8
SYNCHRONIZED clause	10	SYSLDOVL	11
synchronous data link control	7,12	SYSLIST	8
syntax		SYSMRJE	7
alternate collating sequence tables	2	SYSOUT device in load prompts	11
compile-time tables	2	SYSPRINT	8
file translation tables	2	SYSPTF	5
keywords	2	SYSRAU	8
of program	10	SYSRCVR	GA21-9357
SYS REQ/ATTN key	7,12	SYSRJEDU	7
SYSBBTU/error recovery	7	SYSSDCU/error recovery	7
SYSBDCU/error recovery	7	SYSSDEU	12
SYSBDEU	12	SYSSNAD	7
SYSBOLT	7	SYSSNAE	12
SYSBPEU	12	SYSSNAR	7
SYSBSCBA	7	SYSSNAU	7
SYSBSCE	12	SYSSPEU	12
SYSBSCEX	7	SYSJRJE	7
SYSBTEU	12	SYSSTAT	8
SYSCCU/prompts			
BSC parameters	7		
common parameters	7		
SNA parameters	7		
SYSCFA/common function option	4		

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

system
 check 5
 cleaning your 3
 configuration
 operation 5
 program 5
 console statements 10
 control programs 3
 date
 how specified 5
 how used 5
 location 5
 diskettes 5,8
 error log table 10
 error routine 10
 generated code 10
 getting familiar with 3
 history display 5
 name 10
 problems, determining 3
 release level 5
 request key/function 2,3
 shared entries 4
 size
 general information 5
 valid entries 5
 starting 3
 stopping 3
 storage capacity 5
 system status utility
 operation 8
 options
 IPL diskette 8
 system 8
 system-shared entries 5,8
 System/3 12
 System/32 7,12
 System/34 7,12
 System/370 12
 SYSUPO 8

 T file coding 2
 table
 definition 2,10
 description 10
 elements 10
 entries 2
 handling concepts 10
 HANDLING module 10
 layout 10
 references 10
 statements 2
 values 10
 tables
 alternate collating sequence 2
 content of 1
 created at compile time 1
 created in separate data set 1
 file translation 2
 multiple tables in a program 9
 substituted values in tables 9
 using indexes with 9
 TADD keyword 1,2,9
 TAG operation 2,9
 tailoring your system 5
 TCLOZ instruction 7
 TCTL instruction 7
 telecommunications
 specifications 7,12
 temporary fix 5
 terminate states, message
 transfer and 7
 terminated prompt 5, 8
 terminating
 a SCP 5
 a utility 8
 communications 7
 execution 10
 file processing 10
 IBM 3270 Emulation 12
 termination 6,7,12
 test character 1
 TESTB operation 2
 testing character for format
 selection 1
 text
 handling for IBM 3270 Emulation 12
 name definition 10
 word definition 10
 TFILE keyword 1,2,9
 thousands separator 2
 time
 required to sort/merge 6
 slice values 4
 TINIT instruction 7

TOPEN instruction 7
 totals, field 8
 trace
 file open, dump 3
 table 7,12
 trailer
 label definition 10
 records 1
 transaction
 data set, return to 3
 file 2,9
 I/O 11
 transfer record 3
 translation tables 2
 transmitting
 data 7,12
 diskette data 7
 TREAD instruction 7
 true condition 10
 truncation of data 10
 truth value definition 10
 TSO/VS with ACF/VTAM for 3270
 Emulation 12
 TSUB keyword 2,9
 TTERM instruction 7
 TWAIT 7
 TWRT 7
 TYPE parameter 7
 types
 of format codes
 end of format 8
 field continuation 8
 field definition characters 8
 of keyboards 5
 of partitions 5
 of sort 6
 typewriter keyboard 3
 unary operator 10
 unblocked
 and unspanned data set structure 4
 files 10
 underlining 1,9,11
 unexpired data set 8
 United Kingdom character set 4
 United States character set 4
 unshared
 data set 4
 files 11
 unsigned
 date 10
 integer 10
 numeric literal 10
 operand 10
 UPDATE
 coding 2
 operation 2,9
 update
 insert mode 2
 mode 2,3,8
 search mode 2
 updating
 a record 7
 end of data address 5
 fields via the C-specification 9
 files 10,11
 UPSI switch 10,11
 usage
 clause 10
 column 9
 DISPLAY 10
 entry 1
 field 2,11
 IS INDEX clause 10
 use
 AFTER EXCEPTION/ERROR 10
 FOR DEBUGGING sentence 10,11

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual

- user
 - parameter 11
 - program status indicator 10
- user-created diskette 8
- user-defined
 - IPL configuration 5
 - IPL data set 5
 - IPL diskette 5,8
 - word 10
- user-specified collating 10
- using
 - an apostrophe in a literal 9
 - an existing command data set (30-65) 6
 - the position columns 9
 - the SCP support 5
 - the Source Entry Program 1,2
- utilities, communications
 - execution utilities 7,12
 - preparation utilities 7,12
- utility
 - programs 7,12
 - support data set names 8

- VMARK keyword
 - copy 5,8
 - DE/RPG 2
 - ID 4,8
 - ID default 8
 - label fields
 - modification 8
 - owner identifier (ID) 8
 - volume identifier (ID) 8
 - volume-protect (accessibility) 8
 - protected prompt 6,8
- volume
 - definition 10
 - protection
 - access 8
 - clearing 8
 - prompt 8
 - sequence
 - indicator 4,8
 - number 8
 - switch 10
- VM for IBM 3270 emulation 12
- VTAB parameter

- verification diskette GA21-9357
- V PICTURE clause symbol 11
- validity checking 10
- value
 - clause 10
 - OF clause 10
 - of numeric literal 10
- OF OWNER-ID clause 11
- variable
 - definition 10
 - program name 2,9
 - record
 - processing 10
 - size 10
- verify
 - correct mode 2
 - data 3
 - display mode 2
 - insert mode 2
 - KEU 3,8
 - mark keyword 2
 - mode 2,9
 - record (see status line) 3
 - record, display 3
 - search mode 2
- verify/copy indicator 4,8

- W usage 1
- wait status 10
- WEIGHTS keyword 2
- weights, self-check
- WITH DEBUGGING MODE 11
- word definition 10
- words, reserved 2
- work
 - data set 6
 - data set ID prompt (30-04) 6
 - file prompts 2
 - station
 - control area 4,11
 - I/O 11
- working storage section 10
- work space
 - defined 2
 - fields 1
- WRITE
 - ADVANCING statement 10
 - DE/RPG 9
 - keyword 2
 - operation 2,7,12
 - routine 11

WRITE (continued)
 statement 10,11
 WRITE on C-specifications 9
 WRITE (*NO) keyboard 1,9
 write-protect
 clearing 8
 deleting 8
 specification 8
 valid indicators 8
 write-protection indicator 4,8
 writing to the display 9

X PICTURE clause symbol 11
 XCHK (cross-check) keyword 1,2,9
 XREF option 11

1974 standard COBOL definition 10
 3270 Emulation 12
 3741 data entry station
 considerations 7
 50-99 priority number 10
 5280
 attributes 7
 keys for IBM 3270 Emulation 12
 printers 5
 SNA BIND support 7,12
 system storage capacity 5
 77 level number concepts 10
 9 PICTURE clause symbol 11

Z-specification 1,2,7
 Z-ADD operation 2,9
 Z-SUB operation 2
 zero
 filling 10
 sign test rules 10
 specifying 10
 value 10
 ZERO, ZEROES, ZEROS,
 figurative constant 10
 zoned decimal item 10
 0 (zero)
 insertion symbol 10
 as boolean literal 10
 as positive sign 10
 00-99 priority numbers 10
 01 level number description 10
 01-49 level number concepts 10
 1 (one)
 as boolean literal 10
 as negative sign 10

Key

1. Introduction to DE/RPG
2. DE/RPG Reference Manual
3. Operator's Guide
4. System Concepts
5. System Control Programming Reference/Operation Manual
6. Sort/Merge Reference/Operation Manual
7. Communications Reference Manual
8. Utilities Reference/Operation Manual
9. DE/RPG User's Guide
10. COBOL Language Reference Manual
11. COBOL Programmer's Guide
12. 3270 Emulation Reference Manual



READER'S COMMENT FORM

GA21-9356-2

IBM 5280 Master Index

Your comments assist us in improving the usefulness of our publications; they are an important part of the input used in preparing updates to the publications. IBM may use and distribute any of the information you supply in any way it believes appropriate without incurring any obligation whatever. You may, of course, continue to use the information you supply.

Please do not use this form for technical questions about the system or for requests for additional publications; this only delays the response. Instead, direct your inquiries or requests to your IBM representative or the IBM branch office serving your locality.

Corrections or clarifications needed:

Page	Comment
------	---------

Cut or Fold Along Line

Please indicate your name and address in the space below if you wish a reply.

Thank you for your cooperation. No postage stamp necessary if mailed in the U.S.A.
(Elsewhere, an IBM office or representative will be happy to forward your comments.)

Reader's Comment Form

..... Cut or Fold Along Line

Fold and tape

Please Do Not Staple

Fold and Tape



NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL
FIRST CLASS PERMIT NO. 40 ARMONK, NEW YORK

POSTAGE WILL BE PAID BY ADDRESSEE

International Business Machines Corporation
Department 506, Building 998
11400 Burnet Rd.
Austin, Texas 78758



Fold and tape

Please Do Not Staple

Fold and Tape





International Business Machines Corporation

**General Systems Division
4111 Northside Parkway N.W.
P.O. Box 2150
Atlanta, Georgia 30055
(U.S.A. only)**

**General Business Group/International
44 South Broadway
White Plains, New York 10601
(International)**