



z/OS Learning Center: Introduction to ISPF

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



```
1. 3444
2. Score
3. PrintNumber
4. 219
5. DrawShape
6. ah. 1
7. 1sh
8. GetKey
9. xor di, di
10. mov cx, 2000
11. mov ax, 700h
12. rep stosw
13.
14. call DrawBorders
15.
16. mov di, 184
17. mov si, offset sNext
18. call PrintText
19. mov di, 272
20. mov si, offset sHiScore
21. call PrintText
```

```
22. mov al, 0
23. mov ah, 7
24. Clear screen and set color
25.
26. mov di, 3430
27. mov si, offset sScore
28. call PrintText
29. mov di, 3000
30. mov si, offset sSpeed
31. call PrintText
```

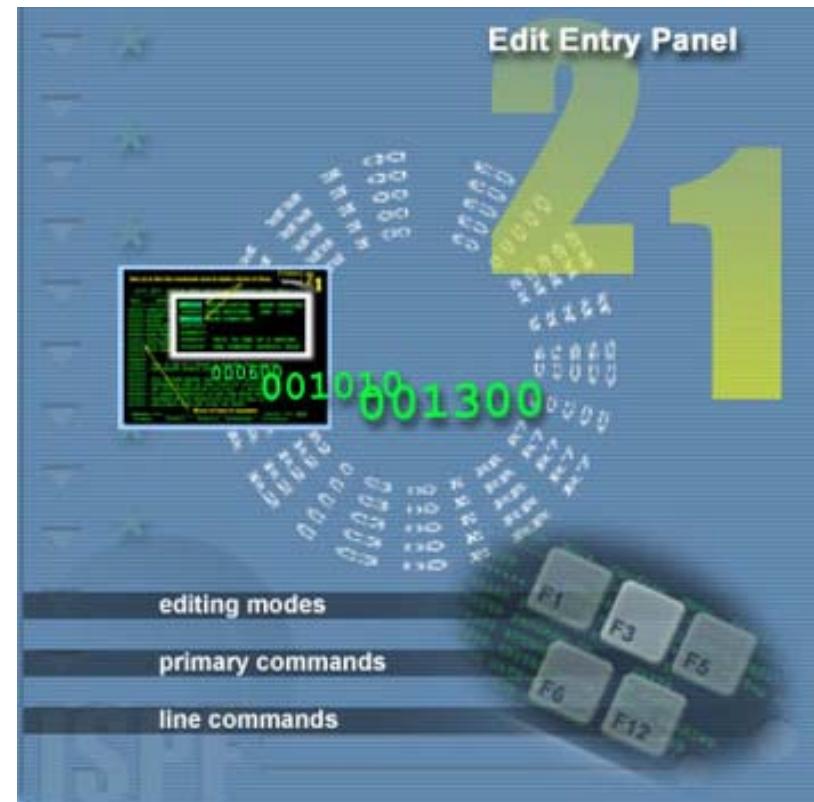
```
32. mov di, 222
33. mov ax, HiScore
34. call PrintNumber
35.
36. mov Score, 0
37.
38. call ChooseGame
39.
40. call Rand
41. mov NextShape, w
42. call Newshape
43. call DrawTextShape
```

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

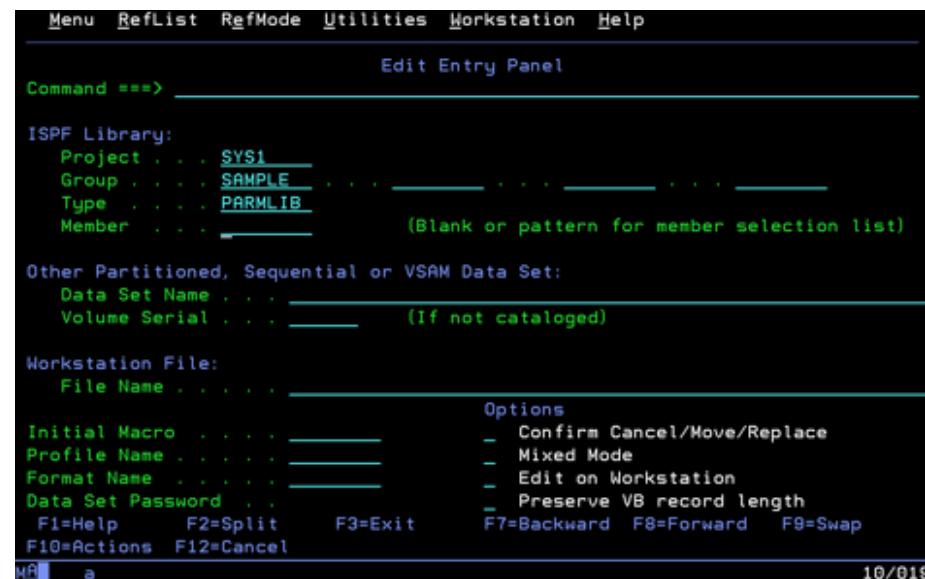
Upon completing this unit, you should be able to:

- 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.

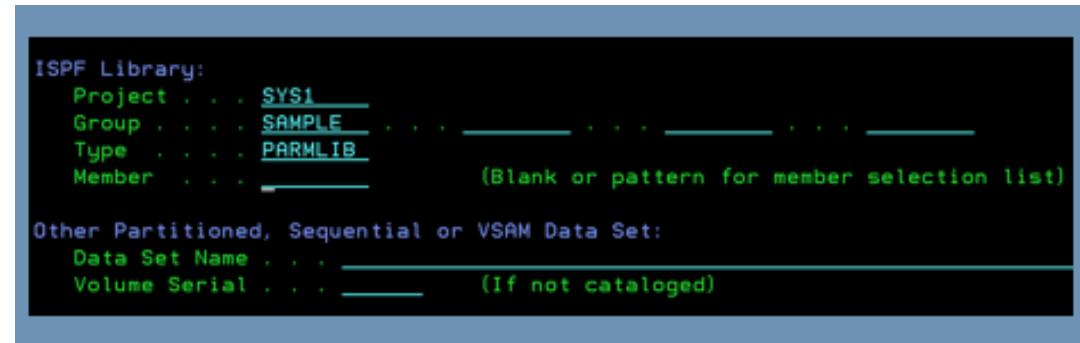


Using the ISPF Editor – The ISPF Library Section

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.



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.

EDIT SYS1.SAMPLE.PARMLIB						Row 00001 of 00114
Name	Prompt	Size	Created	Changed	ID	Scroll ==> PAGE
. ADYSET00						
. ADYSET01						
. ADYSET02						
. ALLOC00		34	1995/03/07	1996/08/28 13:40:47	ESILVA	
. BPXPRM00		2	2003/04/02	2003/04/02 14:15:05	SYSPROG	
. BPXPRMFS		62	2002/09/07	2005/07/13 19:52:51	HAIMO	
. BPXPRMHTT		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	
. CNJPN001		32	1990/11/14	1990/11/14 08:12:00	KERSHAW	
. CNLNU00						
. COFVLF00		69	1995/09/18	2005/06/27 13:11:30	HAIMO	
. COMMAND00		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

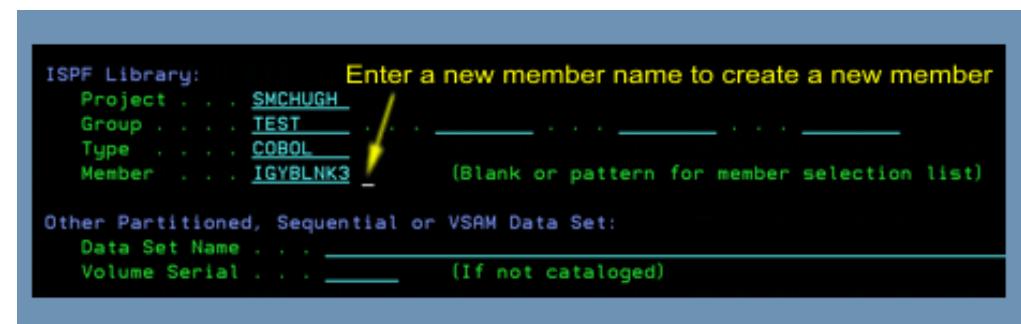
04/015

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."

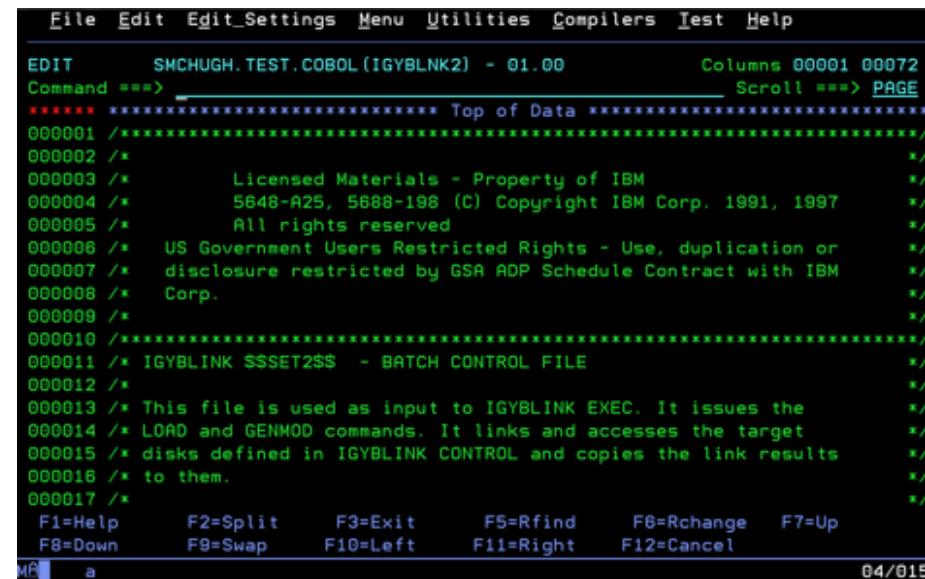


Using the ISPF Editor – The ISPF Edit Panel

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.



The screenshot shows the ISPF Edit Panel with the following details:

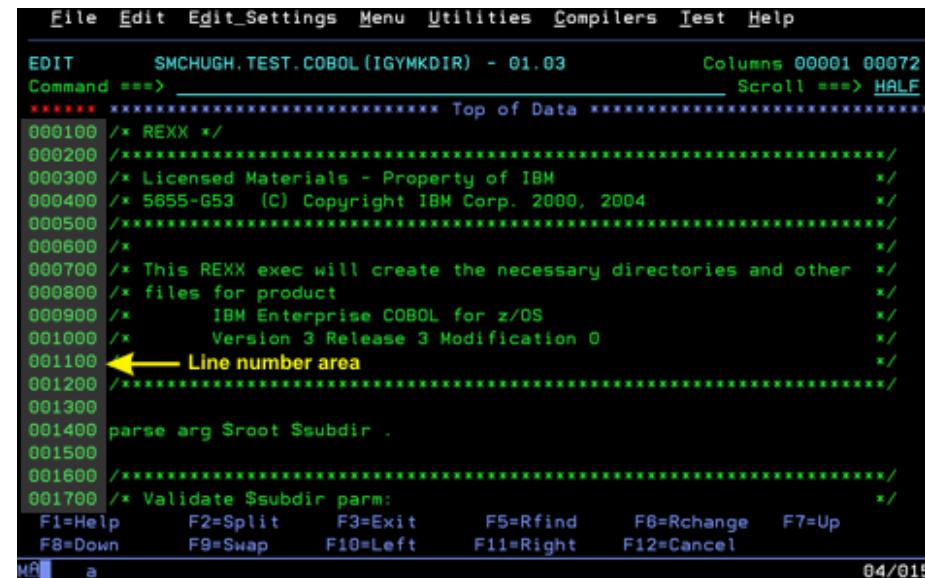
- File Bar:** File, Edit, Edit_Settings, Menu, Utilities, Compilers, Test, Help.
- Panel Title:** EDIT SNCCHUGH.TEST.COBOL(IGYBLNK2) - 01.00
- Panel Subtitle:** Columns 00001 00072, Scroll ==> PAGE
- Panel Content:** COBOL source code. Lines 00001 through 00017 are shown, each starting with a line command (e.g., 00001 /*, 00002 /*, etc.). The code includes copyright notices and comments about restricted rights.
- Bottom Status Bar:** F1=Help, F2=Split, F3=Exit, F5=Rfind, F6=Rchange, F7=Up, F8=Down, F9=Swap, F10=Left, F11=Right, F12=Cancel, 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 ==> _____
***** ***** 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 $root $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
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