



# z/OS Learning Center: Introduction to ISPF

## Unit 2: Editing with ISPF Module 1: Using the ISPF Editor

```
di, 3444  
t, Score  
PrintNumber  
  
o, 219  
DrawShape  
  
ah, 1  
16h  
GetKey
```



```
xor di, di  
mov cx, 2000  
mov ax, 700h  
rep stosw  
  
call DrawBorders  
  
mov di, 184  
mov si, offset sNext  
call PrintText  
mov di, 272  
mov si, offset sHiScore  
call PrintText
```

```
mov al, 0- mov ah, 7  
Clear screen and set color 7  
  
mov di, 3430  
mov si, offset sStop  
call PrintText  
mov di, 450  
mov si, offset sSpeed  
call PrintText
```

```
mov di, 292  
mov ax, HiScore  
call PrintNumber  
  
mov Score, 0  
  
call ChooseGame  
  
call Rand  
mov NextShape, ax  
call NewShape  
call DrawNextShape
```

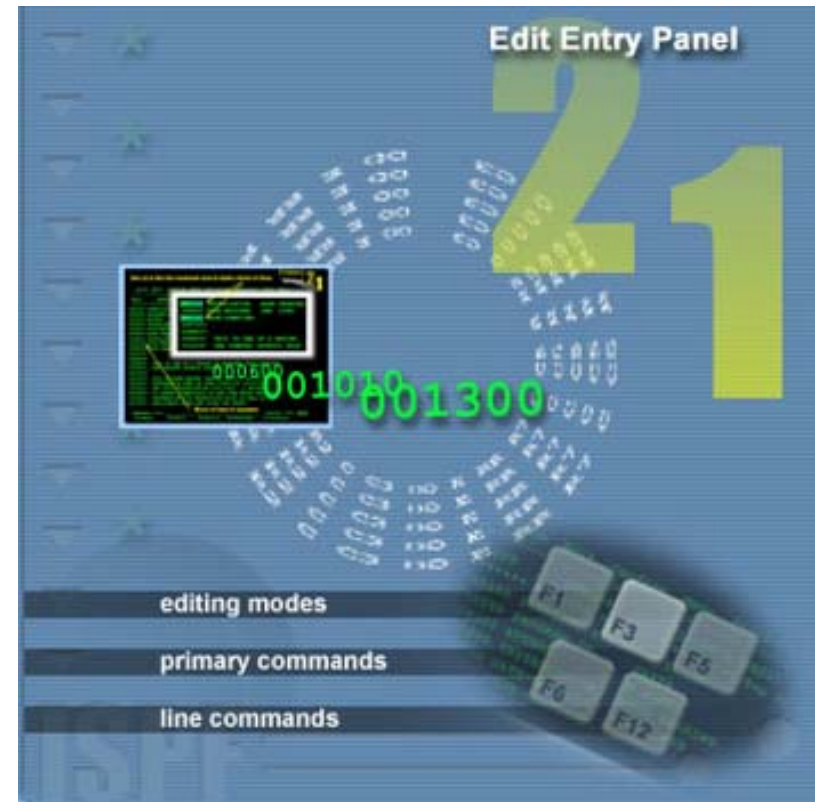


## Using the ISPF Editor - Introduction

This module, Using the ISPF editor, introduces you to the ISPF editor, which you access through the Edit selection (option 2), on the ISPF Primary Option Menu.

You can use the ISPF editor to make changes to a data set or data set member.

Time to complete: 10 – 15 minutes



## Using the ISPF Editor - Objectives

Upon completing this unit, you should be able to:

- Use the Edit Entry Panel and member selection lists to choose a data set and member to edit
- Recognize the sections of the edit entry panel
- Find the line number section in an ISPF editor session

## Using the ISPF Editor - The ISPF Edit Entry Panel

The Edit Entry Panel (as shown on the right) appears when you select Edit (option 2) from the ISPF Primary Option Menu. From this panel you can create, display, and change data stored in ISPF libraries or other partitioned, sequential, or VSAM data sets.

This panel looks almost identical to the View Entry Panel and operates in much the same way.

```

Menu  RefList  RefMode  Utilities  Workstation  Help

Edit Entry Panel

Command ==> _____

ISPF Library:
Project . . . SYS1
Group . . . SAMPLE
Type . . . PARMLIB
Member . . . _____ (Blank or pattern for member selection list)

Other Partitioned, Sequential or VSAM Data Set:
Data Set Name . . . _____
Volume Serial . . . _____ (If not cataloged)

Workstation File:
File Name . . . _____

Options
Initial Macro . . . _____ - Confirm Cancel/Move/Replace
Profile Name . . . _____ - Mixed Mode
Format Name . . . _____ - Edit on Workstation
Data Set Password . . . _____ - Preserve VB record length
F1=Help F2=Split F3=Exit F7=Backward F8=Forward F9=Swap
F10=Actions F12=Cancel

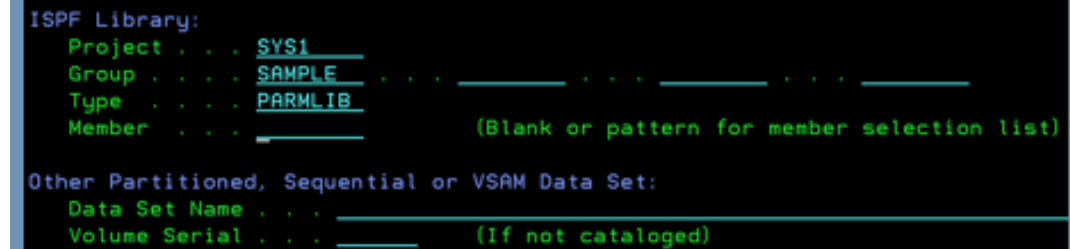
MA a 10/016
  
```

## Using the ISPF Editor – The ISPF Library Section

In the ISPF Library section, Project, Group, and Type refer to the three parts of the standard name for a partitioned data set. Member refers to the member name of a partitioned data set.

If you know the specific member of the data set you want to edit, enter the member number. Otherwise, you can leave the member field blank or type in a pattern. In either of these cases, the Member Selection List appears when you press Enter.

You can enter a default data set name in the ISPF Library section. This data set name will always be displayed when you access this panel. Use the Other Partitioned, Sequential or VSAM Data Set section to specify a data set name that is different than the default.



```
ISPF Library:
Project . . . SYS1
Group . . . SAMPLE
Type . . . PARMLIB
Member . . . (Blank or pattern for member selection list)

Other Partitioned, Sequential or VSAM Data Set:
Data Set Name . . .
Volume Serial . . . (If not cataloged)
```

## Using the ISPF Editor – The Member Selection List

For a partitioned data set, the member list appears as it does with the View Panel, except that the upper left corner says EDIT followed by the name of the data set.

This panel lists each data set member along with statistics such as the date the member was created and the date of the last change. If the list exceeds the room available on a single screen, use the F7 and F8 keys to scroll up or down.

To select a member, either position the cursor on the dot next to the member name or type S next to the member name and press Enter.

Menu Functions Utilities Help						
EDIT    SYS1.SAMPLE.PARMLIB			Row 00001 of 00114			
Command ==>			Scroll ==> PAGE			
Name	Prompt	Size	Created	Changed	ID	
. ADYSET00						
. ADYSET01						
. ADYSET02						
. ALLOC00		34	1995/03/07	1996/08/28 13:40:47	ESILVA	
. BPXPRMAA		2	2003/04/02	2003/04/02 14:15:05	SYSPROG	
. BPXPRMFS		62	2002/09/07	2005/07/13 19:52:51	HAIMO	
. BPXPRMTT		2	2003/04/02	2003/04/02 13:43:24	SYSPROG	
. BPXPRMZZ		3	2003/04/02	2003/04/02 14:57:16	SYSPROG	
. BPXPRM00		1145	2003/02/11	2003/03/31 13:49:10	SYSPROG	
. CLOCK00		5	2005/05/21	2005/05/21 23:31:44	HAIMO	
. CLOCK04		4	1991/06/20	2003/08/05 09:22:10	HAIMO	
. CLOCK05		4	2003/02/12	2003/02/12 11:59:41	WELLIE2	
. CNGRP00		16	2005/05/22	2005/05/22 20:39:39	HAIMO	
. CNJPNU01		32	1990/11/14	1990/11/14 08:12:00	KERSHAW	
. CNLENU00						
. COFVLF00		69	1995/09/18	2005/08/27 13:11:30	HAIMO	
. COMMND00		13	1996/12/12	2005/10/06 21:19:41	HAIMO	
F1=Help	F2=Split	F3=Exit	F5=Rfind	F7=Up	F8=Down	F9=Swap
F10=Left	F11=Right	F12=Cancel				
MF	a					
					04/015	

## Using the ISPF Editor – Creating a New Member in a Data Set

You can create a new member in an existing data set by specifying a new member name (one that does not already exist in the data set) on the Edit Entry Panel. The library -- that is the Project, Group, and Type -- you specify, must already exist.

ISPF creates an empty workspace in virtual storage for the new member.

Once in the ISPF Edit Panel, you can use the INSERT line command to as many as you need to enter your source data. ISPF writes the new member onto disk when you exit the edit session. You'll learn more about the INSERT line command in the next module, "Using Editing Commands."

ISPFL Library: Enter a new member name to create a new member

Project	SMCHUGH	
Group	TEST	
Type	COBOL	
Member	IGYBLNK3	(Blank or pattern for member selection list)

Other Partitioned, Sequential or VSAM Data Set:

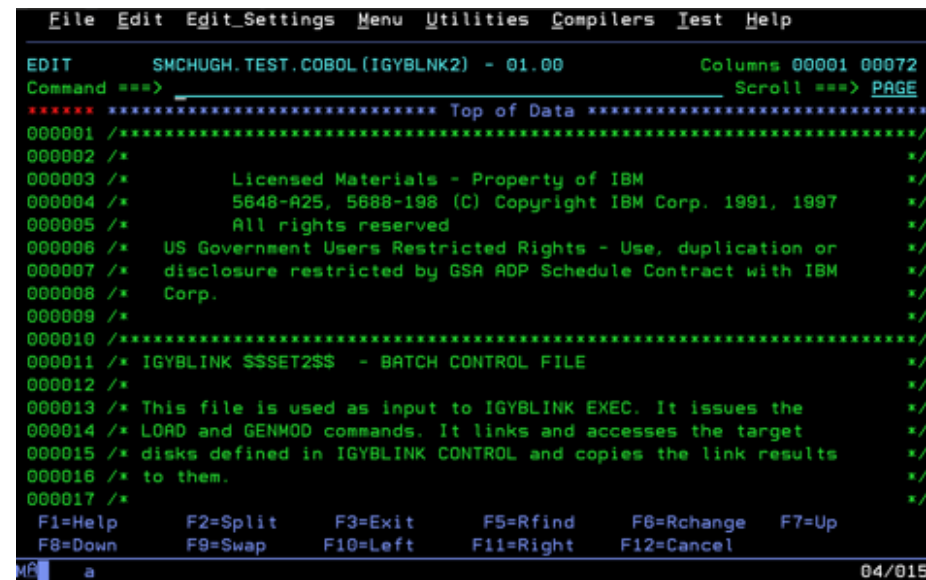
Data Set Name	
Volume Serial	(If not cataloged)

## Using the ISPF Editor – The ISPF Edit Panel

The ISPF Edit Panel, shown on the right, is a sample data set member (IGYBLNK2) of a COBOL program.

The first six columns of the lines containing COBOL source code represent the line command area. If specified in the profile setting, the editor displays the line number in this area. The remaining portion of the lines represents the screen window.

You can use the same scrolling functions used in the View Panel. F11 moves the window right and F10 moves it to the left. F7 moves the window up, and F8 moves it down. Scrolling amount is subject to the scroll function that appears at the end of the command line.



```

File Edit Edit_Settings Menu Utilities Compilers Test Help
EDIT      SMCHUGH.TEST.COBOL(IGYBLNK2) - 01.00      Columns 00001 00072
Command ==> _____ Scroll ==> PAGE
***** Top of Data *****
000001 /******
000002 /*
000003 /*      Licensed Materials - Property of IBM
000004 /*      5648-A25, 5688-198 (C) Copyright IBM Corp. 1991, 1997
000005 /*      All rights reserved
000006 /*      US Government Users Restricted Rights - Use, duplication or
000007 /*      disclosure restricted by GSA ADP Schedule Contract with IBM
000008 /*      Corp.
000009 /*
000010 /******
000011 /* IGYBLINK $$SET2$$ - BATCH CONTROL FILE
000012 /*
000013 /* This file is used as input to IGYBLINK EXEC. It issues the
000014 /* LOAD and GENMOD commands. It links and accesses the target
000015 /* disks defined in IGYBLINK CONTROL and copies the link results
000016 /* to them.
000017 /*
F1=Help      F2=Split    F3=Exit      F5=Rfind     F6=Rchange   F7=Up
F8=Down      F9=Swap      F10=Left     F11=Right    F12=Cancel
ME  a 04/015
  
```



## Using the ISPF Editor – Line Numbering

The editor assigns a line number to each line of the source member. The six digit line numbers to the left of the edit screen are not stored with the data. However, the editor maintains line numbers within the data, if requested.

For fixed format records, standard line numbers are stored in an 8 digit field to the right of the data. To see the line numbers in a data set that has fixed records that are 80 characters long, scroll to the right.

For variable format records, standard line numbers are stored in an 8 digit field to the left of the data. When the editor first shows the data, the line numbers do not appear on the screen. To see the line numbers in a data set with variable records, scroll to the left.

```

File Edit Edit_Settings Menu Utilities Compilers Test Help
EDIT SMCHUGH.TEST.COBOL (IGYMKDIR) - 01.03 Columns 00001 00072
Command ==> Scroll ==> HALE
***** Top of Data *****
000100 /* REXX */
000200 /******
000300 /* Licensed Materials - Property of IBM */
000400 /* 5655-G53 (C) Copyright IBM Corp. 2000, 2004 */
000500 /******
000600 /*
000700 /* This REXX exec will create the necessary directories and other */
000800 /* files for product */
000900 /* IBM Enterprise COBOL for z/OS */
001000 /* Version 3 Release 3 Modification 0 */
001100 ← Line number area
001200 /******
001300
001400 parse arg Sroot $subdir .
001500
001600 /******
001700 /* Validate $subdir parm: */
F1=Help F2=Split F3=Exit F5=Rfind F6=Rchange F7=Up
F8=Down F9=Swap F10=Left F11=Right F12=Cancel
MR a 04/015

```

## Using the ISPF Editor – Summary

In this module you have learned:

- How to access the edit entry panel
- The sections of the edit entry panel
- How to select members of a partitioned data set
- How to create a new member of a partitioned data set
- Line numbering in the ISPF editor