

isCOBOL Evolve: SDK User's Guide

Key Topics:

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- [Compiler](#)
- [Runtime Framework](#)
- [Debugger](#)
- [Remote Compiler](#)
- [Utilities](#)
- [Update Facility](#)



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Chapter 1

Compiler and Runtime

Overview

The isCOBOL Compiler is a platform agnostic, ANSI-compliant COBOL compiler that generates object-orientated code which efficiently runs on any platform that supports a Java Runtime Environment (JRE) version 1.6 or greater. Because the isCOBOL Compiler is written 100% in Java, one COBOL compiler can be used to develop, deploy and test on a wealth of platforms including AIX, HP-UX, Linux, Solaris, Windows and mainframe systems.

Written 100% in Java, the isCOBOL Runtime Environment enables applications to be able to run on any device supporting a Java Virtual Machine (JVM) -- from mainframes to mobile phones -- and this includes application logic, user interface, and data access.

Getting Started

The setup of a Compiler and Runtime environment requires the following steps:

1. [Download and install the Java Development Kit \(JDK\)](#)
2. [Download and install isCOBOL Evolve](#)
3. [Activate the License](#)

In order to activate your isCOBOL Evolve products, you will need the e-mail you received from Veryant containing your license key. Contact your Veryant representative for details.

Download and install the Java Development Kit (JDK)

A JDK must be installed on your machine in order to use isCOBOL Compiler and Runtime. For best results and performance, install the latest JDK version available for your platform. isCOBOL is certified to work correctly with both Oracle JDK and OpenJDK from version 7 to version 11.

Self-extracting setups are provided for the Windows platform.

On Unix/Linux platforms Java may be already installed. If it's not the case, you can install it using the appropriate system commands (e.g. yum, or apt-get).

Download and install isCOBOL Evolve

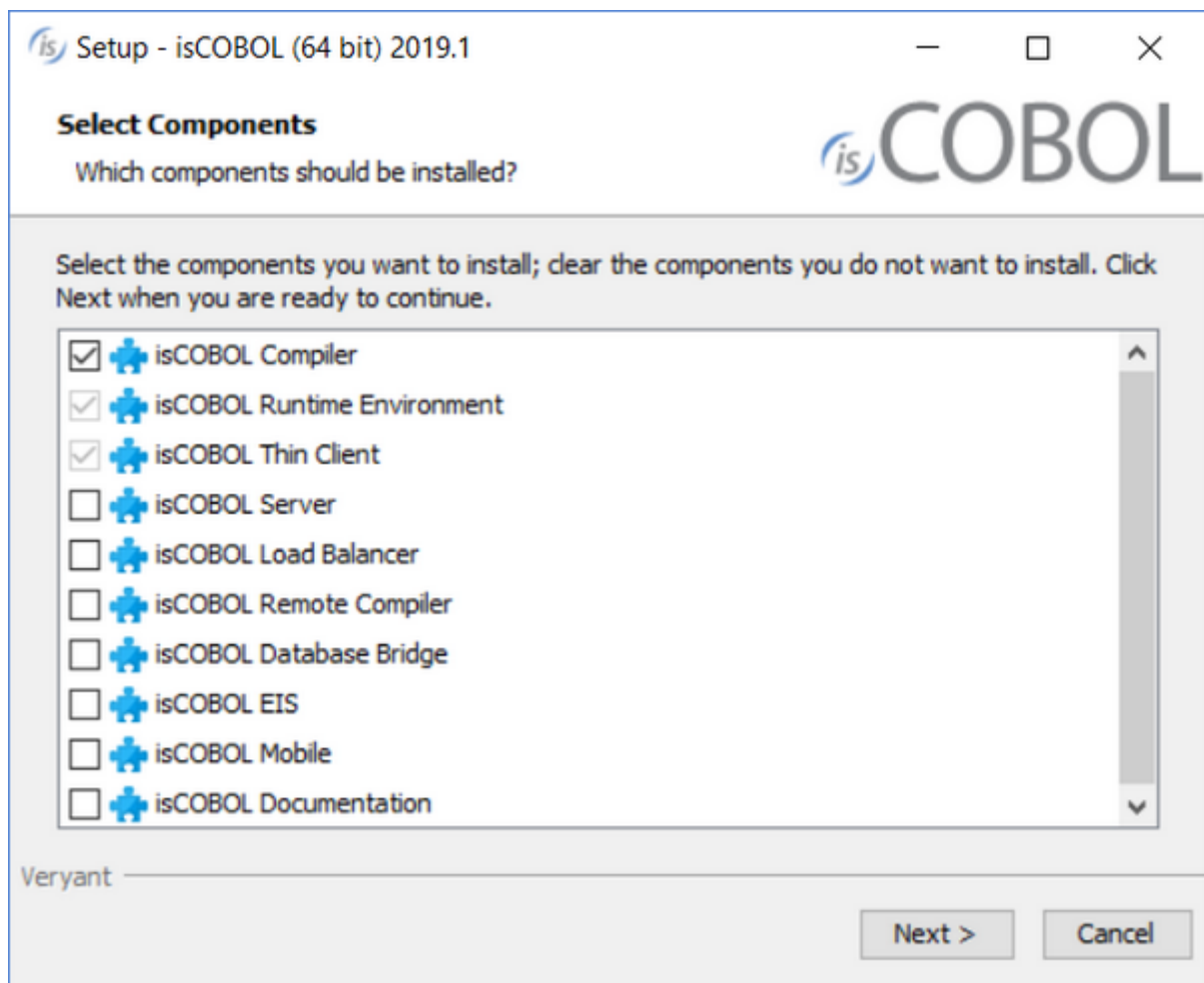
Windows

1. If you haven't already done so, [Download and install the Java Development Kit \(JDK\)](#).

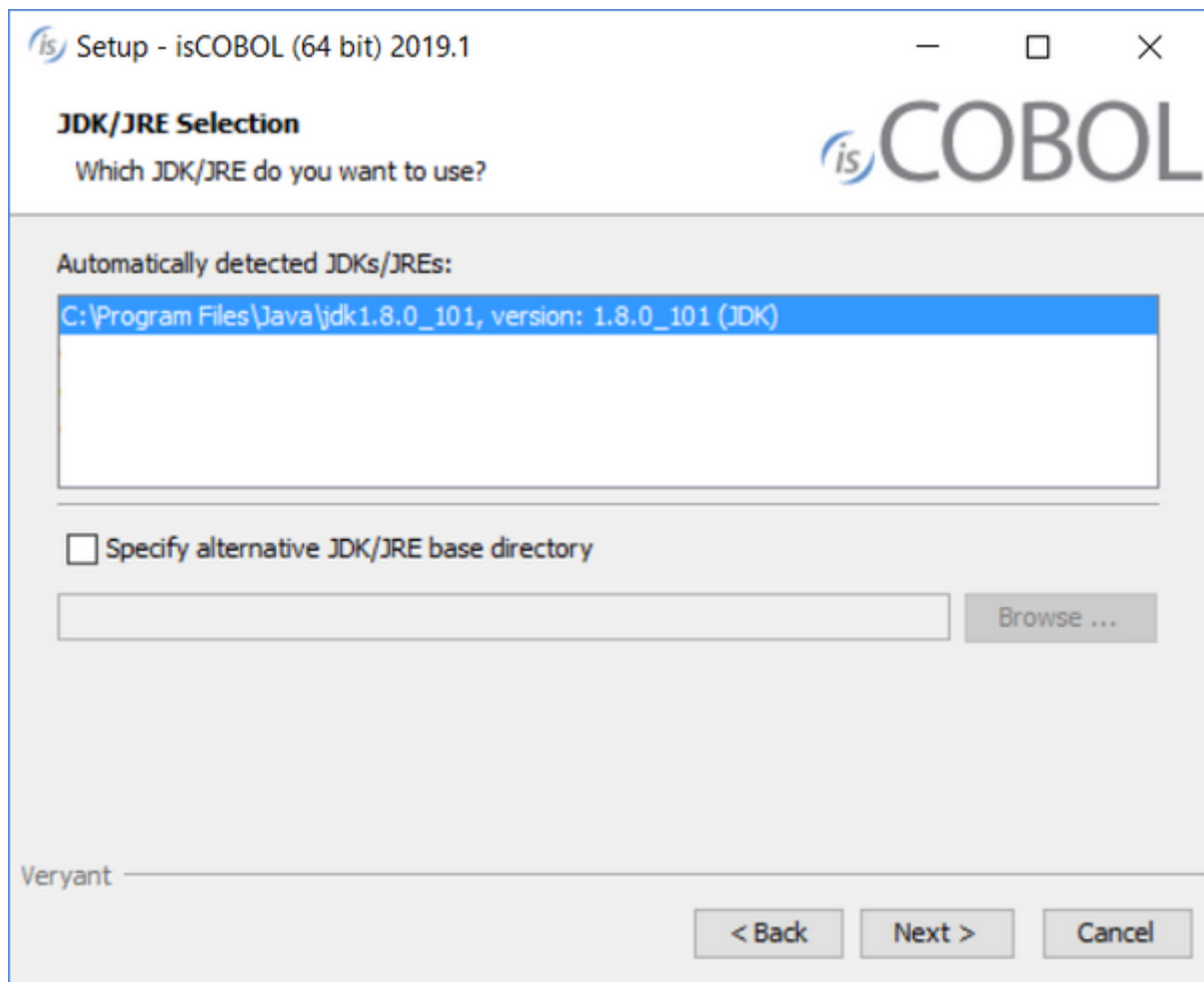
2. Go to "<http://www.veryant.com/support>".
3. Sign in with your User ID and Password.
4. Click on the "Download Software" link.
5. Scroll down to the list of files for Windows x64 64-bit or Windows x86 32-bit. Select isCOBOLyyyyR_n_Windowsarc.exe, where yyyy is the year, *r* is the release number, *n* is the build number and *arc* is the system architecture.
6. Run the downloaded installer to install the files.

Note - If your Windows has the option "Run as Administrator", you should run the setup with that option, otherwise the setting of environment variables might silently fail. Environment variables setting is not necessary if you work from the isCOBOL Shell (explained later).

7. Select "isCOBOL Compiler and Runtime Environment" from the list of products when prompted.



8. Select your JDK when prompted



9. Follow the wizard procedure to the end. In the process you will be asked to provide the installation path ("C:\Program Files\Veryant" by default) and license keys. You can skip license activation and perform it later, as explained in [Activate the License](#).

Linux, Mac OSX and OpenServer

1. If you haven't already done so, [Download and install the Java Development Kit \(JDK\)](#).
2. Go to "<http://www.veryant.com/support>".
3. Sign in with your User ID and Password.
4. Click on the "Download Software" link.
5. Scroll down, and select the appropriate .tar.gz file for the product and platform you require.
6. Extract all contents of the archive. For example,
on Linux 32 bit:

```
gunzip isCOBOL_2019_R1_*_Linux.32.i586.tar.gz
tar -xvf isCOBOL_2019_R1_*_Linux.32.i586.tar
```

on Linux 64 bit:

```
gunzip isCOBOL_2019_R1_*_Linux.64.x86_64.tar.gz
tar -xvf isCOBOL_2019_R1_*_Linux.64.x86_64.tar
```

on Mac OSX:

```
gunzip isCOBOL_2019_R1_*_MacOSX.64.x86_64.tar.gz
tar -xvf isCOBOL_2019_R1_*_MacOSX.64.x86_64.tar
```

on OpenServer:

```
gunzip isCOBOL_2019_R1_*_FreeBSD.64.tar.gz
tar -xvf isCOBOL_2019_R1_*_FreeBSD.64.tar
```

7. Change to the "isCOBOL2019R1" folder and run "./setup", you will obtain the following output:

```
=====
                        isCOBOL EVOLVE Installation
                        For isCOBOL Release 2019R1
                        Copyright (c) 2005 - 2019 Veryant
=====

Install Components:

  [0] All products..... (no)
  [1] isCOBOL Compiler (includes [2] & [3])..... (yes)
  [2] isCOBOL Runtime Environment (includes [3])..... (no)
  [3] isCOBOL Thin Client..... (no)
  [4] isCOBOL Server..... (no)
  [5] isCOBOL Load Balancer..... (no)
  [6] isCOBOL Remote Compiler..... (no)
  [7] isCOBOL Database Bridge..... (no)
  [8] isCOBOL EIS..... (no)
  [9] isCOBOL Mobile..... (no)

Install Path:
  [P] isCOBOL parent directory: UserHome

JDK Path:
  [J] JDK install directory: JavaHome

[S] Start Install      [Q] Quit

=====
Please press [ 1 2 3 4 5 6 7 8 P J S Q ]
```

The following text depends on the current environment:

<i>UserHome</i>	current user home directory
<i>JavaHome</i>	current JDK/JRE directory detected by the setup script

8. (optional) Type "P", then press Enter to provide a custom installation path, if you don't want to keep the default one.
9. Type "S", then press Enter to start the installation.

The setup script might not be available for your Unix platform or you might want to avoid it. In this case you can just extract the tgz in the destination folder. If you do in this way, then the following environment variables must be set in the system in order to compile, run and debug: ISCOBOL_JDK_ROOT (or ISCOBOL_JRE_ROOT), ISCOBOL, LD_LIBRARY_PATH and PATH.

ISCOBOL_JDK_ROOT	root directory of a Java JDK. It's required to compile, run and debug
ISCOBOL_JRE_ROOT	root directory of a Java JRE. Can be used instead of JDK if you don't need to compile
ISCOBOL	root directory of isCOBOL. The directory where you extracted the tgz
LD_LIBRARY_PATH	the isCOBOL native/lib directory must be added here
PATH	The isCOBOL bin directory must be added here

For example, if you install isCOBOL in "/opt/isCOBOL" and your JDK is in "/opt/java/jdk1.8.0":

```
export ISCOBOL=/opt/isCOBOL
export ISCOBOL_JDK_ROOT=/opt/java/jdk1.8.0
export LD_LIBRARY_PATH=$ISCOBOL/native/lib
export PATH=$ISCOBOL/bin:$PATH
```

Other Unix

A dedicated setup is provided for the following Unix platforms:

- Linux 32 bit
- Linux 64 bit
- Mac OSX 64 bit
- OpenServer

For any other UNIX platform, the MULTI setup can be used.

Extract the tar with the following command

```
gunzip isCOBOL_Version_multi.tar.gz
tar -xvf isCOBOL_Version_multi.tar
```

These two files are extracted:

- o isCOBOL_Version.tar
- o setup

Run the setup

```
./setup
```

The setup script produces an output like:

```
=====
                                isCOBOL EVOLVE Installation
                                For isCOBOL Release Version
                                Copyright (c) 2005 - 2019 Veryant
                                =====

Install Components:

    [1] isCOBOL Evolve platform independent files..... (yes)
    [2] isCOBOL ISAM Client component..... (yes)

Generate Components:

    [3] isCOBOL native libraries..... (no)
    [4] isCOBOL support for dummy terminal..... (no)
    [5] isCOBOL File Connectors..... (no)

Platform:

    [6] Operating System to generate..... (Platform)

Install Path:

    [7] isCOBOL parent directory: UserHome

JDK Path:

    [8] JDK install directory: JavaHome

[S] Start Install      [Q] Quit

=====

Please press [ 1 2 3 4 5 6 7 8 S Q ]
```

The following text depends on the current environment:

<i>Version</i>	version of the isCOBOL components installed by the setup
<i>Platform</i>	current operating system detected by the setup script
<i>UserHome</i>	current user home directory
<i>JavaHome</i>	current JDK/JRE directory detected by the setup script

If points 1 to 8 contain accurate information, you can start the installation process by typing “S” and pressing Enter.

If you want to change any of the points, type the corresponding number and press Enter, then answer to the question. The output shown in the above snippet will be updated to reflect the change you made.

For example, if you want to avoid the generation of isCOBOL ISAM Client component

1. type "2"
2. press Enter
3. type "N"
4. press Enter

When every setting reflect your needs, type "S" and press Enter to start the installation process.

Point 1 can't be changed while point 6 shouldn't be set to an operating system different than the one where we're running the script.

A C compiler is required for generating components (points 3 to 5).

If the MULTI setup completes without error, the following folder is generated:

```
isCOBOLVersion
  bin
  etc
  include
  javadoc
  lib
  native
  sample
```

The content of the folders varies depending on the choices you made before issuing the "S" command.

Distribution Files

For information on a specific distribution file, please see the README file installed with the product.

Activate the License

If you provided license keys during the installation, on Windows, you should skip reading this chapter.

The isCOBOL Compiler looks for the following configuration properties for license keys:

```
iscobol.compiler.license.2019=<license_key>
iscobol.license.2019=<license_key>
```

The isCOBOL Runtime looks for the following configuration property for license keys:

```
iscobol.license.2019=<license_key>
```

The keys should be stored in one of the following files (if they exist):

Windows

1. \etc\iscobol.properties in the drive where the working directory is
2. C:\Users\<username>\iscobol.properties (the setup wizard saves licenses here, if you don't skip activation)
3. iscobol.properties found in the Java Classpath
4. %ISCOBOL%\iscobol.properties
5. a custom configuration file passed on the command line

Unix/Linux

1. `/etc/iscobol.properties`
2. `$HOME/iscobol.properties`
3. `iscobol.properties` found in the Java Classpath
4. `$ISCOBOL/iscobol.properties`
5. a custom configuration file passed on the command line

NOTE - Files are listed in the order they're processed. If the license key appears in more than one of the above files, then the last occurrence is considered.

Compiler

Overview

The job of any compiler is to convert human-readable source code to an object that a computer can run. To accomplish this, isCOBOL performs the following steps:

1. The COBOL source code is translated to a Java source code.
The name of the Java source file is obtained by converting the name of the COBOL source file to upper-case and replacing dashes by underscores. For example, A COBOL source file whose name is *Hello-World.cbl* generates *HELLO_WORLD.java*.
2. If no errors occur, then Compiler looks for an existing class file (e.g. *HELLO_WORLD.class*) and deletes it, if it exists.
3. Finally, the Compiler compiles the Java source code generating a Java class file. The Java source code is then deleted unless you use the `-jj` option.

There are situations in which more than one class file is generated.

- If the `-d` compiler option is used, a class file called *program\$Debug\$Infos* is generated in addition to the program class file.
- If the source code contains `PERFORM THREAD` statements, a class file for each thread is generated in addition to the program class file. These classes are named using a progressive number (*program\$1*, *program\$2*, ..., etc).
- If the program is object-oriented, a class file for each method is generated in addition to the program class. These classes are named using the method name (i.e. *program\$method*).
- If the source contains `SEARCH` statements, a class for each `SEARCH` is generated in addition to the program class. These classes are named using a progressive number (*program\$1*, *program\$2*, ..., etc).
- If the `-big` compiler option is used, some class files are generated in addition to the program class file. These classes are named using the program name, the “inner” and “CONST” keywords, and progressive numbers. The `-big` behavior can be configured by the `iscobol.compiler.max_constants` * and `iscobol.compiler.max_paragraphs` * properties.
- If the program contains `ESQL` statements with more than 700 host variables, additional classes are generated (each containing a maximum of 700 variables). These classes are named using a progressive number (*program\$1*, *program\$2*, ..., etc). This behavior can be configured by the `iscobol.compiler.max_hostvars` * property.
- If the source code contains `SORT-RETURN` and/or `SORT-MESSAGE` special registers, two additional classes are generated. The classes are named *program\$SortAbort* and *program\$1*.
- If the source code contains `OCCURS` statements or object invocation in the `SCREEN` SECTION, a class file for each occurrence and each object invocation are generated in addition to the program class file. These classes are named using a progressive number (*program\$1*, *program\$2*, ..., etc.). If the `OCCURS` statement appears in the `LINKAGE` SECTION, a class of each occurrence is always generated. If the `OCCURS` statement appears in the `WORKING-STORAGE` SECTION, a class for each occurrence is generated only if the index is variable.
- If the Screen Section contains dynamic values due to `LENGTH OF`, object invocation or `FUNCTION` syntaxes, an additional class for each one of these values is generated. The classes are named using a progressive number (*program\$1*, *program\$2*, ..., etc).
- If the Screen Section contains control properties associated with referenced variables, for example: `VALUE W-VALUE (offs:len)` and *offs* or *len* are data-items (not constant values), then an additional class for each one of these cases is generated. The classes are named using a progressive number (*program\$1*, *program\$2*, ..., etc). If the referenced variable appears in the `LINKAGE` SECTION, a class of each occurrence is always generated. If the referenced variable appears in the `WORKING-STORAGE` SECTION, a class for each occurrence is generated only if *offs* or *len* are variables.

The command to execute the compiler is:

```
iscc Options SourceCode
```

Note: On Windows this command should be launched from inside the isCOBOL Shell. Otherwise you need to set the `ISCOBOL` and `ISCOBOL_JDK_ROOT` environment variables before using `iscc`.

Compiling multiple source files at once

The isCOBOL compiler supports the * wildcard in the *SourceCode* parameter.

For example, the following compilations:

```
iscc prog1.cbl
iscc prog2.cbl
iscc prog3.cbl
iscc prog4.cbl
```

can be done all at once with the command:

```
iscc prog*.cbl
```

Automatic compilation of referenced COBOL classes

If a COBOL program references a COBOL class with object oriented syntax, the COBOL class is automatically compiled if necessary.

Consider the following source files, for example:

prog1.cbl

```
program-id. prog1.
configuration section.
repository.
    class class1 as "class1".
procedure division.
main.
    invoke class1 "method1".
    goback.
```

class1.cbl

```
class-id. class1 as "class1".
identification division.
factory.
procedure division.
identification division.
method-id. method1 as "method1".
procedure division.
main.
*    method code here
end method method1.
end factory.
```

When *prog1.cbl* is compiled, if *CLASS1.class* is not found in the Classpath, then the Compiler tries to compile *class1.cbl* before proceeding with the compilation of *prog1.cbl*.

This feature can be disabled by adding the `-noarcc` option to the Compiler command line.

Exit status

The Compiler returns 0 if the compilation is OK and a number greater than 0 if the compilation fails. When you compile multiple source files at once, if any of these files produce severe errors, then the return code will be greater than zero.

The following table lists the possible exit status codes returned by the Compiler:

Exit Code	Meaning
0	No errors
1	A Java exception occurred during the compilation process (e.g. ClassNotFoundException: com.sun.tools.javac.Main)
4	Compilation failed due to Severe errors
5	Invalid command line (e.g. unsupported option)

Compiler Options

The -help option displays all available options:

Common Options

<code>-b</code>	Treat characters as bytes in STRING, UNSTRING, and INSPECT statements. By default isCOBOL internally converts strings into Unicode. The <code>-b</code> option makes isCOBOL work directly on the string without any conversion. This approach increases performance but programs compiled with this option may not work correctly if they use national items.
<code>-c=config_file</code>	Use the configuration file identified by <i>config_file</i> . See Configuration for the list of the configuration properties that are applicable to the Compiler and for details about how the configuration is built.
<code>-only=config_file</code>	Use only the configuration file identified by <i>config_file</i> . See Configuration for the list of the configuration properties that are applicable to the Compiler.
<code>-d</code>	Include debug information. An additional class file is generated to store debug information. The resulting classes don't include the source code. Source files must be available to the Debugger during the debug session.
<code>-dx</code>	<p>Enable extended debugger functions. This option implies <code>-d</code>.</p> <p>In addition to the standard debug features, all the variables in the class are generated, including those not used in the program and the literal constants that are generated during the execution and not as static fields in the generated class. When a program is compiled with <code>-dx</code>, the Debugger is able to query and set all the items of the program Data Division including the items that are not used in the Procedure Division and the IDE allows the source code to be changed while debugging. With <code>-dx</code> the Debugger is able to skip statements through the "jump" command.</p> <p>The resulting classes don't include the source code. Source files must be available to the Debugger during the debug session</p>
<code>-edc</code>	Removes output class files if compilation fails. This option works only when the source file has been recognized as a COBOL program or class. If some of the class files cannot be deleted for some reason, the compiler doesn't signal it. The number of removed classes is shown at the bottom of the compiling result.
<code>-ef</code>	Output errors to a 'err' file. The file has the same name as the source and is created only if there are compiler errors or warnings. The Compiler automatically removes the 'err' file before starting to compile the source, so existing err files disappear after a correct compilation. The Compiler output is also traced on the system output.
<code>-eo=DirName</code>	Specifies the directory for error files. If the directory does not exist or doesn't have the correct permissions, the err file will not be created.
<code>-es</code>	Stop compilation and return a non-zero exit code if an error occurs. This option is useful when compiling multiple sources at once.
<code>-esme=n</code>	<p>Sets the maximum number of errors printable by the Compiler to <i>n</i>, where <i>n</i> is a positive number.</p> <p>When multiple source files are compiled at once (e.g. if you use wildcards in the source name), the option limits the number of errors for each single source file, not for the whole compilation.</p>

-g	<p>Include SMAP information. When an Exception occurs during the runtime session, the Exception stack will contain COBOL source code references, so it's easier for the programmer to identify the statement that caused the Exception. This feature doesn't work if program is compiled with the javac option "-g:none". This feature doesn't work if iscobol.exception.java is set to true in the configuration.</p> <p>This feature follows the Java indications about non-Java languages remapping. Third party tools (e.g. some profilers) that are not aware of these indications might show java source locations in the stacks, despite -g has been used.</p>
-help	Display the list of all compiler options with a quick explanation for each one of them and exit.
-helpx	Display the list of all compiler options including experimental options with a quick explanation for each one of them and exit.
-noarcc	Disable the Automatic compilation of referenced COBOL classes
-oe	Optimize EVALUATE with string literals. When a EVALUATE statement tests string literals, isCOBOL uses the Java SWITCH statement instead of the EVALUATE implementation.
-v	Display the Compiler version number and exit.
-verbose	Display verbose output, e.g. the count of errors, informational and warnings.
-sysc	<p>Allows you to override COBOL library routines. This option is useful for overriding COBOL library routines such as C\$SYSTEM and for making CALLs faster to subprograms that are called frequently. The -sysc option causes the compiler to place the Java class in the com.iscobol.lib package (or com.iscobol.lib_n package when compiling with -cp). The isCOBOL runtime framework searches for programs in this package before searching other places such as paths specified in iscobol.code_prefix. To execute programs compiled with -sysc, they must be found in a path or jar file listed in the Java class path.</p> <p>With the -sysc option, the compiler adds "package com.iscobol.lib;" (or "package com.iscobol.lib_n;") to the top of the generated Java source code for the program class. For example, if a program named MYPROG is compiled with -sysc then the generated Java class will be named com.iscobol.lib.MYPROG.</p> <p>The -sysc option should be used only for CALLED subprograms. If it is used for main programs or COBOL objects there is no error at compile time, but the generated object cannot be executed.</p>

Compatibility Options

-ca	<p>Acucobol compatibility flag:</p> <ul style="list-style-type: none">• USAGE POINTER is translated to USAGE HANDLE (unless the <code>-cp</code> option is also used).• Use of the ALLOWING clause in OPEN statements is supported.• Different INSPECT TALLYING behavior (see Language Reference for details).• STRING dest-item can be JUSTIFIED• UNSTRING delimiter can be a numeric USAGE DISPLAY item• NEXT SENTENCE statement <p>Programs that use NULL with object references or object methods cannot be compiled with -ca. You can specify the compiler directive <code>>>IMP OPTION "#CA"</code> as the first line of a source file to remove -ca from the compile options for a particular program.</p>
-caec	<p>WITH CONVERSION is assumed for MOVEs from alphanumeric items to edited items.</p>
-cax	<p>Specifies the default file assignment as external.</p>
-ccbas	<p>Count bytes instead of characters in FIXED/ANSI source files. This option is useful during the compilation of source files that include double-byte characters. Without this option, text written after column 72 may be considered as written before column 72 due to the double-byte characters in the source line.</p>
-cdlz	<p>Shows USAGE DISPLAY memory content. This option affects the internal definition of variables. If external variables are used, then all programs have to be compiled with this option, otherwise a mismatch error is received. This option shouldn't be used with programs that display a graphical user interface. Note that this option affects also the debugging of the program, as the Debugger will show memory content of USAGE DISPLAY items instead of showing their value.</p>
-cfl	<p>Compatibility setting for file SEQUENTIAL is LINE SEQUENTIAL. When this is not set, files with ORGANIZATION IS SEQUENTIAL are treated as BINARY SEQUENTIAL.</p>

<p>-cfp36</p>	<p>Intermediate results are always calculated to 36 digits.</p> <p>isCOBOL arithmetic uses 3 types of number: (A) fixed point numbers with number of digits less or equal to 18; (B) fixed point numbers with number of digits greater than 18; (C) floating point numbers;</p> <p>Without this option, when an arithmetic operation occurs, the most wide type is used to perform the operation, i.e:</p> <p>(A) +-/ (A) -> (A) (A) +-/ (B) -> (B) (B) +-/ (B) -> (B) (A) +-/ (C) -> (C) (B) +-/ (C) -> (C) (C) +-/ (C) -> (C)</p> <p>The option causes that the two operation whose result can be wider than the operands, i.e. division and multiplication, will be performed using the (B) type, i.e.:</p> <p>(A) */ (A) -> (B) (A) */ (B) -> (B) (B) */ (B) -> (B) (A) */ (C) -> (C) (B) */ (C) -> (C) (C) */ (C) -> (C)</p>
<p>-cghv</p>	<p>Use group host variables in ESQL statements. This option is useful when the program contains a group variable that is an exact match with the list of fields used in the query. In this case the user is not forced to list all the subordinate items in the ESQL statement, but can use only the name of the group variable.</p>
<p>-cko</p>	<p>List keys in offset order. Without this option keys are listed following the order they're declared in the FILE-CONTROL paragraph.</p> <p>It changes the order in which keys are registered in the physical file, that can be verified with file management utilities such as jutil and ctutil. As a consequence, this option affects XML/ISS dictionaries as well as the I\$IO and file interfaces where keys are pointed by ordinal number.</p>
<p>-ci</p>	<p>ICOBOL compatibility.</p> <ul style="list-style-type: none"> • LOCK MODE IS MANUAL WITH LOCK ON MULTIPLE RECORDS is implied unless -cm option is used as well. • alternate keys are considered WITH DUPLICATES by default.

-cm	<p>Micro Focus compatibility flag. It supports the following:</p> <ul style="list-style-type: none"> • NEXT SENTENCE statement • if LOCK MODE is omitted, opening a file causes it to become EXCLUSIVE, unless the file is opened for INPUT. • duplicated constants definitions • the syntax H"xx" is treated as a number instead of a string • items that are not Usage Display can be used in UNSTRING statements • EQUALS, IS UNEQUAL TO and EXCEEDS operators • STRING dest-item can be JUSTIFIED • UNSTRING dest-item is not required to be USAGE DISPLAY • UNSTRING source-item can be numeric-edited <p>In addition, SORT RETURN and SORT MESSAGE internal variables are created. SORT-MESSAGE is never used while SORT-RETURN is checked before every RELEASE and RETURN statement and if it contains 16 the sort is aborted and the control returns to the instruction following the SORT statement.</p>
-cms	<p>Microsoft COBOL compatibility flag. It supports the following:</p> <ul style="list-style-type: none"> • ACCEPT (line, column) identifier • DISPLAY (line, column) identifier literal ERASE • the usage COMPUTATIONAL (COMP) is equivalent to usage DISPLAY • new usage COMPUTATIONAL-0 (COMP-0) that is equivalent to SHORT <p>In addition, LIN and COL internal variables are created. As a consequence the reserved word COL cannot be used.</p>
-cn dbcs	Use DBCS instead of Unicode in PIC N without USAGE NATIONAL
-cn lz	Leading zeros are shown when numeric data items are displayed on a character based screen.
-cod1	<p>Changes OCCURS DEPENDING ON behaviour.</p> <p>This affects data items that appear after a variable-length table in the same record; that is, after an item with an OCCURS DEPENDING clause, but not subordinate to it. With -cod1, these items always immediately follow the table, regardless of its current size; this means their addresses change as the table's size changes.</p>
-coe	Closes all files opened by the program when the program exits. This option is useful when the iscobol.close_on_exit behavior is requested for some specific programs, but not for all the programs of the application.
-cp	<p>Enable full pointer support.</p> <p>Programs compiled with this option can run along with programs compiled without this option in the same COBOL application, but they cannot share parameters each other. Configuration properties can be used to share information between these two different kind of programs.</p>
-cpanv	Allow ++INCLUDE statements. These statements are internally translated to COPY statements.
-crlk	RM style lock mode: any READ LOCK on a file that does not have an applicable DECLARATIVE section is automatically translated into READ LOCK WAIT.

-crv	<p>Compatibility setting for implicit record varying size for files with multiple record definitions with different lengths and files whose record is varying from size to size. When this is not set, files are treated as fixed length and the maximum record length is used.</p> <p>This option affects files that include two or more record definitions with different size as well as files that include OCCURS DEPENDING.</p>
-csl	<p>Treat the COBOL name in ASSIGN clause as a literal. This allows a mapping to be created for the file name if the <code>iscobol.file.env_naming</code> (boolean) configuration property is set to true.</p>
-csqn	<p>Compatibility setting: SQL returns an error if a host variable is set to null.</p> <p>The error number stored in SQLCODE is 1405. It can be customized by setting <code>iscobol.esql.value_sqlcode_on_null</code>, but not by setting <code>iscobol.esql.sqlcode.1405</code>.</p>
-csqq	<p>Quotes inside ESQL statements are left as they are by the Compiler. Without this option, all kinds of quotes are translated to single quotes by the Compiler.</p>
-csqv	<p>Compatibility setting: SQL recognizes the VARCHAR host variables as Pro*COBOL does.</p> <p>It causes the following group item to be associated to a database varchar field:</p> <pre> 01 group-var. 49 var_LEN PIC 9(4) USAGE COMP. 49 var_TEXT PIC X(n) . </pre> <p>The varchar data is stored in the second sub-item, while its length is stored in the first.</p> <p>Alternatively, the following group item can be used:</p> <pre> 01 group-var. 49 var_LEN PIC 9(4) USAGE COMP-5. 49 var_TEXT PIC X(n) . </pre>

- cudc

Treats numeric USAGE DISPLAY data as characters in comparisons and moves.

This option affects the comparison between numbers whose usage is DISPLAY in particular cases, using a byte by byte comparison instead of comparing the numeric representation.

The byte by byte comparison is used when:

- two unsigned numbers with usage DISPLAY with the same length and the same number of decimal digits are compared
- an unsigned integer number and an alphanumeric elementary item with the same length are compared
- an unsigned number with usage DISPLAY is compared with ZERO (ZEROES ZEROS) or 0. In this case the comparison is made comparing each digit within the number, byte by byte, with the character '0'.
- an unsigned number with usage DISPLAY is compared with SPACE (SPACES) or " ". In this case the comparison is made comparing each digit within the number, byte by byte, with the character " ".

This option affects the MOVE statement when one operand is an unsigned numeric data item USAGE DISPLAY, a numeric constant or a numeric literal and the other one is an unedited alphanumeric item.

- When the sender operand is an alphanumeric data item and the receiver operand is a numeric data item USAGE DISPLAY, then a byte by byte move is performed as if the sender operand should contain only one digit, that is the string representation of an integer number, but no check is performed on the real content: e.g.:

```
MOVE "FA" TO PIC-XX
MOVE PIC-XX TO PIC-9 = A
MOVE PIC-XX TO PIC-99 = FA
MOVE PIC-XX TO PIC-999 = 0FA
MOVE PIC-XX TO PIC-Z = A
MOVE PIC-XX TO PIC-ZZ = FA
MOVE PIC-XX TO PIC-ZZZ = 0FA
MOVE PIC-XX TO PIC-V9 = 0
MOVE PIC-XX TO PIC-9V9 = A0
MOVE PIC-XX TO PIC-9V99 = A00
```

- When the sender operand is an unsigned numeric USAGE DISPLAY data item and the receiving operand is a non edited alphanumeric data item, then a byte by byte move is performed as if the first operand were an alphanumeric item itself.
- When the sender and the receiver operands have an identical PICTURE and USAGE, a byte by byte move is performed as if both operands were alphanumerics

Note - this option may decrease performance.

-cv

IBM COBOL compatibility flag. It supports following syntaxes:

- EXAMINE
 - EJECT
 - SKIP
 - IF OTHERWISE
 - NOTE
 - TRANSFORM
 - ADVANCING (WRITE statement)
 - AFTER POSITIONING
 - USE GIVING
 - TIME-OF-DAY
 - WHEN-COMPILED
 - WRITE ADVANCING *Special-Name*
 - VALUE OF
 - CURRENT-DATE
 - RECORDING MODE (FD clause)
 - CSP and C01 in Special-Names
 - *numeric* FILE STATUS
 - *multiple* FILE STATUS
 - PROCESS and CBL directives
 - MOVE with multiple TO keywords
-
- Occurs indexes are initialized to 1.
 - Characters before the last hyphen in the name of files assigned to EXTERNAL are ignored.
 - SORT RETURN and SORT MESSAGE internal variables are created. SORT-MESSAGE is never used while SORT-RETURN is checked before every RELEASE and RETURN statement and if it contains 16 the sort is aborted and the control returns to the instruction following the SORT statement.
 - COMP-1 is translated to FLOAT.
 - COMP-2 is translated to DOUBLE.
 - SYNCHRONIZED clause also affects group items.

-cva

IBM arithmetic compatibility.

If the dest-item of a calculation does not include the decimal part, the result of internal operations made to set that result lose their decimal part as well.

For example:

compute res = (11/4) * 4

If res is declared as PIC 99, it will be set to 8

If res is declared as PIC 99v99, it will be set to 11.00

If the -cva option is not used, the result of the above calculation will always be 11.

-cva2

IBM arithmetic compatibility with powers treated differently.

If the expression of the COMPUTE statement contains a power whose exponent is:

- a number
- a data-item with decimals
- an expression containing only numbers or data-items with decimals

then standard -cva rules are not applied.

For all other cases, the behavior is the same as when the -cva option is set.

Data Options

-align=number	<p>Allows you to specify the data alignment modulus. For example, "-align=8" specifies that data should be aligned on eight-byte boundaries.</p> <p>The default value is 1</p>
-d1	Binary data whose length is <= 2 are stored in 1 byte
-d5	<p>Treat BINARY as COMP-5.</p> <p>Note that only items explicitly defined as BINARY are affected. COMP and COMP-4 are not affected despite they're equivalent to BINARY. In order to treat COMP and COMP-4 as COMP-5, use <code>-rm=newmeaning, word...</code>, e.g. <code>-rm=COMP-5,COMP-4</code>.</p>
-d64	<p>Use 64-bit pointers. This option should be used only in conjunction with -cp.</p> <p>Without this option, pointers are 4 bytes in size. With this option, pointers are 8 bytes in size.</p>
-dca	<p>Use ACUCOBOL numeric format. The compiler uses this convention by default if no other convention is specified.</p> <p>See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcb	<p>Use MBP COBOL numeric format</p> <p>See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcd	<p>Use Data General numeric format for binary items.</p> <p>See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcdm	Store any data item whose underlying type is binary in the minimum number of bytes needed to hold it. Normally, binary types are stored in two, four, or eight bytes. This option can be used to emulate the ACUCOBOL -dm option.
-dci	<p>Use IBM sign encoding and IBM COMP sizes. COMP sizes are 1 (only if -d1 option is also used), 2, 4, 8, 12 or 16 depending on the item picture.</p> <p>See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcii	<p>Use IBM sign encoding and IBM COMP sizes. COMP sizes are 2, 4, 8 or 16 depending on the item picture.</p> <p>See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcm	<p>Use Micro Focus sign encoding and Micro Focus COMP sizes.</p> <p>See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcmi	<p>Use Micro Focus sign encoding and IBM COMP sizes (like MF -C IBMCOMP). This option has the same effect of -dcm except that the length of COMP items is calculated in the same way as -dca. See USAGE clause for details about how numeric data items are affected by this option.</p> <p>In addition, the SYNCHRONIZED clause affects also group items.</p>

-dcn	<p>Use NCR COBOL numeric format. See USAGE clause for details about how numeric data items are affected by this option.</p>
-dcr	<p>Use Realia sign storage convention. Sign information for S9(n) variables is stored using the conventions for Realia COBOL, and their conversion to binary decimal is the same as that performed by the Realia compiler.</p>
-di	<p>Initialize values of WORKING-STORAGE SECTION data items and indexes by type.</p> <ul style="list-style-type: none"> • numeric items are initialized to zero (overriding existing initialization set through the -dv option) • numeric-edited data items are initialized as follows: digits in the position of 9 symbols are initialized to zero, other digits are initialized to space; currency symbols and separators are preserved • alphabetic and alphanumeric items are initialized to the value specified using the -dv option or ASCII spaces if -dv is omitted • occurs indexes are initialized to 1 <p>This option does not affect items declared with VALUE or EXTERNAL clauses or those subordinate to a REDEFINES phrase.</p>
-dia	<p>Initialize values of WORKING-STORAGE SECTION data items and indexes by type.</p> <ul style="list-style-type: none"> • numeric items are initialized to zero (overriding existing initialization set through the -dv option) • numeric-edited data items are initialized to spaces • alphabetic and alphanumeric items are initialized to the value specified using the -dv option or ASCII spaces if -dv is omitted • occurs indexes are initialized to 1 <p>This option does not affect items declared with VALUE or EXTERNAL clauses or those subordinate to a REDEFINES phrase.</p>
-ds	<p>USAGE DISPLAY numeric items with no SIGN clause are treated as if they were described with the SIGN IS TRAILING SEPARATE clause.</p>
-dv= <i>char</i>	<p>Initialize each otherwise undefined byte in WORKING-STORAGE SECTION and FILE SECTION to the specified value when a program is first loaded or canceled and then called. <i>char</i> is the decimal representation of the character. For example, to fill the item memory area with 'A' use -dv=65. Use -dv=0 for low-values and -dv=32 for ASCII spaces.</p> <p>Note that the -dv option does not affect data items declared with VALUE or EXTERNAL clauses. In order to initialize EXTERNAL data items, use either -dvext or -dvexta.</p> <p>If -dv is omitted then the compiler behaves as if -dv=32 was specified (i.e. data items specified without a VALUE clause are filled with ASCII spaces by default).</p> <p>Note that when compiling with -di the value specified with -dv affects only alphabetic, alphanumeric, alphanumeric edited and numeric edited items including those that are declared FILLER. When used with -di, -dv does not affect numeric, pointer or index items. See the -di option for more information.</p>

-dvext= <i>char</i>	<p>Initialize each otherwise undefined byte of EXTERNAL data items in WORKING-STORAGE SECTION and FILE SECTION to the specified value when a program is first loaded or canceled and then called. <i>char</i> is the decimal representation of the character. For example, to fill the item memory area with 'A' use -dvext=65. Use -dvext=0 for low-values and -dvext=32 for ASCII spaces.</p> <p>If -dvext and -dvexta are omitted then the compiler behaves as if -dvext=0 was specified (i.e. EXTERNAL data items specified without a VALUE clause are filled with low-values by default).</p>
-dvexta= <i>char</i>	<p>Initialize each otherwise undefined byte of EXTERNAL data items in WORKING-STORAGE SECTION to the specified value when a program is first loaded or canceled and then called. <i>char</i> is the decimal representation of the character. For example, to fill the item memory area with 'A' use -dvexta=65. Use -dvexta=0 for low-values and -dvexta=32 for ASCII spaces.</p> <p>If -dvext and -dvexta are omitted then the compiler behaves as if -dvext=0 was specified (i.e. EXTERNAL data items specified without a VALUE clause are filled with low-values by default).</p>
-dz	<p>Relax size-checking rules.</p> <p>When this option is in effect, the values that can be held in binary and packed-decimal data types are limited only by the number of bytes of storage. The picture is not used for determining the largest value that these types can hold, and when moving to a nonnumeric destination the largest possible value determines the number of digits moved.</p>
-dznt	<p>Relax size-checking rules in compatibility with Micro Focus NOTRUNC directive.</p> <p>When this option is in effect, the values that can be held in binary data types are limited only by the number of bytes of storage. However, the PICTURE is used when moving data from a binary number to a nonnumeric data item.</p>
-dzta	<p>Relax size-checking rules in compatibility with Micro Focus TRUNC"ANSI" directive.</p> <p>Each numeric data item stores values up to its PICTURE in size, but COMP-5 items ignore the PICTURE when determining the largest value they can hold. However, COMP-5 items do use their PICTURE when moving a value to a nonnumeric data item.</p>

External File Options

-efa	Create the External File Description XML file(s) for all the files described in the program.
-efc	Create the External File Description ISS file(s) for the indexed files described in the program. ISS files are required by some ctutil functions when working with c-tree. The iscobol.sqlserver.iss (boolean) feature needs these files as well.
-efd	Create the External File Description XML file(s) for the indexed files described in the program.
-efo= <i>DirName</i>	Specifies the directory for EFD files. If the directory does not exist or doesn't have the correct permissions, the EFD file will not be generated.

File Options

-fl	<p>Single record locking is default for files WITH ROLLBACK.</p> <p>Normally, WITH ROLLBACK causes multiple locking rules to be in effect for a file. When this option is used, the WITH ROLLBACK clause does not affect whether single or multiple record locking rules are followed. Single locking becomes the default. You may enable multiple locking either by specifying WITH LOCK ON MULTIPLE RECORDS in a file's SELECT statement or by using APPLY LOCK-HOLDING ON file in the I-O CONTROL paragraph.</p>
-flsu	<p>Specifies a Unicode-enabled sequential access mode file handler for LINE SEQUENTIAL files. With this option, text files are read and written using the Java classes <code>java.io.FileReader</code> and <code>java.io.FileWriter</code> which access files sequentially rather than in random access mode and also preserve Unicode characters. This option should be used when reading or writing device files and pipes (i.e. files that are not disk files). This is to avoid illegal operations and to properly convert between the Java internal format (i.e. Unicode) and the desired external format. Note that the external format can be specified using the Java <code>file.encoding</code> property.</p> <p>The -flsu option is also useful when programs share sequential files between platforms with different line separators (e.g. program A creates the file on Linux and program B must be able to read the file on Windows).</p> <p>The -flsu option causes sequential files to be assigned to PRINT if no other assignment is specified.</p> <p>When using this option, OPEN I-O, REWRITE and READ PREVIOUS are not supported for LINE SEQUENTIAL files.</p> <p>The encoding is controlled by the Java <code>file.encoding</code> property and not by iscobol.encoding *</p>
-fm	<p>LOCK MODE IS MANUAL is implied.</p> <p>This option has priority over -cm and -ci in terms of default lock mode.</p>

-fsv

All RECORD SEQUENTIAL files have variable-length records. The Compiler assumes that the FD includes RECORD CONTAINS 1 TO n CHARACTERS clause, where n is the length of the largest record description in the FD. Explicit RECORD or VARYING clauses in the FD are ignored.

Java Options

-jc	Generate the '.class' file. This is the default behavior unless -jj option is used.
-jj	Generate the '.java' file. By default the .java file is removed after a correct compilation. Use this option to keep the .java file on disc. If this option is not used in conjunction with -jc, the Compiler will generate only the .java file and not the .class file.
-jo= <i>Option...</i>	<p>Passes the specified options to the 'javac' compiler. Multiple values must be separated by spaces.</p> <p>Example:</p> <pre>-jo="-g:none -source 1.7 -target 1.7"</pre> <p>See also iscobol.compiler.javac.options</p>

Listing Options

-la	<p>Use this option along with -lf in order to output full listing to a '.list' file in ANSI format. The list file contains all the source code, all the copybooks are merged into it (unless the SUPPRESS clause is used in the COPY statement) and in most of the cases it can be compiled as it is a standard COBOL program.</p> <p>If used along with -ld, only the source part is generated in ANSI format, the datamap is always in FREE format.</p> <p>This option is guaranteed to work correctly only if the original program is already in ANSI fixed format, otherwise results are unpredictable.</p> <p>Note: The listing is generated before the syntax analysis and every dot out of quotes is considered as end of the statement, therefore, if you don't enclose copybook names between quotes, you might obtain an uncompileable list file.</p>
-ld	<p>Output full listing and data map to a '.list' file. The list file contains all the source code, all the copybooks are merged into it (unless the SUPPRESS clause is used in the COPY statement). The datamap information is stored at the bottom of the list file and provides the following information for each data item described in the program Data Division: source line, item name, offset (in case the item is part of a group item), physical length, section in which the item is defined, type flags, item type and how the item is referenced in the Procedure Division.</p> <p>The datamap is not generated for CLASS-ID programs.</p> <p>Note: The listing is generated before the syntax analysis and every dot out of quotes is considered as end of the statement, therefore, if you don't enclose copybook names between quotes, you might obtain an uncompileable list file.</p>
-lf	<p>Output full listing to a '.list' file. The list file contains all the source code, all the copybooks are merged into it (unless the SUPPRESS clause is used in the COPY statement) and in most of the cases it can be compiled as it is a standard COBOL program written in free format.</p> <p>Note: The listing is generated before the syntax analysis and every dot out of quotes is considered as end of the statement, therefore, if you don't enclose copybook names between quotes, you might obtain an uncompileable list file.</p>

<code>-lfo</code>	Creates only a full listing of the program. This option is the same as <code>-lf</code> except that the Compiler doesn't compile to a Java class, it just generates the listing file and exits.
<code>-lo=DirName</code>	Specify the directory where '.list' files are to be stored. If the directory does not exist or doesn't have the proper permissions, the list file is not generated. This option forces the generation of list files even if <code>-lf</code> was not used.

Memory Options

<code>-ml</code>	Put all of WORKING-STORAGE into a contiguous block of memory.
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Output Options

<code>-od=DirName</code>	Specify the output directory for classes. If the directory does not exist or doesn't have the proper permissions, the compilation will fail.
<code>-ostrip</code>	Discard variable names from object files. Variable names are stripped from the compiled object. This option helps save memory and sometimes increases performances, however, exception messages shown by the JVM are less clear and the program cannot be compiled in debug mode.

Perform Stack Options

The <code>-pt</code> options control the behavior of returns from code executed during a <code>PERFORM</code> statement	
<code>-pt0</code>	Non-recursive <code>PERFORM</code> , RM/COBOL style
<code>-pt1</code>	Recursive <code>PERFORM</code> , Micro Focus COBOL and ACUCOBOL-GT style (default)
<code>-pt2</code>	Pseudo non-recursive <code>PERFORM</code> , OS/VS COBOL style

Use `-pt0` for compatibility with RM/COBOL, `-pt1` for compatibility with the default behavior of Micro Focus COBOL and ACUCOBOL-GT, and `-pt2` for compatibility with mainframe behavior of OS/VS COBOL, DOS/VS COBOL, VS COBOL II and COBOL/370.

For more information consult the documentation provided with the specific COBOL dialect

Keywords Options

<code>-rc=word, customword...</code>	<p>Change reserved words. Multiple values must be separated by commas. Single words (such as DISPLAY, ACCEPT, or ADD) can be changed, but complex statements (such as READ PREVIOUS or NEXT SENTENCE) cannot. For example, <code>-rc=ACCEPT,GETDATA</code> treats the word GETDATA as ACCEPT.</p> <p>It's not possible to replace a keyword with another keyword using this option. Use <code>-rm</code> if you need to replace a keyword with another keyword.</p>
<code>-rm=newmeaning, word...</code>	<p>Change the meaning of reserved words. Multiple values must be separated by commas. This option allows you to deem NULL as LOW-VALUES, COMP-5 as COMP, etcetera. For example, <code>rm=LOW-VALUES,NULL</code> treats NULL as LOW-VALUES.</p>
<code>-rw=word...</code>	<p>Suppress reserved words. Multiple values must be separated by commas. This is useful when one or more keywords are used as item names. For example, if the program contains the following variable: 77 PRINTER PIC X(32)., the following option is necessary in order to compile it correctly: <code>-rw=PRINTER</code>.</p>

Source Options

<code>-apost</code>	<p>Causes figurative constant QUOTE/QUOTES to be evaluated single quotes.</p>
<code>-big</code>	<p>Use this option to compile big programs.</p> <p>Several classes are generated. The number of generated classes is conditioned by the <code>iscobol.compiler.max_constants*</code> and <code>iscobol.compiler.max_paragraphs*</code> configuration properties.</p> <p>This option is useful to avoid the "too many constants" error that may appear when compiling huge programs.</p> <p>In rare cases, this option can be used in conjunction with <code>-sns=Lines</code> in order to get rid of the "code too large" error.</p> <p>Programs compiled with this option are not optimized, so it's suggested to use this option only for those programs that actually require it. You can activate the option using the <code>IMP OPTION Directive</code> in the first line of the source file in order to avoid a dedicated compile command.</p>
<code>-ce=Ext1...</code>	<p>Set the default extension for source and copybooks. When it is specified, any source or copy library file name that does not explicitly specify an extension has the default extension appended to it. Multiple values must be separated by the appropriate system path separator (such as ";" for Windows, or "." for UNIX).</p>

<code>-exec=Macro</code>	<p>Allow the compilation of the specified EXEC macro.</p> <p><code>-exec=html</code> enables the HTML compiler with the following limitations:</p> <ul style="list-style-type: none"> • if the source code is written in ANSI mode, then the <code>-sa</code> option is mandatory, • the statements EXEC HTML, END-EXEC and COPY "<file name>" must be alone on a single line, • in the HTML code an host variable is a valid COBOL name prefixed by colon, unless the character before the colon is a letter (e.g. parsing the string text:var1, var1 is not considered host variable), • expressions as indexes are not supported as well as the compilation option <code>-cod1</code>, • the listing obtained by the HTML compiler is not compilable.
<code>-noexec</code>	Skip EXEC statements.
<code>-s78c</code>	Level 78 implies the end of the previous 01 group item.
<code>-sa</code>	Force Fixed (aka ANSI) source format.
<code>-sc</code>	Force all CALL statements to be static. In order to correctly compile a program with this option, all programs called by the program you're compiling must be available in the CLASSPATH. During the runtime session CALLs will perform better, but classes will always be loaded from the CLASSPATH and never from iscobol.code_prefix paths.
<code>-scnl</code>	Converts copyfile names to lower case.
<code>-scnu</code>	Converts copyfile names to upper case.
<code>-sdcs</code>	Allows the currency sign to be changed at runtime. It works in conjunction with the iscobol.runtime.currency * configuration property.
<code>-sddp</code>	<p>Allows the DECIMAL-POINT clause to be reverted at runtime.</p> <p>When a program is compiled using this option, the absence or presence of the clause DECIMAL POINT IS COMMA is used only to retrieve the position of the thousands separators and decimal separator inside edited pictures and numeric literals.</p> <p>The actual character used in any display or print statement at runtime is controlled by the configuration property iscobol.runtime.decimal_point_is_comma (boolean) * .</p>
<code>-sevc</code>	<p>Supports the syntax:</p> <pre>copy "filename" of "\$COPYDIR". and copy "\$COPYDIR/filename".</pre> <p>Environment variables in COPY file names are resolved.</p>
<code>-sf</code>	Forces Free source format.
<code>-sl</code>	Allows AREA B to extend to the end of the line, regardless of line length.

<code>-smat</code>	<p>Allows the mixing of source files and copybooks written in Fixed and Terminal formats. This is useful when you're writing the main source code using the Fixed format and you need to insert some copybooks that are written in Terminal format, or vice versa.</p> <p>The rules that the compiler uses to determine the source format are as follows:</p> <p>The compiler looks at the character in the 7th column of the first not empty line. If this character is a valid indicator (*,\$,/) or a blank, then the source file is assumed to be in Fixed (aka ANSI) format, otherwise it is assumed to be in Free format. If the first character of the first not empty line is a valid indicator, not including the case of " *>", then the source file is assumed to be in Terminal format. As result, a valid comment on the first line establishes the format in a portable way.</p> <p>The -smat option has two effects:</p> <ol style="list-style-type: none"> 1) If the file is not in Fixed (aka ANSI) format then the file is in Terminal format 2) The analysis is repeated again for each copy file
<code>-sns=<i>Lines</i></code>	<p>Use this option to avoid "code too large" compiler errors or to optimize the compiled class file. This option sets the maximum number of COBOL statements that the compiler should attempt to keep together in a single generated Java method. A reasonable value for this option is 200. Try lower values if the "code too large" error persists.</p> <p>In rare cases, the -big option has to be used as well in order to get rid of the "code too large" error.</p> <p>Reason for the "code too large" error: one of the static constraints on the instructions in Java virtual machine code in a class file is that the bytecode size of a single method must be less than 65536 bytes. For COBOL this means that the compiler code generator must split large COBOL paragraphs and sentences into multiple Java methods. See http://docs.oracle.com/javase/specs/jvms/se7/html/jvms-4.html for more information.</p>
<code>-sp=<i>Copypath...</i></code>	<p>Specify all paths in which COPY files can be found. Multiple values must be separated by the appropriate system path separator (such as ";" for Windows, or ":" for UNIX).</p>
<code>-ssnl</code>	<p>Converts subroutine names to lower case.</p>
<code>-ssnu</code>	<p>Converts subroutine names to upper case.</p>
<code>-st</code>	<p>Forces Terminal source format.</p>
<code>-stl=<i>Length</i></code>	<p>Set the length of a tab character (the default value is 8). Multiple lengths are allowed, for example: "-stl=4,8" sets the first tab to 4 characters in length, and the rest to 8 characters in length.</p>
<code>-sv</code>	<p>Forces Variable source format.</p>

Screen Options

-va	AUTO assumed on all ACCEPT statements.
-vansi	Treat simple ACCEPT and DISPLAY statements in accordance with ANSI semantics. Specifying this option is the same as specifying FROM CONSOLE for all simple ACCEPT statements and UPON CONSOLE for all simple DISPLAY statements. You can change this behavior for individual ACCEPT or DISPLAY statements by specifying an explicit FROM/UPON phrase.
-vh	HIGHLIGHT assumed on all ACCEPT and DISPLAY statements.
-vu	WITH UPDATE assumed on all ACCEPT statements.
-vx	Allows exception keys to be entered by the user for any ACCEPT statement. This option assumes ON EXCEPTION CONTINUE for each ACCEPT that does not specify the ON EXCEPTION clause.

Warning Options

-watn	Show warnings for MOVEs of alphanumeric items to numeric items.
-wd2	Show warnings for features that are currently not supported by Web Direct 2.0. This option helps the programmer understand how their program will behave when running with Web Direct 2.0.
-wdbz	Show warnings for possible divide by zero without ON SIZE ERROR.
-whhttp	Show warnings for statements that are not supported by EIS/Mobile.
-wlu	Show warnings for LINKAGE/USING mismatch, if there are parameters that are defined in the program LINKAGE SECTION but not in the PROCEDURE DIVISION USING phrase.
-wmwc	Show warnings for long variables in MOVE WITH CONVERSION. It affects also the MOVE with conversion from alphanumeric to numeric edited, hence warnings may be shown also for normal MOVE from alphanumeric to numeric edited if <code>-caec</code> is used in addition to this option.
-wref	Show warnings for reference modifiers out of range. Note: with this option the error #173 <i>Reference modifier out of range</i> is returned as a Warning instead of a Severe error.
-wu	Show warnings for variables that are not used. This option is useful for programmers that wish to perform code cleaning by removing useless variable definitions. Consider that by default, the compiler does not allocate data division items that are not used, so this option is useful only to reduce the number of source lines and not the memory usage.

Miscellaneous Options

-tasks	Prints tasks in the compiler output. All comments starting with "todo" are considered tasks.
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-ze	Automatically execute the program when the compilation is finished.
-zi	Set the program to INITIAL. RESIDENT programs are not affected by this option.
-zy	Use 4-digit year in ACCEPT FROM DAY/DATE. Treat ACCEPT FROM DATE as ACCEPT FROM CENTURY-DATE and ACCEPT FROM DAY as ACCEPT FROM CENTURY-DAY

Compiler Properties

The list of configuration properties that affect the Compiler behavior can be found at [Compiler Configuration](#).

Refer to the [Configuration](#) chapter for general information about setting configuration properties.

Compiler Directives

The compiler directives can alter the behavior of the compiler.

When the source format is fixed or terminal, a compiler directive shall be written in the program-text area and may be followed only by space characters and an optional inline comment. When the reference format is free-form, a compiler directive may be followed only by space characters and an optional inline comment. When the alternative syntax is used, a compiler directive can be followed by a dot.

Specific directives are described next.

DEFINE Directive

The DEFINE directive defines a compiler constant.

```
>> DEFINE ConstantName AS ConstantValue [OVERRIDE]
```

Syntax:

1. *ConstantName* is the name of the constant to be set.
2. *ConstantValue* is the value of the constant.

General rules:

1. The Constant is defined and set to the *ConstantValue*.
2. Use the OVERRIDE clause to re-define a previously set constant.

Alternative syntax

The following equivalent syntax is supported for compatibility:

```
$SET CONSTANT ConstantName ConstantValue
```

The dollar sign must appear in the source indicator area.

Example

Define the DEBUG compiler constant set to 1:

```
>>DEFINE DEBUG 1
program-id. eg001.
...
```

EFD Directives

EFD Directives are documented in the Language Reference book.

ELK Directives

ELK Directives are documented in the Language Reference book.

ERROR Directive

When the ERROR directive is encountered, a message is written to STDERR and the compiler exits.

```
>> ERROR String
```

Syntax:

1. *String* is a text string delimited by quotes.

Example

Avoid a useless test program to be compiled:

```
>>ERROR "test program, not to be used"
program-id. eg001.
...
```

EVALUATE Directive

The EVALUATE directive checks the value of a constant to determine the inclusion of lines of source code.

```
>> EVALUATE ConstantName
{ >> WHEN String Statement-1 } ...
[ >> WHEN OTHER Statement-2 ]
>> END-EVALUATE
```

Syntax:

1. *ConstantName* is a constant defined in the configuration file as `iscobol.compiler.const.ConstantName` or using the [DEFINE Directive](#) compiler directive.
2. *String* is a text string delimited by quotes.
3. *Statement-1* and *Statement-2* are lines of COBOL code.

General rules:

1. When *String* matches the value of *ConstantName*, the lines in *Statement-1* are included.
2. When no match is found, the lines in *Statement-2* are included.

Example

Show a message only if the DEBUG constant is set either to 1 or 2:

```
>>EVALUATE DEBUG
>>WHEN 1
display message "debug level: 1"
>>WHEN 2
display message "debug level: 2"
>>END-EVALUATE
...
```

IF Directive

The IF directive checks the value of a constant to determine the inclusion of lines of source code.

```
>> IF ConstantName IS [ NOT ] DEFINED Statement-1
                        { [ NOT ] = ConstantValue }
                        { [ NOT ] < ConstantValue }
                        { [ NOT ] > ConstantValue }
[ >> ELSE Statement-2 ]
>> END-IF
```

Syntax:

1. *ConstantName* is a constant defined in the configuration file as `iscobol.compiler.const.ConstantName` or using the [DEFINE Directive](#) compiler directive.
2. *Statement-1* and *Statement-2* are lines of COBOL code.

General rules:

1. Testing IF DEFINED, when *ConstantName* is defined, no matter the value, the lines in *Statement-1* are included. Otherwise, the lines in *Statement-2* are included.
2. Testing IF EQUAL, GREATER or LESS, when *ConstantName* is defined, and its value matches the IF condition, the lines in *Statement-1* are included. Otherwise, the lines in *Statement-2* are included.

Alternative syntax

The following equivalent syntax is supported for compatibility:

```
$IF ConstantName [ NOT ] DEFINED Statement-1
                        { [ NOT ] = ConstantValue }
                        { [ NOT ] < ConstantValue }
                        { [ NOT ] > ConstantValue }
[ $ELSE Statement-2 ]
$END
```

The dollar sign must appear in the source indicator area.

Example

Show a message only if the DEBUG constant is defined:

```
>>IF DEBUG IS DEFINED
display message "debug mode"
>>END-IF
...
```

IMP MARGIN-R IS AFTER END OF RECORD Directive

The `IMP MARGIN-R IS AFTER END OF RECORD` directive allows AREA B to extend to the end of the line, regardless of line length.

```
>> IMP MARGIN-R IS AFTER END OF RECORD String
```

Example

In the following program it is possible to write code after column 72:

```
>>IMP MARGIN-R IS AFTER END OF RECORD
program-id. eg001.
...
```

IMP OPTION Directive

The `IMP OPTION` directive sets compiler options for a program.

```
>> IMP OPTION String
```

Syntax:

1. *String* is a text string delimited by quotes that contains the compiler options. Refer to the [Compiler Options](#) section for further details.
2. This directive must appear as first row in the source file. It cannot be used in the body of the source code.

General rules:

1. If the character "-" precedes the option, it's used during the compilation process; if the character "#" precedes the option, it is *not* used during the compilation process.
2. Options with a value override the value specified on the command line, if any. For example, if you have `-sns=100` in the command-line and `"-sns=200"` in the `IMP OPTION` directive, the program will be compiled with `sns` set to 200.
In order to remove an option with a value, the equal sign must be specified along with the option name. For example, if you have `-sns=100` in the command-line and you want to remove it through `IMP OPTION`, the correct syntax is `>>IMP OPTION "#sns="` not just `>>IMP OPTION "#sns"`.
3. The following compiler options can be used only in the command line and are ignored if they appear in *String*: `-cv`, `-efc`, `-efd`, `-efo`, `-lf`, `-lfo`, `-od`, `-rw`, `-rc`, `-sf`, `-st`, `-sa`, `-stl`.

Example

The following program will be always compiled with `-dz` and never compiled with `-di`:

```
>>IMP OPTION "-dz #di"
program-id. eg001.
...
```

PROPAGATE Directive

The `PROPAGATE` directive activates or deactivates propagation of exceptions for `CALL` statements.

```
>> PROPAGATE { ON }
           { OFF }
```

General rules:

1. `ON` activates propagation, `OFF` deactivates it. The default value is `OFF`.

When propagation is `OFF`, and a `CALL` statement without the `ON EXCEPTION` clause fails, an error is shown and execution terminates.

When propagation is `ON` and a `CALL` statement without the `ON EXCEPTION` clause fails, the COBOL program terminates and reports the exception to the caller. The Runtime Framework keeps reporting the same exception to the caller until a program without propagation, or a `CALL` statement with an `ON EXCEPTION` clause is found.

Example

Propagation will be activated in the following program:

```
>>PROPAGATE ON
program-id. eg001.
...
```

SET Directive

The `SET` directive allows to set a [Compiler Configuration](#) property for a program.

```
>> SET [NO] PropertyName PropertyValue
```

Syntax:

1. *PropertyName* is a text string that specifies the property name. It can be delimited by quotes.
2. *PropertyValue* is a text string that specifies the property value. It can be delimited by quotes. It can be written between parenthesis.

General rules:

1. *PropertyName* can be any of the properties described in [Compiler Configuration](#) stripped of the "iscobol.compiler" prefix.
2. The following properties cannot be set:
 - `max_paragraphs`

- max_constants
 - max_hostvars
 - options
 - regexp
3. When the NO keyword is used, then *PropertyValue* shouldn't be specified. In this way, the property is unset.

Alternative syntax

The following equivalent syntax is supported for compatibility:

```
$SET [NO] PropertyName PropertyValue
```

The dollar sign must appear in the source indicator area.

Example

A Java bridge program will be generated for the following program:

```
>>SET "easylinkage" "1"
program-id. eg001.
...
```

SOURCE Directive

The SOURCE directive sets the format of the source code.

```
>> SOURCE FORMAT IS { FIXED }
                        { FREE }
                        { PREVIOUS }
                        { TERMINAL }
                        { VARIABLE }
```

Syntax:

1. FIXED is ANSI format.
2. FREE is Free format.
3. PREVIOUS restores the format that was set before the last SOURCE directive.
4. TERMINAL is Terminal format.
5. VARIABLE is Variable format.

General rules:

1. The SOURCE FORMAT directive indicates that the source text or library text following the directive and continuing through a subsequent SOURCE FORMAT directive shall be treated as fixed form if FIXED is specified, as terminal form if TERMINAL is specified, as variable form if VARIABLE is specified or as free form if FREE is specified. See [Source Formats](#) for more information about the different source formats.
2. The default reference format of a compilation group is fixed form.
3. The default reference format of library text is the reference format that was in effect for the COPY statement that resulted in processing of this library text.
4. If a SOURCE FORMAT directive is specified in library text, the specified format shall be in effect until another

SOURCE FORMAT directive is encountered or the end of the library text is reached. When the processing of that library text is completed, the reference format shall revert to the reference format that was in effect for the COPY statement that resulted in processing of that library text.

Example

The source code of the following program will be treated according to the FREE format rules:

```
>>SOURCE FORMAT FREE
program-id.  eg001.
...
```

SQL Directives

SQL Directives are documented in the Language Reference book.

Source code preprocessing

The isCOBOL Compiler offers the ability to preprocess COBOL source files through regular expressions.

This feature is activated by the configuration property `iscobol.compiler.regexp *`. If the property is not set, then no preprocessing is performed. If the property is set, then the source code is preprocessed at compile time.

The property `iscobol.compiler.regexp *` can be set to one or more pairs of strings enclosed between double quotes, in the format:

```
iscobol.compiler.regexp= "match" "replacement" "match" "replacement" ...
```

Each pair of strings identifies a replacement that will be applied to the source before the Compiler processes it.

The first string of each pair is a match string and must respect Java specifications (<http://docs.oracle.com/javase/7/docs/api/java/util/regex/Pattern.html>).

Note - The backslash character (\), if used, must be doubled due to the property file format.

The second string of each pair is the replacement string. Every time the first string matches it is replaced by the second string.

Regular expressions are resolved sequentially in the order they appear in the `iscobol.compiler.regexp *` value for every line of code. More than one replacement might be performed on the same line; for example, having the following setting:

```
iscobol.compiler.regexp="A.A" "ABA" "B.B" "BCD"
```

the text AXAB will be transformed in ABCD (ABAB after the first replacement and ABCD after the second replacement, that is applied on the result of the first).

Replacements affect all the text in the source code, including string literals.

The list file produced by the Compiler includes the result of the text replacement (see [Listing Options](#) for information about how to obtain a list file).

Examples

Example - The following regexp replaces STOP RUN by GOBACK without case sensitivity and regardless of how many spaces are between STOP and RUN.

```
iscobol.compiler.regexp="( ?i) (STOP) \\s+ (RUN) " "GOBACK"
```

Runtime Framework

Overview

Source code compiled with isCOBOL needs a Runtime Framework to run. The Runtime is the engine that runs the application. The Runtime Framework consists of a number of libraries that provide all the functionality required to run the application. There are two kinds of library: Java jar libraries and operating system native libraries.

This is the list of the Java jar libraries that compose the isCOBOL Runtime Framework:

Library	Description
bcmail-jdk14-1.38.jar bcprov-jdk14-1.38.jar bctsp-jdk14-1.38.jar javassist.jar	isCOBOL Profiler dependences
charva.jar	support for "green" terminals
commons-codec-1.9.jar commons-collection4.4.1.jar mxlbeans-2.6.0.jar poi-3.17.jar poi-ooxml-3.17.jar poi-ooxml-schemas-3.17.jar	provide the ability to manage XLS and XLSX files. They're required by the Grid control export features.
commons-logging-api.jar	implementations of commons-logging wrapper APIs
commons-logging.jar	implementations of commons-logging
ctree-rtg.jar	ctreej interface
DJNativeSwing-SWT.jar DJNativeSwing.jar swt-<platform>.<bits>.jar	default web-browser control implementation.
iscobol.jar	isCOBOL Compiler, Framework, Debugger and Application Server
isupdater.jar	isCOBOL Software Updater tool
isprofiler.jar	isCOBOL Profiler
itext-2.1.7v3.jar	allow to generate PDFs for print files assigned to "-P PDF"
jcalendar-1.3.3.jar	date-entry control implementation

Library	Description
jcommon-1.0.13.jar jfreechart-1.0.19.jar	allow to create charts via java-bean technology
jdom.jar	allow the COBFILEIO, EfdParser and XML2WRK to parse XML files
jna.jar jna-platform.jar	allow the C\$SYSTEM routine to create a process on Windows. Required also by the default web-browser control implementation.
joe-1.3.jar	allow to execute joe scripts
utility.jar	isCOBOL internal utilities

These libraries are installed in the isCOBOL lib folder on all platforms. All these libraries are portable to different platforms except for "swt-<platform>.<bits>.jar" that includes native items and therefore is different on every operating system.

This is the list of native libraries included in the isCOBOL Runtime Framework:

Library	Description
ctree	allow to interact with a c-tree server
dyncall	allows programs compiled without <code>-cp</code> option to call dynamic link libraries
dyncall_n	allows programs compiled with <code>-cp</code> option to call dynamic link libraries
iscobolc	allows programs compiled without <code>-cp</code> option to be called by C programs
iscobolc_n	allows programs compiled with <code>-cp</code> option to be called by C programs
Terminal	Curses implementation (native part) of Charva. Note - This library is not available on the Windows 64 bit platform.

On Windows systems these libraries are installed in the isCOBOL bin folder and have dll extension (e.g. bin\dyncall.dll).

On Linux/Unix systems these libraries are installed in the isCOBOL native/lib folder, they have the lib prefix and so extension (e.g. native/lib/libdyncall.so).

On Mac OSX systems these libraries are installed in the isCOBOL native/lib folder, they have the lib prefix and jnilib extension (e.g. native/lib/libdyncall.jnilib).

A program compiled with isCOBOL can be executed with the following command:

```
iscrun ProgramName
```

Note - On Windows this command should be launched from inside the isCOBOL Shell. Otherwise you need to set ISCOBOL and ISCOBOL_JRE_ROOT environment variables before using iscrun.

This command is a wrapper which automatically adds all of the JAR files listed above to the class path before executing java and passing *ProgramName* to it. When running on Windows, the following command can be used in the same way to call javaw.exe:

```
isrun ProgramName
```

Javaw.exe runs the program without displaying the command line console window.

When using isrun.exe, since standard output and standard error are not available in this case, the console output printed on two files called "isrun_out.log" and "isrun_err.log" in the bin directory of isCOBOL.

Runtime Options

The Runtime Framework has a number of properties which can affect the behavior of isCOBOL. These allow the user to specify runtime actions such as authenticating passwords, customizing remote debugging, and specifying file systems. Properties can be set in the configuration file or dynamically changed by the application. A complete list of properties and their definitions is located in the [Configuration](#) section below. Here are a couple of examples of commonly used options.

-C

The -c option allows you to pass an additional configuration file:

```
isrun -c myApp.cfg ProgramName
```

The properties found in the configuration file are appended to the existing configuration.

-d

The -d option runs the program in debug mode:

```
isrun -d ProgramName
```

See [Debugger](#) for more information about debugging.

-info

The -info option displays information about the isCOBOL application. For example:

```
isrun -info ProgramName
```

The returned information contains:

- the class location
- the list of options that were used to compile the program
- the version of the Compiler (build number) that compiled the program
- the minimum runtime version (build number) necessary to run the program

-joe

The -joe option allows to start JOE's CobShell. There are two usages:

- open the CobShell in interactive mode:

```
isrun -joe
```

- run a script:

```
isrun -joe ScriptName.joe
```

See [JOE](#) for more details.

-license

The -license option displays information about the isCOBOL license.

```
iscrun -license
```

It's good practice to use this option along with -c, if applicable, in order to have the runtime looking in every possible configuration to find the active license code. For example:

```
iscrun -c myApp.cfg -license
```

-t

The -t option runs in terminal mode:

```
iscrun -t ProgramName
```

See [Using CHARVA](#) for details.

-update

The -update option makes the runtime looks for updates through the [Update Facility](#) before starting.

```
iscrun -update [-uc updater-config] ProgramName
```

The -uc option allows to specify a custom isUpdater configuration file. If the -uc option is not used, the runtime looks for a file named *isupdater.properties* in the Classpath.

The configuration file must contain the setting to connect to a update server through HTTP, so [swupdater.site](#). It could contain also additional settings (see Update Facility's [Client Configuration \(isupdater.properties\)](#) for details), otherwise these defaults are used:

Default configuration for Windows runtimes	Default configuration for Linux/Mac OS runtimes
swupdater.version.iscobol=<runtimeBuildNumber>	swupdater.version.iscobol=<runtimeBuildNumber>
swupdater.version.iscobolNative=<runtimeBuildNumber>	swupdater.version.iscobolNative=<runtimeBuildNumber>
swupdater.directory.iscobol=<isCOBOLInstallDir>/lib	swupdater.directory.iscobol=<isCOBOLInstallDir>/lib
swupdater.directory.iscobolNative=<isCOBOLInstallDir>/bin	swupdater.directory.iscobolNative=<isCOBOLInstallDir>/native/lib
swupdater.directory.clean.iscobol=true	swupdater.directory.clean.iscobol=true
swupdater.directory.clean.iscobolNative=true	swupdater.directory.clean.iscobolNative=true

The need of updating is determined by comparing the build numbers specified by the swupdater.version properties used by the runtime with the build numbers specified by the swupdater.version properties in the server side *swupdater.properties* file.

- If the server is down or no update is necessary, the runtime execution continues normally
- If some updates were executed, the runtime is automatically restarted.

-utility

The -utility option allows to run a utility:

```
iscrun -utility UtilityName
```

UtilityName can be any of the following (case insensitive):

- cobfileio
- cpk
- gife
- isl
- ismigrate
- jdbc2fd
- jutil
- xml2wrk

-v

The -v option displays version information about isCOBOL.

```
iscrun -v
```

--system

The --system option forces the current system Look and Feel for the GUI (default if none of the next four options is used):

```
iscrun --system ProgramName
```

--metal

The --metal option forces the Metal Look and Feel for the GUI:

```
iscrun --metal ProgramName
```

--motiv

The --motif option forces the Motif Look and Feel for the GUI:

```
iscrun --motif ProgramName
```

--GTK

The --GTK option forces the GTK Look and Feel for the GUI (not available on Windows):

```
iscrun --GTK ProgramName
```

--nimbus

The --nimbus option forces the Nimbus Look and Feel for the GUI:

```
isrun --nimbus ProgramName
```

Multiple options on the command-line

All the above options except for -v and -info can be combined and appear in any order in the command-line. For example, if you want to debug your program using a specific configuration file and forcing the Motif Look and Feel, you use:

```
isrun --motif -d -c myApp.cfg ProgramName
```

Configuration

The behavior of Compiler, Runtime Framework and utilities can be customized with properties defined in a configuration file, that contains a list of properties consisting of the name of the property and its value, separated by an equals symbol (=), a colon (:) or a space:

```
Property=Value  
Property:Value  
Property Value
```

Property may contain the following characters only: lower-case letters (unless specified otherwise in this document), digits, periods and underscores to separate words. Spaces, hyphens and any other characters are not allowed. The prefix "iscobol." is mandatory for any property, unless they're set as system environment variables.

Value is left trimmed. Trailing spaces are kept but leading spaces are removed. If you need to keep leading spaces as well, then start with a "\" (backslash).

The backslash character can be used to

- preserve leading spaces in the property value, e.g.

```
myproperty=\    this is the value
```

- split the property value on multiple lines, e.g.

```
myproperty=this \  
              is \  
              the \  
              value
```

- escape characters, e.g.

```
myproperty=C:\\folder1\\folder2
```

Common escape sequences:

Escape sequence	Meaning
\\	backslash
\f	form feed (0x0C)
\n	line feed (0x0A)
\r	carriage return (0x0D)
\u####	unicode representation (#### are the hex representation of the digit in UTF-16 BE encoding)

The property value can include delimited free text (comment) or Java properties values. See [iscobol.conf.var_delimiters](#) for more details.

Unless `iscobol.conf.only *` is set (or the corresponding command line option `-only` is used, where applicable), isCOBOL can use several configurations at the same time. They are loaded in the following order, and the properties they contain are set in the order in which they appear in the respective files:

1. system environment variables
Note - isCOBOL only looks for system environment variables whose name is in upper case. This is not a problem on case insensitive systems like Windows. On case sensitive systems like Linux, instead, the system environment variable will not be found if its name is in lower or mixed case.
2. `/etc/iscobol.properties`;
3. `iscobol.properties` located in the user home directory;
4. `iscobol.properties` located in the Java Classpath;
5. `-Discobol.conf=ownconfigurationfile` or, where applicable, `-c ownconfiguration file` set at the command line;
6. `$ISCOBOL/iscobol.properties`
7. `-Discobol.*` (set at the command line).
8. `-Discobol.remote_conf=remoteconfigurationfile` and `-c remoteconfigurationfile` (set at the client command line in Thin Client environment)

in addition to these configuration files, if `iscobol.properties` is located in a non-standard directory, you can also specify

```
-Discobol.conf=class_name
```

to indicate the proper location. In this example, `iscobol.properties` is loaded in the same directory as `class_name`.

You may also use a configuration file located on a web site by specifying:

```
-Discobol.conf=http://www.veryant.com/iscobol.properties
```

When a property is set more than one time, the most recently set value is used. The properties appearing in the command line have the highest priority, overriding any other previously set value.

For boolean properties, only the first character is used. Therefore, a boolean property is True when its first character is "T", "t", "Y", "y", or a digit from "1" to "9". Any other value is False.

The value of a property can be retrieved in a COBOL program with the following statement:

```
ACCEPT PropertyValue FROM ENVIRONMENT "PropertyName"
```

The value of a property can be temporarily set, for the duration of the working session, with the following statement:

```
SET ENVIRONMENT "PropertyName" TO PropertyValue
```

PropertyName should not begin with "iscobol.". That prefix is automatically added by the Runtime.

Configuration Properties

The following tables list all the available configuration properties.

- [Licenses Configuration](#)
- [Compiler Configuration](#)
- [General Runtime Configuration](#)
- [Remote Compiler Configuration](#)
- [Web Direct 2.0 Configuration](#)
- [HTTPHandler Configuration](#)
- [User Interface Configuration](#)
- [Debugger Configuration](#)
- [File Handling Configuration](#)
- [Database Bridge and JDBC/ESQL Configuration](#)
- [isCOBOL Server \(thin client\) Configuration](#)
- [Load Balancer Configuration](#)
- [Print Configuration](#)
- [IDE Reports and Export to Excel feature Configuration](#)
- [Update Facility Configuration](#)
- [Library Routines and Utilities Configuration](#)
- [Keyboard Configuration](#)

Licenses Configuration

Licenses properties cannot be set by SET ENVIRONMENT within the program. They must appear in the external configuration.

Property	Meaning
<code>iscobol.compiler.license.2019</code>	This property specifies the license code for the isCOBOL Compiler.
<code>iscobol.easydb.license.2019</code>	This property specifies the license code for isCOBOL Database Bridge.
<code>iscobol.eis.license.2019</code>	This property specifies the license code for isCOBOL EIS and Web Direct 2.0.

Property	Meaning
<code>iscobol.license.2019</code>	This property specifies the isCOBOL license code. This license activates runtime and debugging features and controls how many concurrent users can connect to the Application Server.
<code>iscobol.mobile.license.2019</code>	This property specifies the license code for isCOBOL Mobile.
<code>iscobol.udbc.license.2019</code>	This property specifies the license code for isCOBOL UDBC.

Compiler Configuration

Unlike Framework properties, Compiler properties cannot be set by SET ENVIRONMENT within the program. Most of them can be set within the program using [SET Directive](#) if stripped of the "iscobol.compiler" prefix.

(*) The asterisk after the property name means that the property can't be set using [SET Directive](#), but can only appear in the external configuration.

Property	Meaning
<code>iscobol.compiler.const.ConstantName</code>	Sets the value for a constant that can be used by the compiler directives. Refer to the Compiler Directives section for further details.
<code>iscobol.compiler.efd_field_name_num (boolean)</code>	<p>True = field names that begin with a number are registered as they are in the EFD/ISS dictionaries. False = field names that begin with a number are registered with a leading underscore in the EFD/ISS dictionaries.</p> <p>This option affects the generation of EFD/ISS dictionaries as well as the generation of EDBI routines performed when <code>iscobol.compiler.easydb (boolean)</code> is set to true.</p> <p>If omitted, <i>False</i> is assumed.</p>
<code>iscobol.compiler.esql.array.TypeName</code>	<p>This property specifies the field type within a ARRAY SQL type. It's used in conjunction with <code>iscobol.compiler.esql.procedure.ProcedureName</code> or the HOSTVAR Directive when they define parameters with <i>dbtype=ARRAY</i>.</p> <p><i>TypeName</i> must be written in lower case regardless of the case it has on the database.</p> <p>For example, given the following procedure, that returns an array of varchar fields:</p> <pre>create or replace package MYPKG IS TYPE Tbl_TYPE IS TABLE OF VARCHAR(8) INDEX BY BINARY_INTEGER; PROCEDURE GET(P1 OUT Tbl_TYPE); END MYPKG;</pre> <p>You would set:</p> <pre>iscobol.compiler.esql.procedure.mypkg.get=o,array,tbl_type iscobol.compiler.esql.array.tbl_type=varchar</pre>

Property	Meaning
<code>iscobol.compiler.esql.procedure.ProcedureName</code>	<p>This property specifies the signature of a stored procedure. The compiler uses this information to bind the host variables used as parameters. The value of this property has the following format:</p> <pre>type[,dbtype[,typename]];type[,dbtype[,typename]];...;type[,dbtype[,typename]]</pre> <p>Where:</p> <ul style="list-style-type: none"> <code>type</code> is the parameter type; use "i" for input, "o" for output and "u" for input-output. <code>dbtype</code> is the type of the corresponding database field. Any Java SQL type is allowed. Refer to the java.sql.Types javadoc for the list of possible values. If the <code>dbtype</code> is ARRAY, specify also the type name; the Compiler will look for the configuration property <code>iscobol.compiler.esql.array.TypeName</code> in order to know which field type is used in the array. If <code>dbtype</code> is omitted, <code>dbtype=OTHER</code> is assumed. <p><code>ProcedureName</code> must be written in lower case regardless of the case it has on the database. If the procedure is included in a package, the package name must be specified as well.</p> <p>For example, given the following procedure:</p> <pre>create or replace package MYPKG IS PROCEDURE PROC1(P1 IN NUMBER, P2 OUT VARCHAR); END MYPKG;</pre> <p>You would set:</p> <pre>iscobol.compiler.esql.procedure.mypkg.proc1=i,number;o,varchar</pre>
<code>iscobol.compiler.indd</code>	<p>When this property is set, all format 1 ACCEPT statements which either have no FROM option or specify FROM SYSIN are transformed into READ statements, reading from the file specified by this property.</p> <p>Example:</p> <pre>iscobol.compiler.indd=in.txt</pre> <p>If a relative path is provided, it's resolved according to the runtime working directory. In thin client environment, the file is searched client side. If the file is not found, the system input (SYSIN) is used.</p> <p>The name of the indd file can be changed at runtime via configuration if <code>iscobol.file.env_naming (boolean)</code> is set to true.</p> <p>The management of the file can be performed by a custom file handler specified by the configuration property <code>iscobol.file.indd</code>.</p>
<code>iscobol.compiler.iss_julian_base</code>	<p>Specifies the julian base date in the format YYYYMMDD. This property affects only iss dictionaries generated by the <code>-efc</code> option.</p> <p>If this property is not set, no base date is registered in the iss dictionary and c-treeSQL will use March 1st 1700 as base date for julian dates.</p>

Property	Meaning
<code>iscobol.compiler.javac</code>	<p>Specifies the name of the Java compiler to be used in place of the default.</p> <p>This property is ignored by the IDE. When you work with the IDE, the Java compiler has to be configured in the Preferences.</p>
<code>iscobol.compiler.javac.options</code>	<p>List of options that should be passed to the Java compiler. Multiple options must be separated by space. Two possible values for this property are:</p> <p><code>-source 1.7 -target 1.7</code></p> <p>creates classes that are compatible with previous versions of Java (in this case 1.7 and higher)</p> <p><code>-g:none</code></p> <p>removes debug information producing smaller classes.</p> <p>Options can also be passed to the Java compiler through the <code>-jo</code> compiler option.</p> <p>This property is ignored by the IDE. When you work with the IDE, the Java compiler options have to be configured in the Preferences.</p>
<code>iscobol.compiler.max_constants *</code>	<p>This property sets the maximum number of constants that can be generated into a class when the <code>-big</code> option is used. When the number is exceeded, the program is split into multiple class files.</p> <p>The default value is 1000</p>
<code>iscobol.compiler.max_host_vars *</code>	<p>This property sets the maximum number of host variables that can be used in an ESQL statement. When the number is exceeded, the program is split into multiple class files.</p> <p>The default value is 700</p>
<code>iscobol.compiler.max_paragraphs *</code>	<p>This property sets the maximum number of paragraphs that can be generated into a class when the <code>-big</code> option is used. When the number is exceeded, the program is split into multiple class files.</p> <p>The default value is 300</p>

Property	Meaning
<code>iscobol.compiler.messagelevel.(error-number)=(action)</code>	<p>This property allows you to choose which errors should be traced when compiling. The (error-number) is the number that appears at the beginning of the error message. (action) can be one of the following values:</p> <ul style="list-style-type: none"> 0 = Do not show 1 = Show as Informational 2 = Show as Warning 3 = Show as Error 4 = Show as Severe Error <p>For example, to map the following Error (--E: 154 End statement required END-EVALUATE;) as Informational, this setting must be used:</p> <pre>iscobol.compiler.messagelevel.154=1</pre> <p>Refer to Error numbers list for the list of error messages and their number.</p> <p>Note - if error-number refers to a Severe error, then the property will have no effect, as it's not possible to downgrade the severity of a Severe error.</p>
<code>iscobol.compiler.options</code>	<p>* Lists compiler options. Refer to the Compiler Options section for further details. These options are used along with the ones specified on the command-line. Multiple options must be separated by space.</p> <p>This property is ignored by the IDE. When you work with the IDE, the compiler options have to be configured either in the Preferences or in the project settings.</p>
<code>iscobol.compiler.outdd</code>	<p>When this property is set, all format 1 DISPLAY statements which either have no UPON option or specify UPON SYSOUT are transformed into WRITE statements, writing to the file specified by this property. Along with the file name it's possible to specify two optional parameters: the record size and the file type. The file type can be either "L" for Line Sequential (default) or "R" for Record Sequential. Parameters must be separated by space.</p> <p>Example of setting with just the file name:</p> <pre>iscobol.compiler.outdd=out.txt</pre> <p>Example of setting with all parameters:</p> <pre>iscobol.compiler.outdd=out.txt 10 L</pre> <p>If a relative path is provided, it's resolved according to the runtime working directory. In thin client environment, the file is searched client side. If the file can't be created, the system output (SYSOUT) is used.</p> <p>The file is initialized when the JVM starts and remains locked until the JVM terminates. If multiple COBOL programs refer to the same outdd file, the information that they display is appended to the existing content in the file.</p> <p>The name of the outdd file can be changed at runtime via configuration if iscobol.file.env_naming (boolean) is set to true.</p> <p>The management of the file can be performed by a custom file handler specified by the configuration property iscobol.file.outdd.</p>

Property	Meaning
<code>iscobol.compiler.regex</code> *	<p>This property allows you to modify the source code on the fly at compile time through regular expressions.</p> <p>See Source code preprocessing for details.</p>

Properties for the EasyLinkage feature

Property	Meaning
<code>iscobol.compiler.easylink age (boolean)</code>	<p>True = The EasyLinkage feature is turned on and it generates bridge classes for each compiled COBOL program.</p> <p>False = The EasyLinkage feature is turned off. No bridge classes are generated.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easylink age.cut</code>	<p>This property specifies the substrings to be removed from the Linkage Section data items name before creating the corresponding Java object in the bridge program. Multiple values must be separated by space.</p> <p>For example: if a data item is named "lnk-p1" and this property is set to "lnk-", then the item will be considered as "p1".</p>
<code>iscobol.compiler.easylink age.decoration (boolean)</code>	<p>True = Linkage Section data items name is capitalized according to Java rules in order to build the name of the corresponding Java object in the bridge program.</p> <p>False = Linkage Section data items name is normalized according to COBOL rules (it's made uppercase replacing hyphens with underscores) in order to build the name of the corresponding Java object in the bridge program.</p> <p>For example: if a data item is named "lnk-p1", the corresponding Java object will be named "lnkP1" if this property is set to true, "LNK_P1" otherwise.</p> <p>The default value is True.</p>
<code>iscobol.compiler.easylink age.package</code>	<p>This property specifies the package that the generated classes must belong to.</p> <p>By default, no package is used.</p>
<code>iscobol.compiler.easylink age.prefix</code>	<p>This property specifies a prefix to be put before the name of the generated bridge class.</p> <p>For example: if the compiled program is named "PROG1" and this property is set to "bridgeTo", then the generated class will be named "bridgeToPROG1".</p> <p>The default value is "link".</p>

Database Bridge (EasyDB) Configuration

Property	Meaning
<code>iscobol.compiler.easydb (boolean)</code>	<p>True = The Compiler generates bridge classes that allow the COBOL programs to access RDBMS in the same way as they do with ISAM indexed files.</p> <p>False = No bridge class is generated.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.d b2 (boolean)</code>	<p>True = Generate EDBI routines suitable for IBM DB2.</p> <p>False = Don't generate EDBI routines suitable for IBM DB2.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.compiler.easydb.db2_as400</code> (boolean)	<p>True = Generate EDBI routines suitable for IBM DB2 on AS/400. False = Don't generate EDBI routines suitable for IBM DB2 on AS/400.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.db2_as400.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <i>easydb.db2_as400</i>=true.</p> <p>The default value is "d24".</p>
<code>iscobol.compiler.easydb.db2.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <i>easydb.db2</i>=true.</p> <p>The default value is "db2".</p>
<code>iscobol.compiler.easydb.defaultchar</code> (boolean)	<p>True = Map alphanumeric COBOL fields to CHAR on the database. False = Map alphanumeric COBOL fields to VARCHAR on the database.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.duplicates_in_order</code> (boolean)	<p>True = Return records with duplicate key values in the primary key order. False = Return records with duplicate key values as you read them from the database.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.entry_points</code> (boolean)	<p>True = Generate entry-points in the EDBI routine where the user can inject customized code. False = Don't generate entry-points.</p> <p>See Extending EDBI routines through entry points for more information.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.generic</code> (boolean)	<p>True = Generate generic EDBI routines. False = Don't generate generic EDBI routines.</p> <p>The default value is False, however generic EDBI routines are generated by default if <i>compiler.easydb</i> is true and all the <i>easydb.<rdbs></i> properties are false.</p>
<code>iscobol.compiler.easydb.generic.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <i>easydb.generic</i>=true.</p> <p>The default value is "gen".</p>
<code>iscobol.compiler.easydb.high_values_as_max_val</code> (boolean)	<p>True = Replace high-values with the maximum value allowed by the field. False = Don't replace high-values in the fields.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.index_only</code> (boolean)	<p>True = Generate EDBI routines only for indexed files. False = Generate EDBI routines for indexed, line sequential, relative and sequential files.</p> <p>The default value is True.</p>

Property	Meaning
<code>iscobol.compiler.easydb.informix</code> (boolean)	<p>True = Generate EDBI routines suitable for Informix False = Don't generate EDBI routines suitable for Informix.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.informix.dates_as_strings</code> (boolean)	<p>True = Use the string representation to deal with dates. False = Use conversion functions to deal with dates.</p> <p>The default value is False.</p> <p>This property is considered only for Informix.</p>
<code>iscobol.compiler.easydb.informix.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <i>easydb.informix</i>=true.</p> <p>The default value is "ifx".</p>
<code>iscobol.compiler.easydb.isam_eof</code> (boolean)	<p>True = Use ISAM positioning rules on end of file. False = Don't use ISAM positioning rules on end of file.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.julian_routines=<cbdb>;<dbcb></code>	<p>This property specifies the name of custom routines for julian dates management. Two routines must be provided: the first is for conversions between COBOL and database while the second is for conversions between database and COBOL. The two names must be separated by semicolon.</p> <p>In order to create these routines, you can edit and customize EDBI-DTJUCBDB.cbl and EDBI-DTJUDBCB.cbl installed under \$ISCOBOL/easydb/edbsource.</p> <p>If the property is not set, then the standard EDBI routines EDBI-DTJUCBDB and EDBI-DTJUDBCB stored in the isCOBOL runtime library are used.</p>
<code>iscobol.compiler.easydb.light_cursors</code>	<p>This property is considered only for MySQL and PostgreSQL. When set to "1" or "2", the EDBI routines perform a pagination of the read records. Possible values are:</p> <p>0 = No pagination 1 = Pagination only when using a UNIQUE index 2 = Pagination for every index</p> <p>The default value is 0.</p> <p>Note - An additional column named OID is generated in the tables when the value 2 is used. For this reason, routines generated with <i>light_cursors</i>=2 can't work on tables that were created by routines generated with a different value of <i>light_cursors</i> and vice versa.</p> <p>The number of records per page is controlled by the configuration properties <code>iscobol.easydb.mysql_row_limit</code> and <code>iscobol.easydb.postgres_row_limit</code> respectively.</p>

Property	Meaning
<code>iscobol.compiler.easydb.max_char_len</code>	<p>This property sets the size limit used by EDBI routines to choose if the an alphanumeric COBOL field must be mapped to CHAR or VARCHAR. If the size of the COBOL field is not greater than the value of the property, then the field is mapped to CHAR, otherwise it is mapped to VARCHAR.</p> <p>The default value is 0.</p>
<code>iscobol.compiler.easydb.mysql</code> (boolean)	<p>True = Generate EDBI routines suitable for MySQL. False = Don't generate EDBI routines suitable for MySQL.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.mysql.oid_name</code>	<p>This property specifies the name of the OID column generated when iscobol.compiler.easydb.light_cursors is set to 2. It's considered only for MySQL.</p> <p>The default value is "OID".</p>
<code>iscobol.compiler.easydb.mysql.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <i>easydb.mysql=true</i>.</p> <p>The default value is "mys".</p>
<code>iscobol.compiler.easydb.names_with_leading_zeros</code> (boolean)	<p>True = Use leading zeroes in OCCURS item names. The number of leading zeroes depends by the occurs size. EasyDB puts before as many zeroes as it takes to reach the number of digits of the occurs size. False = Don't use leading zeroes in OCCURS item names.</p> <p>Example: Consider the following COBOL items:</p> <pre> 03 my_item_a pic x(10) occurs 3. 03 my_item_b pic x(10) occurs 30. 03 my_item_c pic x(10) occurs 300. </pre> <p>If the property is false, then the columns are named:</p> <pre> my_item_a_1, my_item_a_2, my_item_a_3 my_item_b_1, my_item_b_2, my_item_b_3, ... my_item_b_30 my_item_c_1, my_item_c_2, my_item_c_3, ... my_item_c_300 </pre> <p>If the property is true, then the columns are named:</p> <pre> my_item_a_1, my_item_a_2, my_item_a_3 my_item_b_01, my_item_b_02, my_item_b_03, ... my_item_b_30 my_item_c_001, my_item_c_002, my_item_c_003, ... my_item_c_300 </pre> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.compiler.easydb.no_check</code> (boolean)	<p>True = Don't check for table existence during OPEN. False = Check for table existence during OPEN.</p> <p>The default value is False.</p> <p>Note - disabling the check of table existence may improve performance, especially if your programs use the OPEN statement a lot. However, there are also few side effects, for example, since the OPEN will never fail with 'file not found' you will not be able to create with I\$IO having <code>io_creates=1</code> in the configuration. Also, if the table doesn't exist but the OPEN doesn't fail, you might have odd errors in the next operations.</p>
<code>iscobol.compiler.easydb.oracle</code> (boolean)	<p>True = Generate EDBI routines suitable for Oracle. False = Don't generate EDBI routines suitable for Oracle.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.oracle.hints</code>	<p>This property is considered only for Oracle. It forces the use of hints within queries used to simulate the COBOL Start statement. This should speed up the reading of records.</p> <p>Possible values are:</p> <p>0 = Don't use hints. 1 = Use hints but keep the ORDER BY in they query 2 = Use hints and discard the ORDER BY in the query, assuming that records will be sorted according to the index set by the hint.</p> <p>The default value is 0.</p>
<code>iscobol.compiler.easydb.oracle.index_storage_initial_value</code>	<p>This property is considered only for Oracle. It specifies the initial storage value for indexes.</p> <p>If not set, then the default storage value is used.</p>
<code>iscobol.compiler.easydb.oracle.index_storage_next_value</code>	<p>This property is considered only for Oracle. It specifies the next storage value for indexes.</p> <p>If not set, then the default storage value is used.</p>
<code>iscobol.compiler.easydb.oracle.index_storage_pctincrease_value</code>	<p>This property is considered only for Oracle. It specifies the initial pctincrease for indexes.</p> <p>If not set, then the default pctincrease value is used.</p>
<code>iscobol.compiler.easydb.oracle.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <code>easydb.oracle=true</code>.</p> <p>The default value is "ora".</p>
<code>iscobol.compiler.easydb.oracle.table_storage_initial_value</code>	<p>This property is considered only for Oracle. It specifies the initial storage value for tables.</p> <p>If not set, then the default storage value is used.</p>

Property	Meaning
<code>iscobol.compiler.easydb.oracle.table_storage_next_value</code>	<p>This property is considered only for Oracle. It specifies the next storage value for tables.</p> <p>If not set, then the default storage value is used.</p>
<code>iscobol.compiler.easydb.oracle.table_storage_pctincrease_value</code>	<p>This property is considered only for Oracle. It specifies the initial pctincrease for tables.</p> <p>If not set, then the default pctincrease value is used.</p>
<code>iscobol.compiler.easydb.oracle.tablespace_index_name</code>	<p>This property is considered only for Oracle. It specifies the name of the tablespace where indexes must be created and searched.</p> <p>If not set, then the default tablespace is used.</p>
<code>iscobol.compiler.easydb.oracle.tablespace_name</code>	<p>This property is considered only for Oracle. It specifies the name of the tablespace where tables must be created and searched.</p> <p>If not set, then the default tablespace is used.</p>
<code>iscobol.compiler.easydb.oracle.wait_for_lock</code>	<p>This property is considered only for Oracle. It specifies how the EDBI routine should behave when a record locked condition occurs. You can choose between waiting for the lock to be released or returning an error to the COBOL program.</p> <p>Possible values are:</p> <ul style="list-style-type: none"> 0 = Never wait for locks and return an error instead 1 = Always wait for locks 2 = Wait for locks or return an error depending on the <code>iscobol.easydb.wait_for_lock (boolean)</code> runtime setting <p>The default value is 0.</p>
<code>iscobol.compiler.easydb.output</code>	<p>This property specifies the output directory where the EDBI routine must be generated. If not set, then the routine is generated in the same directory as the COBOL source file.</p>
<code>iscobol.compiler.easydb.postgres (boolean)</code>	<p>True = Generate EDBI routines suitable for PostgreSQL. False = Don't generate EDBI routines suitable for PostgreSQL.</p> <p>The default value is False.</p>
<code>iscobol.compiler.easydb.postgres.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <code>easydb.postgres=true</code>.</p> <p>The default value is "pgs".</p>
<code>iscobol.compiler.easydb.sqlserver (boolean)</code>	<p>True = Generate EDBI routines suitable for Microsoft SQL Server. False = Don't generate EDBI routines suitable for Microsoft SQL Server.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.compiler.easydb.sqlserver.datetime_always</code> (boolean)	<p>True = Every field with EFD DATE directive becomes a DATETIME, regardless of the date format string.</p> <p>False = Fields with EFD DATE directive become DATE, TIME or DATETIME according to the date format string.</p> <p>The default value is False.</p> <p>This property is considered only for Microsoft SQL Server.</p>
<code>iscobol.compiler.easydb.sqlserver.latin1_general_bin</code>	<p>This property is considered only for Microsoft SQL Server. It forces the use of latin1_general_bin collating sequence, ensuring that data is ordered according to the ASCII value of the characters.</p> <p>Possible values are:</p> <p>0 = Don't use the latin1_general_bin collating sequence 1 = Use latin1_general_bin during CREATE TABLE 2 = Use latin1_general_bin during ORDER BY</p> <p>The default value is 0.</p>
<code>iscobol.compiler.easydb.sqlserver.prefix</code>	<p>This property specifies the prefix that will be put before each indexed file name to build the bridge program name when <i>easydb.sqlserver=true</i>.</p> <p>The default value is "srv".</p>
<code>iscobol.compiler.easydb.test_not_numeric</code>	<p>This property allows to write zeros instead of non-numeric values in numeric key fields, avoiding data conversion errors that might occur with some JDBC drivers.</p> <p>Possible values are:</p> <p>0 = No action 1 = Write zero instead of non-numeric values 2 = Same as "1", but with trace. The trace is stored in the file pointed by the iscobol.edbi.notnum.tracefile runtime setting.</p> <p>The default value is 0.</p>
<code>iscobol.compiler.easydb.unlock_all</code> (boolean)	<p>True = Enable the support for UNLOCK ALL statement.</p> <p>False = It's not possible to perform UNLOCK ALL.</p> <p>The default value is False.</p>

Service Bridge Configuration

Property	Meaning
<code>iscobol.compiler.servicebridge (boolean)</code>	<p>True = The Compiler generates bridge classes that allow the COBOL programs to be used as a Web Service.</p> <p>False = No bridge class is generated.</p> <p>The default value is False.</p>
<code>iscobol.compiler.servicebridge.bean</code>	<p>This property specifies the service type for which a bean client program should be generated along with the bridge program. Valid values are:</p> <p>SOAP = Generate beans for SOAP Web Services</p> <p>REST = Generate beans for REST Web Services</p>
<code>iscobol.compiler.servicebridge.bean.package</code>	<p>This property specifies the package for the bean class.</p> <p>By default, there's no package.</p>
<code>iscobol.compiler.servicebridge.bean.prefix</code>	<p>This property specifies the prefix to be applied to the bean client program name.</p> <p>The default value is "bean".</p>
<code>iscobol.compiler.servicebridge.bean.url</code>	<p>This property specifies the URL to which the bean client program must connect.</p> <p>The default value is "http://localhost:8080/services"</p>
<code>iscobol.compiler.servicebridge.type</code>	<p>This property specifies what type of service will be provided by the bridge classes. Possible values are:</p> <p>SOAP = SOAP Web Service</p> <p>REST = REST Web Service</p> <p>The default value is "SOAP".</p>
<code>iscobol.compiler.servicebridge.rest.prefix</code>	<p>This property specifies the prefix that will be put before the COBOL program name to build the bridge program name when <code>servicebridge.type=REST</code>.</p> <p>The default value is "rest".</p>
<code>iscobol.compiler.servicebridge.soap.charset</code>	<p>This property specifies the encoding that should be used in the SOAP service response.</p> <p>All the canonical names listed in the following Java documentation can be used as value for this property:</p> <p>https://docs.oracle.com/javase/8/docs/technotes/guides/intl/encoding.doc.html</p> <p>The default value is "UTF-8"</p>
<code>iscobol.compiler.servicebridge.soap.namespace_suffix</code>	<p>This property specifies the string to be appended to the value of <code>iscobol.compiler.servicebridge.soap.namespace</code> in order to compose the final namespace.</p> <p>By default, the COBOL program name is used.</p>

Property	Meaning
<code>iscobol.compiler.servicebridge.soap.prefix</code>	<p>This property specifies the prefix that will be put before the COBOL program name to build the bridge program name when <code>iscobol.compiler.servicebridge.type=SOAP</code>.</p> <p>The default value is "soap".</p>
<code>iscobol.compiler.servicebridge.soap.url</code>	<p>This property specifies the Web Service base URL.</p> <p>The default value is "http://localhost:8080"</p>
<code>iscobol.compiler.servicebridge.soap.style</code>	<p>This property specifies the SOAP messaging style. Possible values are:</p> <p>Document = use Document style RPC = use RPC style</p> <p>The Document style indicates that the SOAP body contains a XML document which can be validated against pre-defined XML schema document. RPC indicates that the SOAP message body contains an XML representation of a method call and uses the names of the method and its parameters to generate XML structures that represent a method's call stack.</p> <p>The default value is "RPC".</p>
<code>iscobol.compiler.servicebridge.soap.namespace</code>	<p>This property specifies the unique namespace in order for client applications to distinguish your SOAP Web Service from other services on the Web.</p> <p>The default value is "http://tempuri.org"</p>
<code>iscobol.compiler.servicebridge.package</code>	<p>This property specifies a package for the generated bridge class.</p> <p>By default, the bridge classes have no package.</p>

General Runtime Configuration

(*) The asterisk after the property name means that the property is static, it's inquired only once by the Framework and then changing it using the SET ENVIRONMENT statement has no effect.

Property	Meaning
<code>iscobol.array_cache</code>	<p>This property represents the number of OCCURS elements stored in memory for increasing performances.</p> <p>The default value is 101.</p>
<code>iscobol.array_check (boolean) *</code>	<p>True = Array boundaries are checked at Runtime in order to provide more details in case of "out of bounds" errors. If a program addresses an item that is outside the valid range, an error message is shown and the program exits. The error message informs about the data item name and the problematic index value. False = Array boundaries are not checked. If a program addresses an item that is outside the valid range, a generic "out of bounds" error message is shown and the program exits. The <code>-m1</code> option may avoid the crash and make the program access the area of the next Working-Storage item instead.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.call_run.sync</code> (boolean)	<p>True = The calling program in a CALL RUN waits for the called program to terminate before proceeding.</p> <p>False = The calling program in a CALL RUN doesn't wait for the called program to terminate before proceeding.</p> <p>The default value is False.</p>
<code>iscobol.check.numeric_content</code> (boolean) *	<p>True = an exception is thrown for USAGE DISPLAY numeric and numeric-edited variables that don't contain a number.</p> <p>False = no exceptions are thrown for USAGE DISPLAY numeric and numeric-edited variables that don't contain a number.</p> <p>The default value is False.</p> <p>The check is performed when the Framework reads bytes from the memory and transform them to a number, for example when the program displays numeric data items or when arithmetic operations are performed.</p> <p>For numeric edited items the exception is thrown if there isn't a numeric digit in correspondence with the '9' characters of the picture.</p> <p>This feature may slow down performance, so it's strongly suggested to use it only for debug purposes.</p>
<code>iscobol.checkdiv</code>	<p>This property allows you to specify an alternate runtime response to a divide by zero condition when the statement does not include a ON SIZE ERROR clause. Valid values are:</p> <p>0 = Results are undefined.</p> <p>1 = The program aborts with the error message "Attempt to divide by zero".</p> <p>2 = The result is zero.</p> <p>3 = The result is the dividend, as if the division was by 1 instead of by zero.</p> <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.code_prefix</code>	<p>This property lists the paths and the jar libraries in which programs are searched. Multiple values must be separated by the line feed character or by the current operating system path separator. Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a". An asterisk can be specified at the end of a path to include all the jars in that path.</p> <p><code>code_prefix</code> is used by:</p> <ul style="list-style-type: none"> • CALL STATEMENT • <i>isrun</i> and <i>iscrun</i> commands • isCOBOL Server • Web-Direct 2.0 <p>CLASSPATH is read first, then <code>code_prefix</code> is read. This means that if the same program is found in both CLASSPATH and <code>code_prefix</code>, it's loaded from CLASSPATH. If <code>code_prefix</code> is not set, CLASSPATH is used instead.</p> <p>All classes loaded from <code>code_prefix</code> are loaded into memory each time they are called, if the program cancels these classes from memory (see CANCEL STATEMENT). A class is reloaded from disk only if the disk file last modification timestamp is different from the last modification timestamp of the class loaded in memory.</p> <p>Programs loaded from CLASSPATH, instead, are always stored in memory until the Runtime Framework terminates and the CANCEL STATEMENT just initializes their DATA DIVISION.</p> <p>COBOL classes (programs that have CLASS-ID in their IDENTIFICATION DIVISION) are loaded from the <code>code_prefix</code> only if they're in the same location of the COBOL program (a program that has PROGRAM-ID in its IDENTIFICATION DIVISION) that invokes them.</p>
<code>iscobol.code_prefix.reload (boolean) *</code>	<p>True = When <code>iscobol.code_prefix</code> is set, the runtime accesses the disc in order to find if the program class file changed. If the program class file has changed, the runtime reloads the class from disc.</p> <p>False = When <code>iscobol.code_prefix</code> is set, the runtime reloads from disc only those programs that were unloaded by C\$UNLOAD. No check is performed on the program class file last modification date.</p> <p>The default value is True</p>
<code>iscobol.conf *</code>	<p>This property specifies a configuration file to be used by the Framework. This configuration file is used along with other configuration sources as explained in Configuration.</p> <p>This property can be specified only on the command line. Setting it in a configuration file has no effect.</p>
<code>iscobol.conf.only *</code>	<p>This property specifies a configuration file to be used exclusively by the Framework. No other configuration sources are inquired when this property is set.</p>

Property	Meaning
<code>iscobol.conf.var_delimiters</code>	<p>This property allows to set delimiters for free text (comments) and Java variables within configuration property values.</p> <p>For example, having</p> <pre>iscobol.conf.var_delimiters=/*.*/ iscobol.jver=/*java.version*/ iscobol.hello=Hello,/* this is a comment */ World!</pre> <p>the configuration variable <i>jver</i> will have the value "1.7.0_65" (assuming that you're working with this JVM) and the configuration variable <i>hello</i> will have the value "Hello, World!"</p> <p>Refer to the table in C\$GETENV documentation for a list of Java properties that you can include between delimiters.</p>
<code>iscobol.crypt.algorithm</code>	<p>This property specifies the algorithm used by C\$DECRYPT and C\$ENCRYPT library routines.</p> <p>See the Cipher section in the Java Cryptography Architecture Standard Algorithm Name Documentation for information about standard algorithm names.</p> <p>The default value is "AES".</p>
<code>iscobol.current_date</code>	<p>This property changes the format used in CURRENT-DATE (IBM DOS/VS COBOL compatibility).</p> <p>0 = MM/DD/YY is used. 1 = DD/MM/YY is used.</p> <p>The default value is 0.</p>
<code>iscobol.default_options</code>	<p>This property specifies the default command line options used by the runtime (isrcrun) and the client (iscclient).</p> <p>When used with isrcrun, if the value of this property includes either the -c option or the -only option and the configuration file pointed to by this option includes another <code>iscobol.default_options</code> setting, such setting is ignored.</p> <p>When used with iscclient, if the value of this property includes the -lc option and the configuration file pointed to by this option includes another <code>iscobol.default_options</code> setting, this second setting of <code>iscobol.default_options</code> is ignored.</p>
<code>iscobol.default_program</code>	<p>This property specifies the name of the program to be executed when no program is specified on the command line. The name of the program specified by this property can be followed by a list of parameters separated by space that the program will receive as chaining parameters.</p> <p>Example: <i>iscobol.default_program=MAIN_MENU company1 user1</i></p> <p>In thin client environment the property can be specified either in the remote configuration file or in the local configuration file. If the property is specified in both configuration files, then the value in the local configuration file is considered.</p>

Property	Meaning
<code>iscobol.dll_convention</code>	<p>This property sets the convention used when the DLL function is called.</p> <p>0 = C convention. 1 = PASCAL (or WINAPI) convention.</p> <p>The default value is 0.</p>
<code>iscobol.encoding *</code>	<p>This property specifies the encoding character set of the application. All the canonical names listed in the following Java documentation can be used as value for this property:</p> <p>http://java.sun.com/javase/6/docs/technotes/guides/intl/encoding.doc.html</p> <p>This property can appear only in the configuration file. Setting it with the SET ENVIRONMENT Statement has no effect.</p> <p>In thin client environment it's good practice to use the same encoding on both client side and server side.</p> <p>The default depends upon the operating systems.</p>
<code>iscobol.display_message</code>	<p>This property defines how messages are shown to the user. It affects both messages displayed by the program through DISPLAY MESSAGE BOX statement and error messages shown by the runtime system.</p> <p>In thin client environment it is also evaluated on the client side for the Client connection error messages.</p> <p>Possible values are:</p> <p>0 = All messages are shown in a message box. 1 = All messages are sent to sysout. In a thin client environment, runtime error messages are sent to the server sysout while messages displayed by the program are sent to the client sysout. 2 = All messages are sent to syserr. In a thin client environment, runtime error messages are sent to the server syserr while messages displayed by the program are sent to the client syserr. 3 = Runtime error messages are printed to a file named <code><program_name><number>.ads.log</code>, while messages displayed by the program are sent to the syserr (client syserr in thin client). Any other value is equivalent to 2.</p> <p>The default value is 0.</p> <p>(<code>iscobol.exception_message</code> is still supported for backward compatibility, but this property affects only messages produced after the first COBOL program has been loaded)</p>
<code>iscobol.exception.dump</code> (boolean)	<p>True = Produces "Abend Diagnostic Snapshot" (ADS) in addition to Java exceptions False = No ADS is produced in addition to Java exceptions</p> <p>The resulting exception is shown on video or printed to file according to the properties <code>iscobol.display_message</code> and <code>iscobol.exception_message</code>.</p> <p>The default value is False</p>

Property	Meaning
<code>iscobol.exception.java</code> (boolean)	<p>True = Internal java methods are traced in exception messages. There's no point in compiling with -g option in this case. False = COBOL paragraph names are traced in exception messages.</p> <p>The default value is False.</p>
<code>iscobol.exception.message</code>	<p>This property defines how exception messages are shown to the user. It affects only error messages shown by the runtime system.</p> <p>0 = Messages are shown in a message box. 1 = Messages are sent to sysout. In a thin client environment, they're sent to the server sysout. 2 = Messages are sent to syserr. In a thin client environment, they're sent to the server syserr. 3 = Messages are printed to a file named <program_name><number>.ads.log Any other value is equivalent to 2.</p> <p>The default value is 0.</p> <p>Note that only the messages produced after the first COBOL program has been loaded (e.g. a <code>ArrayOutOfBoundsException</code> generated by <code>OCCURS</code> overflow) are affected by this setting. In order to affect all messages (e.g. a invalid command line error) set <code>iscobol.display_message</code> instead.</p>
<code>iscobol.exception.prefix</code>	<p>Add a prefix to the file generated by setting <code>iscobol.display_message=3</code> or <code>iscobol.exception.message=3</code>.</p> <p>It can be also used to specify the directory in which such file is created.</p> <p>For example, setting "iscobol.exception.prefix=/tmp/" will create the file under the /tmp directory, while setting "iscobol.exception.prefix=xx" will create the file under the current directory and its name will start with 'xx'.</p>
<code>iscobol.help_program</code>	<p>This property identifies the COBOL program to be called for item's help. The program is called with a implicit <code>CALL</code> statement so the program class can be loaded either from the Class Path or from the <code>iscobol.code_prefix</code>. See Help automation for more details.</p>
<code>iscobol.hot_key.ProgramName</code>	<p>This property associates an exception value or a range of exception values with a hotkey program. The hotkey program will automatically be executed when the exception occurs. To define a range of values specify the minimum value followed by a dash and the maximum value.</p> <p>Example:</p> <pre>iscobol.hot_key.myprog=100</pre> <p>(myprog will run automatically when the crt status is 100).</p> <pre>iscobol.hot_key.myprog=1-5</pre> <p>(myprog will run automatically when crt-status is 1, 2, 3, 4 or 5).</p>

Property	Meaning
<code>iscobol.jvm_options</code>	<p>This property specifies the command line options to be passed to the new Java virtual machines that are automatically instantiated by isCOBOL.</p> <p>isCOBOL instantiates new Java virtual machines in these cases:</p> <ul style="list-style-type: none"> • when the <code>-d</code> option appears on the command-line. In this case the Debugger starts and then it automatically instantiate a new JVM to run the program. • when <code>iscobol.as.multitasking</code> is set to a value greater than 0 in the configuration. <p>Multiple options must be separated by space.</p> <p>Example:</p> <pre>iscobol.jvm_options=-Xms1024m -Xmx1024m</pre>
<code>iscobol.math.fpp36</code> (boolean)	<p>True = all the computations involving a number with a fractional part are performed using a precision of 36 decimal digits.</p> <p>False = all the computations involving a number with a fractional part are performed using a precision of 18 decimal digits.</p> <p>The default value is False.</p>
<code>iscobol.literal.numeric.comp</code> (boolean)	<p>True = literals are treated as USAGE COMP in LENGTH OF functions and other integer functions.</p> <p>False = literals are treated as USAGE DISPLAY in LENGTH OF functions and other integer functions.</p> <p>The default value is False.</p>
<code>iscobol.little_endian</code> (boolean) *	<p>True = Native numeric data items are stored in Little Endian format.</p> <p>False = Native numeric data items are stored in Big Endian format.</p> <p>The default value is system dependent.</p> <p>This property is deprecated and shouldn't be set as the current JVMs automatically use the correct endianness.</p>
<code>iscobol.logclass</code>	<p>This property specifies an alterante class to manage the trace of the runtime activity. The class must implement the <code>com.iscobol.logger.Logger</code> interface. See Slf4jLogger class (com.iscobol.logger.Slf4jLogger) for further details.</p>

Property	Meaning
<code>iscobol.logfile</code>	<p>This property specifies the path of the log file. Backslashes must be doubled. For example, the path "C:\MyLogDir\MyLogFile" would be "C:\\MyLogDir\\MyLogFile".</p> <p>Note: To produce a trace log, set <code>iscobol.tracelevel</code> to a non-zero value.</p> <p>The isCOBOL framework uses the <code>java.util.logger</code> package, and there are many configuration options.</p> <p>For example, you can specify "%h" in the <code>iscobol.logfile</code> and it will be replaced by the user's home directory.</p> <p>You can specify a "%u" in the <code>iscobol.logfile</code> and it will be replaced with a unique number at runtime to resolve conflicts.</p> <p>The %u is replaced by a unique number, 0, 1, 2, The logic to determine the unique number is to use the lowest number that is not in current use by a process. The log files are "locked" by creating a ".lck" file, and are unlocked by deleting that ".lck" file. So if the filename is <code>fred%u.log</code> and <code>fred0.log.lck</code> exists, the process will create <code>fred1.log</code> (and <code>fred1.log.lck</code>). If <code>fred0.log.lck</code> does not exist then the process will overwrite <code>fred0.log</code>. It does not get appended to.</p> <p>(The javadoc for <code>FileHandler</code> says "If the <code>FileHandler</code> tries to open the filename and finds the file is currently in use by another process it will increment the unique number field and try again. This will be repeated until <code>FileHandler</code> finds a file name that is not currently in use")</p> <p>See http://download.oracle.com/javase/6/docs/api/index.html?java/util/logging/FileHandler.html for other pattern components and logging properties.</p> <p>To include a process ID in the log filename on UNIX/Linux, create a shell script and use <code>\$\$</code> to substitute the process id of the current shell. For example, to create a log file named <code>myapp</code> followed by an underscore and the process id of the shell, specify "<code>-Discobol.logfile=myapp_\$.log</code>" on your java command line.</p>

Property	Meaning
	<p>Note that these log files will accumulate until they are deleted or until the process id wraps around.</p> <p>If you do not set <code>iscobol.logfile</code> then the trace log will be written to <code>\$ISCOBOL/bin/isrun.log</code> where <code>\$ISCOBOL</code> is the isCOBOL installation directory.</p> <p>The <code>iscobol.logfile</code> value should not be enclosed in double-quotes, even if there are embedded spaces in the path. On Windows, you can use forward slashes or double-backslashes. For example, any of the following will work:</p> <pre>iscobol.logfile=C:\\parent dir\\sub dir\\myapp.log iscobol.logfile=C:/parent dir/sub dir/myapp.log iscobol.logfile=/parent dir/sub dir/myapp.log iscobol.logfile=%h/myapp%u.log</pre> <p>To include portions of the current date and time in the log path name, you can rely on the following patterns:</p> <pre>"%yyyy" the current year "%mm" the current month (01-12) "%dd" the current day (01-31) "%hh" the current hour (00-23) "%nn" the current minute (00-59) "%ss" the current second (00-59) "%cc" the current hundred of second (00-99)</pre> <p>If these patterns are used in the directory part of the path name, the runtime takes care of creating the necessary subfolders, if they don't exist.</p> <p>For example, if you set <code>"iscobol.logfile=%h/logs/%hh%nn/iscobol.log"</code> and launch the runtime at 3:01 PM, you will obtain the following log file: <code>/home/username/logs/1501/iscobol.log</code>.</p> <p>In multithread environments, a separate log file for each thread is generated. The name of these log files has the format <code><name>.#</code>, where <code><name></code> is the value of the <code>iscobol.logfile</code> property and <code>#</code> is a ordinal number assigned by isCOBOL to each new thread.</p>
<code>iscobol.logfile.append</code>	<p>True = Append content to the existing log file, if it exists False = Overwrite the existing log file, if it exists</p> <p>The default value is False.</p>
<code>iscobol.logfile.maxlen</code>	<p>This property specifies the maximum number of bytes that can be written in the log file. When this number is reached, the runtime cleans the log file before writing new information. You can set <code>iscobol.logfile.number</code> to a value greater than 1 in order to preserve one of more copies of the log files before they're erased.</p> <p>By default there's no limit in the size of the log file.</p>

Property	Meaning
<code>iscobol.logfile.number</code>	<p>This property specifies how many log files can be kept on disk when <code>iscobol.logfile.maxlen</code> is set. The name of these log files is a concatenation between the value of <code>iscobol.logfile</code> and a progressive number starting from zero. It's good practice to set this property to a value not less than 2 in order to preserve a bit of history of the program activity.</p> <p>The default value is 1, that means only one log on disk.</p>
<code>iscobol.memory.alpha_edited</code> (boolean)	<p>True = Accept and VALUE clause on alphabetic-edited and alphanumeric-edited items overwrites editing characters. False = Editing characters in alphabetic-edited and alphanumeric-edited items are always preserved.</p> <p>For example, having the following data item:</p> <pre>77 VAR1X-E PIC X/X/X VALUE "ABC" .</pre> <p>If the property is true, VAR1X-E will contain "ABC" otherwise it will contain "A/B/C". The program accepts VAR1X-E and the user types "AAA". If the property is true, VAR1X-E will contain "AAA" otherwise it will contain "A/A/A".</p> <p>The default value is False.</p>
<code>iscobol.os.name</code>	<p>This property specifies the value that is returned in the corresponding data item of the SYSTEM-INFORMATION group item.</p>
<code>iscobol.properties.acu_compat</code> (boolean)	<p>True = Activates Acucobol-GT compatibility on configuration, that means:</p> <ul style="list-style-type: none"> • environment variables have precedence on configuration properties • file name translation is repeated until no new translation is found • <code>OPENSAVE-BROWSE-FOLDER</code> starts from Computer rather than the current directory if <code>opnsav-default-dir</code> isn't set <p>False = Doesn't activate Acucobol-GT compatibility on configuration</p> <p>The default value is False.</p>
<code>iscobol.recursion_data_global</code> (boolean) *	<p>True = Working-Storage and FD data are shared between programs called in recursion. False = Each recursive program has its own Working-Storage and FD.</p> <p>The default value is True.</p>

Property	Meaning
iscobol.remote.code_prefix	<p>This property calls remote programs by specifying the hostname and port on which an isCOBOL Server is listening. Values must begin with "isc://". Multiple values must be separated by "\n". For example:</p> <pre>isc://hostname1:portnumber1\nisc://hostname2:portnumber2</pre> <p>synchronous CALLs are executed by default.</p> <p>asynchronous CALLs are also supported using the syntax CALL THREAD.</p> <p>CALLs to client programs using the syntax CALL CLIENT as well as opening data files client-side by assigning them to the class "com.iscobol.io.RemoteRelative" are not supported. Remote programs cannot access client resources as it happens in the standard thin client environment.</p> <p>If the called programs were compiled with <code>-cp</code>, then the iscp protocol must be used instead of isc, e.g.</p> <pre>iscp://hostname1:portnumber1\nisc://hostname2:portnumber2.</pre>
iscobol.resource.file iscobol.resource.country iscobol.resource.language iscobol.resource.variant	<p>These properties are used to define the name of the resource file for localization.</p> <p>The name is composed as follows (square brackets enclose optional elements): file[_language[_country[_variant]]].properties</p> <p>These properties are loaded along with the program so if you set them dynamically with SET ENVIRONMENT they will affect the called programs and not the current program.</p> <p>A sample of this feature is installed with isCOBOL in the folder \$ISCOBOL_HOME/sample/multilanguage.</p>
iscobol.rm.development_mode (boolean)	<p>True = Activates the RM/COBOL development mode. False = Disables the RM/COBOL development mode.</p> <p>The default value is False.</p> <p>Note - this setting has currently no effect.</p>
iscobol.rundebg *	<p>This property specifies how the Runtime interacts with the Remote Debugger.</p> <p>0 = The program starts in run mode and the Remote Debugger is not active. 1 = The program starts in run mode and the Runtime Framework listens for connections from the Remote Debugger. 2 = The program starts in debug mode and the Runtime Framework waits for connections from the Remote Debugger.</p> <p>The default value is 0.</p>
iscobol.runtime.compile_flags.mandatory *	<p>List of compile options that must have been used. Programs not compiled with these options will not be executed.</p>
iscobol.runtime.compile_flags.prohibited *	<p>List of compile options that couldn't be used. Programs compiled with these options will not be executed.</p>

Property	Meaning
<code>iscobol.runtime.currency</code> *	This property specifies the currency sign. Set it to the desired character. The character specified by this property will be used as currency sign regardless of the CURRENCY phrase in the Special-Names. The program must be compiled with the <code>-sdcs</code> option for this feature to take effect.
<code>iscobol.runtime.decimal_point_is_comma</code> (boolean) *	<p>True = Every program compiled with the <code>-sddp</code> option shows the comma as the decimal separator and the dot as the thousand separator, regardless of the DECIMAL-POINT clause in the Special Names.</p> <p>False = Every program compiled with the <code>-sddp</code> option shows the dot as the decimal separator and the comma as the thousand separator, regardless of the DECIMAL-POINT clause in the Special Names.</p> <p>The default value is False.</p>
<code>iscobol.runtime.native.dynamic.ignore_errors</code> (boolean) *	<p>True = No errors are returned if the dyncall native library cannot be loaded during startup.</p> <p>False = An error is returned if the dyncall native library cannot be loaded during startup.</p> <p>The default value is True.</p> <p>(<code>iscobol.runtime.native.ignore_errors</code> is supported for backward compatibility)</p>
<code>iscobol.runtime.native.static.ignore_errors</code> (boolean) *	<p>True = No errors are returned if the stacall native library cannot be loaded during startup.</p> <p>False = An error is returned if the stacall native library cannot be loaded during startup.</p> <p>The default value is True.</p>
<code>iscobol.runtime.version</code>	This property returns the version number of the Runtime Framework.
<code>iscobol.shared_library_list</code> *	List of dynamic libraries that should automatically be loaded at startup. This feature allows you to avoid calling the library name before using its functions in the program. Multiple paths must be separated by \n character sequence or by the current operating system path separator.
<code>iscobol.station</code>	This property specifies the value that is returned in the corresponding data item of the SYSTEM-INFORMATION group item.
<code>iscobol.substring.check</code> (boolean) *	<p>True = String boundaries are checked at Runtime in order to provide more details in case of "out of bounds" errors. If a program addresses an invalid character position, an error message is shown and the program exits. The error message informs about the data item name and the problematic character position.</p> <p>False = String boundaries are not checked. If a program addresses an item that is outside the valid range, a generic "out of bounds" error message is shown and the program exits. The <code>-m1</code> option may avoid the crash and make the program access the area of the next Working-Storage item instead.</p> <p>The default value is False.</p> <p>(<code>iscobol.substring_check</code> is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.substring.zero_length_all (boolean) *</code>	<p>True = a reference modifier with length = 0 behaves as if length was omitted (e.g. <code>src-item(2:0)</code> behaves like <code>src-item(2:)</code>, so that the content of <code>src-item</code> from byte 2 to the end is returned).</p> <p>False = a reference modifier with length = 0 returns a variable whose length is 0 (e.g. <code>src-item(2:0)</code> returns "").</p> <p>The default value is True.</p>
<code>iscobol.switches *</code>	<p>This property sets the switches as a sequence of numbers separated by commas.</p> <p>For example, if the program contains 10 switches and you wish to activate the first two and the fifth, set <code>iscobol.switches=1,2,5</code></p> <p>If the the switch name is a letter, such as</p> <ul style="list-style-type: none"> switch "A" ... switch "C" ... switch "Z" ... <p>Then you need to specify the ordinal number of the letter in order to activate the corresponding switch, e.g. <code>iscobol.switches=1,3,26</code>.</p>
<code>iscobol.terminal.info.name</code> <code>iscobol.terminal.info.reverse</code> <code>iscobol.terminal.info.blink</code> <code>iscobol.terminal.info.underline</code> <code>iscobol.terminal.info.dual_intensity</code> <code>iscobol.terminal.info.132column</code> <code>iscobol.terminal.info.color</code> <code>iscobol.terminal.info.drawing</code> <code>iscobol.terminal.info.screen.lines</code> <code>iscobol.terminal.info.screen.columns</code> <code>iscobol.terminal.info.printer</code> <code>iscobol.terminal.info.attributes</code> <code>iscobol.terminal.info.graphic</code> <code>iscobol.terminal.info.screen.usable.height</code> <code>iscobol.terminal.info.screen.usable.width</code> <code>iscobol.terminal.info.screen.physical.height</code> <code>iscobol.terminal.info.screen.physical.width</code>	<p>These properties set the values returned in the corresponding data items of the TERMINAL-ABILITIES group item.</p>

Property	Meaning
iscobol.terminal.info.ref resh_monitor (boolean) *	<p>True = inquire the system to obtain the screen resolution each time TERMINAL-INFO is accepted from TERMINAL-ABILITIES.</p> <p>False = inquire the system to obtain the screen resolution only the first time TERMINAL-INFO is accepted from TERMINAL-ABILITIES. Return the stored values to the next ACCEPT statements.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.tracelevel</code>	<p>This property allows the user to define the events to be traced. Valid values (which can be added together) are:</p> <p>1 = Settings of environment variables. Configuration properties set in the command line or in the external environment are not traced in the logfile. Only the properties found in the configuration file and the properties set by the program are traced. The list of processed configuration files is also traced. For security reasons, the value of these settings is shown as encrypted in the log file:</p> <ul style="list-style-type: none"> <i>iscobol.file.encryption.key</i> <i>iscobol.file.index.password</i> <i>iscobol.net.ssl.key_store_password</i> <i>iscobol.net.ssl.trust_store_password</i> <i>iscobol.print.attribute.owner_password</i> <i>iscobol.print.attribute.user_password</i> <i>iscobol.sqlserver.password</i> <i>iscobol.user.password</i> <p>2 = Program starts and program ends.</p> <p>4 = Paragraph starts and paragraph ends as well as method starts and method ends (program must be compiled with <i>-d</i> or <i>-dx</i>).</p> <p>8 = File I/O activities.</p> <p>16 = Content of keys (works only in conjunction with 8).</p> <p>32 = Content of record (works only in conjunction with 8).</p> <p>64 = Client / Server activity in terms of connection and disconnection (isCOBOL Server environment).</p> <p>128 = RPC calls for communication between client and server (isCOBOL Server environment).</p> <p>256 = SQL activity.</p> <p>512 = Complementary information to the one shown by pressing the Alt+Pause keyboard combination.</p> <p>1024 = Library routine starts and library routine ends. It works only in conjunction with the value 2.</p> <p>2048 = Internal information useful to programmers. Currently this value activates the trace of ESQL cursors life cycle.</p> <p>The default value is 0.</p> <p>To produce a trace log, set <code>iscobol.tracelevel</code> to a non-zero value. With the default value of 0, the system does not create a log since it would be empty.</p> <p>The following are some useful settings:</p> <ul style="list-style-type: none"> <i>iscobol.tracelevel=3</i> includes config settings and program starts and ends. <i>iscobol.tracelevel=7</i> includes config, program starts/ends, and paragraph starts/ends. <i>iscobol.tracelevel=11</i> includes config, program starts/ends and file i/o (i.e. everything except for paragraph starts/ends). <i>iscobol.tracelevel=43</i> includes config, program starts/ends and file i/o including the content of read records. <i>iscobol.tracelevel=15</i> includes config, program and paragraph starts/ends, and file i/o. <i>iscobol.tracelevel=63</i> traces everything of the above. <p>You can add custom information to the logfile by calling the C\$WRITELOG routine.</p> <p>The log file name is controlled by the property <code>iscobol.logfile</code>. If the property is not set, then a file named "iscobol0.log" is created in the temp folder.</p>

Property	Meaning
<code>iscobol.utf16.little_endian</code> (boolean) *	<p>True = The content of PIC N items is stored in UTF-16 Little Endian encoding. False = The content of PIC N items is stored in UTF-16 Big Endian encoding.</p> <p>The default value is False.</p> <p>This property is useful only to pass UTF-16 data to C functions, according to the endianness expected by the C function.</p>

Remote Compiler Configuration

Remote Compiler properties cannot be set by SET ENVIRONMENT within the program. They must appear in the external configuration.

Property	Meaning
<code>iscobol.remotecompiler.compileonserver</code> (boolean)	<p>True = After precompiling, the Remote Compiler compiles the translated cbl to class on the server and sends the resulting class along with the translated cbl to the client. False = After precompiling, the Remote Compiler sends the translated cbl to the client.</p> <p>The default value is False.</p>
<code>iscobol.remotecompiler.config</code>	This property specifies the name of the Remote Compiler configuration file.
<code>iscobol.remotecompiler.createerrorfiles</code> (boolean)	<p>True = The Remote Compiler will ask preprocessors to create error files. False = No error files will be created by preprocessors.</p> <p>The default value is False.</p>
<code>iscobol.remotecompiler.createlistingfiles</code> (boolean)	<p>True = The Remote Compiler will ask preprocessors to create listing files. False = No listing files will be created by preprocessors.</p> <p>The default value is False.</p>
<code>iscobol.remotecompiler.host</code>	This property specifies the name of the server where the Remote Compiler is active and listening. The default value is 'localhost'.
<code>iscobol.remotecompiler.port</code>	This property specifies the port on the server where the Remote Compiler is listening. The default value is 11999.
<code>iscobol.remotecompiler.preprocnames</code>	<p>This property specifies the precompilers that will run server side during a remote compilation. Multiple names must be separated by commas.</p> <p>The special value "ALL" can be used to instruct the Remote Compiler to execute every preprocessor defined in its configuration. The same effect is obtained by omitting this property. The special value "NONE" can be used to avoid pre-compiling on the server machine and perform a standard COBOL compilation only.</p>
<code>iscobol.remotecompiler.translateddir</code>	This property specifies an alternate folder in which to store translated files. By default they're stored in the same folder as the original source file.

Web Direct 2.0 Configuration

Web Direct 2.0 properties cannot be set by SET ENVIRONMENT within the program. They must appear in the external configuration.

Property	Meaning
<code>iscobol.wd2.additional_javascript</code>	<p>This property allows users to load an additional java scripts to be used in the web application. The js files specified in the property are loaded during startup, and are available throughout the application. The js files must be placed in the resources/js subfolder of the web application, and only their file name, complete with extension, must be specified as value of the property (i.e.: <i>iscobol.wd2.additional_javascript=script1.js</i>). Multiple values must be separated by \n or by the system path separator (i.e.: <i>iscobol.wd2.additional_javascript=script1.js\nscript2.js</i>).</p>
<code>iscobol.wd2.additional_stylesheets</code>	<p>This property allows users to load an additional CSS stylesheets to be used in the web application. The CSS files specified in the property are loaded during startup, and are available throughout the application. The stylesheet files must be placed in the resources/css subfolder of the web application, and only their file name, complete with extension, must be specified as value of the property (i.e.: <i>iscobol.wd2.additional_stylesheets=mycustom.css</i>). Multiple values must be separated by \n or by the system path separator (i.e.: <i>iscobol.wd2.additional_stylesheets=mycustom.css\nmycustom2.css</i>).</p>
<code>iscobol.wd2.doubleclick_speed</code>	<p>This property specifies the amount of milliseconds between two mouse clicks to consider them a double click.</p> <p>The default value is 300.</p>
<code>iscobol.wd2.style</code>	<p>This property allows basic styling for controls in the application. Changing the values will cause runtime-generated CSS stylesheets to be created with different parameters, if no values are assigned to CSS-BASE-STYLE-NAME or to CSS-STYLE-NAME. Allowed values are:</p> <ul style="list-style-type: none">• bs = Bootstrap styling (see http://getbootstrap.com/ for details)• default = default styling• os = OS styling• trendy = Trendy styling <p>These values refer to ZK embedded styles.</p> <p>The default value is <i>default</i>.</p>
<code>iscobol.wd2.wait_message</code>	<p>This property specifies the wait message that is shown by WebDirect 2.0 during an elaboration.</p> <p>The default value is: "Loading... Please wait until this screen is completely loaded."</p>

HTTPHandler Configuration

(*) The asterisk after the property name means that the property is static, it's inquired only once by the Framework and then changing it using the SET ENVIRONMENT statement has no effect.

Property	Meaning
<code>iscobol.http.cgi_clear_missing_values (boolean) *</code>	<p>True = Set the value of numeric data items to zero and non-numeric data items to spaces if a CGI variable is empty or does not exist. False = Don't clear the value of data items if a CGI variable is empty or does not exist.</p> <p>The default value is True.</p>
<code>iscobol.http.cgi_content_type *</code>	<p>This property specifies the MIME type of the CGI output.</p> <p>The default value is "text/html".</p>
<code>iscobol.http.cgi_no_cache (boolean) *</code>	<p>True = "Pragma: no-cache" is added to the HTTP response header. False = "Pragma: no-cache" is not added to the HTTP response header.</p> <p>The default value is True.</p>
<code>iscobol.http.cookies_as_fields (boolean) *</code>	<p>True = All the cookies can be read through the <code>accept()</code> method as if they were input fields. The cookie name is case sensitive. False = Cookies can't be read through the <code>accept()</code> method.</p> <p>The default value is False.</p>
<code>iscobol.http.form.encoding *</code>	<p>This property specifies the character set used by HTML forms that send data through HTTP (e.g. UTF-8). If not set, the framework tries to calculate the current character set itself.</p>
<code>iscobol.http.html_template_prefix *</code>	<p>This property lists the paths which HTML files are searched by <i>HTTPHandler:processHtmlFile()</i>. Multiple values must be separated by the line feed character or by the current operating system path separator. Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a".</p>
<code>iscobol.http.ignore_certificates (boolean) *</code>	<p>True = If the handshaking fails due to invalid certificates, continue and connect anyway. False = If the handshaking fails due to invalid certificates, stop.</p> <p>The default value is False.</p> <p>Note - this property should be set to true only for test purposes. It's not good practice to ignore handshaking errors.</p>
<code>iscobol.http.mtom_enabled (boolean) *</code>	<p>True = MTOM (Message Transmission Optimization Mechanism) enabled: a receiver MUST accept both a non-optimized and an optimized message, and a sender MAY send an optimized message, or a non-optimized message. The heuristics used by a sender to determine whether to use optimization or not are implementation-specific. False = MTOM (Message Transmission Optimization Mechanism) disabled</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.http.servlet.prefix</code>	This property specifies the prefix to put before the program name in the URL in order to build the name of the actual COBOL program. For example, given the following URL: <i>http://localhost:8080/myservlet/servlet/isCobol(PROG)</i> , if <i>iscobol.http.servlet.prefix=soap</i> , the framework will run the program SOAPPROG instead of PROG.
<code>iscobol.http.stateless</code> (boolean) *	<p>True = Programs are automatically cancelled from memory when the main program returns (stateless).</p> <p>False = Programs remain in memory unless explicitly cancelled by a CANCEL statement (stateful)</p> <p>The default value is False.</p>
<code>iscobol.http.upload.directory</code> *	<p>This property specifies the directory where files uploaded through HTTP must be stored. A HTTP error is returned if the user tries to upload a file whose size exceeds the value of this property.</p> <p>By default, the user temp directory is used.</p>
<code>iscobol.http.upload.max_size</code> *	<p>This property specifies the maximum size in bytes allowed for file upload through HTTP.</p> <p>The default value is 1048576.</p>
<code>iscobol.http.upload.prefix</code> *	This property specifies an optional prefix that must be applied to the name of the files uploaded through HTTP.
<code>iscobol.http.value_prefix_colon</code> (boolean)	<p>True = Embedded values in the HTML code are expected to be prefixed by colon, E.g. <i><html>hello :myvar world</html></i>.</p> <p>False = Embedded values in the HTML code are expected to be enclosed by double percent sign, E.g. <i><html>hello %%myvar%% world</html></i>.</p> <p>The default value is False.</p>
<code>iscobol.rest.default_stream</code>	<p>This property specifies the default Content-type to be used when Content-type is not available in the HTTP header. It is considered by the HTTPHandler methods acceptEx and displayEx as well as the HTTPClient methods doPostEx and getResponseEx.</p> <p>The possible values are "xml" or "json".</p> <p>The default value is "json".</p>
<code>iscobol.rest.log</code> (boolean)	<p>True = Enables logging of the REST activity at global level.</p> <p>False = No log of the REST activity is performed at global level.</p> <p>The default value is False.</p>
<code>iscobol.rest.log.<methodName></code> (boolean)	<p>True = Enables logging of the REST activity for the specified method name .</p> <p>False = No log of the REST activity is performed the specified method name .</p> <p>The default value is False.</p>
<code>iscobol.rest.log.folder</code>	<p>This property specifies the folder where REST activity log files are generated. The log file name is generated dynamically using the following pattern: <i>{methodName}-{SESSIONID}.log</i></p>

Property	Meaning
<code>iscobol.soap.log</code> (boolean)	<p>True = Enables logging of the SOAP activity at global level. False = No log of the SOAP activity is performed at global level.</p> <p>The default value is False.</p>
<code>iscobol.soap.log.<methodName></code> (boolean)	<p>True = Enables logging of the SOAP activity for the specified method name . False = No log of the SOAP activity is performed the specified method name .</p> <p>The default value is False.</p>
<code>iscobol.soap.log.folder</code>	<p>This property specifies the folder where SOAP activity log files are generated. The log file name is generated dynamically using the following pattern: <i>{methodName}-{SESSIONID}.log</i></p>
<code>iscobol.soap.wsdl.location</code>	<p>This property specifies the location of the wsdl file. It should point to a file system path where wsdl files are copied, ie:</p> <p style="text-align: center;"><code>iscobol.soap.wsdl.location=/path/to/wsdl</code></p> <p>Both full paths and relative paths are allowed. Relative paths are relative to the servlet container service working directory.</p> <p>The servlet appends the webservice name and ".wsdl" to this path to form a path name, which, if found, is then downloaded. If the file is not found or the property is not set, and HTTP error 404 is returned.</p> <p>The download can be achieved using an url such as:</p> <p style="text-align: center;"><code>http://localhost:8080/test/servlet/SONGS?wsdl</code></p>

User Interface Configuration

(*) The asterisk after the property name means that the property is static, it's inquired only once by the Framework and then changing it using the SET ENVIRONMENT statement has no effect.

Graphical User Interface (GUI)

Property	Meaning
<code>iscobol.accept_timeout</code>	<p>This property causes all ACCEPT and DISPLAY MESSAGE BOX statements to time out just as if the BEFORE TIME clause was present. The property value specifies the timeout period, in seconds. This timeout is applied to every statement that can have a BEFORE TIME clause specified for it unless such clause has already been explicitly coded for the statement.</p> <p>The default value is 0, that means no timeout.</p> <p>When this property is set, every ACCEPT is performed on a window and it's no more possible to ACCEPT user input from the console.</p>
<code>iscobol.background_intensity *</code>	<p>This property defines the default intensity of the background color of the windows. Valid values are:</p> <p>0 = The background color is high intensity. 1 = The background color is forced to low intensity. 2 = The background color is forced to high intensity.</p> <p>The default value is 0.</p>
<code>iscobol.colormap.default</code>	<p>This property associates a color for DISPLAY without any attributes. The value is the sum between <i>ForegroundColor</i> and <i>BackgroundColor</i> described in Using standard COBOL values.</p> <p>For example if you want a blue foreground on a white background, set <i>iscobol.colormap.default=258</i> where 258 is the result of the sum between bckgrnd-white (256) and blue (2).</p>
<code>iscobol.colormap.high</code>	<p>This property associates a color for DISPLAY with the HIGH attribute. The value is the sum between <i>ForegroundColor</i> and <i>BackgroundColor</i> described in Using standard COBOL values.</p> <p>For example if you want a bright blue foreground on a white background, set <i>iscobol.colormap.high=266</i> where 266 is the result of the sum between bckgrnd-white (256) and bright-blue (10).</p>
<code>iscobol.colormap.low</code>	<p>This property associates a color for DISPLAY with the LOW attribute. The value is the sum between <i>ForegroundColor</i> and <i>BackgroundColor</i> described in Using standard COBOL values.</p> <p>For example if you want a blue foreground on a white background, set <i>iscobol.colormap.low=258</i> where 258 is the result of the sum between bckgrnd-white (256) and blue (2).</p>

Property	Meaning
<code>iscobol.font.<fontname>.cell *</code>	<p>This property specifies a custom cell size associated with the font <fontname>. The runtime does not calculate the cell size as usual but uses the values specified by the user through the property instead. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p> <p><fontname> identifies a font by name, state and size. Upper-case characters are allowed here. State and size are optional and must be separated by dash if specified. If the font name contains spaces, then the \ character must be used to escape the spaces when the setting is done in the configuration file, while the whole setting must be enclosed between quotes if the setting is done in the command line. For example, if you want to force the cell size 10x10 for the Courier New font in bold state with size 12, you will write the following entry in the configuration file:</p> <pre>iscobol.font.Courier\ New-bold-12.cell=10,10.</pre> <p>Each time the program loads the above font with the W\$FONT routine and uses it on a graphical window, the custom cell size will be used.</p>
<code>iscobol.font.default *</code>	<p>This property specifies the font name to be used for the quick-loaded font "DEFAULT". The value format is: <i>FontName-FontStyle-FontDim</i></p> <ul style="list-style-type: none"> • <i>FontName</i> is the name of the font. The default value is Sans Serif. • <i>FontStyle</i> is the style of the font such as bold, italic, or bolditalic. • <i>FontDim</i> is the dimension of the font. <p>If <i>FontName</i> cannot be found, then <i>FontStyle</i> and <i>FontDim</i> are applied to the standard default font (Sans Serif); no error is raised.</p>
<code>iscobol.font.default.cell *</code>	<p>This property specifies a custom cell size for the default font. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p>
<code>iscobol.font.fixed *</code>	<p>This property specifies the font name to be used for the quick-loaded font "FIXED". The value format is: <i>FontName-FontStyle-FontDim</i></p> <ul style="list-style-type: none"> • <i>FontName</i> is the name of the font. The default value is Monospaced. • <i>FontStyle</i> is the style of the font such as bold, italic or bolditalic. • <i>FontDim</i> is the dimension of the font. <p>If <i>FontName</i> cannot be found, then <i>FontStyle</i> and <i>FontDim</i> are applied to the standard fixed font (Monospaced); no error is raised.</p>
<code>iscobol.font.fixed.cell *</code>	<p>This property specifies a custom cell size for the fixed font. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p>

Property	Meaning
<code>iscobol.font.handling *</code>	<p>This property controls the aliasing applied to fonts.</p> <p>The value of this property identifies a hint that the runtime passes to the underlying Swing control. If the Swing control honors the hint, you will notice a different font aliasing.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> 0 = The hint ANTIALIAS_DEFAULT is used for all controls. 1 = The hint ANTIALIAS_ON is used for all controls 2 = The hint ANTIALIAS_OFF is used for all controls 3 = The hint ANTIALIAS_OFF is used for Frame, List-Box and Grid controls, as it happened in version 2013 R2 and previous. <p>The default value is 0.</p>
<code>iscobol.font.large *</code>	<p>This property specifies the font name to be used for the quick-loaded font "LARGE". The value format is: <i>FontName</i>-<i>FontStyle</i>-<i>FontDim</i></p> <p><i>FontName</i> is the name of the font. The default value is SansSerif. <i>FontStyle</i> is the style of the font such as bold, italic or bolditalic. <i>FontDim</i> is the dimension of the font.</p> <p>If <i>FontName</i> cannot be found, then <i>FontStyle</i> and <i>FontDim</i> are applied to the standard large font (Sans Serif); no error is raised.</p>
<code>iscobol.font.large.cell *</code>	<p>This property specifies a custom cell size for the large font. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p>
<code>iscobol.font.medium *</code>	<p>This property specifies the font name to be used for the quick-loaded font "MEDIUM". The value format is: <i>FontName</i>-<i>FontStyle</i>-<i>FontDim</i></p> <p><i>FontName</i> is the name of the font. The default value is SansSerif. <i>FontStyle</i> is the style of the font such as bold, italic or bolditalic. <i>FontDim</i> is the dimension of the font.</p> <p>If <i>FontName</i> cannot be found, then <i>FontStyle</i> and <i>FontDim</i> are applied to the standard medium font (Sans Serif); no error is raised.</p>
<code>iscobol.font.medium.cell *</code>	<p>This property specifies a custom cell size for the medium font. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p>
<code>iscobol.font.small *</code>	<p>This property specifies the font name to be used for the quick-loaded font "SMALL". The value format is: <i>FontName</i>-<i>FontStyle</i>-<i>FontDim</i></p> <ul style="list-style-type: none"> • <i>FontName</i> is the name of the font. The default value is SansSerif. • <i>FontStyle</i> is the style of the font such as bold, italic or bolditalic. • <i>FontDim</i> is the dimension of the font. <p>If <i>FontName</i> cannot be found, then <i>FontStyle</i> and <i>FontDim</i> are applied to the standard small font (Sans Serif); no error is raised.</p>
<code>iscobol.font.small.cell *</code>	<p>This property specifies a custom cell size for the small font. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p>

Property	Meaning
<code>iscobol.font.traditional *</code>	<p>This property specifies the font name to be used for the quick-loaded font "TRADITIONAL".</p> <p>The value format is: <i>FontName-FontStyle-FontDim</i></p> <ul style="list-style-type: none"> • <i>FontName</i> is the name of the font. The default value is Monospaced. • <i>FontStyle</i> is the style of the font such as bold, italic or bolditalic. • <i>FontDim</i> is the dimension of the font. <p>If <i>FontName</i> cannot be found, then <i>FontStyle</i> and <i>FontDim</i> are applied to the standard traditional font (Monospaced); no error is raised.</p>
<code>iscobol.font.traditional.cell *</code>	<p>This property specifies a custom cell size for the traditional font. The value format is <i>x,y</i> where <i>x</i> and <i>y</i> are the width and height of the cell in pixels.</p>
<code>iscobol.gui.accept.before_time.repeat (boolean)</code>	<p>True = The Accept timer is reset after each time the user inputs a new digit. False = The Accept timer stops as soon as the user inputs the first digit.</p> <p>The default value is False</p>
<code>iscobol.gui.apply_window_color (boolean) *</code>	<p>True = Control whose colors are not specified by the program inherit colors from the parent window. False = Control whose colors are not specified by the program inherit colors from the Look And Feel.</p> <p>The default value is True.</p>
<code>iscobol.gui.column_separation</code>	<p>This property specifies the default separation distance between columns in List-Box and Grid. The value is expressed in 10ths of characters.</p> <p>Default value is 5.</p>
<code>iscobol.gui.Control.event</code>	<p>This property specifies the value of EVENT-LIST property for all controls of class <i>Control</i> which EVENT-LIST property is not specified in Web Direct 2.0 environment.</p> <p><i>Control</i> can be one of the following:</p> <ul style="list-style-type: none"> • bitmap • checkbox • combobox • dateentry • entryfield • grid • listbox • pushbutton • radiobutton • scrollbar • tab • treeview • webbrowser <p>The value of this property is the list of numeric values of event constants as defined in the isgui.def copybook. Multiple values must be separated by comma.</p>

Property	Meaning
<code>iscobol.gui.cscompress *</code>	<p>This property allows to activate the compression of data that's exchanged between the UI manager (client) and the code manager (server). It affects both stand alone and thin client executions.</p> <p>The server sends buffered data to the client when executing one of the following statements</p> <ul style="list-style-type: none"> • ACCEPT • INQUIRE • SET INPUT WINDOW • SET I-O WINDOW • MODFIY <i>window-handle</i> VISIBLE ENABLED <p>when <code>iscobol.gui.cstimeout *</code> has expired or when the buffer size reaches the value specified by <code>iscobol.gui.csmaxbufferize *</code>.</p> <p>The compression is performed only when the data size is equal or greater than the value specified by <code>iscobol.gui.csminsizecompress</code>. Valid values are:</p> <p>0 = no compression 1 = best compression 2 = fastest compression</p> <p>The default value is 0.</p>
<code>iscobol.gui.csmaxbufferize *</code>	<p>This property sets the maximum size (in bytes) of the buffered data for the communication between the UI manager (client) and the code manager (server). It affects both stand alone and thin client executions. The server sends buffered data to the client when executing one of the following statements</p> <ul style="list-style-type: none"> • ACCEPT • INQUIRE • SET INPUT WINDOW • SET I-O WINDOW • MODIFY <i>window-handle</i> VISIBLE ENABLED <p>when <code>iscobol.gui.cstimeout *</code> has expired or when the buffer is full.</p> <p>Setting this property to a lower value will result in more frequent updates to the user interface.</p> <p>A high value reduces the communication between client and server, but consumes more memory. A low value increases the communication between client and server, but saves memory.</p> <p>The default value is 1048576.</p>
<code>iscobol.gui.csminsizecompress</code>	<p>This property specifies the minimum size in bytes for the compression of the client-server buffer activated by the property <code>iscobol.gui.cscompress *</code>. Only when this amount of bytes is reached the compression is applied.</p> <p>The default value is 32768.</p>

Property	Meaning
<code>iscobol.gui.cstimeout *</code>	<p>This property sets the timeout (in milliseconds) for the communication between the UI manager (client) and the code manager (server). It affects both stand alone and thin client executions. The server sends buffered data to the client when executing one of the following statements</p> <ul style="list-style-type: none"> • ACCEPT • INQUIRE • SET INPUT WINDOW • SET I-O WINDOW • MODIFIY <i>window-handle</i> VISIBLE ENABLED <p>when the buffer size reaches the value specified by <code>iscobol.gui.csmaxbufferize *</code> or when the timeout specified by this property has expired.</p> <p>Setting this property to a lower value will result in more frequent updates to the user interface.</p> <p>A high value reduces the communication between client and server, but consumes more memory. A low value increases the communication between client and server, but saves memory.</p> <p>This property is automatically set to zero by the isCOBOL Debugger during the stand-alone debug. During the remote debug is your duty to set this property to zero, otherwise you might not see the result of a DISPLAY or MODIFY as soon as you step into the statement.</p> <p>Default value is 500.</p>
<code>iscobol.gui.curr_bcolor</code>	<p>This property specifies the background color of the current control. It affects ComboBox and EntryField controls. The runtime automatically applies the color when the control get focus and removes the color when the control loses focus. The property accepts numeric values of standard and RGB colors. See Color management for the list of possible values. The property is ignored by read-only fields.</p> <p>For example, if you want a bright blue background on the current field, set <code>iscobol.gui.curr_bcolor=9</code>, or, if you prefer to use RGB values, set <code>iscobol.gui.curr_bcolor=-255</code></p> <p>(<code>iscobol.gui.curr_ef_bcolor</code> is supported for backward compatibility and it affects only EntryFields)</p>
<code>iscobol.gui.curr_fcolor</code>	<p>This property specifies the foreground color of the current control. It affects ComboBox and EntryField controls. The runtime automatically applies the color when the control get focus and removes the color when the control loses focus. The property accepts numeric values of standard and RGB colors. See Color management for the list of possible values. The property is ignored by read-only fields.</p> <p>For example, if you want a bright blue foreground on the current field, set <code>iscobol.gui.curr_fcolor=9</code>, or, if you prefer to use RGB values, set <code>iscobol.gui.curr_fcolor=-255</code></p> <p>(<code>iscobol.gui.curr_ef_fcolor</code> is supported for backward compatibility and it affects only EntryFields)</p>

Property	Meaning
<code>iscobol.gui.date_entry.cutoff</code>	<p>This property establishes the two-digit years that will be interpreted by the program as being in the 20th Century and the two-digit years that will be interpreted by the program as being in the 21st Century. When set to a negative value, Java defaults are used. When set to a value greater than 99, only the last two digits of the value are considered. This setting affects a DateEntry with the Numeric style where a two-digit year instead of a four-digit year is input.</p> <p>The default value is -1.</p>
<code>iscobol.gui.date_entry.century_date</code>	<p>This property is used to set the default century date format for date-entry control.</p> <p>Default value depends on the current locale.</p>
<code>iscobol.gui.date_entry.display_format</code>	<p>This property is used to set the display format for date-entry control.</p> <p>Default value depends on the current locale.</p>
<code>iscobol.gui.date_entry.error_message</code>	<p>This property specifies the text of the error message shown when a DateEntry validation fails. The DateEntry validation is activated by the property iscobol.gui.date_entry.validate (boolean).</p>
<code>iscobol.gui.date_entry.long_date</code>	<p>This property is used to set the default long date format for date-entry control.</p> <p>Default value depends on the current locale.</p>
<code>iscobol.gui.date_entry.time</code>	<p>This property is used to set the default time format for date-entry control.</p> <p>Default value is "HH:mm:ss".</p>
<code>iscobol.gui.date_entry.validate (boolean)</code>	<p>True = A date validation is automatically performed when the user leaves a DateEntry field. If the date is not valid, an error message is shown and the focus is kept on the field. You can configure the message text by setting iscobol.gui.date_entry.error_message.</p> <p>False = No validation is automatically performed when the user leaves a DateEntry field.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.gui.disabled_field_color</code>	<p>This property specifies the color for disabled Entry-Field and Combo-Box. It can be set to a single value in order to specify a combined color or to two distinct values, separated by comma, in order to specify background-color and foreground-color. Negative values are considered RGB. For example, if you want that disabled fields are background blue and foreground white, you can set either</p> <pre>iscobol.gui.disabled_field_color=72</pre> <p>or</p> <pre>iscobol.gui.disabled_field_color=1,16</pre> <p>or</p> <pre>iscobol.gui.disabled_field_color=-128,-16777215</pre> <p>It is possible to append “;1” or “;0” to specify if this setting should override the COLOR property of the control: 0 = the color specified by this property is always applied. This is the default behavior. 1 = the color specified by this property is applied only if the COLOR property was not used on the Entry-Field. For example, if you want that only disabled fields without their own COLOR property are background blue and foreground white, you can set either</p> <pre>iscobol.gui.disabled_field_color=72;1</pre> <p>or</p> <pre>iscobol.gui.disabled_field_color=1,16;1</pre> <p>or</p> <pre>iscobol.gui.disabled_field_color=-128,-16777215;1</pre>
<code>iscobol.gui.ef.ext_message (boolean)</code>	<p>True = An error message is shown when the user puts an alphabetic value into a numeric entry-field. False = A beep is played when the user puts an alphabetic value into a numeric entry-field.</p> <p>The default value is False.</p>
<code>iscobol.gui.ef_lineseparator</code>	<p>This property specifies the line separator character (or characters) used when returning the value of a MULTILINE entry-field.</p> <p>For example, if you wish to force the Windows line separator set</p> <pre>iscobol.gui.ef_lineseparator=\r\n</pre> <p>in the configuration file or use <i>SET ENVIRONMENT "gui.ef_lineseparator" TO x"0d0a"</i> in the COBOL program.</p> <p>The default value is the line feed character.</p>
<code>iscobol.gui.entryfield.implied_decimal (boolean)</code>	<p>True = If no decimal separator is input by the user, a decimal separator is automatically applied by the Runtime according to the picture of the data-item bind to the entry-field. False = No decimal separator is automatically applied.</p> <p>The default value is False.</p>
<code>iscobol.gui.entryfield.notify_change_delay *</code>	<p>This property specifies how many milliseconds the runtime has to wait before firing a NTF-CHANGED event when the user changes the content of an Entry-Field.</p> <p>The Entry-Field property Notify-Change-Delay has priority over this setting.</p> <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.gui.entryfield.read_only_color</code>	<p>This property specifies the color for read-only Entry-Field. It can be set to a single value in order to specify a combined color or to two distinct values, separated by comma, in order to specify background-color and foreground-color. Negative values are considered RGB. For example, if you want that read-only fields are background blue and foreground white, you can set either</p> <pre>iscobol.gui.entryfield_read_only_color=72</pre> <p>or</p> <pre>iscobol.gui.entryfield_read_only_color=64,16</pre> <p>or</p> <pre>iscobol.gui.entryfield_read_only_color=-255,-16777215</pre> <p>It is possible to append “;1” or “;0” to specify if this setting should override the COLOR property of the control: 0 = the color specified by this property is always applied. This is the default behavior. 1 = the color specified by this property is applied only if the COLOR property was not used on the Entry-Field. For example, if you want that only read-only fields without their own COLOR property are background blue and foreground white, you can set either <pre>iscobol.gui.entryfield_read_only_color=72;1</pre> <p>or</p> <pre>iscobol.gui.entryfield_read_only_color=64,16;1</pre> <p>or</p> <pre>iscobol.gui.entryfield_read_only_color=-255,-16777215;1</pre> </p>
<code>iscobol.gui.entryfield.read_only_cursor_arrow</code> (boolean)	<p>True = Moving the mouse over a read-only field, the mouse shape remains an arrow False = Moving the mouse over a read-only field, the mouse shape changes to a vertical bar</p> <p>The default value is False.</p>
<code>iscobol.gui.entryfield.spell_checking_delay</code>	<p>This property specifies the delay in milliseconds for the tool-tip shown by the spell checking feature of the Entry-Field control.</p> <p>The default value is 500.</p>
<code>iscobol.gui.events_list</code>	<p>This property specifies the value of the EVENT-LIST property for all controls for which the EVENT-LIST property is not specified.</p> <p>The value of this property is the list of numeric values of event constants as defined in the isgui.def copybook. Multiple values must be separated by comma.</p>
<code>iscobol.gui.exclude_events</code> (boolean)	<p>True = All controls for which the EXCLUDE-EVENT-LIST property is not specified assume EXCLUDE-EVENT-LIST=1 False = All controls for which the EXCLUDE-EVENT-LIST property is not specified assume EXCLUDE-EVENT-LIST=0</p> <p>The default value is False.</p>
<code>iscobol.gui.fields_unboxed</code> (boolean)	<p>True = Entry field controls that do not have boxed style or 3-D style set use no-box style by default. False = Entry fields controls that do not have boxed style or 3-D style set use box style by default.</p> <p>The default value is True.</p> <p>(iscobol.fields_unboxed is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.gui.input_predisplay (boolean) *</code>	<p>True = During Accept the runtime has to refresh the values of the variables defined in SCREEN SECTION.</p> <p>False = During Accept the runtime doesn't refresh the values of the variables defined in SCREEN SECTION.</p> <p>The default value is False.</p> <p>(iscobol.gui.from_fields_refreshed_in_accept is supported for backward compatibility)</p>
<code>iscobol.gui.grid.extended_finish_reason (boolean) *</code>	<p>True = Additional Finish-Reason values are returned by the MSG-FINISH-ENTRY event in Grid.</p> <p>False = Standard Finish-Reason values are returned by the MSG-FINISH-ENTRY event in Grid.</p> <p>The default value is False.</p>
<code>iscobol.gui.grid.lm_on_columns (boolean) *</code>	<p>True = Grid columns of grids with the Adjustable-Columns style are automatically resized when the window is resized and a layout manager is involved.</p> <p>False = Grid columns are not affected by layout managers.</p> <p>The Grid property Lm-On-Columns has priority over this setting.</p> <p>The default value is True.</p>
<code>iscobol.gui.grid.no_cell_drag (boolean) *</code>	<p>True = Grids don't fire drag events.</p> <p>False = Grids fire drag events.</p> <p>The Grid style No-Cell-Drag has priority over this setting.</p> <p>The default value is False.</p>
<code>iscobol.gui.hints_off</code>	<p>This property sets the amount of time, in milliseconds, that elapses before the hints are removed from the screen.</p> <p>(iscobol.hints_off is supported for backward compatibility)</p>
<code>iscobol.gui.hints_on</code>	<p>This property sets the amount of time, in milliseconds, that elapses before the hints are displayed.</p> <p>(iscobol.hints_on is supported for backward compatibility)</p>
<code>iscobol.gui.kbd_case</code>	<p>This property defines how characters input by the user are converted into GUI screen fields. Possible values are:</p> <p>Upper = All characters are converted uppercase</p> <p>Lower = All characters are converted to lowercase</p> <p>Both = All characters are entered as typed by user</p> <p>The default value is Both.</p> <p>Note - This setting may be overridden with Screen Section styles like Entry-Field's UPPER and LOWER or Grid's DATA-TYPES.</p>

Property	Meaning
<code>iscobol.gui.keyboard_buffering</code>	<p>The isCOBOL Framework bufferizes keyboard events in order to avoid losing input digits between different Accepts on different windows. Such keyboard buffering can be configured by setting this property to one of the following values:</p> <p>-1 = no limit on buffering 0 = disable keyboard buffering >0 = specifies the number of keyboard events that must be bufferized</p> <p>The default value is -1.</p>
<code>iscobol.gui.icon</code> (boolean) *	<p>True = The isCOBOL logo is displayed on the windows of the program. False = The Java logo (coffee cup) is displayed on the windows of the program.</p> <p>This property is overridden by the <code>ICON</code> property of the <code>WINDOW</code> (see Controls Reference / Window / Icon.)</p> <p>This property doesn't affect independent windows unless <code>iscobol.gui.independent.icon</code> is set to true.</p> <p>The default value is true.</p> <p>(<code>iscobol.icon</code> is supported for backward compatibility)</p>
<code>iscobol.gui.ignore_invalid_handle</code> (boolean)	<p>This property affects the way the Runtime Framework behaves when an <code>INQUIRE</code> or <code>MODIFY</code> statement affects an invalid control handle.</p> <p>True = No error is returned. False = An "Invalid handle" message is shown and the program terminates.</p> <p>The default value is False.</p> <p>(<code>iscobol.ignore_invalid_handle</code> is supported for backward compatibility)</p>
<code>iscobol.gui.independent.icon</code> (boolean)	<p>True = You can show a custom icon on <code>INDEPENDENT</code>, <code>DOCKING</code> and <code>MDI-PARENT</code> windows by setting their <code>Icon</code> property. Alternatively you can show the isCOBOL logo on independent windows by setting <code>iscobol.gui.icon=true</code>. False = You can't show a custom icon on <code>INDEPENDENT</code>, <code>DOCKING</code> and <code>MDI-PARENT</code> windows by setting their <code>Icon</code> property. The Java logo (coffee cup) is used.</p> <p>The default value is False.</p>
<code>iscobol.gui.justify_num_fields</code> (boolean)	<p>True = Numeric and edited fields are automatically right-aligned. False = Numeric and edited fields are left-aligned, unless otherwise specified.</p> <p>The default value is False.</p> <p>(<code>iscobol.justify_num_fields</code> is supported for backward compatibility)</p>
<code>iscobol.gui.label.rtrim</code> (boolean)	<p>True = Spaces on the right side of the title label are trimmed away. False = Spaces to the right of the title label are not removed.</p> <p>Default value is True.</p>

Property	Meaning
<code>iscobol.gui.lightweightpopup</code> (boolean)	<p>True = lists dropped by menu bar and combo-boxes as well as tool-tips are in the background and can be covered by a web-browser control on the screen. False = lists dropped by menu bar and combo-boxes as well as tool-tips are in the foreground and cannot be covered by any control.</p> <p>Default value is True.</p>
<code>iscobol.gui.list.lm_on_columns</code> (boolean) *	<p>True = ListBox columns are automatically resized when the window is resized and a layout manager is involved. False = ListBox columns are not affected by layout managers.</p> <p>The ListBox property Lm-On-Columns has priority over this setting.</p> <p>The default value is True.</p>
<code>iscobol.gui.menu.altkey_default</code> (boolean) *	<p>True = menu bar items with no subitems require two steps in order to be selected by keyboard: press Alt+keyletter to activate the item and press Enter to select it (Java Swing behavior). False = menu bar items with no subitems are selected by keyboard by just pressing Alt+keyletter.</p> <p>The default value is True.</p>
<code>iscobol.gui.native_name</code>	<p>True = the Screen Section name of controls is shown in the message box produced by pressing Alt+Pause. False = the internal name of controls is shown in the message box produced by pressing Alt+Pause.</p> <p>Setting this property to true makes isCOBOL export the COBOL name in the corresponding Java control. This may help when using JVM monitor tools.</p> <p>Default value is False.</p>
<code>iscobol.gui.native_style</code> (boolean) *	<p>True = a LAF dependent border is applied to all controls with a BOXED style (e.g. EntryFields, ComboBoxes, Grids...). It doesn't work on controls with the 3-D style. False = a standard black border is applied to all controls with a BOXED style unless the Border-Color property is set for them.</p> <p>Default value is False.</p>
<code>iscobol.gui.ntf_resized_delay</code>	<p>This property specifies the timeout in milliseconds before the runtime sends a NTF-RESIZED event to the program during window resizing. A value of 0 means that the event must be sent as soon as the resize occurs. A value greater than 0 will make the runtime wait. If another NTF-RESIZED event occurs before the timeout expires, the timer is restarted. When the timeout expires, one NTF-RESIZED event is sent to the program.</p> <p>Setting this property reduces the number of events generated during window resizing and improves performance. A reasonable value is 100.</p> <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.gui.placeholder_color</code>	<p>This property specifies the placeholder text color for Entry-Field and Combo-Box. Negative values are considered RGB. For example, if you want the placeholder text to be blue, you can set either</p> <pre>iscobol.gui.placeholder_color=1</pre> <p>or</p> <pre>iscobol.gui.placeholder_color=-128</pre> <p>By default, the disabled field foreground color specified by the LAF is used as placeholder text color.</p>
<code>iscobol.gui.push_activated_by_enter</code> (boolean)	<p>True = Push-Buttons can always be activated by pressing Enter when they have the focus.</p> <p>False = Push-Buttons can be activated by pressing Enter when they have the focus only if the <code>iscobol.key.enter</code> setting includes "termination=13".</p> <p>The default value is False.</p>
<code>iscobol.gui.push_override_focus_change</code> (boolean)	<p>True = click on Push-Button is always intercepted even if the focus was forced on an input field by setting Screen-Control items in the field After Procedure.</p> <p>False = click on Push-Button is not intercepted if the focus was forced on an input field by setting Screen-Control items in the field After Procedure.</p> <p>The default value is True.</p>
<code>iscobol.gui.quit_mode</code>	<p>This property configures the behavior of the close button on the system menu of initial and standard windows. Independent and floating windows are not affected by this property. Possible values are:</p> <p>-2 = Clicking on the close button has no effect.</p> <p>0 = Clicking on the close button closes the window and the program terminates.</p> <p>>0 = Clicking on the close button raises an exception on the current ACCEPT. The CRT STATUS variable is set to the value of <code>quit_mode</code>.</p> <p>The default value is 0.</p> <p>(<code>iscobol.quit_mode</code> is supported for backward compatibility)</p>
<code>iscobol.gui.screen_column_base</code>	<p>This property controls the column adjustments when relative values are used by the program for the COLUMN property in the Screen Section.</p> <p>When the value is -1, "COLUMN + 0" and "COLUMN + 1" produce adjacent items.</p> <p>When the value is 0, "COLUMN + 0" produces adjacent items, and "COLUMN + 1" puts a space between items.</p> <p>The default value is -1.</p>
<code>iscobol.gui.screen_column_zero</code> (boolean)	<p>This property is evaluated each time a statement like "DISPLAY <i>foo</i> LINE <i>line-number</i> COL 0" occurs:</p> <p>True = <i>stuff</i> is displayed after the last item on line <i>line-number</i>.</p> <p>False = <i>stuff</i> is displayed at line <i>line-number</i> column 1.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.gui.scrn_size_cols</code>	<p>This property sets the SIZE of the default initial window in character-based environments (it doesn't affect graphical windows).</p> <p>The default value is 80.</p>
<code>iscobol.gui.scrn_size_rows</code>	<p>This property sets the LINES of the default initial window in character-based environments (it doesn't affect graphical windows).</p> <p>The default value is 25.</p>
<code>iscobol.gui.show_zeroes</code> (boolean)	<p>True = leading zeroes are shown when displaying numeric data False = leading zeroes are not shown when displaying numeric data</p> <p>The default value is False</p>
<code>iscobol.gui.temporary_controls</code> (boolean) *	<p>True = all graphical controls are TEMPORARY by default False = all graphical controls are PERMANENT by default</p> <p>The default value is False</p>
<code>iscobol.gui.treeview.selection_delay</code> *	<p>This property sets the timeout in milliseconds for the TrreeView to start searching for an item while the user is typing. The user can select TreeView items by typing part of their name with the keyboard. The TreeView bufferizes the inputed digits and, when this timeout expires, it starts searching for the first matching item. A value of -1 makes the TreeView inherit this setting from the current LAF.</p> <p>The default value is -1.</p>
<code>iscobol.gui.waitcursordelay</code>	<p>In thin client environment, in case of slow server to client answers, the mouse pointer changes from default-cursor to wait-cursor. This property sets the timeout in milliseconds before the cursor is changed. A value of 0 disables the feature.</p> <p>The default value is 0.</p>
<code>iscobol.gui.web_browser.home</code>	<p>This property specifies the URL loaded when the GO-HOME Property of the WEB-BROWSER Control is set to a non-zero value.</p> <p>The default value is <i>http://www.veryant.com</i>.</p> <p>(iscobol.web_browser.home is supported for backward compatibility)</p>
<code>iscobol.gui.web_browser.search</code>	<p>This property specifies the URL loaded when the GO-SEARCH Property of the WEB-BROWSER Control is set to a non-zero value.</p> <p>The default value is <i>http://www.google.com</i>.</p> <p>(iscobol.web_browser.search is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.gui.webbrowser.class</code>	<p>This property specifies the class that provides the web-browser feature. Possible values are:</p> <ul style="list-style-type: none"> • <code>com.iscobol.dj.DJWebBrowser</code> • <code>com.iscobol.gui.client.swing.JDICWebBrowser</code> • <code>com.iscobol.fx.JFXWebBrowser</code> <p>Setting the property to <code>com.iscobol.gui.client.swing.JDICWebBrowser</code> requires that you install JDIC separately, since this component is no longer distributed along with isCOBOL.</p> <p>Setting the property to <code>com.iscobol.fx.JFXWebBrowser</code> requires JavaFX available in the Classpath.</p> <p>In a thin client environment JavaFX is required client side.</p> <p>JavaFX is installed along with Java8 as part of the JVM. Later Java versions don't include JavaFX anymore, so it must be installed separately. You can download the JavaFX distribution for your platform from https://gluonhq.com/products/javafx.</p> <p>With this implementation the MSG-BEFORE-NAVIGATE and MSG-NAVIGATE-COMPLETE events are never fired.</p> <p>The JavaFX implementation is not a real web-browser, it's a web-view component that interpretes html, dom, css and javascript content. Therefore there are some limitations if you compare it with a real web-browser, for example:</p> <ul style="list-style-type: none"> • browse folder is not supported • non-html documents like PDFs, doc and xls are not shown • <code>mailto:</code> and <code>ftp:</code> protocols are not supported • download of files is not supported <p>The default value is <code>com.iscobol.dj.DJWebBrowser</code></p>
<code>iscobol.gui.webbrowser.no_msg_before_navigate</code> (boolean)	<p>True = <code>No-Msg-Before-Navigate</code> style is implicitly defined for all Web-Browser controls.</p> <p>False = <code>No-Msg-Before-Navigate</code> style is not implicitly defined for all Web-Browser controls.</p> <p>The default value is False</p>
<code>iscobol.gui.window.auto_resize.fixed_dim</code> (boolean)	<p>True = a window with the AUTO-RESIZE style can be resized only to a smaller dimension; it cannot be increased</p> <p>False = a window with the AUTO-RESIZE style can be resized freely</p> <p>The default value is True</p>
<code>iscobol.gui.windows_uncropped</code> (boolean)	<p>This property affects the position where child windows and message boxes are displayed. It can happen that, due the parent window position and the child window dimensions, the child window is cropped by the screen edges. By setting this property, you can instruct the runtime to alter the child window position to avoid the cropping.</p> <p>True = the runtime ensures that the bottom right border of the child window is not cropped by the screen edges. It moves the window if necessary.</p> <p>False = the runtime displays the child window in the position requested by the program, even if the window bottom right border is over the screen edges.</p> <p>The default value is False</p>

Property	Meaning
<code>iscobol.gui.factory.class</code>	<p>* This property specifies the factory class that is used for GUI. Valid values are:</p> <ul style="list-style-type: none"> • <code>com.iscobol.gui.client.swing.GuiFactoryImpl</code> • <code>com.iscobol.gui.client.awt.GuiFactoryImpl</code> • <code>com.iscobol.gui.client.zk.GuiFactoryImpl</code> • <code>com.iscobol.gui.client.charva.GuiFactoryImpl</code> <p>The default value is <code>com.iscobol.gui.client.swing.GuiFactoryImpl</code></p>
<code>iscobol.message.cancel</code>	<p>This property specifies the title of the "Cancel" button in the window invoked by the DISPLAY MESSAGE BOX Statement.</p> <p>The default value is "&Cancel".</p>
<code>iscobol.message.no</code>	<p>This property specifies the title of the "No" button in the window invoked by the DISPLAY MESSAGE BOX Statement.</p> <p>The default value is "&No"</p>
<code>iscobol.message.ok</code>	<p>This property specifies the title of the "OK" button in the window invoked by the DISPLAY MESSAGE BOX Statement.</p> <p>The default value is "&OK".</p>
<code>iscobol.message.yes</code>	<p>This property specifies the title of the "Yes" button in the window invoked by the DISPLAY MESSAGE BOX Statement.</p> <p>The default value is "&Yes".</p>
<code>iscobol.win3_grid</code>	<p>This property specifies a value defining the color of a grid displayed on all windows. This property has meaning only in a development environment. Its purpose is to help the programmer align controls in the window. See Color management for a list of possible values.</p> <p>The default value is -1.</p>

Character Based Interface

Property	Meaning
<code>iscobol.terminal.alpha_autoclear</code> (boolean)	<p>True = clear the area as soon as the user inputs a digit. False = don't clear the area where the ACCEPT is performed. Keep the value on video and allow to overwrite the single digits.</p> <p>If affects ACCEPT with the UPDATE clause on alphanumeric fields.</p> <p>The default value is False.</p>
<code>iscobol.terminal.antialiasing</code> (boolean)	<p>True = antialiasing is applied to fonts on video. False = fonts on video are shown as they are.</p> <p>This property affects only character-based displays. Graphical controls always use antialiasing.</p> <p>The default value is False.</p>
<code>iscobol.terminal.autowrap</code> (boolean)	<p>True = DISPLAY statements longer than one line will wrap around on a character-based display. False = DISPLAY statements longer than one line will be truncated on a character-based display.</p> <p>The default value is False.</p>
<code>iscobol.terminal.cl2end_fill_spaces</code> (boolean)	<p>True = The field is filled with spaces from the cursor position until the end. If the AUTO clause was used or the program is compiled with the -va option, this causes the cursor to be automatically moved to the next input field or the termination of the accept if no more fields are available. False = The field is filled with spaces from the cursor position until the end, but the cursor position is unchanged.</p> <p>The default value is False.</p> <p>See Keyboard Configuration in order to know how to assign the cl2end function to a key.</p>
<code>iscobol.terminal.cursor_type</code>	<p>This property configures the cursor shape for character based ACCEPT. Possible values are:</p> <ul style="list-style-type: none"> 0 = invisible 1 = underscore shape 2 = block shape 3 = underscore shape, becomes block while in insert mode 4 = vertical bar <p>The default value is 2</p>

Property	Meaning
<code>iscobol.terminal.data_range</code>	<p>This property allows to filter characters accepted in a character-based screen. The value format is <i>minVal[,maxVal]</i>, where minVal and maxVal are integer numbers representing the ASCII value of the character. If a character is not inside the range specified by the property, it is replaced with a space.</p> <p>For example, in order to skip all characters below the space, set</p> <pre>iscobol.terminal.data_range=32</pre> <p>In order to skip all characters that are not upper case letters, set</p> <pre>iscobol.terminal.data_range=65,90</pre>
<code>iscobol.terminal.double_byte_compat</code> (boolean)	<p>True = on character-based screens, the SIZE clause (either implicit or explicit) in the ACCEPT specifies the number of positions on the screen, not the number of characters. For example, an ACCEPT with SIZE 10 can accept 10 latin characters or 5 chinese characters.</p> <p>False = on character-based screens, the SIZE clause specifies the number of characters.</p> <p>The default value is False.</p>
<code>iscobol.terminal.drag_enabled</code> (boolean)	<p>True = the user can select an area in the window by dragging the mouse. On character-based screens the highlighted text is copied to the clipboard.</p> <p>False = dragging the mouse in the window doesn't produce a selection.</p> <p>The default value is True.</p>
<code>iscobol.terminal.edited_formatted</code> (boolean)	<p>True = numeric edited fields are not cleared when the first valid character is imputed and the editing characters are automatically skipped, except for the B editing character. Only the fields whose edited picture contains characters different from '9', 'Z', '+', and '-' are affected.</p> <p>False = numeric edited fields are cleared when the first valid character is imputed. The editing characters are removed as well during the cleaning.</p> <p>The default value is False.</p>
<code>iscobol.terminal.kbd_case</code>	<p>This property defines how characters input by the user are converted into character-based screen fields. Possible values are:</p> <p>Upper = All characters are converted uppercase Lower = All characters are converted to lowercase Both = All characters are entered as typed by user</p> <p>The default value is Both.</p> <p>Note - This setting may be overridden with the settings of the "UPPER" and "LOWER" keywords on individual ACCEPT statements.</p> <p>(iscobol.keyboard.kbd_case is still supported for backward compatibility)</p>
<code>iscobol.terminal.lines_3d</code> (boolean)	<p>True = lines and boxes whose color is black as rendered with a 3D effect.</p> <p>False = lines and boxes are rendered normally.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.terminal.no_autoclear</code> (boolean)	<p>True = don't clear the area where the ACCEPT is performed. False = clear the area where the ACCEPT is performed.</p> <p>If affects ACCEPT without the UPDATE clause.</p> <p>The default value is False.</p>
<code>iscobol.terminal.numeric_autoclear</code> (boolean)	<p>True = clear the area as soon as the user inputs a digit. False = don't clear the area where the ACCEPT is performed. Keep the numeric value on video and allow to overwrite the single digits.</p> <p>If affects ACCEPT with the UPDATE clause on numeric fields.</p> <p>The default value is True.</p>
<code>iscobol.terminal.screen_prompt</code>	<p>This property sets the character used for PROMPT for character-based ACCEPT.</p> <p>Default value: _</p>
<code>iscobol.terminal.screen_prompt_all</code>	<p>This property specifies where the PROMPT character must be shown. Possible values are:</p> <p>NO - the PROMPT character is shown only in the active field, where the cursor is. YES - the PROMPT character is shown in every field involved in the current ACCEPT. PROTECTED - the PROMPT character is shown in every field involved in the current ACCEPT except for protected fields.</p> <p>Default value: NO</p>
<code>iscobol.terminal.update_from_screen</code> (boolean)	<p>True = read content from screen during ACCEPT. False = don't read content from screen during ACCEPT.</p> <p>The default value is False.</p>

Debugger Configuration

Debugger properties cannot be set by SET ENVIRONMENT within the program. They must appear in the external configuration.

Property	Meaning
<code>iscobol.debug.code_prefix</code>	<p>The Debugger uses this property to locate the source code of a program. Set this property to the list of paths where source files can be found. Separate multiple paths by your system path separator.</p> <p>(iscobol.debug_code_prefix is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.debug.port</code>	<p>This property specifies the port used by the Remote Debugger.</p> <p>It can be used in the Framework configuration in order to tell on which port it should listen from connections.</p> <p>It can be used in the Debugger configuration in order to tell on which port to connect instead of passing this information on the command line.</p> <p>There is no point in using this property in the isCOBOL Server configuration for thin client debugging, as the isCOBOL Client automatically asks the isCOBOL Server to listen for Debugger connections on a specific port, according to the <code>-debugport</code> option (see Format 6 of isCOBOL Client usage).</p> <p>The default value is 9999.</p>
<code>iscobol.debug.propfile</code>	<p>This property specify the name of the file where the Debugger saves and loads settings. Absolute and relative file names are allowed.</p> <p>By default settings are saved in a file named <i>isdebugger.properties</i> under the user home directory.</p>
<code>iscobol.redirect_streams</code> (boolean)	<p>True = The stdin, stdout and stderr streams are redirected to the Debugger Output Window.</p> <p>False = The stdin, stdout and stderr streams are not redirected.</p> <p>The property affects only the remote debugging of a stand-alone program launched with a command like <code>java -Discobol.rundebug=2 -Discobol.redirect_streams=0 PROGRAM_NAME</code>.</p> <p>It doesn't work in thin client environment or with the stand-alone Debugger.</p> <p>The default value is True.</p>
<code>iscobol.debug.remote_source</code> (boolean)	<p>True = The Debugger will download source files from the server if it cannot find them locally.</p> <p>False = The Debugger will not download source files from the server if it cannot find them locally.</p> <p>This property must be set client side for remote debugging.</p> <p>The default value is False.</p>
<code>iscobol.debug.remote_source_enabled</code> (boolean)	<p>True = The runtime on the server will send source files to the client, if a Remote Debugger asks for them.</p> <p>False = The runtime on the server will not send source files to the client.</p> <p>This property must be set server side for remote debugging.</p> <p>The default value is False.</p>

File Handling Configuration

The following configuration settings affect COBOL i-o statements. Library routines are not affected unless otherwise specified in the routine documentation.

(*) The asterisk after the property name means that the property is static, it's inquired only once by the Framework and then changing it using the SET ENVIRONMENT statement has no effect.

Property	Meaning
<code>iscobol.ctree.bound_server</code> (boolean)	<p>True = c-tree works in stand-alone mode. This mode supports one client process only, so it is suggested that it is used only in an Application Server environment or single-user installations.</p> <p>False = c-tree works in client/server mode.</p> <p>The default value is False.</p> <p>(iscobol.ctree.ace is supported for backward compatibility)</p>
<code>iscobol.ctree.new_config</code> (boolean) *	<p>True = The Runtime Framework searches for the c-tree configuration between Framework Properties. See Configuring the client through Framework properties for the list of available properties.</p> <p>False = The Runtime Framework searches for the c-tree configuration in CTREE_CONF.</p> <p>The default value is True</p>
<code>iscobol.extfh.intrinsic_file_manager</code> (boolean)	<p>True = "EXTFH input" does not use the "isCOBOL FileManager chooser" but rather uses the "Default isCOBOL File manager"</p> <p>False = "EXTFH input" uses the "isCOBOL FileManager chooser", so it uses the file manager specified by iscobol.file properties (e.g. indexed files will be managed by the handlers specified by <code>iscobol.file.index</code> and <code>iscobol.file.index.FileName</code>).</p> <p>The default value is True.</p>
<code>iscobol.extfh.libname</code>	Specifies the name of the EXTFH library
<code>iscobol.file.apply_file_path</code> (boolean)	<p>True = The file_prefix is also used for files whose name begins with "/" or "\".</p> <p>False = The file_prefix is used only for files with a relative path name.</p> <p>The default value is False.</p> <p>(iscobol.apply_file_path is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.file.binary_file_prefix</code>	<p>This property lists the paths in which to search unencoded sequential files (files whose names start with + characters).</p> <p>When a data file is opened for input or i-o, the Framework looks for the data file in every path listed by this property until it finds the data file. If the data file is not found, an error is returned.</p> <p>When the data file is opened for output, the Framework looks for the data file in every path listed by this property until it finds the data file, then it initializes it. If the data file is not found, then the Framework tries to create it in the first path listed by this property.</p> <p>Paths must be separated by the a line feed character or by the current operating system path separator.</p> <p>If one of the paths starts with "isf://", then paths must be separated by the a line feed character.</p> <p>Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a".</p> <p>If unset, the paths set in <code>iscobol.file.prefix</code> are used.</p> <p>(<code>iscobol.binary_file_prefix</code> is supported for backward compatibility)</p>
<code>iscobol.file.case</code>	<p>U / u = Data file names are converted to upper case. Conversion occurs before applying file prefix and file suffix.</p> <p>L / l = Data file names are converted to lower case. Conversion occurs before applying file prefix and file suffix.</p> <p>(Other) Data file names are not changed.</p> <p>The default value is empty, so no conversion happens.</p>
<code>iscobol.file.close_on_exit (boolean) *</code>	<p>This property can only appear in the configuration file. Setting it with the SET ENVIRONMENT Statement has no effect.</p> <p>True = All open files are automatically closed when the program exits.</p> <p>False = Open files are not closed when the program exits.</p> <p>The default value is False</p> <p>(<code>iscobol.close_on_exit</code> is supported for backward compatibility)</p>
<code>iscobol.file.connector.program</code>	<p>This property specifies an alternate name for the c-tree File Connector executable.</p> <p>The default value is "fscsc".</p>
<code>iscobol.file.connector.program.dci</code>	<p>This property specifies an alternate name for the DCI File Connector executable.</p> <p>The default value is "dcic".</p>
<code>iscobol.file.connector.program.mfc</code>	<p>This property specifies an alternate name for the Micro Focus File Connector executable.</p> <p>The default value is "mfc".</p>
<code>iscobol.file.connector.program.vfc</code>	<p>This property specifies an alternate name for the Vision File Connector executable.</p> <p>The default value is "vfc".</p>

Property	Meaning
<code>iscobol.file.encryption.key</code>	<p>This property specifies the encryption key that Jlsam will use to deal with encrypted indexed files. See Encryption for more details.</p> <p>The encryption key must be 1 to 16 bytes in size and can't be spaces.</p> <p>The property is checked before opening the file.</p> <p>In a isCOBOL File Server environment, this property must be set in the File Server's configuration. In this scenario, if you need to set the property dynamically in the COBOL program, you can't rely on the SET ENVIRONMENT statement, you should use Stored Procedures instead.</p>

Property	Meaning										
iscobol.file.env_naming (boolean)	<p>True = The Runtime Framework searches for the name of the file among the environment variables. If found, its value is used in place of the file name:</p> <pre>SELECT LOGICAL FILE ASSIGN TO "PHYSICAL-FILE"</pre> <p>False = The Runtime Framework searches for the name of the file among the environment variables only if it is preceded by "-E":</p> <pre>SELECT LOGICAL-FILE ASSIGN TO "-E PHYSICAL-FILE"</pre> <p>The default value is False.</p> <p>Rules for the correct format of the property name: if you set the environment variable in isCOBOL properties, be sure to use lower case, as regardless of what case is used in the COBOL program, all property names must be lower-case. If you set the variable in system variables, instead, use upper case. If you set the variable via SET ENVIRONMENT, the runtime will take care of normalizing it, so either lower or upper case can be used. if the file name contains hyphens, replace them with underscore if the file name includes a path, use the path also in the property name Some examples:</p> <table> <tr> <th>physical file name</th><th>property name</th></tr> <tr> <td>FILE1</td><td>iscobol.file1</td></tr> <tr> <td>FILE-1</td><td>iscobol.file_1</td></tr> <tr> <td>FILE-1.dat</td><td>iscobol.file_1.dat</td></tr> <tr> <td>folder/FILE-1.dat</td><td>iscobol.folder/file_1.dat</td></tr> </table> <p>Alternatively, this property can be used to replace the file path in the program's SELECT statement with an environment variable. The path name must be prefaced by the '\$' sign and must use the correct system's file separator.</p> <p>Example for Windows:</p> <pre>SELECT FILE1 ASSIGN TO "\$STATION\FILE1"</pre> <p>Example for Unix:</p> <pre>SELECT FILE1 ASSIGN TO "\$STATION/FILE1"</pre> <p>Note - Only one environment variable is considered when this property is set to true. If your program's SELECT statement contains a "\$", the file path will be replaced with the environment variable, but the filename won't be replaced even if there is a valid variable for it.</p>	physical file name	property name	FILE1	iscobol.file1	FILE-1	iscobol.file_1	FILE-1.dat	iscobol.file_1.dat	folder/FILE-1.dat	iscobol.folder/file_1.dat
physical file name	property name										
FILE1	iscobol.file1										
FILE-1	iscobol.file_1										
FILE-1.dat	iscobol.file_1.dat										
folder/FILE-1.dat	iscobol.folder/file_1.dat										

Property	Meaning
<code>iscobol.file.env_naming_prefix</code>	<p>When this property is used in conjunction with <code>iscobol.file.env_naming=True</code>, a prefix is added to the file mapping properties.</p> <p>For example, if you set:</p> <pre>iscobol.file.env_naming_prefix=dd_ iscobol.file.customers=customer_file iscobol.file.cities=cities_file</pre> <p>You obtain the same effect as setting:</p> <pre>iscobol.file.dd_customers=customer_file iscobol.file.dd_cities=cities_file</pre> <p>(<code>iscobol.file.env_naming.prefix</code> is supported for backward compatibility)</p>
<code>iscobol.file.errors_ok</code>	<p>Configure how i-o errors are treated.</p> <p>A value of "0" means that if an error occurs and there are no declaratives, the program will stop.</p> <p>A value of "1" means that if an error occurs the program will continue.</p> <p>A value of "2" means that if an error occurs the program will continue only if a file-status is defined for the file.</p> <p>The default value is "0".</p> <p>(<code>iscobol.errors_ok</code> is supported for backward compatibility)</p>
<code>iscobol.file.extend_creates</code> (boolean)	<p>True = All files opened in EXTEND mode are treated as if they were declared OPTIONAL. If the file does not exist, it is created.</p> <p>False = Standard rules are applied. Opening non-existing files when in EXTEND mode causes an error.</p> <p>The default value is False.</p> <p>(<code>iscobol.extend_creates</code> is supported for backward compatibility)</p>
<code>iscobol.file.extra_keys_ok</code> (boolean)	<p>True = Does not return errors when opening an indexed file that contains more keys than are described by the program.</p> <p>False = Returns a mismatch error when opening an indexed file that contains more keys than are described by the program.</p> <p>The default value is False.</p>
<code>iscobol.file.indd</code>	<p>This property specifies a custom class for the handling of files associated to iscobol.compiler.indd.</p> <p>The class must implement the <code>com.iscobol.io.InddHandler</code> interface.</p> <p>Refer to the javadoc installed with isCOBOL for details.</p>

Property	Meaning
<code>iscobol.file.index</code>	<p>This property specifies the default file system.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>btrieve</code> • <code>ctree</code> • <code>ctree2</code> • <code>ctreej</code> • <code>dci</code> • <code>dcic</code> • <code>easydb</code> • <code>fscsc</code> • <code>jisam</code> • <code>mfc</code> • <code>remote</code> • <code>vision</code> • <code>vfc</code> • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Indexed files or • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>For example, to let isCOBOL work with an EXTfH provider, this property can be set to: <code>com.iscobol.extfh.ExtfhIndex</code></p> <p>The default value is "jisam".</p>
<code>iscobol.file.index.autolock_allowed</code> (boolean) *	<p>This property affects the lock behavior in the same run unit when locks are managed by the <i>InternalLockManager</i> class in a thin client or file server environment. It affects locks between a caller program and a called program as well as locks on multiple records acquired by a single program.</p> <p>True = More locks on the same record can be acquired in the same run unit. False = Only one lock on the same record can be acquired in the same run unit.</p> <p>The default value is False.</p>
<code>iscobol.file.index.check_all_keys</code> (boolean)	<p>True = check keys structure on OPEN and return error on mismatch. False = don't check keys structure on OPEN.</p> <p>The default value is False.</p>
<code>iscobol.file.index.data_suffix</code> *	<p>This property specifies the default extension to be applied to the data file of a Jlsam or c-tree archive.</p> <p>The separator dot must be explicitly specified.</p> <p>By default, ".dat" is used.</p>

Property	Meaning
<code>iscobol.file.index.FileName</code> <i>me</i>	<p>This property specifies the file system to be used with <i>FileName</i>. It overrides the setting of <code>iscobol.file.index</code>.</p> <p><i>FileName</i> must match the physical file name declared in the COBOL program with hyphens replaced by underscores and must be lower-case regardless of the case used in the program. Here are some examples: for "F-CUST" set <code>iscobol.file.index.f_cust=...</code> for "f_cust" set <code>iscobol.file.index.f_cust=...</code> for "F_cust.dat" set <code>iscobol.file.index.f_cust.dat=...</code></p> <p>Note: The names of the properties that are dynamically set inside the program using SET ENVIRONMENT are normalized by the runtime and therefore the above rules can be ignored.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • btrieve • ctree • ctree2 • ctreej • dci • dcic • easydb • fscsc • jlsam • mfc • remote • vision • vfc • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Indexed files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>The default value is the one specified by <code>iscobol.file.index</code>.</p>
<code>iscobol.file.index.index_suffix *</code>	<p>This property specifies the default extension to be applied to the index file of a Jlsam or c-tree archive.</p> <p>The separator dot must be explicitly specified.</p> <p>By default, ".idx" is used.</p>
<code>iscobol.file.index.lock_read_anyhow (boolean) *</code>	<p>True = The record data is returned to the program even if the record is locked.</p> <p>False = The record data is not returned to the program if a lock condition occurs.</p> <p>The default value is False.</p> <p>This property affects Jlsam and c-tree file systems.</p>

Property	Meaning
<code>iscobol.file.index.lock_wait</code> (boolean) *	<p>True = Wait for the record to become unlocked if a lock condition occurs. False = Return the lock condition to the program.</p> <p>The default value is False.</p> <p>This feature is fully supported by c-tree RTG. It is supported also by Jlsam but, in a thin client or file server environment, it works only if <code>iscobol.file.lock_manager</code> * is set to "com.iscobol.as.locking.InternalLockManager".</p>
<code>iscobol.file.index.read_lock_test</code> (boolean) *	<p>True = A READ WITH NO LOCK returns a lock condition if the record is locked. False = A READ WITH NO LOCK reads the record even if it's locked.</p> <p>The default value is False.</p> <p>This property affects Jlsam and c-tree file systems.</p>
<code>iscobol.file.index.strip_extension</code> (boolean)	<p>True = The file extension is removed from the file name before opening the file. False = The file extension is not removed from the file name before opening the file.</p> <p>The default value is False.</p> <p>This property doesn't affect default extensions applied by the file handler, but it affects only the extension specified by the COBOL program, if any.</p>
<code>iscobol.file.index.version</code>	<p>This property returns the version of the file handler specified by the <code>iscobol.file.index</code> property.</p>
<code>iscobol.file.indexed_file_prefix</code>	<p>This property lists the paths in which to search for indexed data files.</p> <p>When a data file is opened for input or i-o, the Framework looks for the data file in every path listed by this property until it finds the data file. If the data file is not found, an error is returned.</p> <p>When the data file is opened for output, the Framework looks for the data file in every path listed by this property until it finds the data file, then it initializes it. If the data file is not found, then the Framework tries to create it in the first path listed by this property.</p> <p>Paths must be separated by the a line feed character or by the current operating system path separator.</p> <p>If one of the paths starts with "isf://", then paths must be separated by the a line feed character.</p> <p>Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a".</p> <p>(iscobol.indexed_file_prefix is supported for backward compatibility)</p>
<code>iscobol.file.input</code>	<p>This property specifies an alternative class with which to handle input streams (input streams are read-only sequential files). Contact your local distributor for technical specifications.</p> <p>For example, to let isCOBOL work with an EXTfH provider, this property can be set to: <code>com.iscobol.extfh.ExtfhInput</code></p>

Property	Meaning
<code>iscobol.file.input_nolock</code> (boolean) *	<p>True = READ WITH LOCK, either explicit or implicit, doesn't lock the record if the file is open in INPUT mode.</p> <p>False = READ WITH LOCK, either explicit or implicit, locks the record even if the file is open in INPUT mode.</p> <p>The default value is True.</p>
<code>iscobol.file.io_creates</code> (boolean)	<p>True = All files opened in I-O mode are treated as if they were declared OPTIONAL. If the file does not exist, it is created.</p> <p>False = Standard rules are applied. Opening non-existing files in I-O mode causes an error.</p> <p>The default value is False.</p> <p>(iscobol.io_creates is supported for backward compatibility)</p>
<code>iscobol.file.linesequential</code>	<p>This property specifies an alternative class with which to handle line sequential files.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>easydb</code> • <code>lseq8bit</code> • <code>lseqacu</code> • <code>lseqmf_n</code> • <code>remote</code> • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Line Sequential files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>For example, to let isCOBOL work with an EXTfH provider, this property can be set to: <code>com.iscobol.extfh.ExtfhLineSequential</code></p> <p>The default value is "lseq8bit".</p>

Property	Meaning
<code>iscobol.file.linsequential.FileName</code>	<p>This property specifies the file system to be used with <i>FileName</i>. It overrides the setting of <code>iscobol.file.linsequential</code>.</p> <p><i>FileName</i> must match the physical file name declared in the COBOL program with hyphens replaced by underscores and must be lower-case regardless of the case used in the program. Here are some examples: for "F-CUST" set <code>iscobol.file.linsequential.f_cust=...</code> for "f_cust" set <code>iscobol.file.linsequential.f_cust=...</code> for "F_cust.txt" set <code>iscobol.file.linsequential.f_cust.txt=...</code></p> <p>Note: The names of the properties that are dynamically set inside the program using SET ENVIRONMENT are normalized by the runtime and therefore the above rules can be ignored.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>easydb</code> • <code>lseq8bit</code> • <code>lseqacu</code> • <code>lseqmf_n</code> • <code>remote</code> • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Line Sequential files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>The default value is the one specified by <code>iscobol.file.linsequential</code>.</p>
<code>iscobol.file.linsequential_N</code> (boolean)	<p>True = Use the <code>com.iscobol.io.DynamicLSeqMF_N</code> class as the default for line sequential files. False = Use the <code>com.iscobol.io.DynamicLSeq8bit</code> as the default for line sequential files.</p> <p>The default value is False</p> <p>(This property is deprecated and is provided for backward compatibility only. Use <code>iscobol.file.linsequential=com.iscobol.io.DynamicLSeqMF_N</code> instead.)</p>

Property	Meaning
<code>iscobol.file.lock_manager</code> *	<p>This property specifies an alternate class with which to handle locks in the Application Server (Thin Client) and File Server environments. Possible values are:</p> <p>com.iscobol.as.locking.BaseLockManager The Application Server tracks active locks on indexed files so they can be monitored by the server administration panel and by calling the A\$LIST_LOCKS routine. However, the physical lock management is performed by the active file handler.</p> <p>com.iscobol.as.locking.InternalLockManager Application Server and File Server manage locks on indexed files itself without demanding the lock request to the active file handler. In Application Server environment active locks are listed by the server administration panel and can be inquired by calling the A\$LIST_LOCKS routine.</p> <p>If this property is omitted, then locks are managed by the active file handler and are not traced by either the server administration panel nor by the A\$LIST_LOCKS routine.</p> <p>For more information about lock managers, see Internal lock management.</p> <p>Note - Lock managers don't work if multitasking is enabled, e.g. if iscobol.as.multitasking is set to a value greater than 0 in the isCOBOL Server configuration.</p>
<code>iscobol.file.min_rec_size</code>	<p>When trailing spaces are stripped, this property specifies the minimum size of a line.</p> <p>The default value is 1.</p> <p>Trailing spaces are always stripped in print files, unless the NO CONVERSION clause is used on WRITE.</p> <p>Trailing spaces are stripped in disk sequential files when iscobol.file.strip_trailing_spaces (boolean) is set to <i>True</i>.</p> <p>(iscobol.min_rec_size is supported for backward compatibility)</p>
<code>iscobol.file.open_check</code> (boolean) *	<p>True = If a relative or sequential file is opened by a process even without using any kind of lock, no other process can lock it in exclusive mode. The Java property <code>sun.nio.ch.disableSystemWideOverlappingFileLockCheck</code> should be set to true as well.</p> <p>False = If a relative or sequential file is opened by a process without any locking, another process can lock it in exclusive mode.</p> <p>The default value is False.</p> <p>This feature is not supported in the thin client architecture. The property affects only stand-alone executions.</p>
<code>iscobol.file.outdd</code>	<p>This property specifies a custom class for the handling of files associated to iscobol.compiler.outdd.</p> <p>The class must implement the <code>com.iscobol.io.OutddHandler</code> interface.</p> <p>Refer to the javadoc installed with isCOBOL for details.</p>
<code>iscobol.file.output</code>	<p>This property specifies an alternative class with which to handle output streams (output streams are write-only sequential files, like print files). Contact your local distributor for technical specifications.</p> <p>For example, to let isCOBOL work with an EXTfH provider, this property can be set to: <code>com.iscobol.extfh.ExtfhOutput</code></p>

Property	Meaning
<code>iscobol.file.page_eject_on_close</code> (boolean)	<p>True = Print files print a page advance record when the file is closed, unless the close contains the NO REWIND phrase.</p> <p>False = Print files don't print a page advance record when the file is closed.</p> <p>The default value is False.</p> <p>This property doesn't affect print files assigned to the spooler.</p>
<code>iscobol.file.prefix</code>	<p>This property lists the paths in which to search for data files.</p> <p>When a data file is opened for input or i-o, the Framework looks for the data file in every path listed by this property until it finds the data file. If the data file is not found, an error is returned.</p> <p>When the data file is opened for output, the Framework looks for the data file in every path listed by this property until it finds the data file, then it initializes it. If the data file is not found, then the Framework tries to create it in the first path listed by this property.</p> <p>Paths must be separated by the a line feed character or by the current operating system path separator.</p> <p>If one of the paths starts with "isf://", then paths must be separated by the a line feed character.</p> <p>Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a".</p> <p>(iscobol.file_prefix is supported for backward compatibility)</p>
<code>iscobol.file.prefix_separator</code>	<p>This property sets the character used by isCOBOL to define the full path name (joining the value of the <i>file.prefix</i> setting and the file name specified in the program) according to the platform. This property was introduced specifically for client-server file systems, such as c-tree.</p> <p>For example, if the c-tree server works on Linux while clients are on Windows, and this variable has not been set, isCOBOL inserts a backslash separator, resulting in an error.</p> <p>The default value is "\" for Windows and "/" for UNIX/Linux.</p> <p>(iscobol.file_prefix.separator is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.file.relative</code>	<p>This property specifies an alternative class with which to handle relative files.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>easydb</code> • <code>relative</code> • <code>remote</code> • <code>ClassName</code> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Relative files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>For example, to let isCOBOL work with an EXTfH provider, this property can be set to: <code>com.iscobol.extfh.ExtfhRelative</code></p> <p>The default value is "relative".</p>
<code>iscobol.file.relative.FileName</code>	<p>This property specifies the file system to be used with <i>FileName</i>. It overrides the setting of iscobol.file.relative.</p> <p><i>FileName</i> must match the physical file name declared in the COBOL program with hyphens replaced by underscores and must be lower-case regardless of the case used in the program. Here are some examples:</p> <p>for "F-CUST" set <code>iscobol.file.relative.f_cust=...</code></p> <p>for "f_cust" set <code>iscobol.file.relative.f_cust=...</code></p> <p>for "F_cust.dat" set <code>iscobol.file.relative.f_cust.dat=...</code></p> <p>Note: The names of the properties that are dynamically set inside the program using SET ENVIRONMENT are normalized by the runtime and therefore the above rules can be ignored.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>easydb</code> • <code>relative</code> • <code>remote</code> • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Relative files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>The default value is the one specified by iscobol.file.relative.</p>

Property	Meaning
<code>iscobol.file.relative_file_prefix</code>	<p>This property lists the paths in which to search for relative data files.</p> <p>When a data file is opened for input or i-o, the Framework looks for the data file in every path listed by this property until it finds the data file. If the data file is not found, an error is returned.</p> <p>When the data file is opened for output, the Framework looks for the data file in every path listed by this property until it finds the data file, then it initializes it. If the data file is not found, then the Framework tries to create it in the first path listed by this property.</p> <p>Paths must be separated by the a line feed character or by the current operating system path separator.</p> <p>If one of the paths starts with "isf://", then paths must be separated by the a line feed character.</p> <p>Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a".</p> <p>If unset, the paths set in <code>iscobol.file.prefix</code> are used.</p> <p>(<code>iscobol.relative_file_prefix</code> is supported for backward compatibility)</p>
<code>iscobol.file.remote.host</code>	<p>* This property specifies the host name where the isCOBOL File Server is listening.</p> <p>The default value is 'localhost'.</p>
<code>iscobol.file.remote.port</code>	<p>* This property specifies the port where the isCOBOL File Server is listening.</p> <p>The default value is 10997.</p>
<code>iscobol.file.remove_name_spaces</code> (boolean)	<p>True = spaces are removed from physical file names before looking for the files on disk (e.g. "C:\t m p \ file1" is treated as "C:\tmp\file1").</p> <p>False = spaces are not removed from physical file names before looking for the files on disk.</p> <p>The default value is False.</p> <p>Note - spaces are removed only from the name used by the COBOL program, not from <code>file.prefix</code> and current directory.</p>

Property	Meaning
<code>iscobol.file.sequential</code>	<p>This property specifies an alternative class with which to handle sequential files.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>easydb</code> • <code>mfsequential</code> • <code>seqacu</code> • <code>sequential</code> • <code>vareseq</code> • <code>vareseqacu</code> • <code>relative</code> • <code>remote</code> • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Relative files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>For example, to let isCOBOL work with an EXTFH provider, this property can be set to: <code>com.iscobol.extfh.ExtfhSequential</code></p> <p>The default value for files with fixed length record is "sequential". The default value for files with variable length record is "vareseq".</p>

Property	Meaning
<code>iscobol.file.sequential.FileName</code>	<p>This property specifies the file system to be used with <i>FileName</i>. It overrides the setting of <code>iscobol.file.sequential</code>.</p> <p><i>FileName</i> must match the physical file name declared in the COBOL program with hyphens replaced by underscores and must be lower-case regardless of the case used in the program. Here are some examples: for "F-CUST" set <code>iscobol.file.sequential.f_cust=...</code> for "f_cust" set <code>iscobol.file.sequential.f_cust=...</code> for "F_cust.txt" set <code>iscobol.file.sequential.f_cust.txt=...</code></p> <p>Note: The names of the properties that are dynamically set inside the program using SET ENVIRONMENT are normalized by the runtime and therefore the above rules can be ignored.</p> <p>Possible values for this property are:</p> <ul style="list-style-type: none"> • <code>easydb</code> • <code>mfsequential</code> • <code>seqacu</code> • <code>sequential</code> • <code>vaseq</code> • <code>vaseqacu</code> • <code>relative</code> • <code>remote</code> • <i>ClassName</i> <p><i>ClassName</i> can be either</p> <ul style="list-style-type: none"> • one of the classes listed in Language Reference > Environment Division > INPUT-OUTPUT Section > FILE-CONTROL Paragraph > Relative files <p>or</p> <ul style="list-style-type: none"> • the name of the class of a customized filesystem. Contact your local distributor for technical specifications. <p>The default value is the one specified by <code>iscobol.file.sequential</code>.</p>
<code>iscobol.file.sequential_file_prefix</code>	<p>This property lists the paths in which to search for sequential data files.</p> <p>When a data file is opened for input or i-o, the Framework looks for the data file in every path listed by this property until it finds the data file. If the data file is not found, an error is returned.</p> <p>When the data file is opened for output, the Framework looks for the data file in every path listed by this property until it finds the data file, then it initializes it. If the data file is not found, then the Framework tries to create it in the first path listed by this property.</p> <p>Paths must be separated by the a line feed character or by the current operating system path separator.</p> <p>If one of the paths starts with "isf://", then paths must be separated by the a line feed character.</p> <p>Within configuration files, the line feed character is "\n". In COBOL programs, the line feed character is x"0a".</p> <p>If unset, the paths set in <code>iscobol.file.prefix</code> are used.</p> <p>(<code>iscobol.sequential_file_prefix</code> is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.file.status *</code>	<p>This property specifies which file status codes to use. Set it to one of the following values:</p> <p><i>com.iscobol.io.FileStatusDefault</i> (for 2002 file status codes) <i>com.iscobol.io.FileStatus85</i> <i>com.iscobol.io.FileStatus74</i> <i>com.iscobol.io.FileStatusDG</i> <i>com.iscobol.io.FileStatusVax</i> <i>com.iscobol.io.FileStatusIBM</i> <i>com.iscobol.io.FileStatusMF</i> <i>com.iscobol.io.FileStatusMS</i></p> <p>For example, for RM/COBOL-85 (ANSI 85) codes set <i>iscobol.file.status=com.iscobol.io.FileStatus85</i></p> <p>It's possible to create a custom set of file status codes. The class must implement the "com.iscobol.io.FileStatus" interface; contact your local distributor for technical specifications.</p>
<code>iscobol.file.strip_trailing_spaces</code> (boolean)	<p>True = Trailing spaces are automatically removed before writing a line sequential file. When reading, the destination item is automatically filled with spaces before the line is read.</p> <p>False = Trailing spaces are not removed before writing a line sequential file. When reading, the destination item is not cleared before the line is read.</p> <p>The default value is False.</p> <p>This property affects line sequential files on disk. In print files trailing spaces are stripped by default, unless the NO CONVERSION clause is used on WRITE.</p> <p>(iscobol.strip_trailing_spaces is supported for backward compatibility)</p>
<code>iscobol.file.suffix</code>	<p>This property automatically appends a suffix to all data file names. The dot that separates the file name and the file extension is automatically added by the runtime.</p> <p>Example: opening a file whose physical name is "arc" having <i>iscobol.file.suffix=dat</i> will open "arc.dat".</p> <p>(iscobol.file_suffix is supported for backward compatibility)</p>
<code>iscobol.file.xextfh</code>	<p>This property allows you to choose the file manger when EXTFH is not involved. Valid values are:</p> <p>2 = Use extended EXTFH2 32 bit 3 = Use extended EXTFH3 64 bit</p>
<code>iscobol.jisam.autolock_allowed</code> (boolean)	<p>This property affects the lock behavior in the same run unit when using Jlsam as file handler. It affects locks between a caller program and a called program as well as locks on multiple records acquired by a single program.</p> <p>True = More locks on the same record can be acquired in the same run unit. False = Only one lock on the same record can be acquired in the same run unit.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.jisam.version</code>	<p>Specifies the version of Jlsam files created by OPEN OUTPUT. Valid values are 1 and 2. You should set this property to 1 if you plan to share the Jlsam files with programs that run with an old version of isCOBOL that doesn't support Jlsam version 2.</p> <p>The default value is 2.</p>
<code>iscobol.sort</code>	<p>This property specifies an alternative class with which to handle sort files. Contact your local distributor for technical specifications.</p> <p>For example, to let isCOBOL work with an external sort module, this property can be set to: <code>com.iscobol.extfh.ExtsmSort</code></p>
<code>iscobol.sort.dir</code>	This property specifies the path of the directory where temporary sort files are stored.
<code>iscobol.sort.maxfiles</code>	<p>This property specifies the maximum amount of files used for sorting.</p> <p>The default value is 16.</p>
<code>iscobol.sort.memsize</code>	<p>This property specifies the maximum amount of memory used for sorting. The value is expressed in bytes.</p> <p>The default value is 1048576.</p>
<code>iscobol.sqlserver.convention</code>	<p>This property specifies the sign convention adopted by the COBOL program that creates the c-tree file. Possible values are:</p> <p>A = Acucobol-GT convention D = Data General convention I = IBM convention M = Micro Focus convention N = NCR COBOL convention R = Realia COBOL convention V = VAX COBOL convention</p> <p>The default value is A.</p>
<code>iscobol.sqlserver.database</code>	This property specifies the name of the c-tree SQL database that the Framework must connect to. This setting is used when <code>iscobol.sqlserver.iss</code> is set to true.
<code>iscobol.sqlserver.dirlevel</code>	<p>This property specifies how many parts of the file path are to be used to build the table name on c-tree SQL when <code>iscobol.sqlserver.iss</code> is set to true.</p> <p>The default value is 0.</p>
<code>iscobol.sqlserver.grant</code>	<p>This property specifies the permissions for the linked table. It controls how other users will be able to interact with the table.</p> <p>Possible values are:</p> <p>0 = no permission, access denied to other users 1 = public permission with full access to other users 2 = public permission with read-only access to other users</p> <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.sqlserver.iss</code> (boolean)	<p>True = The c-tree indexed file is automatically linked into c-tree SQL during the OPEN OUTPUT.</p> <p>False = The c-tree indexed file is created as a standard c-tree file during the OPEN OUTPUT.</p> <p>The default value is False.</p>
<code>iscobol.sqlserver.iss.mapping.filename</code>	<p>This property creates a mapping between one or more physical file names and an iss file. <i>filename</i> is the name of the physical file, wildcards are supported (e.g. customers*). The value for this property is the basename (no extension) of the iss file to be used for all file names that match the pattern specified by <i>filename</i>.</p>

Property	Meaning																																				
<code>iscobol.sqlserver.iss.replacement_rules</code>	<p>This property configures the replacements performed by the runtime on the physical file name before linking it as a table when <i>iscobol.sqlserver.iss</i> is set to true. It affects the name of the iss dictionary that will be searched by the runtime as well as the name of the table in the c-tree SQL database.</p> <p>By default " and '-' become '_'. Before this conversion takes place, you can strip " , '-' and file extension from the file name by setting this property to the combination between one or more of the following values:</p> <p>0 = don't omit any character 1 = " is omitted 2 = '-' is omitted 4 = the file extension (from the last "." to the end of the name) is omitted</p> <p>For example, given a file whose name is MY-ARC.01.DAT, the runtime will create the table on the c-tree SQL database with the following criteria:</p> <table> <tr> <th>replacement rules</th><th>table name</th></tr> <tr><td>0</td><td>MY_ARC_01_DAT</td></tr> <tr><td>1</td><td>MY_ARC01DAT</td></tr> <tr><td>2</td><td>MYARC_01_DAT</td></tr> <tr><td>3</td><td>MYARC01DAT</td></tr> <tr><td>4</td><td>MY_ARC_01</td></tr> <tr><td>5</td><td>MY_ARC01</td></tr> <tr><td>6</td><td>MYARC_01</td></tr> <tr><td>7</td><td>MYARC01</td></tr> </table> <p>The property affects also the name of the ISS dictionary used by the runtime to manage the file, unless differently configured via the iscobol.sqlserver.iss.mapping.filename setting. For example, given a file whose name is MY-ARC.01.DAT, the runtime will look for the ISS dictionary with the following criteria:</p> <table> <tr> <th>replacement rules</th><th>ISS dictionary</th></tr> <tr><td>0</td><td>my_arc_01_dat.iss</td></tr> <tr><td>1</td><td>my_arc01dat.iss</td></tr> <tr><td>2</td><td>myarc_01_dat.iss</td></tr> <tr><td>3</td><td>myarc01dat.iss</td></tr> <tr><td>4</td><td>my_arc_01.iss</td></tr> <tr><td>5</td><td>my_arc01.iss</td></tr> <tr><td>6</td><td>myarc_01.iss</td></tr> <tr><td>7</td><td>myarc01.iss</td></tr> </table> <p>The default value is 0.</p>	replacement rules	table name	0	MY_ARC_01_DAT	1	MY_ARC01DAT	2	MYARC_01_DAT	3	MYARC01DAT	4	MY_ARC_01	5	MY_ARC01	6	MYARC_01	7	MYARC01	replacement rules	ISS dictionary	0	my_arc_01_dat.iss	1	my_arc01dat.iss	2	myarc_01_dat.iss	3	myarc01dat.iss	4	my_arc_01.iss	5	my_arc01.iss	6	myarc_01.iss	7	myarc01.iss
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<code>iscobol.sqlserver.isspath</code>	<p>This property specifies the path where iss files are located. This setting is used when <i>iscobol.sqlserver.iss</i> is set to true.</p>																																				

Property	Meaning
<code>iscobol.sqlserver.owner</code>	This property specifies the owner of the SQL tables. This setting is used when <code>iscobol.sqlserver.iss</code> is set to true.
<code>iscobol.sqlserver.password</code>	<p>This property specifies the password for connecting to c-tree SQL.</p> <p>This setting is used when <i>iscobol.sqlserver.iss</i> is set to true in the isCOBOL configuration and COMPATIBILITY SQLIMPORT_ADMIN_PASSWORD is present in the c-tree Server configuration (ctsrvr.cfg).</p> <p>Note that the use of COMPATIBILITY SQLIMPORT_ADMIN_PASSWORD is discouraged for security reasons.</p>
<code>iscobol.sqlserver.prefix</code>	This property specifies a prefix to be put before the name of the SQL tables. This setting is used when <code>iscobol.sqlserver.iss</code> is set to true.

Database Bridge and JDBC/ESQL Configuration

(*) The asterisk after the property name means that the property is static, it's inquired only once by the Framework and then changing it using the SET ENVIRONMENT statement has no effect.

Common JDBC/ESQL Configuration

Property	Meaning
<code>iscobol.esql.default_parameter_type</code>	<p>This property specifies the default type of parameters passed to stored procedures. If affects stored procedures called via CALL statement as well as stored procedures called in PL/SQL blocks via EXECUTE statement.</p> <p>The default parameter type specified by this property is overridden by the IN, OUT and INOUT clauses in the CALL statement as well as by storeproc.property and by the \$SQL HOSTVAR directive.</p> <p>Possible values are:</p> <ul style="list-style-type: none"> • IN • OUT • INOUT <p>The default value is INOUT.</p>
<code>iscobol.esql.indicator_trunc_on_call</code> (boolean)	<p>True = set the indicator variable to the length of the stored procedure's output parameter value when this value doesn't fit the host variable.</p> <p>False = set the indicator variable to 0 when the stored procedure's output parameter value doesn't fit the host variable.</p> <p>The default value is True.</p>
<code>iscobol.esql.sqlcode.<value>=<new-value> *</code>	<p>This property allows to remap SQLCODE values to custom values. For example, in order to obtain SQLCODE=1403 instead of SQLCODE=100 when no record is found, set</p> <pre>iscobol.esql.sqlcode.100=1403</pre> <p>It doesn't allow to remap SQLCODE values produced by iscobol.esql.value_sqlcode_on_no_data, iscobol.esql.value_sqlcode_on_null and iscobol.esql.value_too_many_rows as well as the value 1405 returned by programs compiled with <code>-csqn</code> option.</p> <p>This property is evaluated after iscobol.esql.error.negative (boolean). If <i>error.negative</i> is true and you wish to remap a SQLCODE value, then you need to remap the negative value.</p> <p>The following pair of settings</p> <pre>iscobol.esql.error.negative=false iscobol.esql.sqlcode.1847=9999</pre> <p>produce the same effect of</p> <pre>iscobol.esql.error.negative=true iscobol.esql.sqlcode.-1847=9999</pre>
<code>iscobol.esql.value_sqlcode_on_no_data</code>	<p>This property specifies the value of SQLCODE when a query doesn't affect any row. The following SQL statements are affected</p> <ul style="list-style-type: none"> • DELETE • SELECT • UPDATE <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.esql.value_sqlcode_on_null</code>	<p>This property specifies the value of SQLCODE when an host variable is set to null. This feature is activated by the <code>-csqn</code> compiler option. If the option is omitted, the program sets SQLCODE to zero when an host variable is set to null.</p> <p>The default value is 1405.</p>
<code>iscobol.esql.value_too_many_rows</code>	<p>This property specifies the value of SQLCODE when an EXEC SQL SELECT INTO statement returns more than one result. Destination host variables are however set with the values of the first result.</p> <p>The default value is 0, set it to 2112 for proCOBOL compatibility.</p>
<code>iscobol.esql.warnings</code> (boolean)	<p>True = warnings are returned through SQLCA if the ESQL statement produces them. False = warnings are never returned through SQLCA.</p> <p>The default value is False.</p>
<code>iscobol.esql.error.negative</code> (boolean)	<p>True = SQLCODE values different from 0 and 100 are returned as negative values. False = SQLCODE values are always positive.</p> <p>The default value is False.</p> <p>Warnings are not affected by this property. See <code>iscobol.esql.warnings</code> (boolean) for information about how to intercept warnings.</p> <p>SQLCODE values can also be changed via the <code>iscobol.esql.sqlcode.<value>=<new-value> *</code> property.</p>
<code>iscobol.jdbc.allocate_type</code>	<p>This property specifies the data type of items allocated through the EXEC SQL ALLOCATE statement. It can be set to one of the constant values of <code>java.sql.Types</code> (http://java.sun.com/javase/6/docs/api/constant-values.html#Types.sql).</p> <p>The default value is -16</p>
<code>iscobol.jdbc.autocommit</code> (boolean)	<p>True = The JDBC driver is forced to automatically commit every SQL Statement performed by the ESQL module. False = SQL Statements are not automatically committed. It's program duty to COMMIT or ROLLBACK the issued statements.</p> <p>This property affects the <code>CONNECT</code> statement. Changing it after the connection is open has no effect.</p> <p>All statements issued after the last COMMIT or ROLLBACK in the runtime session will be committed or discarded on STOP RUN according to the <code>iscobol.jdbc.on_stop_run</code> setting.</p> <p>The default value is True.</p>
<code>iscobol.jdbc.connection.login.timeout</code>	<p>This property specifies the timeout in seconds before returning a connection refused error to the <code>CONNECT</code> statement. If this property is not set, the connection timeout depends on database settings.</p>

Property	Meaning
<code>iscobol.jdbc.cursor.concurrency *</code>	<p>Set the internal Cursor type for ESQL.</p> <p>Valid values are:</p> <p>1007 = Cursors are read-only</p> <p>1008 = Cursors are updatable</p> <p>1009 = Cursors are lockable (only for MS SQL Server)</p> <p>Default is 1007</p>
<code>iscobol.jdbc.cursor.type *</code>	<p>This property determines the cursor type used by the JDBC driver.</p> <p>1 = FORWARD_ONLY allows the cursor to move forward, but not backward, through the data.</p> <p>2 = SCROLL_INSENSITIVE allows the cursor to move forward and backward through the data. Changes made while the cursor is open are ignored. It provides a static view of the underlying data to which the cursor refers.</p> <p>3 = SCROLL_SENSITIVE allows the cursor to move forward and backwards through the data. Changes made while the cursor is open are immediately available. It provides a dynamic view of the underlying data to which the cursor refers.</p> <p>The default value is 1.</p>
<code>iscobol.jdbc.datasource</code>	<p>This property allows a custom class to be specified for the JDBC connection. This class is used by the CONNECT statement to get the connection.</p> <p>The class must implement the <code>com.iscobol.rts.MyDataSource</code> interface. Consult the javadoc installed with isCOBOL for specifics.</p>
<code>iscobol.jdbc.dateformat *</code>	<p>This property specifies the format in which PIC x and PIC 9 receive dates from database tables.</p> <p>yyyy = year MM = month dd = day.</p> <p>All supported values are listed in the Java Documentation: http://java.sun.com/javase/6/docs/api/java/text/SimpleDateFormat.html</p> <p>The default value is yyyy-MM-dd.</p>
<code>iscobol.jdbc.driver</code>	<p>This property specifies the name of the JDBC driver to be used by the ESQL module.</p> <p>The default value is "sun.jdbc.odbc.JdbcOdbcDriver".</p>
<code>iscobol.jdbc.driver.ConnectionName</code>	<p>Please consult the Database Bridge documentation, chapter Working with multiple connections, for details on this property.</p>
<code>iscobol.jdbc.fetch_size</code>	<p>This property gives the JDBC driver a hint as to the number of rows that should be fetched from the database when more rows are returned at the opening of a ESQL cursor. If the value specified is 0, then the hint is ignored.</p> <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.jdbc.kept_spaces</code>	<p>This property specifies the manner in which trailing spaces are handled.</p> <p>-1 = Trailing spaces are maintained. 0 = Trailing spaces are removed. 1 = Trailing spaces are removed and the first character of the string is always maintained, regardless of whether it is a space or not.</p> <p>This property is evaluated by the OPEN statement and affects all the next FETCH statements.</p> <p>Note - this property affects only the comparison between SQL values and host variables. The comparison between SQL values and constant strings (including The EDBI-WHERE-CONSTRAINT external variable) is not affected.</p> <p>The default value is 1.</p>
<code>iscobol.jdbc.on_stop_run</code>	<p>This property specifies the behavior of the JDBC driver when the run unit terminates.</p> <p>commit = Executes a COMMIT statement, then a DISCONNECT statement. rollback = Executes a ROLLBACK statement, then a DISCONNECT statement. Note that the ROLLBACK will have effect only if you're not working in autocommit mode, e.g. iscobol.jdbc.autocommit (boolean) must be set to false. none = Executes only a DISCONNECT statement. A COMMIT or ROLLBACK is performed depending on the database defaults.</p> <p>The default value is none.</p>
<code>iscobol.jdbc.options</code>	<p>This property sets a list of options to be passed to the JDBC driver. Every option consists of a name and a value, separated by the equals (=) symbol. Options are separated by commas. For example:</p> <p><code>iscobol.jdbc.options=Option1=Value1,Option2=Value2</code></p> <p>Options must be set before connecting.</p> <p>Note - Due to JDBC rules, options are evaluated only if user and password are not specified in the CONNECT statement. If you wish to specify user and password in the CONNECT statement, then you should rely on a custom CONNECT implementation in order to set JDBC options. See iscobol.jdbc.datasource for details.</p>
<code>iscobol.jdbc.timeformat</code> *	<p>This property specifies the format in which PIC X and PIC 9 receive time from database tables.</p> <p>All supported values are listed in the Java Documentation: http://download.oracle.com/javase/6/docs/api/java/text/SimpleDateFormat.html</p> <p>Default value is HH:mm:ss.</p>
<code>iscobol.jdbc.timestampformat</code> *	<p>This property specifies the format in which PIC X and PIC 9 receive date and time from database tables.</p> <p>All supported values are listed in the Java Documentation: http://download.oracle.com/javase/6/docs/api/java/text/SimpleDateFormat.html</p> <p>Default value is yyyy-MM-dd HH:mm:ss.</p>

Property	Meaning
<code>iscobol.jdbc.thread_connection</code> (boolean)	<p>True = Each thread created by PERFORM THREAD or CALL THREAD uses a separate database connection. The thread code is responsible to create the connection. When working with the Database Bridge, EDBI subroutines take care of managing the multiple thread connections.</p> <p>False = All threads created by PERFORM THREAD or CALL THREAD share the same database connection.</p> <p>The default value is False.</p>
<code>iscobol.jdbc.url</code>	<p>This property specifies the prefix of the JDBC URL used by the ESQL module. Possible values depend on the jdbc driver being used.</p> <p>The default value is "jdbc:odbc:".</p>
<code>iscobol.jdbc.url.ConnectionName</code>	<p>Please consult the Database Bridge documentation, chapter Working with multiple connections, for details on this property.</p>

Database Bridge (EasyDB) Runtime Configuration

Property	Meaning
<code>iscobol.easydb.commit_count</code>	<p>Specifies the COMMIT COUNT for EDBI routines.</p> <p>When this property is set to a value greater than 0, a COMMIT is issued after this number of operations. WRITE, REWRITE, and DELETE are counted; READ, START, and READ NEXT are not.</p> <p>The default value is 0.</p> <p><code>iscobol.jdbc.autocommit</code> (boolean) must be set to false in the configuration, otherwise all the operations are automatically committed.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the <code>-cc</code> option was used.</p>
<code>iscobol.easydb.commit_count.ConnectionName</code>	<p>Specifies the COMMIT COUNT for EDBI routines. It affects only the connection identified by <i>ConnectionName</i>.</p> <p>When this property is set to a value greater than 0, a COMMIT is issued after this number of operations. WRITE, REWRITE, and DELETE are counted; READ, START, and READ NEXT are not.</p> <p>The default value is 0.</p> <p><code>iscobol.jdbc.autocommit</code> (boolean) must be set to false in the configuration, otherwise all the operations are automatically committed.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the <code>-cc</code> option was used.</p>
<code>iscobol.easydb.connection_name.FileName</code>	<p>Please consult Database Bridge documentation, chapter Working with multiple connections, for details on this property.</p>
<code>iscobol.easydb.date_cutoff</code>	<p>This property uses a two-digit value and establishes the two-digit year that will be interpreted by the program as being in the 20th Century and the two-digit year that will be interpreted by the program as being in the 21st Century.</p> <p>For example, consider setting:</p> <pre>iscobol.easydb.date_cutoff=30</pre> <p>In this case, 2000 will be added to the two-digit year that are smaller than "30" (or whatever value you give to this variable), and will therefore make them part of the 21st Century. 1900 will be added to the two-digit year that are larger than "30", making them part of the 20th Century. A COBOL date like 99/10/10 will be translated into 1999/10/10. A COBOL date like 00/02/12 will be translated into 2000/02/12.</p> <p>The default value is 20.</p> <p>(iscobol.easydb_date_cutoff is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.easydb.dirlevel</code>	<p>This property gives you a method of mapping filenames with directories to the EDBI routine. It determines how many levels of the directory to use as part of the table name. If you set this property to 0, it means no level behavior (default). If you set it to a positive value, it determines how many directory names to keep.</p> <p>For example assuming that a COBOL program open a file like <code>"/usr/temp/users/invoice"</code>, if <code>easydb.dirlevel=0</code>, the EDBI routine will reference a table named "invoice"; if <code>easydb.dirlevel=1</code>, the EDBI routine will reference a table named "usersinvoice"; if <code>easydb.dirlevel=2</code>, the EDBI routine will reference a table named "tempusersinvoice"; and so on...</p> <p>The default value is 0.</p>
<code>iscobol.easydb.inv_date</code>	<p>This property is used to establish an invalid date (such as 2000/02/31) in order to avoid problems that can occur when an incorrect date format has been written to the database.</p> <p>The date must be specified as a eight digits string that is the concatenation between year, month and day.</p> <p>For example, to use 1st January 2000 as valid date to replace invalid dates, set:</p> <pre>iscobol.easydb.inv_date=20000101</pre> <p>The default value is 99991230.</p> <p>(iscobol.easydb_inv_date is supported for backward compatibility)</p>
<code>iscobol.easydb.julian_base_date</code>	<p>This property specifies the base date to resolve julian dates. The value must be specified in the format YYYYMMDD.</p> <p>For example, to use the 1st January 2000 as base date to resolve julian dates, set:</p> <pre>iscobol.easydb.julian_base_date=20000101</pre> <p>The default value is 16000101.</p> <p>This property can be set to dates that are greater than the 1st January 1600. If you need a lower date as base date (E.g. 00010101) then you can't rely on the automatic handling of Julian dates, but you need to write your own date conversion routines. See iscobol.compiler.easydb.julian_routines=<cbdb>;<dbcb> for more information.</p> <p>(iscobol.easydb_julian_base_date is supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.easydb.mapping</code>	<p>This property allows to associate certain filenames with particular EDBI routines. This enables you to use one EDBI routine for many different files with the same data structure. Multiple mappings must be separated by space. For example, setting:</p> <pre>iscobol.easydb.mapping=invoice2008=invoice invoice2009=invoice</pre> <p>or the equivalent</p> <pre>iscobol.easydb.mapping=invoice2008=invoice \ invoice2009=invoice</pre> <p>means that the Dynamic Filesystem Interface will redirect I/O done from any COBOL program that uses "invoice2008" and "invoice2009" as a physical file basename to EDBI-invoice.</p> <p>You can also use the wildcard "*" character to simplify file name associations, where "*" matches any number of characters. Note that "*" is the only wildcard supported. For example,</p> <pre>iscobol.easydb.mapping=invoice*=invoice</pre> <p>will match all of the above.</p> <p>The parsing of <code>iscobol.easydb.mapping</code> value is interrupted at the first match found. You should pay attention to the order mappings are listed in order to avoid an unexpected mapping within similar file names. For example, suppose that, in addition to the invoice files shown above you have a different file named "invoices" and you want it to be managed by the routine EDBI-file1. The following setting is wrong:</p> <pre>iscobol.easydb.mapping=invoice*=invoice \ invoices=file1</pre> <p>Because "invoice*" would be valid also for the file name "invoices" and so that file would be associated to the EDBI-invoice routine as well. The correct setting in this case is:</p> <pre>iscobol.easydb.mapping=invoices=file1 \ invoice*=invoice</pre> <p>Dots in the file name are translated to underscores by the Database Bridge. If you need to map a file whose name has an extension, you need to be aware of this rule. For example, if you want that "file1.db" is managed by EDBI-file1, set:</p> <pre>iscobol.easydb.mapping=file1_db=file1</pre> <p>If no matches are found in <code>iscobol.easydb.mapping</code>, the Dynamic Filesystem Interface will look for matches in the deprecated <code>iscobol.filename.mapping</code> configuration property. This property is still supported for backward compatibility.</p>

Property	Meaning
<code>iscobol.easydb.max_date</code>	<p>This property is used to establish a high-value date in order to avoid problems in cases where invalid dates have been incorrectly written to the database. The date must be specified as a eight digits string that is the concatenation between year, month and day.</p> <p>For example, to use 31th December 2099 as valid date to replace dates set to high-values, set:</p> <pre>iscobol.easydb.max_date=20991231</pre> <p>The default value is 99991231.</p> <p>(iscobol.easydb_max_date is supported for backward compatibility)</p>
<code>iscobol.easydb.min_date</code>	<p>This property is used to establish a low-value (0 or space) date in order to avoid problems that can occur when invalid dates have been incorrectly written to the database. The date must be specified as a eight digits string that is the concatenation between year, month and day.</p> <p>For example, tuse 1st January 2000 as valid date to replace dates set to low-values, set:</p> <pre>iscobol.easydb.min_date=20000101</pre> <p>The default value is database dependent.</p> <p>(iscobol.easydb_min_date is supported for backward compatibility)</p>
<code>iscobol.easydb.mysql_row_limit</code>	<p>This property specifies the weight of the cursors used to read data from MySQL. By default the MySQL JDBC driver loads in memory all the records of a table when the COBOL program performs a Start. This behavior might consume resources and affect performance when working on huge tables. If iscobol.compiler.easydb.light_cursors was set to a value grater than 0 at compile time, then EDBI subroutines read data using a paging logic in order to work around the driver behavior.</p> <p>The default value is 100.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the -dmld or -dmlu options were used.</p>
<code>iscobol.easydb.postgres_row_limit</code>	<p>This property specifies the weight of the cursors used to read data from PostgreSQL. By default the PostgreSQL JDBC driver loads in memory all the records of a table when the COBOL program performs a Start. This behavior might consume resources and affect performance when working on huge tables. If iscobol.compiler.easydb.light_cursors was set to a value grater than 0 at compile time, then EDBI subroutines read data using a paging logic in order to work around the driver behavior.</p> <p>The default value is 100.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the -dpld or -dplu options were used.</p>

Property	Meaning																																				
<code>iscobol.easydb.prefix</code>	<p>This property specifies the prefix that the runtime should put before the EDBI routine name before calling it.</p> <p>For example, setting this property to "ora", when the program opens FILE1, the runtime will call ORAEDBI_FILE1.</p> <p>By default, no prefix is used.</p>																																				
<code>iscobol.easydb.replacement_rules</code>	<p>This property configures the replacements performed by the EDBI routines on the physical file basename before using it as database table name.</p> <p>By default " and ' become '_'. Before this conversion takes place, you can strip ", ' and file extension from the file name by setting this property to the combination between one or more of the following values:</p> <p>0 = don't omit any character 1 = " is omitted 2 = ' is omitted 4 = the file extension (from the last . to the end of the name) is omitted</p> <p>For example, given a file whose name is MY-ARC.01.DAT, the runtime will look for the table on the database with the following criteria:</p> <table> <tr> <th>replacement rules</th><th>table name</th></tr> <tr><td>0</td><td>MY_ARC_01_DAT</td></tr> <tr><td>1</td><td>MY_ARC01DAT</td></tr> <tr><td>2</td><td>MYARC_01_DAT</td></tr> <tr><td>3</td><td>MYARC01DAT</td></tr> <tr><td>4</td><td>MY_ARC_01</td></tr> <tr><td>5</td><td>MY_ARC01</td></tr> <tr><td>6</td><td>MYARC_01</td></tr> <tr><td>7</td><td>MYARC01</td></tr> </table> <p>The property affects also the name of the EDBI routine used by the runtime to manage the file, unless differently configured via the iscobol.easydb.mapping setting. For example, given a file whose name is MY-ARC.01.DAT, the runtime will look for the EDBI routine with the following criteria:</p> <table> <tr> <th>replacement_rules</th><th>EDBI routine</th></tr> <tr><td>0</td><td>EDBI_MY_ARC_01_DAT</td></tr> <tr><td>1</td><td>EDBI_MY_ARC01DAT</td></tr> <tr><td>2</td><td>EDBI_MYARC_01_DAT</td></tr> <tr><td>3</td><td>EDBI_MYARC01DAT</td></tr> <tr><td>4</td><td>EDBI_MY_ARC_01</td></tr> <tr><td>5</td><td>EDBI_MY_ARC01</td></tr> <tr><td>6</td><td>EDBI_MYARC_01</td></tr> <tr><td>7</td><td>EDBI_MYARC01</td></tr> </table> <p>The default value is 0.</p>	replacement rules	table name	0	MY_ARC_01_DAT	1	MY_ARC01DAT	2	MYARC_01_DAT	3	MYARC01DAT	4	MY_ARC_01	5	MY_ARC01	6	MYARC_01	7	MYARC01	replacement_rules	EDBI routine	0	EDBI_MY_ARC_01_DAT	1	EDBI_MY_ARC01DAT	2	EDBI_MYARC_01_DAT	3	EDBI_MYARC01DAT	4	EDBI_MY_ARC_01	5	EDBI_MY_ARC01	6	EDBI_MYARC_01	7	EDBI_MYARC01
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Property	Meaning
<code>iscobol.easydb.start_on_specific_table</code> (boolean)	<p>True = When a START is performed on a multi-record FD, only the table related to the current record type is used.</p> <p>False = When a START is performed on a multi-record FD, all the tables related to the FD are used.</p> <p>The default value is False.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the -esst option was used.</p>
<code>iscobol.easydb.wait_for_lock</code> (boolean)	<p>True = EDBI routines wait for the lock to be released. The EDBI routine must have been generated with <i>easydb.oracle.wait_for_locks=1</i>.</p> <p>False = EDBI routines return the lock condition.</p> <p>The default value is False.</p> <p>This feature is currently provided only for Oracle.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the -Owfl option was used.</p>
<code>iscobol.edbi.notnum.trace file</code>	<p>This property specifies the name of the trace file generated by EDBI subroutines for cases of <i>not numeric data in numeric field</i>.</p> <p>The default value is TRACENUM.</p> <p>Note - routines generated by the EDBIIS command consider this setting only if the -t option was used.</p>

isCOBOL Server (thin client) Configuration

isCOBOL Server properties listed below cannot be set by SET ENVIRONMENT within the program. They must appear in the configuration passed to the isCOBOL Server at startup.

(*) The asterisk after the property name means that the property is read every time a Client connects. Other properties instead are read only at server startup.

Property	Meaning
<code>iscobol.as.alias.AliasName *</code>	<p>This property defines an alias.</p> <p>Aliases are evaluated when iscobol.as.use_aliases (boolean) is set to true.</p> <p>For more information see Working with Aliases.</p>
<code>iscobol.as.appserver</code> (boolean)	<p>True = Start the Class Server along with isCOBOL Server.</p> <p>False = Don't start the Class Server along with isCOBOL Server.</p> <p>This property is evaluated only if <i>iscobol.as.fileserver</i> is set to <i>true</i>, otherwise the Class Server is always started.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.as.authentication*</code>	<p>This property defines how the users are authenticated in Application Server environment.</p> <p>0 = No password required. 1 = A password is required only for admin functions. 2 = A password is always required.</p> <p>The default value is 1.</p>
<code>iscobol.as.check_alive_interval</code>	<p>This property activates a "check alive" communication between the isCOBOL Server and the connected Clients in Thin Client environment. If the communication fails, then the Server sends a kill signal to the Client. The response of the Client to the kill signal may be affected by the <code>iscobol.as.stop_thread*</code> setting.</p> <p>The property must be set to two numeric values separated by space. The first value specifies the interval in seconds between a ping and another. The second value is the response timeout in seconds.</p> <p>For example, in order to perform a check each 5 minutes with a timeout of a minute, set:</p> <pre>iscobol.as.check_alive_interval=300 60</pre> <p>By default the check alive feature is disabled.</p>
<code>iscobol.as.clientupdate.propertiesfile</code>	<p>This property specifies the name of a custom <i>swupdater.properties</i> file to be used instead of the default <i>swupdater.properties</i>. While the default <i>swupdater.properties</i> includes just the <i>iscobol</i> and <i>iscobolNative</i> packages, this custom file can contain any package. This is useful to instruct the client to download additional items (e.g. custom items like programs that will be called via CALL CLIENT) in addition to the isCOBOL libraries.</p>
<code>iscobol.as.clientupdate.site</code>	<p>This property specifies the URL of an HTTP server where Clients can connect to look for updates.</p> <p>The HTTP server could be:</p> <ul style="list-style-type: none"> • a external HTTP Server like IIS or Apache • a separate isCOBOL Server started with -hs option • the current isCOBOL Server started with both -as and -hs options <p>The URL is in the form <i>servername:port</i>. Example: <code>http://192.168.0.123:10996</code></p>
<code>iscobol.as.clientupdate.version</code>	<p>This property specifies the isCOBOL build required client side. If the Client is running a build whose number is less than the value of this property, then the Client will automatically update itself before starting any COBOL program.</p> <p>By default, the value of this property matches with the build of the runtime library installed in the isCOBOL Server.</p>

Property	Meaning
<code>iscobol.as.digest</code>	<p>This property specifies the algorithm used by isCOBOL Server to encrypt passwords. The same algorithm is used by the A\$GET_DIGEST library routine. Possible values are:</p> <p>LEGACY = Use the same hash method used by isCOBOL 2012 R2 and previous releases MD5 = Use MD5 SHA-1 = Use SHA-1</p> <p>The file <i>password.properties</i> generated with a specific algorithm is not compatible with an isCOBOL Server that uses a different algorithm.</p> <p>The default value is SHA-1.</p>
<code>iscobol.as.fileserver</code> (boolean)	<p>True = Start File Server services along with isCOBOL Server . False = Don't start File Server services along with isCOBOL Server .</p> <p>The default value is False.</p>
<code>iscobol.as.fileserver.port</code>	<p>This property specifies the port used by the File Server.</p> <p>The default value is 10997.</p>
<code>iscobol.as.hook</code>	<p>This property specifies the name of the hook program that is be automatically executed by the Application Server each time a client connects.</p>
<code>iscobol.as.httpserver</code> (boolean)	<p>True = Start the HTTP Server feature. False = Don't start the HTTP Server feature.</p> <p>The default value is False.</p>
<code>iscobol.as.httpserver.port</code>	<p>This property specifies the port used by the HTTP Server.</p> <p>The default value is 10996.</p>
<code>iscobol.as.httpserver.root</code>	<p>This property specifies the base directory of the HTTP Server.</p> <p>By default, the isCOBOL Server working directory is used.</p>
<code>iscobol.as.info.arguments</code>	<p>This property returns the arguments of the client command-line.</p>
<code>iscobol.as.info.entering</code>	<p>This property returns the client status to the hook program. There are two possible values:</p> <p>1 = Program starting 0 = Program exiting</p>
<code>iscobol.as.info.host</code>	<p>This property returns the hostname of the current client.</p>
<code>iscobol.as.info.program</code>	<p>This property returns the program name of the client command-line.</p>
<code>iscobol.as.info.userid</code>	<p>This property returns the user ID used by the client to connect.</p>
<code>iscobol.as.info.username</code>	<p>This property returns the user name used by the client to connect.</p>
<code>iscobol.as.logfile</code>	<p>This property specifies the path of the log file for the Application Server activities.</p>

Property	Meaning
<code>iscobol.as.logging</code> (boolean)	<p>True = Application Server activities are traced and logged. False = Tracing is disabled.</p> <p>The default value is False.</p>
<code>iscobol.as.max_connections</code>	<p>This property sets the maximum number of concurrent connections allowed by the isCOBOL Server.</p> <p>Valid range: 1 ~ 2147483647.</p> <p>The default value is 512.</p>
<code>iscobol.as.multitasking</code>	<p>This property specifies if the isCOBOL Server should create a new thread in the current JVM or a new separate process when a client connects. Possible values are:</p> <p>0 = Create a new thread for every client. 1 = Create a separate process for every client. 2 = Create a new thread for clients launched without -d option and create a separate process for clients launched with -d option.</p> <p>Programs loaded from <code>iscobol.remote.code_prefix</code>, File Server clients, isCOBOL utilities and the isCOBOL Server Administration Panel are not affected by this property, they always run as internal threads.</p> <p>Setting <code>iscobol.as.multitasking=2</code> is useful for production environments if you need to debug without blocking other users. Multiple clients launched with -d option must use different debug ports (see -debugport option in Format 6 of isCOBOL Client usage).</p> <p>The default value is 0.</p>
<code>iscobol.as.panel.refresh_timeout</code> *	<p>This property sets the timeout in seconds for the automatic refresh of the isCOBOL Server Administration Panel lists. The automatic refresh must be activated by the user by clicking on the "Auto refresh" check box in the tool-bar. The value -1 disables the automatic refresh feature.</p> <p>The default value is 30.</p>
<code>iscobol.as.password_file</code>	<p>This property specifies an alternate name and path for the <i>password.properties</i> file. Example:</p> <p><code>iscobol.as.password_file=/etc/as_pwd.txt</code></p> <p>The default value is "password.properties".</p>

Property	Meaning
<code>iscobol.as.stop_thread *</code>	<p>This property affects the killing of Client connections performed by the isCOBOL Server. A connection may be killed in three conditions:</p> <ul style="list-style-type: none"> • if the Client is terminated via the command <i>iscclient -kill</i>. • if the Client is terminated via the isCOBOL Server's administration panel • if the Client is terminated by the "check alive" feature of the isCOBOL Server (see iscobol.as.check_alive_interval) <p>When set to a value of zero or greater it specifies the number of seconds to wait for the Client to terminate by cleaning up anything it needs to do before dying. When the time expires, if the Client is still alive, then it is terminated regardless of its status.</p> <p>When set to -1, no timeout is used and the Server waits for the Client to terminate in a clean way, even if it means to wait endlessly.</p> <p>In order to avoid a slowdown on Client exit, Veryant recommends to set this property to 1.</p> <p>The default value is -1.</p>
<code>iscobol.as.use_aliases</code> (boolean)	<p>True = The name of the program specified in the Client command line is searched among aliases defined in the server configuration file.</p> <p>False = The name of the program specified in the Client command line is actually the program to start.</p> <p>The default value is False.</p> <p>For more information see Working with Aliases.</p>
<code>iscobol.net.ssl.key_store</code>	<p>If this properties contains a path, then the AS server will consider that path as a JKS keystore containing a certificate and it will accept only SSL connections: the certificate must contain private and public key and must be suitable for a server.</p> <p>See TSL/SSL support for details.</p>
<code>iscobol.net.ssl.key_store_password</code>	<p>This property specifies the password of the keystore when requested.</p> <p>See TSL/SSL support for details.</p>

The following properties are considered by both isCOBOL Server and Client

<code>iscobol.hostname</code>	<p>This property specifies the host name of the machine that is running the server in an Application Server environment.</p> <p>In the Client configuration it is possible to specify multiple values separated by comma. It's good practice to have the same number of values in <i>iscobol.port</i>. The client will attempt to connect to the first available hostname and port pair. Hostnames and ports are paired from the first in the list to the last, such as <i>hostname1:port1</i>, <i>hostname2:port2</i> and so on.</p> <p>If the numbers of specified hostnames and ports do not match, the last in the shorter list will be used for creating all remaining pairs.</p> <p>The default value is 127.0.0.1.</p>
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<code>iscobol.port</code>	<p>This property specifies the port used by the Application Server.</p> <p>In the Client configuration it is possible to specify multiple values separated by comma. It's good practice to have the same number of values in <i>iscobol.hostname</i>. The client will attempt to connect to the first available hostname and port pair. Hostnames and ports are paired from the first in the list to the last, such as <code>hostname1:port1, hostname2:port2</code> and so on.</p> <p>If the numbers of specified hostnames and ports do not match, the last in the shorter list will be used for creating all remaining pairs.</p> <p>The default value is 10999.</p>
<code>iscobol.runtime.cs.version</code>	This property returns the version number of the client/server.

The following properties are to be used client side only:

<code>iscobol.net.ssl.trust_store</code>	<p>If this property contains a path, then a thin client will use an SSL connection, getting information about the server certificate from the JKS keystore indicated by the path: a special value of '*' directs the framework to use the system Java keystore.</p> <p>See TSL/SSL support for details.</p>
<code>iscobol.net.ssl.trust_store_password</code>	<p>This property specifies the password of the keystore when requested.</p> <p>See TSL/SSL support for details.</p>
<code>iscobol.remote_conf</code>	<p>This property specifies a remote configuration file to be used in an Application Server environment. If this property is not set, the environment of the isCOBOL Server is used. If this property is set, the client will use a different configuration file. This property must be set client side since it's read by the isCOBOL Client and must be set to the name of a file located in the server machine where isCOBOL Server is running.</p>
<code>iscobol.user.name</code>	<p>This property allows to set the user name to log in to the isCOBOL Server's services: Application Server, File Server and Remote Calls.</p> <p>The property also specifies the value returned in the USER-ID data item of the SYSTEM-INFORMATION group item.</p>
<code>iscobol.user.password</code>	<p>This property allows to set the user password to log in to the isCOBOL Server's services: Application Server, File Server and Remote Calls.</p> <p>(<code>iscobol.user.passwd</code> is supported for backward compatibility)</p>

Load Balancer Configuration

Load Balancer properties can be set exclusively in the configuration file passed as parameter on the iscbalancer command-line.

Property	Meaning
<code>iscobol.balancer.hostname</code>	<p>This property specifies the host name of the machine that is running the Load Balancer.</p> <p>The default value is 127.0.0.1.</p>
<code>iscobol.balancer.logfile</code>	<p>This property specifies the path of the log file for the Load Balancer activities.</p>
<code>iscobol.balancer.logging</code> (boolean)	<p>True = Load Balancer activities are traced and logged. False = Tracing is disabled.</p> <p>The default value is False.</p>
<code>iscobol.balancer.port</code>	<p>This property specifies the port used by the Load Balancer.</p> <p>The default value is 10999.</p>
<code>iscobol.balancer.update.i</code> <code>nterval</code>	<p>This property specifies the number of seconds between the check-alive operations performed by the Load Balancer.</p> <p>The default value is 60.</p>
<code>iscobol.balancer.update.t</code> <code>imeout</code>	<p>This property specifies the connection timeout for the check-alive operations performed by the Load Balancer.</p> <p>The default value is 60.</p>

Print Configuration

Property	Meaning
<code>iscobol.print.memory</code> (boolean)	<p>True = Print jobs are stored in memory. As a result, the process is faster but more memory is occupied.</p> <p>False = Print jobs are stored on the hard disk. One or more temporary files will be created in the user's Temp directory.</p> <p>In a thin client environment this property must be set on the machine where the print job is generated, that by default is the client machine. If you moved the print job to the server side via WINPRINT-SET-PRINTER-AS, then set this property in the server side configuration.</p> <p>The default value is False.</p>
<code>iscobol.print.preview.icon</code>	This property specifies a custom icon for the print preview dialog shown when you close a file whose physical name is "-P PREVIEW". It must point to a file of type BMP, PNG, JPG or GIF.
<code>iscobol.print.preview.title</code>	This property specifies the title of the print preview dialog shown when you close a file whose physical name is "-P PREVIEW". The default title is "Print Preview".
<code>iscobol.printer.channels</code>	<p>This configuration variable is used to define and print to printer channels C01-C12. Specify the line numbers for each channel. Null entries are ignored. Those channels that have line number zero, function-names S01-S052, CSP, or are undefined, are set to line 1.</p> <p>You can specify only a single line number for each channel.</p> <p>Example:</p> <pre>iscobol.printer.channels=1:3::3</pre> <p>In this example C01 equals 1, C02 and C04 equal 3, while C03 equals 1 because it's undefined. If a print statement specifies channel C03, the line is printed at line 1. Any WRITE BEFORE/AFTER PAGE statements cause positioning to be at line 1. Each line advance increases the line number by one. A request to skip to a line number less than or equal to the current line causes a new page to begin. The appropriate number of line feeds are then generated.</p>
<code>iscobol.printer.dialog.always</code> (boolean)	<p>True = The <i>Choose Printer</i> dialog is shown each time the program opens a print file on a pipe. If the user doesn't choose a printer, then the OPEN fails.</p> <p>False = The <i>Choose Printer</i> dialog is never automatically shown by the runtime.</p> <p>The default value is False.</p>

The following properties specify the default attributes for PDF prints. They affect PDF created by writing on a file assigned to "-P PDF" or by using the *Save As* function in the print preview dialog.

Note that these values are read on the side where the printing takes place, e.g. on the client side if the PDF is written by the client, on the server side otherwise.

The print attributes can be changed at runtime by calling the [WINPRINT-SET-ATTRIBUTE](#) function.

Property	Meaning
<code>iscobol.print.attribute.author</code>	This property specifies the author of the PDF document. It can be any text.
<code>iscobol.print.attribute.encryption</code>	<p>This property allows to activate encryption. It takes a numeric bitwise value where each bit sets a specific feature. If this value is set to 0 then no encryption takes place.</p> <p>You can rely on the following constants, defined in isprint.def, to activate the desired feature:</p> <pre> 78 pdfcrypt-no value 0. 78 pdfcrypt-std-40 value 1. 78 pdfcrypt-std-128 value 2. 78 pdfcrypt-aes-128 value 3. 78 pdfcrypt-no-metadata value x#08. 78 pdfcrypt-embedded-files-only value x#10. 78 pdfcrypt-allow-printing value x#0100. 78 pdfcrypt-allow-modify-content value x#0200. 78 pdfcrypt-allow-copy value x#0400. 78 pdfcrypt-allow-modify-annotations value x#0800. 78 pdfcrypt-allow-fill-in value x#1000. 78 pdfcrypt-allow-screenreaders value x#2000. 78 pdfcrypt-allow-assembly value x#4000. 78 pdfcrypt-allow-degraded-printing value x#8000. 78 pdfcrypt-all-permissions value x#FF00. </pre> <p>Permissions are applied only if combined with a valid encryption, otherwise <i>all-permissions</i> is assumed.</p> <p>Usage example:</p> <pre>iscobol.print.attribute.encryption=258</pre> <p>The resulting PDF will be printable, but it will not be possible to add annotations or copy the text to clipboard, as 258 is the sum between pdfcrypt-std-128 (2) and pdfcrypt-allow-printing (256).</p> <p>The default value is 0.</p>
<code>iscobol.print.attribute.expires</code>	This property specifies the custom property "Expires". It can be any text.
<code>iscobol.print.attribute.font_default</code>	<p>This property affects the generation of PDF files (e.g. files whose physical name starts with "-P PDF") and it specifies the name of the font to be used if the fonts set in the print job cannot be found in the system.</p> <p>Usage example:</p> <pre>iscobol.print.attribute.font_default=arial</pre>
<code>iscobol.print.attribute.font_folder</code>	<p>This property specifies the folders where the fonts used in the PDF document are installed. You can specify multiple folders separated by pipe, e.g. "C:\\myCustomFonts C:\\WINDOWS\\Fonts". The fonts loaded from these folders are not marked as "embedded".</p>

Property	Meaning
<code>iscobol.print.attribute.font_folder_embed</code>	This property specifies the folders where the fonts used in the PDF document are installed. You can specify multiple folders separated by pipe, e.g. "C:\\myCustomFonts C:\\WINDOWS\\Fonts". The fonts loaded from these folders are marked as "embedded".
<code>iscobol.print.attribute.jpeg</code>	<p>This property specifies the compression applied to images in the PDF document. It can be 0 if you want to keep images unchanged or it can range from 1 to 100 to indicate the image quality, where 1 is the lowest quality and 100 is the highest quality. When this attribute is set, all images are internally translated to jpeg; this will remove transparency, if any.</p> <p>The default value is 0.</p>
<code>iscobol.print.attribute.keywords</code>	This property specifies the keywords of the PDF document. It can be any text.
<code>iscobol.print.attribute.owner_password</code>	This property specifies the password of the owner of the document. If this value is not set, then a random password is created. It works only along with iscobol.print.attribute.encryption .
<code>iscobol.print.attribute.pdfa</code>	<p>This property allows to create a PDF/A document following a specific standard. Possible values are "PDF/A-1A" and "PDF/A-1B", case insensitive.</p> <p>This property must be set in conjunction with either iscobol.print.attribute.font_folder or iscobol.print.attribute.font_folder_embed as all the fonts must be available.</p> <p>If this property is not set, then a standard PDF is created.</p>
<code>iscobol.print.attribute.subject</code>	This property specifies the subject of the PDF document, it can be any text.
<code>iscobol.print.attribute.title</code>	This property specifies the title of the PDF document, it can be any text.
<code>iscobol.print.attribute.user_password</code>	This property specifies the password of the user of the document. If this value is not set, then a default password is used as specified in the PDF specifics. It works only along with iscobol.print.attribute.encryption .

IDE Reports and Export to Excel feature Configuration

Export to Excel feature

The following properties are evaluated only when a Report designed with the IDE is printed to XLS or XLSX file as described in [Exporting to Excel file](#). They're not considered by the Grid and List-Box's export features.

Property	Meaning
<code>iscobol.export.excel.cell_ignore_background</code> (boolean)	<p>True = Ignores the background color of the cell. False = Replicates the background color of the cell.</p> <p>The default value is False.</p>
<code>iscobol.export.excel.cell_ignore_borders</code> (boolean)	<p>True = Ignores the border style of the cell. False = Replicates the border style of the cell.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.export.excel.cell_locked</code> (boolean)	<p>True = Protects spreadsheet cells from editing. False = Spreadsheet cells can be edited.</p> <p>The default value is True.</p>
<code>iscobol.export.excel.cell_numeric_format</code>	<p>Specifies the number format for numeric cells. Refer to https://support.microsoft.com/en-us/kb/264372 for a list of valid values.</p> <p>There is no default.</p>
<code>iscobol.export.excel.cell_wrap_text</code> (boolean)	<p>True = Long text wraps in the cell. False = Long text is truncated.</p> <p>The default value is True.</p>
<code>iscobol.export.excel.collapse_row_span</code> (boolean)	<p>True = Collapse row span and avoid merging cells across rows. It implies <code>iscobol.export.excel.remove_rows_space=true</code>. False = Don't collapse row span and allow merging cells across rows.</p> <p>The default value is False.</p>
<code>iscobol.export.excel.detect_cell_type</code> (boolean)	<p>True = Preserve the type of the original Report field expressions and use it for the cell data type. False = Don't preserve the type of the original Report field expressions and don't use it for the cell data type.</p> <p>The default value is True.</p>
<code>iscobol.export.excel.force_page_breaks</code> (boolean)	<p>True = Create page breaks in the Excel sheet. False = Don't create page breaks in the Excel sheet.</p> <p>The default value is True.</p>
<code>iscobol.export.excel.freeze_page_header</code> (boolean)	<p>True = The Report page header is shown only on the top of the spreadsheet and is freed during scrolling. When the content of the header changes, a new sheet is created. False = The Report page header is shown for each Report page exported in the spreadsheet.</p> <p>The default value is False.</p>
<code>iscobol.export.excel.ignore_images</code> (boolean)	<p>True = Ignore graphics and export only the text. False = Export both text and graphics.</p> <p>The default value is False.</p>
<code>iscobol.export.excel.remove_columns_space</code> (boolean)	<p>0 = Empty spaces that could appear between columns should not be removed. 1 = Empty spaces that could appear between columns should be removed. 2 = Empty spaces that could appear between columns should be removed. In the resulting output, useless columns are then removed as well.</p> <p>The default value is 0.</p>

Property	Meaning
<code>iscobol.export.excel.remove_rows_space</code> (boolean)	<p>True = Empty spaces that could appear between rows should be removed. False = Empty spaces that could appear between rows should not be removed.</p> <p>The default value is False.</p>
<code>iscobol.export.excel.whitepage_background</code> (boolean)	<p>True = Force cell white background. False = Don't force cell white background.</p> <p>The default value is True.</p>

Report print

Property	Meaning
<code>iscobol.report.font.default</code>	<p>This property has the same meaning and usage of <code>iscobol.font.default *</code>, It is considered by the IDE during Report print and preview, but not during Report painting. The Report Designer relies on <code>iscobol.font.default *</code> to represent the default font.</p> <p>If not set, then <code>iscobol.font.default *</code> is used also during Report print and preview.</p>
<code>iscobol.report.font.fixed</code>	<p>This property has the same meaning and usage of <code>iscobol.font.fixed*</code>, It is considered by the IDE during Report print and preview, but not during Report painting. The Report Designer relies on <code>iscobol.font.fixed*</code> to represent the fixed font.</p> <p>If not set, then <code>iscobol.font.fixed*</code> is used also during Report print and preview.</p>
<code>iscobol.report.font.large</code>	<p>This property has the same meaning and usage of <code>iscobol.font.large*</code>, It is considered by the IDE during Report print and preview, but not during Report painting. The Report Designer relies on <code>iscobol.font.large*</code> to represent the large font.</p> <p>If not set, then <code>iscobol.font.large*</code> is used also during Report print and preview.</p>
<code>iscobol.report.font.medium</code>	<p>This property has the same meaning and usage of <code>iscobol.font.medium*</code>, It is considered by the IDE during Report print and preview, but not during Report painting. The Report Designer relies on <code>iscobol.font.medium*</code> to represent the medium font.</p> <p>If not set, then <code>iscobol.font.medium*</code> is used also during Report print and preview.</p>
<code>iscobol.report.font.small</code>	<p>This property has the same meaning and usage of <code>iscobol.font.small*</code>, It is considered by the IDE during Report print and preview, but not during Report painting. The Report Designer relies on <code>iscobol.font.small*</code> to represent the small font.</p> <p>If not set, then <code>iscobol.font.small*</code> is used also during Report print and preview.</p>
<code>iscobol.report.font.traditional</code>	<p>This property has the same meaning and usage of <code>iscobol.font.traditional*</code>, It is considered by the IDE during Report print and preview, but not during Report painting. The Report Designer relies on <code>iscobol.font.traditional*</code> to represent the traditional font.</p> <p>If not set, then <code>iscobol.font.traditional*</code> is used also during Report print and preview.</p>

Update Facility Configuration

Server Configuration (swupdater.properties)

Property	Meaning
<code>swupdater.version.<packageName></code>	This property specifies the release of the package available on the server.
<code>swupdater.lib.<packageName></code>	<p>This property specifies the ZIP file or the directory containing the new version of the package. This entry can contain an absolute URL or a relative URL.</p> <p>(<code>swupdater.zipfile.<packageName></code> is supported for backward compatibility)</p>
<code>swupdater.lib.<os>.<packageName></code>	<p>This property specifies the ZIP file or the directory containing the new version of the package for specific client operating systems. This entry can contain an absolute URL or a relative URL.</p> <p><i>os</i> is optional and it can be any of the following values: win, linux, mac, solaris.</p> <p>(<code>swupdater.zipfile.<os>.<packageName></code> is supported for backward compatibility)</p>
<code>swupdater.lib.<os>.<arch>.<packageName></code>	<p>This property specifies the ZIP file or the directory containing the new version of the package for specific client operating systems and bitness . This entry can contain an absolute URL or a relative URL.</p> <p><i>os</i> is optional and it can be any of the following values: win, linux, mac, solaris.</p> <p><i>arch</i> is optional and can be either 32 or 64.</p> <p>(<code>swupdater.zipfile.<os>.<arch>.<packageName></code> is supported for backward compatibility)</p>

Client Configuration (isupdater.properties)

Property	Meaning
<code>swupdater.site</code>	This property specifies the URL where to look for the updates are located. This URL should point to a directory in which you can find containing a property file whose named is "swupdater.properties"
<code>swupdater.logfile</code>	<p>This property specifies the pathname of the log file where isUpdater traces its activity when logging is enabled.</p> <p>isUpdater environment variables can be used in the value of this property.</p>
<code>swupdater.logging</code> (boolean)	<p>True = Trace the isUpdater activity into the log file defined by <i>swupdater.logfile</i>. False = isUpdater activity is not traced.</p> <p>The default value is False.</p>
<code>swupdater.mainclass</code>	This property specifies the class to run after the update checking. If this entry is missing then the isupdater tool terminates at the end of the update process.

Property	Meaning
<code>swupdater.net.ssl.trust_store</code>	<p>If this property contains a path, then isUpdater will use an SSL connection, getting information about the sever certificate from the JKS keystore indicated by the path: a special value of '*' directs isUpdater to use the system Java keystore.</p> <p>isUpdater environment variables can be used in the value of this property.</p>
<code>swupdater.net.ssl.trust_store_password</code>	This property specifies the password of the keystore when requested.
<code>swupdater.http.ignore_certificates</code> (boolean)	<p>True = If the handshaking fails due to invalid certificates, continue and connect anyway.</p> <p>False = If the handshaking fails due to invalid certificates, stop.</p> <p>The default value is False.</p> <p>Note - this property should be set to true only for test purposes. It's not good practice to ignore handshaking errors.</p>
<code>swupdater.version.<packageName></code>	<p>This property specifies the release of the package <packageName> currently installed. This is free text, both letters and numbers are allowed. The version can be expressed in dotted form as usually software versions are expressed. If the expression between dots is a decimal number then it will be evaluated in such way, otherwise it will be evaluated as alphabetical expression, for example: "10.4" is less than "10.10" and "10.4a" is greater than "10.10a".</p> <p>The isupdater tool will download new files only if the version specified by this property is less than the version available on the server.</p>
<code>swupdater.directory.<packageName></code>	<p>This property specifies the directory in which the new software will be downloaded. If this entry is missing, then files are downloaded in the isupdater working directory.</p> <p>isUpdater environment variables can be used in the value of this property.</p>
<code>swupdater.directory.clean.<packageName></code> (boolean)	<p>True = Clean the content of the client directory before downloading files from the server. Some jar libraries may not be removed as they're locked by the client JVM, in this case they are made zero bytes in size.</p> <p>False = Just download the files from the server to the client directory.</p> <p>Note - the client runtime must be version 2018 R1 or greater for this feature to work. Previous runtime versions don't support it.</p> <p>The default value is False.</p>

isUpdater environment variables

The following variables can be used in the isUpdater client configuration:

Variable	Value
<code>\${iscobol.home}</code>	<p>The isCOBOL home directory.</p> <p>This path is calculated by removing the last directory from the path of the <i>isupdater.jar</i> library. For example, if <i>isupdater.jar</i> was loaded from '/opt/iscobol/lib', then <i>iscobol.home</i> will be '/opt/iscobol'.</p>
<code>\${java.home}</code>	The Java home directory.

Variable	Value
<code>\${user.home}</code>	The user's home directory.
<code>\${user.temp}</code>	The user's temp directory.

For example, if you wish the log to be generated in the user's home directory, set:

```
swupdater.logfile=${user.home}/isupdater.log
```

isUpdater will internally translate "`${user.home}/isupdater.log`" to "`C:\Users\UserName\isupdater.log`" when running on Windows and "`/home/UserName/isupdater.log`" when running on Linux/Unix.

Library Routines and Utilities Configuration

C\$COPY

Property	Meaning
<code>iscobol.ccopy.client_temp_as_base_dir</code> (boolean)	True = In thin client, for client-side files, use the user TEMP folder as base directory for relative file paths. False = In thin client, for client-side files, use the client working directory as base directory for relative file paths. The default value is False.

C\$EASYOPEN

Property	Meaning
<code>iscobol.easyopen.method</code>	This property specifies which method must be used by C\$EASYOPEN to open the file. Possible values are: JDIC = use the JDIC component JAVA = use the java.awt.Desktop class WINAPI = call the ShellExecuteA Windows function. The default value is JAVA.

C\$MYFILE

Property	Meaning
<code>iscobol.cmyfile.classname_only</code> (boolean)	True = only the class name (without path) is returned by C\$MYFILE. False = a full file name (path and file name) is returned by C\$MYFILE. The default value is False.

C\$SOCKET

Property	Meaning
<code>iscobol.csocket.keepalive</code> (boolean)	True =The attribute SO_KEEPALIVE is turned on for sockets managed by the C\$SOCKET routine. False = The attribute SO_KEEPALIVE is turned off for sockets managed by the C\$SOCKET routine. The default value is False.
<code>iscobol.csocket.maxbuffer size</code>	Sets the SO_RCVBUF option value for sockets created by C\$SOCKET . The default value is 0.

Property	Meaning
<code>iscobol.csocket.reuseaddr</code> (boolean)	<p>True =The attribute SO_REUSEADDR is turned on for sockets managed by C\$SOCKET routine.</p> <p>False = The attribute SO_REUSEADDR is turned off for sockets managed by C\$SOCKET routine.</p> <p>The default value is False.</p>
<code>iscobol.csocket.tcp_nodelay</code> (boolean)	<p>True =socket packets are sent immediately.</p> <p>False = socket packets are delayed using the Nagle algorithm.</p> <p>The default value is True.</p>

COBFILEIO

Property	Meaning
<code>iscobol.cobfileio.efd_path</code>	Specifies the directory containing the EFD file
<code>iscobol.cobfileio.output_path</code>	Specifies the output directory where COBFILEIO will place the generated items
<code>iscobol.cobfileio.package</code>	Specifies the Java package name to be defined in the generated source code
<code>iscobol.cobfileio.use_resource_file</code>	<p>If set to '1' or 'True', this setting causes all the strings to be generated with the 'r' prefix so that they will be loaded from resource files at run time. For a correct result, the following entries must be available in the resource file:</p> <p><i>number_too_large=Number Too Large. Field</i> <i>max_number=Max Number</i> <i>current_number=Current Number</i> <i>string_too_long=String Too Long. Field</i> <i>max_length=Max Length</i> <i>current_length=Current Length</i> <i>wrong_scale=Wrong Scale. Field</i> <i>max_scale=Max Scale</i> <i>current_scale=Current Scale</i></p>

GIFE

<code>iscobol.gife.efd_directory</code>	<p>This property specifies the default folder where to look for EFD dictionaries. In the "Open File" dialog, GIFE fills automatically the "EFD File Path" field if:</p> <ul style="list-style-type: none"> a EFD dictionary with the same name of the file exists in the folder where the opened file is located, or a EFD dictionary with the same name of the file exists in the folder pointed by <i>iscobol.gife.efd_directory</i>
<code>iscobol.gife.encrypt</code>	<p>This property is considered for Jlsam files.</p> <p>True = GIFE considers the file as encrypted. It uses the key specified by the property iscobol.file.encryption.key to decrypt the file content. False = GIFE considers the file as plain.</p> <p>The default value is False.</p>
<code>iscobol.gife.open_mode_io</code> (boolean)	<p>True = GIFE opens the file for i/o as default False = GIFE opens the file for input as default</p> <p>The default value is False.</p>
<code>iscobol.gife.rel_rec_size</code> <i>=n</i>	<p>This property specifies the record size for the open of a relative file. <i>n</i> can be any positive number.</p>

iscobol.gife.num_convention=*conv*

This property specifies the numeric convention used to represent numeric fields when a EFD dictionary is provided.

conv can be any of the following:

- dca
- dcb
- dcd
- dcdm
- dci
- dcii
- dcm
- dcmi
- dcn

The default value is *-dca*.

KEISEN

<code>iscobol.keisen.method</code>	This property specifies the line drawing method for the KEISEN routines. Valid values are 1 and 2. The default value is 1.
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ISL

Property	Meaning
<code>iscobol.isl.execute_debug</code> (boolean)	True = The "-d" check-box will be checked in the ISL GUI. False = The "-d" check-box will not be checked in the ISL GUI. The default value is False.
<code>iscobol.isl.java_options</code>	This property specifies the options to be passed to the Java Runtime. If set, the corresponding field in the ISL GUI will be automatically filled with this value.
<code>iscobol.isl.laf</code>	This property specifies the LAF used by the launched program. If set, the corresponding field in the ISL GUI will be automatically filled with this value. Possible values are: <ul style="list-style-type: none">• system• --system• metal• --metal• motif• --motif• GTK• --GTK• nimbus• --nimbus
<code>iscobol.isl.nodisconnecterr</code> (boolean)	True = The "-nodisconnecterr" check-box will be checked in the ISL GUI. False = The "-nodisconnecterr" check-box will not be checked in the ISL GUI. The default value is False.
<code>iscobol.isl.prog_arguments</code>	This property specifies the arguments for the isCOBOL program. If set, the corresponding field in the ISL GUI will be automatically filled with this value.
<code>iscobol.isl.prog_name</code>	This property specifies the name of the isCOBOL program. If set, the corresponding field in the ISL GUI will be automatically filled with this value.

ISMIGRATE

Property	Meaning
<code>iscobol.ismigrate_additional_bytes</code>	This property increases the output record length by the specified number of bytes.

Property	Meaning
<code>iscobol.ismigrate_hook</code>	<p>This property specifies the name of a custom program that ISMIGRATE will call for each record read from the input file before writing the record to the output file. The feature allows to alter the record content during the migration process.</p> <p>The hook program is called as a standard COBOL program so it must be available in the code-prefix or in the Classpath, depending on the current configuration.</p> <p>The program receives the following Linkage parameters:</p> <pre> 01 INPUT-FULLNAME PIC X ANY LENGTH. 01 INPUT-RECORD PIC X ANY LENGTH. </pre> <p>As the parameter names say, the former receives the full path name of the input file while the latter receives the content of the record read.</p> <p>The length of INPUT-RECORD shouldn't be changed by the hook program otherwise a unexpected result may occur since ISMIGRATE uses the original record length.</p>
<code>iscobol.ismigrate_ignore_write_errors</code> (boolean)	<p>True = Continue the data migration even if write errors occur. False = Stop if a write error occurs.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_input_encrypt</code> (boolean)	<p>True = Consider the input files as encrypted. False = Don't consider the input files as encrypted.</p> <p>If the input files are Jlsam, use <code>iscobol.ismigrate_input_encryption_key</code> to specify the encryption key.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_input_encryption_key</code>	<p>This property specifies the encryption key to be used when reading Jlsam files during the migration process.</p> <p>It's evaluated when <code>iscobol.ismigrate_input_encrypt</code> (boolean) is true.</p> <p>It overrides <code>iscobol.file.encryption.key</code> if both properties are set.</p>
<code>iscobol.ismigrate_input_file_index</code>	<p>This property defines the source file system.</p> <p>The possible values of <code>iscobol.file.index</code> are suitable also for this property.</p>
<code>iscobol.ismigrate_input_jdbc_driver</code>	<p>This property specifies the jdbc driver for the input files when migrating between two databases using "easydb" as <code>ismigrate_input_file_index</code>.</p> <p>If you're not migrating between two databases, but between a database and another file system, then set the standard <code>iscobol.jdbc.driver</code>.</p>
<code>iscobol.ismigrate_input_jdbc_url</code>	<p>This property specifies the jdbc url for the input files when migrating between two databases using "easydb" as <code>ismigrate_input_file_index</code>.</p> <p>If you're not migrating between two databases, but between a database and another file system, then set the standard <code>iscobol.jdbc.url</code>.</p>
<code>iscobol.ismigrate_logfile</code>	<p>This property specifies the path name of the ismigrate log file. By default, a file named "ismigrate.log" is created in the working directory.</p>

Property	Meaning
<code>iscobol.ismigrate_logging</code>	<p>0 = The ISMIGRATE activity isn't traced and no dump files are generated. 1 = The ISMIGRATE activity is traced in the file pointed by <code>ismigrate_logfile</code>, but no dump files are generated. 2 = The ISMIGRATE activity is traced in the file pointed by <code>ismigrate_logfile</code>, and a dump file is generated for each migration that failed for one of these reasons:</p> <ul style="list-style-type: none"> • a unique key violation occurred and <code>ismigrate_ignore_write_errors</code> is set to true • the verification performed due to <code>ismigrate_verify_records=true</code> found one or more records that don't match <p>The log file contains information about the active configuration and the i/o operations. The dump files contain the hex content of the problematic records. The dump files are generated in the same directory as the log file and they have the same name of the input files that were not successfully migrated.</p> <p>The default value is 0.</p>
<code>iscobol.ismigrate_make_encrypt</code> (boolean)	<p>True = The output files are created with the encrypted flag. Note that some file handlers ignore such flag. False = The encryption flag is not used to create the output files.</p> <p>If the output files are Jlsam, use <code>iscobol.ismigrate_output_encryption_key</code> to specify the encryption key.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_no_alphabet</code> (boolean)	<p>True = Don't pass the collating sequence to the output file handler. This is useful when migrating to file systems like Dci, which do not support collating sequences. False = Pass the collating sequence to the output file handler.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_no_directories</code> (boolean)	<p>True = Consider the first parameter (<i>InputFile</i>) as the name of the source file, and the second parameter (<i>OutputDir</i>) as the name of the destination file. Useful to migrate one file at a time. False = Consider the first parameter (<i>InputFile</i>) as a list of files, and the second parameter (<i>OutputDir</i>) as the name of the destination folder. Useful to migrate multiple files at a time.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_no_echo</code> (boolean)	<p>True = No output is printed on the system output. It might be useful in a scenario where you call ISMIGRATE from a COBOL program managing errors and record count via Linkage parameters without the need to have them printed on the console. False = Some information is printed on the system output.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_no_make</code> (boolean)	<p>True = Don't perform the build of the output file. This is useful when optimizing the migration of file systems like EasyDB, which create a table when opening a file. False = Build the output file.</p> <p>The default value is False.</p>

Property	Meaning
<code>iscobol.ismigrate_no_output_directory</code> (boolean)	<p>True = Ignore the second parameter. False = Consider the second parameter.</p> <p>This setting is useful when migrating to databases unless you wish to include a portion of the file path in the destination table name (e.g. if you set <code>iscobol.easydb.dirlevel</code> to value greater than zero).</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_output_encryption_key</code>	<p>This property specifies the encryption key to be used when writing Jlsam files during the migration process. It's evaluated when <code>iscobol.ismigrate_make_encrypt</code> (boolean) is true.</p> <p>It overrides <code>iscobol.file.encryption.key</code> if both properties are set.</p>
<code>iscobol.ismigrate_output_file_index</code>	<p>This property defines the destination file system. The possible values of <code>iscobol.file.index</code> are suitable also for this property.</p>
<code>iscobol.ismigrate_output_jdbc_driver</code>	<p>This property specifies the jdbc driver for the output files when migrating between two databases using "easydb" as <code>ismigrate_output_file_index</code>.</p> <p>If you're not migrating between two databases, but between a database and another file system, then set the standard <code>iscobol.jdbc.driver</code>.</p>
<code>iscobol.ismigrate_output_jdbc_url</code>	<p>This property specifies the jdbc url for the output files when migrating between two databases using "easydb" as <code>ismigrate_output_file_index</code>.</p> <p>If you're not migrating between two databases, but between a database and another file system, then set the standard <code>iscobol.jdbc.url</code>.</p>
<code>iscobol.ismigrate_remove_extension</code>	<p>This property removes the file extension. This is useful when migrating from filesystems like JISAM or C-Tree because they have a native .dat extension that should be ignored.</p> <p>For example, in order to make ISMIGRATE ignore the .dat extension that is automatically added by JISAM and C-Tree, set <code>iscobol.ismigrate_remove_extension=dat</code>.</p>
<code>iscobol.ismigrate_strip_extension</code> (boolean)	<p>True = Remove the extension from the input file name and use the resulting name as output file name. False = Use the input file name as output file name without changes.</p> <p>The default value is False.</p>
<code>iscobol.ismigrate_verify_records</code> (boolean)	<p>True = Check if the records in the output file match with the records in the input file after the file has been migrated. False = Don't check if the records in the output file match with the records in the input file after the file has been migrated.</p> <p>The default value is False.</p>

SYSTEM

Property	Meaning
<code>iscobol.system.exec</code>	<p>This property specifies the name of a command to be executed when the SYSTEM routine is called. The parameter of the SYSTEM routine will be passed to the command. For example, setting <code>iscobol.system.exec=sh -c</code> and executing <code>CALL "SYSTEM" using "ls >out"</code> will cause the following command to be executed: <code>sh -c "ls >out"</code>.</p> <p>If this property is set to the special value "c" (lower case), the <code>system()</code> C routine will be used by isCOBOL in place of the Java API each time the SYSTEM library routine is called.</p> <p>In order to have the <code>system()</code> C routine available on Windows, the <code>msvcrt</code> library must be loaded in memory, therefore you should set also <code>iscobol.shared_library_list=msvcrt.dll</code> in the configuration.</p> <p>Programs compiled with the <code>-cp</code> option require the parameter passed to SYSTEM to be null terminated.</p> <p>On Linux/Unix, this property affects the C\$SYSTEM routine as well.</p>

XMLSTREAM

Property	Meaning
<code>iscobol.xmlstream.indent_number</code>	<p>This property specifies the number of columns for the indentation of items in XML files generated by the XMLStream Class (com.iscobol.rts.XMLStream). When this property is set to a value of 0 or greater, each XML element is generated on a separate line, that means your XML stream will include CRLF.</p> <p>The default value is -1, that disables indentation and allows you to obtain a single line XML stream without CRLF.</p>
<code>iscobol.xmlstream.omit_empty_elements</code> (boolean)	<p>True = empty elements are not generated by the XMLStream Class (com.iscobol.rts.XMLStream)</p> <p>False = empty elements are generated by the XMLStream Class (com.iscobol.rts.XMLStream)</p> <p>Only PIC X ANY LENGTH items are affected; fixed length items are never empty because spaces are valid data.</p> <p>The default value is True.</p>
<code>iscobol.xmlstream.resolve_references</code> (boolean)	<p>True = resolve href/id references in the read XML stream</p> <p>False = don't resolve href/id references in the read XML stream</p> <p>The default value is False.</p>
<code>iscobol.xmlstream.rtrim</code> (boolean)	<p>True = remove trailing spaces from XML values</p> <p>False = keep trailing spaces in XML values</p> <p>The default value is False.</p>

JSONSTREAM

Property	Meaning
<code>iscobol.jsonstream.indent_number</code>	<p>This property specifies the number of columns for the indentation of items in JSON files generated by the JSONStream Class (<code>com.iscobol.rts.JSONStream</code>). When this property is set to a value of 0 or greater, each element is generated on a separate line, that means your stream will include CRLF.</p> <p>The default value is -1, that disables indentation and allows you to obtain a single line stream without CRLF.</p>
<code>iscobol.jsonstream.omit_empty_elements</code> (boolean)	<p>True = empty elements are not generated by the JSONStream Class (<code>com.iscobol.rts.JSONStream</code>)</p> <p>False = empty elements are generated by the JSONStream Class (<code>com.iscobol.rts.JSONStream</code>)</p> <p>Only PIC X ANY LENGTH items are affected; fixed length items are never empty because spaces are valid data.</p> <p>The default value is True.</p>
<code>iscobol.jsonstream.rtrim</code> (boolean)	<p>True = remove trailing spaces from JSON items value</p> <p>False = keep trailing spaces in JSON items value</p> <p>The default value is False.</p>

Keyboard Configuration

(*) The asterisk after the property name means that the property is static, it's inquired only once by the Framework and then changing it using the SET ENVIRONMENT statement has no effect.

Property	Meaning
<code>iscobol.kbd_auto_return</code>	<p>When set to a non-zero value, this property specifies the termination value that is stored into crt status when ACCEPT terminates automatically due to a AUTO-TERMINATE clause.</p> <p>The default value is 0.</p> <p>(<code>iscobol.keyboard.kbd_auto_return</code> is still supported for backward compatibility)</p>

Property	Meaning
iscobol.key.default_shortcuts_enabled (boolean) *	<p>True = Copy/Cut/Paste/Undo/Redo (Ctrl+C/X/V/Z/Y) actions are enabled on all controls, so their exception codes can't be caught by the program.</p> <p>False = Copy/Cut/Paste/Undo/Redo (Ctrl+C/X/V/Z/Y) actions are disabled and their exception codes can be caught by the program.</p> <p>When the property is set to False, the Copy/Cut/Paste/Undo/Redo (Ctrl+C/X/V/Z/Y) actions can be enabled using this code:</p> <pre> SET ENVIRONMENT "KEYSTROKE" TO "Exception=101 ^C". SET ENVIRONMENT "KEYSTROKE" TO "Exception=102 ^X". SET ENVIRONMENT "KEYSTROKE" TO "Exception=103 ^V". SET ENVIRONMENT "KEYSTROKE" TO "Exception=104 ^Z". SET EXCEPTION 101 TO copy-selection SET EXCEPTION 102 TO cut-selection SET EXCEPTION 103 TO paste-selection SET EXCEPTION 104 TO UNDO </pre> <p>However, they affect only the Entry-Field and Combo-Box controls in this case.</p> <p>The default value is True.</p>
iscobol.key.KeyName	This property specifies the keyboard configuration. See below for further details.
iscobol.key.*f1.system (boolean)	<p>True = The keystroke CTRL+F1 is not intercepted by the isCOBOL Framework and affects the COBOL window directly.</p> <p>False = The keystroke CTRL+F1 is intercepted by the isCOBOL Framework and doesn't affect the COBOL window, but it can be handled by the COBOL program.</p> <p>The default value is True.</p> <p>(iscobol.key.system is supported for backward compatibility)</p>
iscobol.key.@f4.system (boolean)	<p>True = The keystroke ALT+F4 is not intercepted by the isCOBOL Framework and affects the COBOL window directly.</p> <p>False = The keystroke ALT+F4 is intercepted by the isCOBOL Framework and doesn't affect the COBOL window, but it can be handled by the COBOL program.</p> <p>The default value is True.</p> <p>(iscobol.key.system is supported for backward compatibility)</p>
iscobol.key.f4.system (boolean)	<p>True = If the focus is either on a combo-box or on a paged list-box, then the F4 key produces a system action (e.g. drop the combo-box or trigger the list-box search respectively) and doesn't generate an exception in the current ACCEPT.</p> <p>False = The key F4 always generates an exception in the current ACCEPT.</p> <p>The default value is True.</p> <p>(iscobol.key.system and iscobol.gui.f4_drops_combobox are supported for backward compatibility)</p>

Property	Meaning
<code>iscobol.key.f10.system</code> (boolean)	<p>True = If the window where the current ACCEPT is performed includes a menu bar, pressing F10 activates the menu bar.</p> <p>False = The key F10 always generates an exception in the current ACCEPT.</p> <p>The default value is True.</p> <p>(iscobol.key.system is supported for backward compatibility)</p>
<code>iscobol.keystroke.firstlast_on_screen</code> (boolean) *	<p>True = <i>edit=first</i> and <i>edit=last</i> allow to move the cursor to the first or last field of the screen respectively.</p> <p>False = <i>edit=first</i> and <i>edit=last</i> have no effect.</p> <p>The default value is False.</p>
<code>iscobol.keystroke.updown_like_prevnext</code> (boolean) *	<p>True = <i>edit=up</i> has the same effect of <i>edit=previous</i> and <i>edit=down</i> has the same effect of <i>edit=next</i> in key settings.</p> <p>False = key settings preserve their behavior.</p> <p>The default value is False.</p> <p>This property affects the ACCEPT of user input on both character based and GUI screens. When set to true, the No-Group-Tab style is assumed for every RADIO-BUTTON.</p>

Function and special keys can be configured using the corresponding property.

Property	Key
<code>iscobol.key.enter</code>	Enter
<code>iscobol.key.tab</code>	Tab
<code>iscobol.key.escape</code>	Esc
<code>iscobol.key.backspace</code>	Backspace
<code>iscobol.key.end</code>	End
<code>iscobol.key.home</code>	Home
<code>iscobol.key.insert</code>	Ins
<code>iscobol.key.delete</code>	Del
<code>iscobol.key.clear</code>	Clear
<code>iscobol.key.help</code>	Help
<code>iscobol.key.left</code>	Left
<code>iscobol.key.right</code>	Right
<code>iscobol.key.up</code>	Up
<code>iscobol.key.down</code>	Down

Property	Key
iscobol.key.pageup	PageUp
iscobol.key.pagedown	PageDown
iscobol.key.f1	F1
iscobol.key.f2	F2
iscobol.key.f3	F3
iscobol.key.f4	F4
iscobol.key.f5	F5
iscobol.key.f6	F6
iscobol.key.f7	F7
iscobol.key.f8	F8
iscobol.key.f9	F9
iscobol.key.f10	F10
iscobol.key.f11	F11
iscobol.key.f12	F12
iscobol.key.f13	F13
iscobol.key.f14	F14
iscobol.key.f15	F15
iscobol.key.f16	F16
iscobol.key.f17	F17
iscobol.key.f18	F18
iscobol.key.f19	F19
iscobol.key.f20	F20
iscobol.key.divide	/(NumPad)
iscobol.key.multiply	*(NumPad)
iscobol.key.subtract	-(NumPad)
iscobol.key.add	+(NumPad)
iscobol.key.decimal	.(NumPad)
iscobol.key.numpad0	0 (NumPad)
iscobol.key.numpad1	1 (NumPad)

Property	Key
<code>iscobol.key.numpad2</code>	2 (NumPad)
<code>iscobol.key.numpad3</code>	3 (NumPad)
<code>iscobol.key.numpad4</code>	4 (NumPad)
<code>iscobol.key.numpad5</code>	5 (NumPad)
<code>iscobol.key.numpad6</code>	6 (NumPad)
<code>iscobol.key.numpad7</code>	7 (NumPad)
<code>iscobol.key.numpad8</code>	8 (NumPad)
<code>iscobol.key.numpad9</code>	9 (NumPad)
<code>iscobol.key.mmov</code>	mouse moved
<code>iscobol.key.mldw</code>	left mouse button pressed
<code>iscobol.key.mlup</code>	left mouse button released
<code>iscobol.key.mldc</code>	left mouse button double-clicked
<code>iscobol.key.mmdw</code>	middle mouse button pressed
<code>iscobol.key.mmup</code>	middle mouse button released
<code>iscobol.key.mmdc</code>	middle mouse button double-clicked
<code>iscobol.key.mrdw</code>	right mouse button pressed
<code>iscobol.key.mrup</code>	right mouse button released
<code>iscobol.key.mrdc</code>	right mouse button double-clicked

The characters "^", "*" and "@" represent the [Shift], [Ctrl] and [Alt] key, respectively. Put one or more of them after the key name to define key combinations.

For example, [F1] is `iscobol.key.f1`, [Shift+F1] is `iscobol.key.^f1`, [Ctrl+F1] is `iscobol.key.*f1` and [Alt+F1] is `iscobol.key.@f1`. Any combination of "^", "*" and "@" is valid, [Shift+Ctrl+Alt+F1] is `iscobol.key.^*@f1`.

Letter and number keys can be configured using the corresponding property.

Property	Key
<code>iscobol.key.a</code>	A
<code>iscobol.key.b</code>	B
<code>iscobol.key.c</code>	C
<code>iscobol.key.d</code>	D
<code>iscobol.key.e</code>	E
<code>iscobol.key.f</code>	F

Property	Key
iscobol.key.g	G
iscobol.key.h	H
iscobol.key.i	I
iscobol.key.j	J
iscobol.key.k	K
iscobol.key.l	L
iscobol.key.m	M
iscobol.key.n	N
iscobol.key.o	O
iscobol.key.p	P
iscobol.key.q	Q
iscobol.key.r	R
iscobol.key.s	S
iscobol.key.t	T
iscobol.key.u	U
iscobol.key.v	V
iscobol.key.w	W
iscobol.key.x	X
iscobol.key.y	Y
iscobol.key.z	Z
iscobol.key.0	0
iscobol.key.1	1
iscobol.key.2	2
iscobol.key.3	3
iscobol.key.4	4
iscobol.key.5	5
iscobol.key.6	6
iscobol.key.7	7
iscobol.key.8	8

Property	Key
<code>iscobol.key.9</code>	9

Unlike function and special keys, letter and number keys can be configured only in conjunction with Alt, Ctrl or Shift. For example:

- setting `iscobol.key.a` has no effect
- setting `iscobol.key.*a` allows to configure the keystroke [Ctrl+A]
- setting `iscobol.key.@a` allows to configure the keystroke [Alt+A]
- setting `iscobol.key.^a` allows to configure the keystroke [Shift+A]
- setting `iscobol.key.^*@a` allows to configure the keystroke [Shift+Ctrl+Alt+A]

Pressing either the "Ctrl" key or the "Shift+Ctrl" key combination in conjunction with a key letter (A-Z) causes an exception whose number varies from 1 (if the letter is A) to 26 (if the letter is Z) by default. The behavior of these key combinations can be redefined using the properties `iscobol.key.*a` through `iscobol.key.*z` and `iscobol.key.^*a` through `iscobol.key.^*z`.

`iscobol.key.KeyName` can be set to one or more of the following values:

<code>data=Value</code>	<i>Value</i> represents the character sent to the program.
<code>exception=Value</code>	<i>Value</i> is a numeric value from 1 to 65536 representing the exception value generated for the program.
<code>termination=Value</code>	<i>Value</i> is a numeric value from 1 to 65536 representing the termination value generated for the program.
<code>hotkey=Value</code>	<i>Value</i> is the program to be called.
<code>edit=Value</code>	<p><i>Value</i> represents how the cursor is moved within controls belonging to the same Screen Section. Possible values are:</p> <p>next = the cursor goes to the next control previous = the cursor goes to the previous control first = the cursor goes to the first control ^[A] last = the cursor goes to the last control ^[A] up = the cursor goes to the previous control down = the cursor goes to the next control pageup = the cursor moves as if Page-Up was pressed pagedown = the cursor moves as if Page-Down was pressed backspace = the cursor moves back by one digit deleting the character delete = the digit next to the cursor is deleted insert = the insert mode is changed clear = the field content is erased and the cursor is placed at the beginning of the field. cl2end = the content from the current cursor position to the end of the field is erased</p>

^[A] Supported only if `iscobol.keystroke.firstlast_on_screen (boolean)*` is set to true.

Note - Function and special keys cannot be configured to send characters to the program, the `data=` setting has no effect for them.

Note - On graphical screens, if the active graphical control intercepts some keys for its own functionality, these keys are not returned to the COBOL program and therefore they don't raise any exception. This is the reason why for example F5 and ESC are not intercepted by the COBOL program while the focus is on a web-browser.

Default Keyboard Configuration

Property	Value
<code>iscobol.key.enter</code>	<code>termination=13</code>
<code>iscobol.key.tab</code>	<code>termination=9 edit=next</code>
<code>iscobol.key.^tab</code>	<code>edit=previous</code>
<code>iscobol.key.escape</code>	<code>exception=27</code>
<code>iscobol.key.end</code>	<code>edit=last</code>
<code>iscobol.key.home</code>	<code>edit=first</code>
<code>iscobol.key.help</code>	<code>exception=90</code>
<code>iscobol.key.left</code>	<code>edit=left</code>
<code>iscobol.key.right</code>	<code>edit=right</code>
<code>iscobol.key.up</code>	<code>exception=52 edit=previous^[A]</code>
<code>iscobol.key.down</code>	<code>exception=53 edit=next^[A]</code>
<code>iscobol.key.pageup</code>	<code>exception=67 edit=pageup</code>
<code>iscobol.key.pagedown</code>	<code>exception=68 edit=pagedown</code>
<code>iscobol.key.backspace</code>	<code>edit=backspace</code>
<code>iscobol.key.insert</code>	<code>edit=insert</code>
<code>iscobol.key.delete</code>	<code>edit=delete</code>
<code>iscobol.key.f1</code>	<code>exception=1</code>
<code>iscobol.key.f2</code>	<code>exception=2</code>
<code>iscobol.key.f3</code>	<code>exception=3</code>
<code>iscobol.key.f4</code>	<code>exception=4</code> or none, depending on <code>iscobol.key.f4.system</code> (boolean)
<code>iscobol.key.f5</code>	<code>exception=5</code>
<code>iscobol.key.f6</code>	<code>exception=6</code>
<code>iscobol.key.f7</code>	<code>exception=7</code>
<code>iscobol.key.f8</code>	<code>exception=8</code>
<code>iscobol.key.f9</code>	<code>exception=9</code>
<code>iscobol.key.f10</code>	<code>exception=10</code> or none, depending on <code>iscobol.key.f10.system</code> (boolean)
<code>iscobol.key.f11</code>	<code>exception=11</code>
<code>iscobol.key.f12</code>	<code>exception=12</code>

Property	Value
<code>iscobol.key.f13</code>	exception=13
<code>iscobol.key.f14</code>	exception=14
<code>iscobol.key.f15</code>	exception=15
<code>iscobol.key.f16</code>	exception=16
<code>iscobol.key.f17</code>	exception=17
<code>iscobol.key.f18</code>	exception=18
<code>iscobol.key.f19</code>	exception=19
<code>iscobol.key.f20</code>	exception=20
<code>iscobol.key.divide</code>	data=/ data=.
<code>iscobol.key.multiply</code>	data=*
<code>iscobol.key.subtract</code>	data=-
<code>iscobol.key.add</code>	data=+
<code>iscobol.key.decimal</code>	data=, or data=. depending on the current locale
<code>iscobol.key.numpad0</code>	data=0
<code>iscobol.key.numpad1</code>	data=1
<code>iscobol.key.numpad2</code>	data=2
<code>iscobol.key.numpad3</code>	data=3
<code>iscobol.key.numpad4</code>	data=4
<code>iscobol.key.numpad5</code>	data=5
<code>iscobol.key.numpad6</code>	data=6
<code>iscobol.key.numpad7</code>	data=7
<code>iscobol.key.numpad8</code>	data=8
<code>iscobol.key.numpad9</code>	data=9
<code>iscobol.key.mmov</code>	exception=80
<code>iscobol.key.mldw</code>	exception=81
<code>iscobol.key.mlup</code>	exception=82
<code>iscobol.key.mldc</code>	exception=83
<code>iscobol.key.mmdw</code>	exception=84
<code>iscobol.key.mmup</code>	exception=85

Property	Value
<code>iscobol.key.mmdc</code>	exception=86
<code>iscobol.key.mrdw</code>	exception=87
<code>iscobol.key.mrup</code>	exception=88
<code>iscobol.key.mrdc</code>	exception=89

^[A]With the default configuration *key.up* and *key.down* behaves as follows: if there are fields below the current cursor location, the cursor moves to the one on the closest lower line. If there is more than one field on that line, the cursor moves to the one closest to its current horizontal location. The cursor will try to stay in the same column. If there are no fields below the current line, then no action is taken unless an EXCEPTION or TERMINATION value has been assigned, in this case *key.up* and *key.down* act as termination keys.

Acucobol-GT KEYSTROKE configuration property is supported for compatibility.

The following key codes are supported:

Key Code	Description
ZB	Backspace
8	Backspace
9	Tab
13	Enter
27	Escape
127	Delete
^M	Enter
^H	Backspace
^I	Tab
^[Escape
^A - ^Z	Ctrl+A - Ctrl+Z
A0 - A9	Ctrl+0 - Ctrl+9
k1 - k10	F1 - F10
kd	Down
kh	Home
kl	Left
kr	Right

Key Code	Description
ku	Up
kA	Insert
kB	Shift+Tab
kE	Ctrl+End
kL	Ctrl+Delete
kN	Pag Down
kP	Pag Up
K1 - K0	Shift+F1 - Shift+F10
KB	Ctrl+Pag Down
KC	Ctrl + Home
KE	End
KI	Insert
KT	Ctrl+Pag Up
KX	Delete
Kd	Ctrl+Down
Kl	Ctrl+Left
Kr	Ctrl+Right
Ku	Ctrl+Up
K?	Help
S1 - S0	Shift+Ctrl+F1 - Shift+Ctrl+F10
U1 - U2	F11 - F12
U3 - U4	Shift+F11 - Shift+F12
U5 - U6	Ctrl+F11 - Ctrl+F12
U7 - U8	Alt+F11 - Alt+F12
U9 - U0	Shift+Ctrl+F11 - Shift+Ctrl+F12
a1 - a0	Alt+F1 - Alt+F10
Mv	mouse moved
MI	left mouse button down
ML	left mouse button up

Key Code	Description
M1	left mouse button double clicked
Mm	middle mouse button down
MM	middle mouse button up
M2	middle mouse button double clicked
Mr	right mouse button down
MR	right mouse button up
M3	right mouse button double clicked

Chapter 2

Debugger

Overview

isCOBOL provides a visual source-level debugger. In order to debug programs, they must be compiled with either `-d` option or `-dx` option. For example:

```
iscc -d Options SourceCode
```

When one of the two options is used, the compiler stores the names of the source file, the copyfile, and their respective paths in the class file. The source file is not included in the resulting class file (it contains only references to the source code). The Debugger must be able to load these names and paths in order to show its content.

When the Debugger loads a program, it looks for the source and copy files in the following paths:

- Paths stored in the class file, looking for relative paths in the current working directory.
- Paths stored in the class file, looking for relative paths in the paths of the `iscobol.debug.code_prefix` property.
- Basename of paths stored in the class file, looking in the paths listed in the `iscobol.debug.code_prefix` property.
- Paths stored in the class file, looking for relative paths in the paths of the CLASSPATH environment variable.
- Basename of paths stored in the class file, looking in the paths listed in the CLASSPATH environment variable.

That's why the original source must be available at debugging time. This is especially handy when the Remote Debugger is used.

The following command starts a debugging session of the *ProgramName* program.

```
isrun -d ProgramName
```

When running on Windows, the following command can also be used:

```
isrun -d ProgramName
```

Note - The Debugger takes advantage of some Compiler features, therefore the isCOBOL Compiler must be installed and licensed on the machine where the above commands are used.

Debugging a multi-thread program

When the debugged program generates more threads, it's possible to switch from one thread to another by choosing the desired thread at the bottom of the *Run* menu.

While the debugger is waiting for user input, all threads are blocked. When the debugger gives the control to the program, all threads run.

Remote Debugging

isCOBOL allows remote debugging of programs.

Remote debugging is often used in the following scenarios:

- to debug a servlet or a web service running under Tomcat or other servlet container,
- to debug a COBOL program running via Webclient,
- to debug a COBOL program that is called by foreign languages like C or Java,
- to debug a program with character-based interface managed by CHARVA.

The program must have been compiled with either `-d` option or `-dx` option.

At run time, the only requirement is that the `iscobol.rundebug *` property is set to 1 or 2 in the isCOBOL configuration. The program runs normally, listening on the TCP/IP port 9999. A different port number can be set via the `iscobol.debug.port` configuration property.

To start a remote debugging session, the isCOBOL Debugger needs to know the host name of the machine running the program to be debugged and the port number dedicated to the debugger connection. Use the following command:

```
isrun [ -J-Discobol.debug.code_prefix=sourcePaths ] [ -d ] -r [ [ HostName ] Port ]
```

When running on Windows, the following command can also be used:

```
isrun [ -J-Discobol.debug.code_prefix=sourcePaths ] [ -d ] -r [ [ HostName ] Port ]
```

The `-d` option can be omitted when `-r` is used.

If `HostName` is omitted, then `localhost` is assumed.

If `Port` is omitted, then 9999 is assumed.

If `sourcePaths` includes multiple paths, they must be separated by the system path separator.

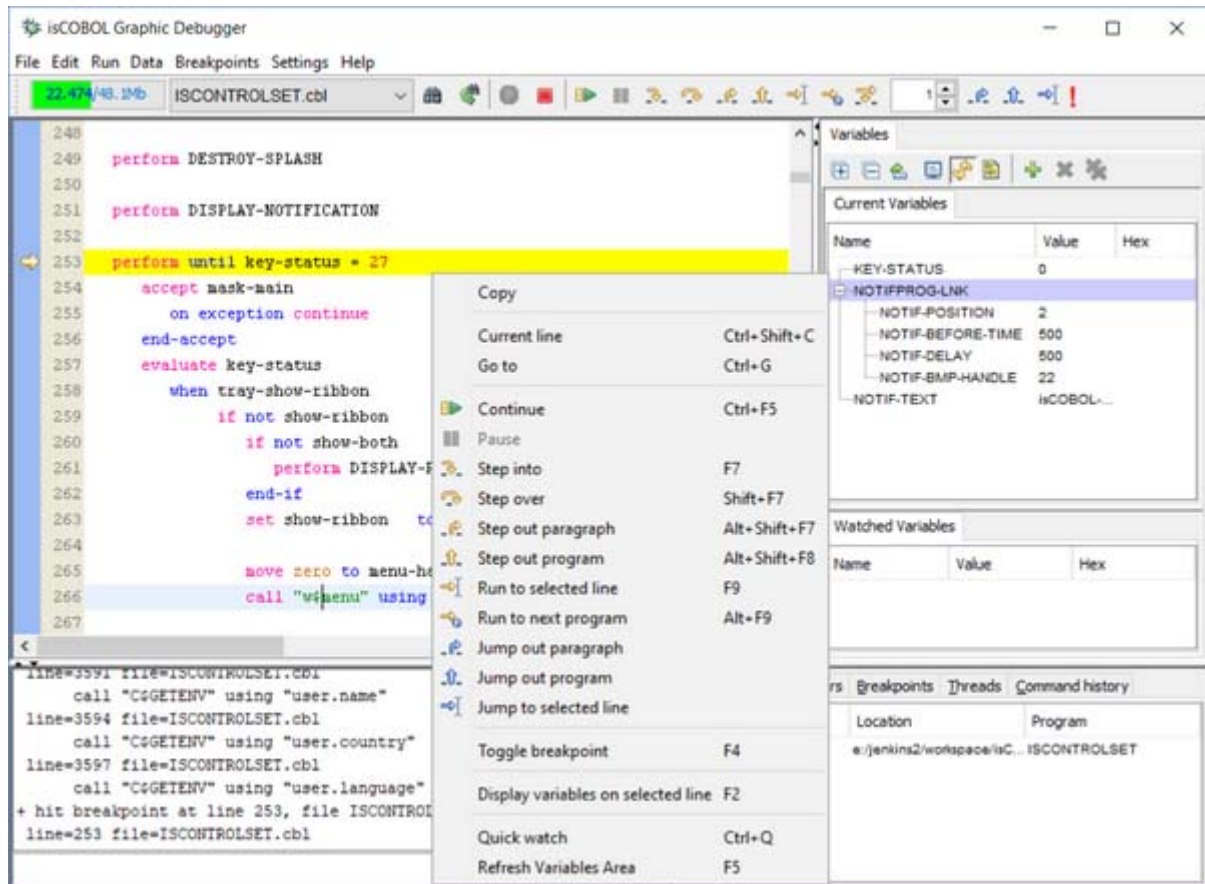
When the Debugger attaches to a program, it looks for the program source and copy files in the following paths:

- Paths stored in the class file, looking for relative paths in the current working directory.
- Paths stored in the class file, looking for relative paths in the paths of the `iscobol.debug.code_prefix` property.
- Basename of paths stored in the class file, looking in the paths listed in the `iscobol.debug.code_prefix` property.
- Paths stored in the class file, looking for relative paths in the paths of the CLASSPATH environment variable.
- Basename of paths stored in the class file, looking in the paths listed in the CLASSPATH environment variable.

In thin client environment you can debug the isCOBOL Server activity by running the isCOBOL Client with the `-d` option as explained in [Usage of isCOBOL Client](#), Format 6.

The Debugger Window

The visual debugger is displayed in a dedicated window, which is divided into several areas described below:



By default the source code is shown on a white background while copybooks and nested copybooks are shown on different shades of gray. Color can be configured in [Settings / Customize / Fonts And Colors](#).

Copybooks can be expanded and collapsed for easier reading.

Debugger command aliases and shortcuts can be configured in [Settings / Customize / Commands](#) and [Settings / Customize / Shortcuts](#).

Settings are saved in a file named *isdebugger.properties* under the user home directory. This file is read every time the Debugger starts.

Menu Bar

On the top row of the window the Menu Bar contains links to debugger functions.

Toolbar

The toolbar contains shortcut icons and a dropdown menu for easy access to debugger functions. There are only a few that do not have a corresponding command:

Memory indicator	Shows information about memory usage. When clicked, the garbage collector feature is activated, unreferenced resources are released, and the memory heap is compacted.
Source code selector	When several source codes are loaded, it allows the user to choose which one is displayed in the Source area.
Autostep speed selector	Allows the user to change the time interval between automatic steps. The value is expressed in seconds.

A red exclamation mark at the end of the toolbar means that the source files are more recent than the running program in terms of last modification date. They could have been modified after the last compilation and this could make the Debugger highlight the wrong lines while you step through the source. Leave the mouse pointer on the exclamation mark to obtain a list of the out-of-sync source files.

Source Area

The main portion of the window is used to display the source code being debugged. It is interactive and allows the user to:

- Select code fragments that can be copied to the clipboard.
- Display the value of a data item or a constant (defined as 78 level) by double clicking on it.
- See the value, size and offset of a data item or a constant (defined as 78 level) by stopping the mouse cursor on it. The tool-tip delay is configurable in [Settings / Data](#).
- Jump to a paragraph or a to a section by double clicking on its name.
- Jump to a paragraph or variable declaration by leaving the mouse pointer over the item name until it changes to a hand shape, then clicking.

Variables Area

The right portion of the window hosts the Variables Area. This area is divided into two parts:

- *Current Variables*: it is the list of the variables included in the current statement followed by the variables that were included in the previous statement.
- *Watched Variables*: it is the list of variables that are monitored during the debug session. In order to add a variable to this list, right click in the Variables Area and select "New watched variable" from the pop-up menu. Variables can be added to this list also through the [Quick watch](#).

Right clicking over the Variables Area opens a pop-up menu with the following options:

Expand all	Expands the group variables shown as tree-views
Collapse all	Collapses the group variables shown as tree-views
Change value	Opens a dialog that allows to edit the value of the selected variable

Add monitor	Creates a monitor on the selected variable
Auto Refresh	If activated, it refreshes the content of variables at each step command
Show Hex Values	Enables or disables the display of hex values in the Variables Area lists
New watched variable	Opens a dialog that allows to add a new item to the list of Watched Variables
Remove	Removes the selected item from the list of Watched Variables
Remove All	Clears the list of Watched Variables

Output Window

The output window displays the output of the source code. Users can scroll through the output, and copy the contents to the clipboard. The following actions are available in the context menu opened by right clicking in this area:

- Clear
- Copy
- Select All

Command Area

The command area can be used to enter debugger commands. Use [Ctrl+F8] to repeat the last command. Use [CTRL+Up Arrow] to repeat the previous command in the history and [CTRL+Down Arrow] to repeat the next one.

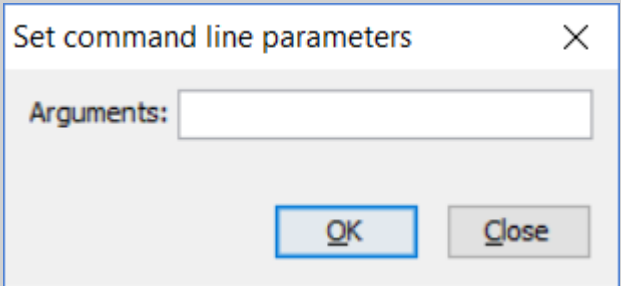
Information Window

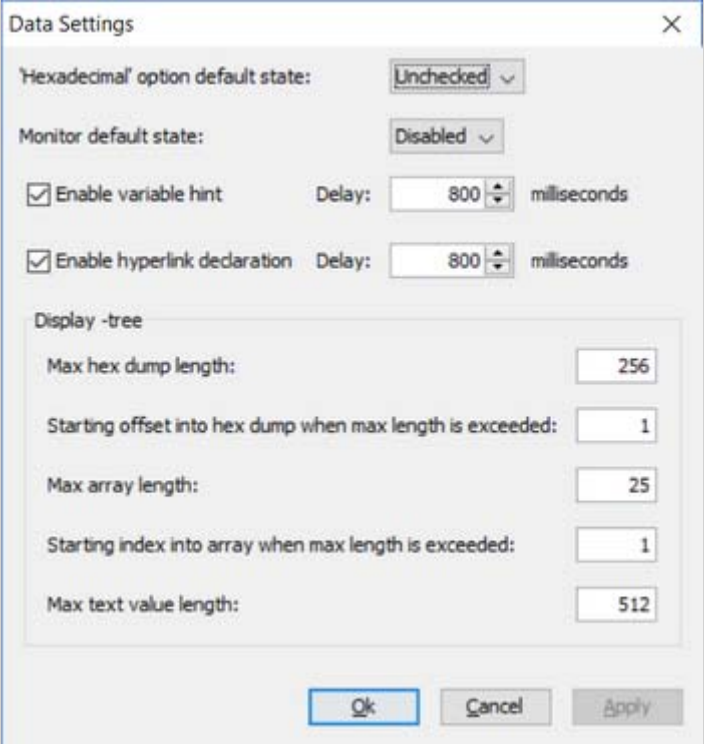
The information window contains several tabs with information about active threads, breakpoints, monitors, command history and the perform stack. An additional tab is added each time the user requests a display of the hierarchical structure of a data item.

Debugger Functions

The following is a list of available debugger functions, how they are accessed, and their descriptions:

Command	Shortest Form	Key	Menu	Description
n/a	n/a	n/a	Help / About	Displays information about the current version of isCOBOL.

Command	Shortest Form	Key	Menu	Description
n/a	n/a	n/a	Run / Set command line parameters	<p>Displays a window that allows the user to alter the parameters that were specified on the command line.</p> 

Command	Shortest Form	Key	Menu	Description
n/a	n/a	n/a	Settings / Data	<p>Displays a window that allows to configure settings for data-items management.</p>  <ul style="list-style-type: none"> • <i>Display data as hexadecimal</i> sets the default value for the Hex flag in the following dialogs: <ul style="list-style-type: none"> o Data / Display o Data / Set Monitor o Quickwatch • <i>Monitor default enabled state</i> specifies if new monitors will be enabled or not by default. • <i>Enable variable hint</i> enables tool-tips shown when you move the mouse pointer over a data item name. The next <i>Delay</i> field sets the delay in milliseconds for the tool-tips. • <i>Enable hyperlink declaration</i> enables an hyperlink effect activated when you move the mouse pointer over a data item or paragraph name. The next <i>Delay</i> field sets the delay in milliseconds for the hyperlink.
n/a	n/a	n/a	Settings / Source / Format	<p>Tells the Debugger which source format is used by the current program. This setting is useful only when the Debugger doesn't automatically recognize the source format and fails to color keywords and comments.</p>

Command	Shortest Form	Key	Menu	Description
			Settings / Source / Expand copy books when loading source	Tells the Debugger to automatically expand the copy books included in the program source code.
n/a	n/a	[Ctrl++] [Ctrl+-]	Settings / Font size	Sets the size of the font used to display the source code.
n/a	n/a	n/a	Settings / Customize / Commands	Displays a window that allows the user to create an alias for every Debugger command.

n/a	n/a	n/a	Settings / Customize / Shortcuts	Displays a window that allows the user to customize the keyboard shortcut for every Debugger command.
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Command	Shortest Form	Key	Menu	Description
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Shortcuts

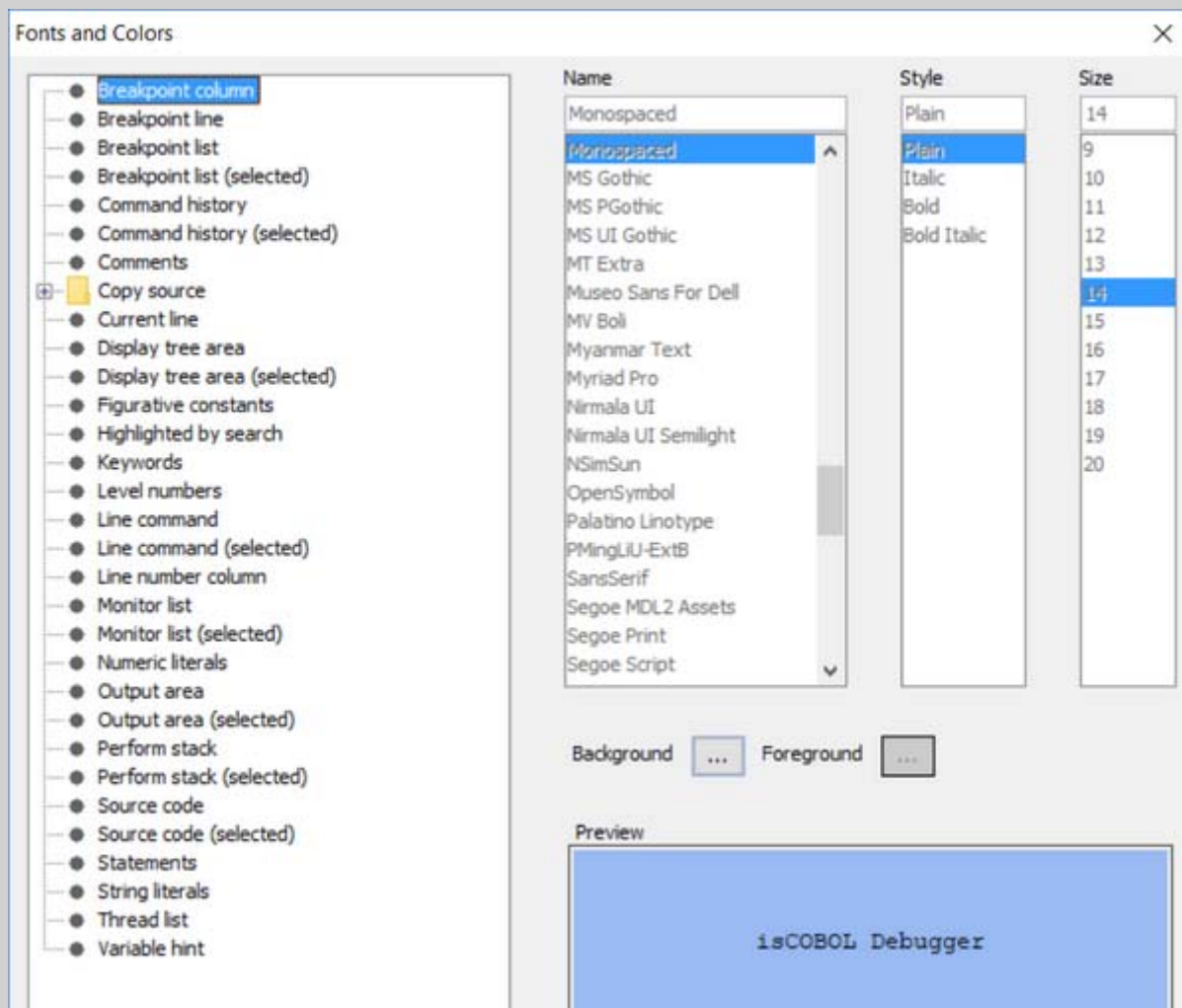
Action	Shortcut
Accept Variable	Ctrl Shift A
Back	Alt Left
Clear Output	F3
Continue	Ctrl F5
Current Line	Ctrl Shift C
Decrement Font Size	Ctrl Minus
Display Variable	Ctrl D
Display Variables On Selected Line	F2
Exit	Alt F4
Find	Ctrl F
Finish Session	Shift F5
First Executable Line	Ctrl Shift E
First Line	Ctrl Shift F
Forward	Alt Right
Go To	Ctrl G

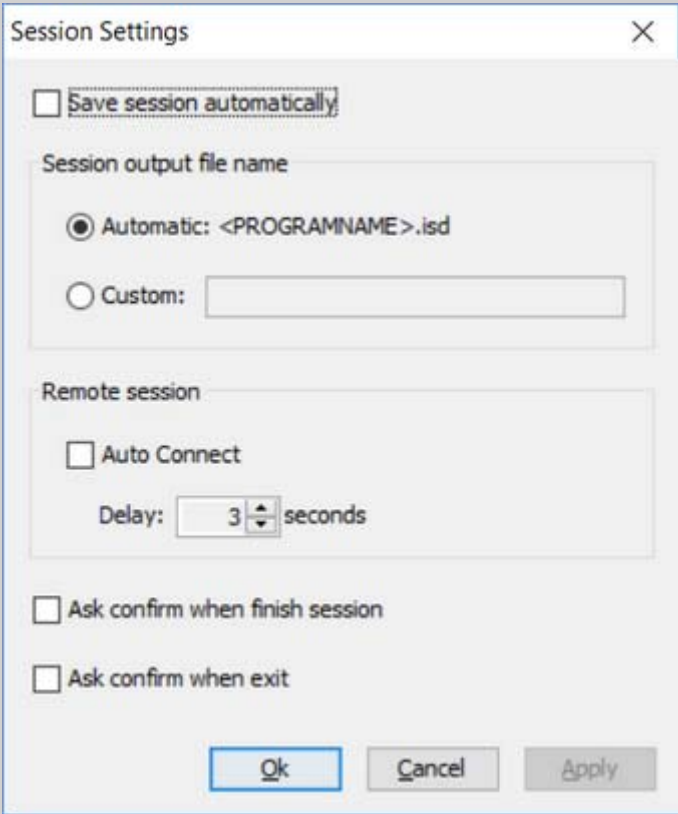
Ok

Cancel

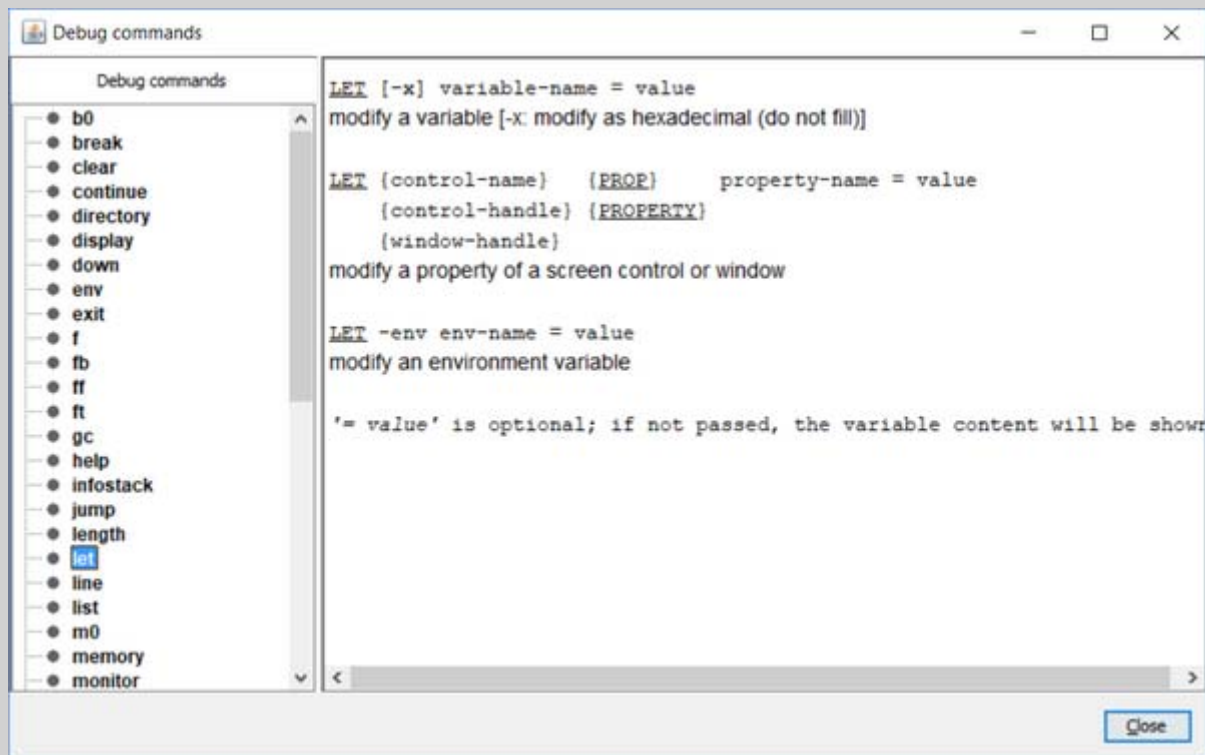
Apply

Command	Shortest Form	Key	Menu	Description
n/a	n/a	n/a	Settings / Customize / Fonts And Colors	Displays a window that allows the user to customize the appearance of the various elements of the debugger window.

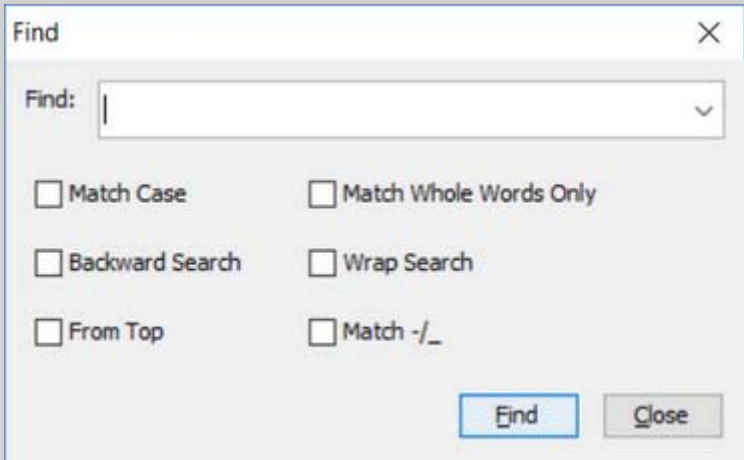
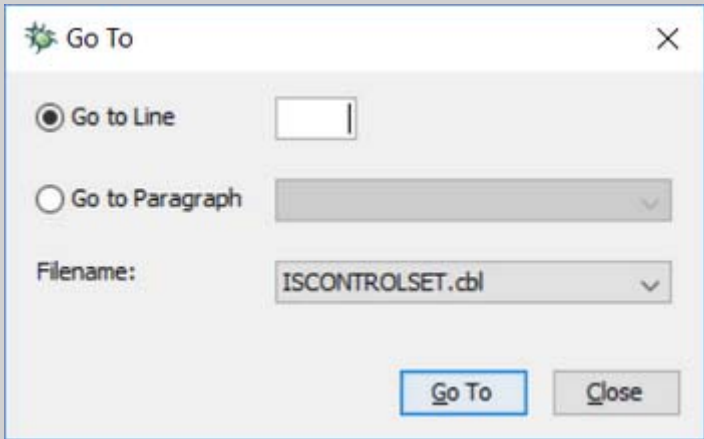


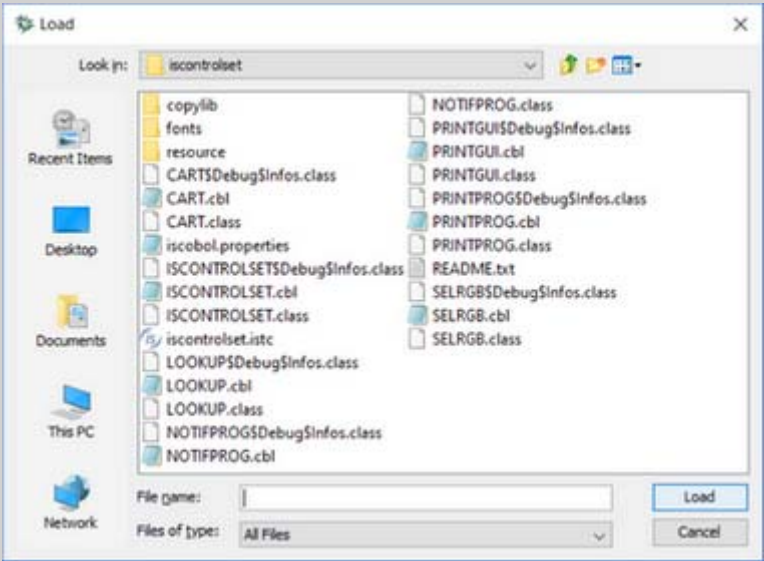
Command	Shortest Form	Key	Menu	Description
n/a	n/a	n/a	Settings / Session	<p>Displays a window that allows the user to customize the debugger session.</p> 

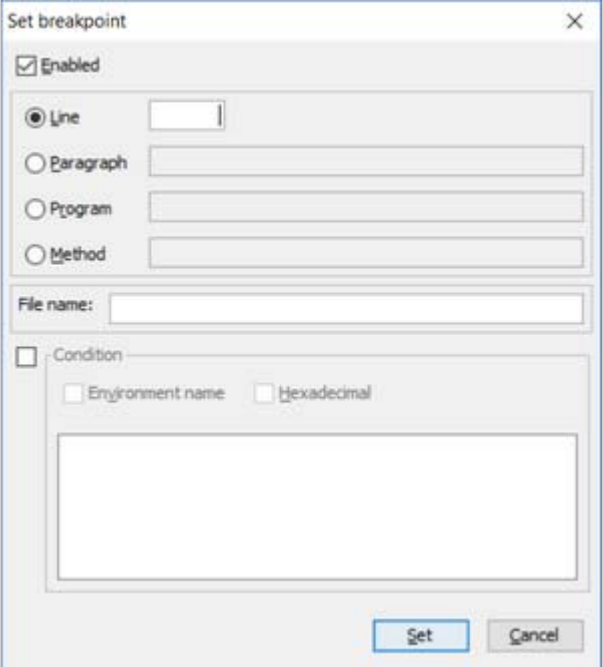
Command	Shortest Form	Key	Menu	Description
n/a	n/a	[F1]	Help / Commands	Displays a window containing a list of debugger commands and their use.



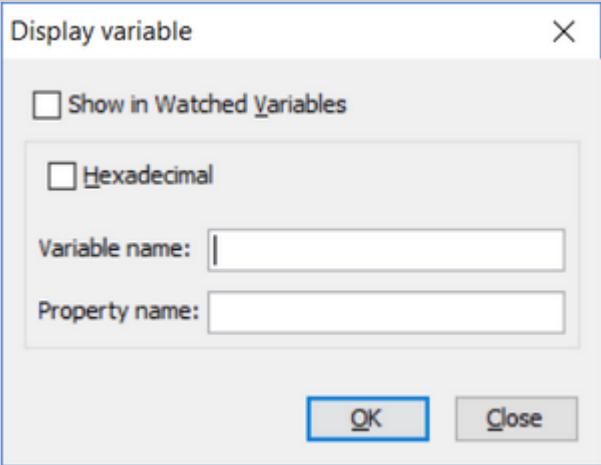
n/a	n/a	[F2]	Data / Display variables on selected line	Displays all variables that appear in the selected source line along with their current value.
n/a	n/a	[F3]	Edit / Clear output	Clears the Output Window .
n/a	n/a	[F4]	Breakpoints / Toggle at current line	Toggles a breakpoint at the current line of the current source code.
n/a	n/a	[F9]	Run / Go to cursor line	Starts or continues the program execution until the line where the cursor is located is reached.
n/a	n/a	[Ctrl+F8]	Edit / Last command	Repeats the last command entered in the Command Area . The command is not immediately executed, so the user can change it before executing.

Command	Shortest Form	Key	Menu	Description
n/a	n/a	[Ctrl+F]	Edit / Find	Displays a window that searches text in the current source code.  <p>The Find dialog box has a title bar with a close button (X). It contains a 'Find:' text box with a dropdown arrow. Below the text box are six checkboxes: 'Match Case', 'Match Whole Words Only', 'Backward Search', 'Wrap Search', 'From Top', and 'Match -/_'. At the bottom right are 'Find' and 'Close' buttons.</p>
n/a	n/a	n/a	Edit / Expand all copy books	Expands all the copybooks in the current source file
n/a	n/a	n/a	Edit / Collapse all copy books	Collapses all the copybooks in the current source file
n/a	n/a	[Ctrl+G]	Edit / Go To	Displays a window that jumps to a specific part of one of the currently loaded programs.  <p>The Go To dialog box has a title bar with a close button (X) and a green icon. It contains two radio buttons: 'Go to Line' (selected) and 'Go to Paragraph'. Next to 'Go to Line' is a text box. Next to 'Go to Paragraph' is a dropdown menu. Below these is a 'Filename:' label and another dropdown menu showing 'ISCONTROLSET.cbl'. At the bottom right are 'Go To' and 'Close' buttons.</p>
n/a	n/a	[F12]	Edit / Go to declaration	Having a variable selected in any part of the source, moves the cursor to the variable declaration in Data Division.
n/a	n/a	[Alt+Left]	Edit / Back	Moves the cursor to the previous occurrence of the selected variable in the source.
n/a	n/a	[Alt+Right]	Edit / Forward	Moves the cursor to the next occurrence of the selected variable in the source.
n/a	n/a	[F3]	Edit / Clear output	Clears the content of the output window.


Command	Shortest Form	Key	Menu	Description
n/a	n/a	[Ctrl+L]	File / Load file	<p>Loads a source file. The purpose of loading a source file is to set breakpoints in that file before executing it.</p> 
n/a	n/a	[Ctrl+U]	File / Unload current file	Releases a previously loaded source file.
b0	n/a	n/a	n/a	<p>Usage: b0 [-d] <i>ProgramName</i></p> <p>Sets a breakpoint at the beginning of the program <i>ProgramName</i>.</p> <p>[-d: disable the breakpoint]</p>

Command	Shortest Form	Key	Menu	Description
break	br	[Ctrl+B]	Breakpoints / Set	<p>Usage: break</p> <p>Displays a window that allows the user to set breakpoints.</p> 
		n/a	n/a	<p>Usage: break [-d] { <i>LineNumber</i> <i>ParagraphName</i> } [<i>SourceCode</i>] [when <i>WhenConditions</i>]</p> <p>Sets a breakpoint. When "-d" is specified, the breakpoint is disabled.</p> <p><i>LineNumber</i> is the line number to which the breakpoint refers. That line must contain a statement. If a statement is split between several lines, the breakpoint can only be set at the first line.</p> <p><i>ParagraphName</i> is the name of a paragraph. The breakpoint will refer to its first line.</p> <p><i>SourceCode</i> is the optional name of the source code to which <i>LineNumber</i> and <i>ParagraphName</i> refer. If <i>SourceCode</i> is not specified, the current source code is implied.</p> <p><i>WhenConditions</i> is: [-x] [-env] <i>VariableName</i> <i>Operator</i> <i>Value</i> [<i>LogicalOperator</i> <i>VariableName</i> <i>Operator</i> <i>Value</i>] ...</p> <p>Where:</p> <ul style="list-style-type: none"> <i>VariableName</i> is the data item to monitor. <i>Operator</i> can be =, !=, <, >, <=, >=. <i>LogicalOperator</i> can be either && or . <i>Value</i> is the value to be tested. if -x is used, the value is hexadecimal if -env is used, the variable is searched for amongst configuration properties
		n/a	View / Breakpoints	<p>Usage: break -l</p> <p>Activates the Breakpoint view in the Information Window. All breakpoints currently set are listed.</p>

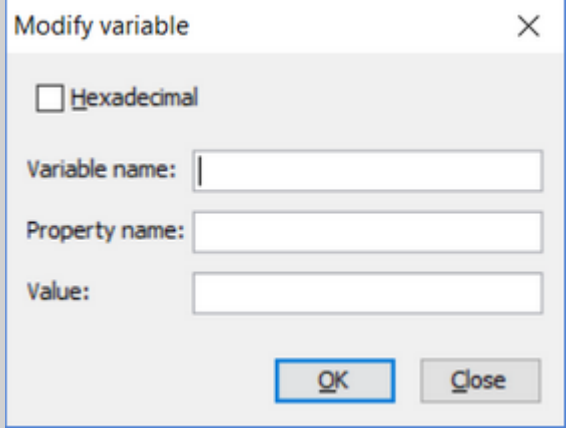
Command	Shortest Form	Key	Menu	Description
clear	cl	n/a	n/a	<p>Usage: <code>clear { <i>LineNumber</i> <i>ParagraphName</i> } [<i>SourceCode</i>]</code></p> <p>Clears a breakpoint.</p> <p><i>LineNumber</i> is the line number where the breakpoint is set.</p> <p><i>ParagraphName</i> is the name of the paragraph where a breakpoint is set.</p> <p><i>SourceCode</i> is the optional name of the source code that <i>LineNumber</i> and <i>ParagraphName</i> refer to. If <i>SourceCode</i> is not specified, the current source code is implied.</p>
		n/a	Breakpoints / Clear all	<p>Usage: <code>clear -l</code></p> <p>Clears all breakpoints.</p>
continue	co	[Ctrl+F5]	Run / Continue	<p>Usage: <code>continue</code></p> <p>Starts or continues program execution.</p>
directory	dir	n/a	n/a	<p>Usage: <code>directory [<i>DirectoryName</i>]</code></p> <p>If <i>DirectoryName</i> is omitted, then the current debugger code prefix is shown. Otherwise, the directory specified by <i>DirectoryName</i> is added to the debugger code prefix. See iscobol.debug.code_prefix for more information on the debugger code prefix.</p>

Command	Shortest Form	Key	Menu	Description
display	dis	[Ctrl+D]	Data / Display	<p>Usage: display</p> <p>Opens a window that displays the value of a variable. Refer to the usages below for details.</p> 
		n/a	n/a	<p>Usage: display [-x] [-tree] <i>VariableName</i></p> <p>Displays the value of a data item.</p> <p>When "-x" is specified, the hexadecimal value is shown.</p> <p>When "-tree" is specified, a new tab is added to the information window. It will show the data item and all its sub-levels in a hierarchical structure. It can be updated or removed by right-clicking in the tab to display a contextual menu.</p> <p>When "-x" and "-tree" are specified in the same command, their effects are combined.</p> <p><i>VariableName</i> is the data item whose value will be displayed.</p>
		n/a	n/a	<p>Usage: display <i>ControlHandle</i> [property prop] <i>PropertyName</i></p> <p>Displays the current value of a control property.</p> <p><i>ControlHandle</i> must refer to a valid handle.</p> <p><i>PropertyName</i> is a the name of a property of <i>ControlHandle</i>.</p>
display -classversion	dis -classversion	n/a	Run / Display isCOBOL version	<p>Usage: display -classversion</p> <p>Prints the version of the Compiler that produced the current class.</p>
display -env	dis -env	n/a	Data / Display Environment variable	<p>Usage: display -env <i>VariableName</i></p> <p>Displays the value of an environment variable.</p> <p><i>VariableName</i> is the name of the environment variable to be displayed.</p>

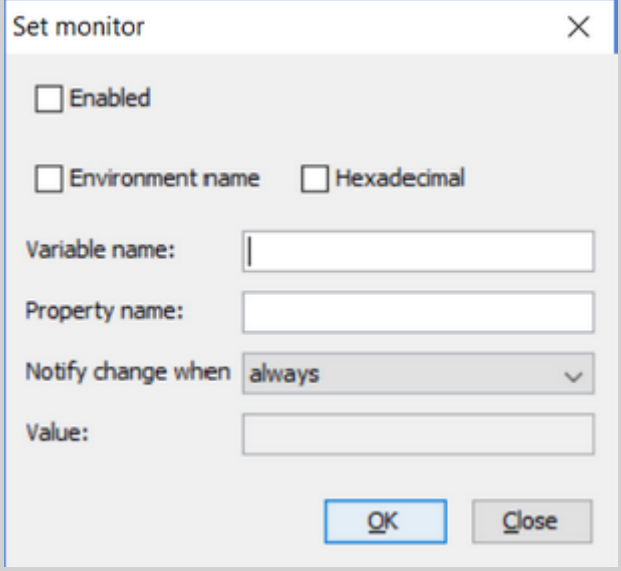
Command	Shortest Form	Key	Menu	Description
down	do	n/a	n/a	Usage: down Shows the next lower stack frame.
env	en	n/a	Run / Display environment variable	Usage: env Opens a window that allows the user to enter the name of the environment variable to be displayed.
		n/a	n/a	Usage: env <i>VariableName</i> Displays the value of an environment variable. <i>VariableName</i> is the name of the environment variable to be displayed.
exit	ex	[Alt+F4]	File / Exit	Usage: exit Terminates the debugging session and exits.
f	n/a	n/a	Edit / Repeat find	Usage: f Repeats the last search, with the same options
fb	n/a	n/a	Edit / Find backwards	Usage: fb <i>SearchText</i> Searches backwards for specific text. <i>SearchText</i> is the text to be searched for.
ff	n/a	n/a	Edit / Find forwards	Usage: ff <i>SearchText</i> Searches forward for specific text. <i>SearchText</i> is the text to be searched for.
ft	n/a	n/a	Edit / Find from top	Usage: ft <i>SearchText</i> Searches for specific text from the beginning of the source. <i>SearchText</i> is the text to be searched for.
gc	g	n/a	n/a	Usage: gc Forces the garbage collector to release unreferenced resources and compact the memory heap.
help	h	n/a	n/a	Usage: help Lists all the available debugger commands.
		n/a	n/a	Usage: help <i>DebuggerCommand</i> Displays the usage of a specific debugger command. <i>DebuggerCommand</i> is the command to be searched for.
infostack	i	n/a	View / Perform stack	Activates the "Perform stack" tab in the Information window.

Command	Shortest Form	Key	Menu	Description
jump	j	[Ctrl+J]	Run / Jump to	<p>Usage: j <i>jump</i></p> <p>Opens a window that allows the user to jump to a specific line by skipping the code between the current line and the destination line.</p> 
		n/a	Run / Jump to selected line	<p>Usage: j <i>jump</i> line-number [<i>filename</i>]</p> <p>Jump to a specific line by skipping the code between the current line and the destination line.</p> <p>Note: Jumping to lines that are inside blocks is not allowed. In this case the Debugger jumps to the beginning of the block.</p>
		n/a	n/a	<p>Usage: j <i>jump</i> paragraph-name</p> <p>Jump to a specific paragraph by skipping the code between the current line and the destination line.</p>
		n/a	Run / Jump out paragraph	<p>Usage: j <i>jump</i> -outpar</p> <p>Jump out of the current paragraph skipping all the remaining statements in the paragraph.</p>
		n/a	Run / Jump out program	<p>Usage: j <i>jump</i> -outprog</p> <p>Jump out of the current program skipping all the remaining statements in the program.</p>
length	len	n/a	Data / Length...	<p>Usage: length variable-name</p> <p>Displays the length in bytes of a data item.</p>

Note - this is supported only in programs compiled with -dx option

Command	Shortest Form	Key	Menu	Description
let	le	[Ctrl+Shift+A]	Data / Accept	<p>Usage: let</p> <p>Opens a window that allows the user to change the value of a variable. Refer to the usages below for details.</p> 
		n/a	n/a	<p>Usage: let [-x] <i>VariableName</i> [=VariableValue]</p> <p>Changes the value of a data item.</p> <p>When "-x" is specified, a hexadecimal value must be entered.</p> <p><i>VariableName</i> is the data item whose value will be changed.</p> <p><i>VariableValue</i> is the value that will be set to <i>VariableName</i>. If omitted, the current variable content is shown and you're allowed to change it.</p>
		n/a	n/a	<p>Usage: let <i>ControlHandle</i> { property prop } <i>PropertyName</i> [=PropertyValue]</p> <p>Changes the current value of a control property.</p> <p><i>ControlHandle</i> must refer to a valid handle.</p> <p><i>PropertyName</i> is a the name of a property of <i>ControlHandle</i>.</p> <p><i>PropertyValue</i> is the value that will be set to <i>PropertyName</i>. If omitted, the current property value is shown and you're allowed to change it.</p>
		n/a	Run / Accept environment variable	<p>Usage: let -env <i>VariableName</i> [=VariableValue]</p> <p>Changes the value of a configuration property.</p> <p><i>VariableName</i> is the data item whose value will be changed.</p> <p><i>VariableValue</i> is the value that will be set to <i>VariableName</i>. If omitted, the current property value is shown and you're allowed to change it.</p>
line	lin	n/a	n/a	Shows information about the current line.
list	lis	n/a	n/a	Shows some lines of code, starting at the current line.

Command	Shortest Form	Key	Menu	Description
m0	n/a	n/a	n/a	<p>Usage: m0 [-d] [classname] [methodname] ([signature])</p> <p>Sets a breakpoint at the first executable line of <i>classname.methodname</i>. If <i>classname</i> is not specified, the breakpoint is set on the current debugged class. If <i>signature</i> is not specified and there is only a method named <i>methodname</i>, the breakpoint is set on that method. <i>signature</i> is a comma separated list of class names or primitive types names, e.g. (java.lang.String,int,java.awt.Rectangle,boolean)</p> <p>[-d: disable the breakpoint]</p>
memory	me	n/a	n/a	Shows information about memory usage.

Command	Shortest Form	Key	Menu	Description
monitor	mo	[Ctrl+M]	Data / Set monitor	<p>Usage: monitor</p> <p>Opens a window that allows the user to enter the parameters needed to set a new monitor</p>  <p>Note - the content of the Value field is trimmed, unless you delimit it by quotes.</p>
		n/a	n/a	<p>Usage: monitor [-d] [-e] [-x] <i>VariableName</i> [when <i>Operator</i> <i>Value</i> always never]</p> <p>Monitors a data item. When its value changes or matches a condition, the execution of the program is suspended and the debugger is activated.</p> <p><i>VariableName</i> is the data item to monitor.</p> <p><i>Operator</i> can be =, !=, <, >, <=, >=.</p> <p><i>Value</i> is the value to be tested. If you need to include leading or trailing spaces in the value, delimit it by quotes.</p> <p>When "-d" is specified, the monitor is disabled and its value in the Information Window is not updated.</p> <p>When "-e" is specified, the monitor is enabled and its value in the Information Window is updated.</p> <p>When "-x" is specified, the value is hexadecimal.</p> <p>When the "always" phrase is specified, the debugger is activated each time the value changes.</p> <p>When the "never" phrase is specified, the debugger is never activated, but the value in the Information Window is always updated.</p>

Command	Shortest Form	Key	Menu	Description
				<p>Usage: <code>monitor [-d] [-e] ControlHandle [property prop] PropertyName [when Operator PropertyValue always never]</code></p> <p>Monitors a property of a control. When its value changes or matches a condition, the execution of the program is suspended and the debugger is activated.</p> <p><i>ControlHandle</i> must refer to a valid handle.</p> <p><i>PropertyName</i> is a the name of the property of <i>ControlHandle</i> to monitor.</p> <p><i>Operator</i> can be =, !=, <, >, <=, >=.</p> <p><i>PropertyValue</i> is the value to be tested.</p> <p>When "-d" is specified, the monitor is disabled and its value in the Information Window is not updated.</p> <p>When "-e" is specified, the monitor is enabled and its value in the Information Window is updated.</p> <p>When the "always" phrase is specified, the debugger is activated each time the value changes.</p> <p>When the "never" phrase is specified, the debugger is never activated, but the value in the Information Window is always updated.</p>
		n/a	n/a	<p>Usage: <code>monitor [-d] [-e] -env VariableName</code></p> <p>Monitors an environment variable.</p> <p>When "-d" is specified, the monitor is disabled and its value in the Information Window is not updated.</p> <p>When "-e" is specified, the monitor is enabled and its value in the Information Window is updated.</p> <p><i>VariableName</i> is the name of the environment variable to monitor.</p>
		n/a	View / Monitors	<p>Usage: <code>monitor -l</code></p> <p>Activates the Monitors view in the Information Window. All monitors currently set are listed.</p>
next	n	[Shift+F7]	Run / Step over	<p>Usage: <code>next</code></p> <p>Executes the current statement. If it is a PERFORM statement, it is entirely executed.</p>
offset	of	n/a	Data / Offset...	<p>Usage: <code>offset variable-name</code></p> <p>Displays the offset of a data item.</p>
outpar	outpa	[Alt+Shift+F7]	Run / Step out paragraph	<p>Usage: <code>outpar</code></p> <p>Continues execution until current paragraph exits.</p>

Command	Shortest Form	Key	Menu	Description
outprog	outpr	[Alt+Shift+F8]	Run / Step out current program	Usage: outprog Continues execution until current program exits.
pause	p	n/a	Run / Pause	Usage: pause Suspends the program execution.
prog	prog	[Alt+F9]	Run / Run to next program	Usage: prog Continues execution until the runtime enters in the next program compiled in debug mode.
quit	q	[Shift+F5]	Run / Finish session	Usage: quit Stops the execution of the program. The debugging session is still valid and the program can be restarted with the run command.
readsession	re	n/a	File / Load debugger session	Usage: readsession [FileName] Loads monitors and breakpoints from a previously saved debugging session. FileName is the name of the file that contains the debugger configuration. If it is not specified, 'ISCONTROLSET.isd' is implied.
run	ru	[Ctrl+F6]	Run / Start session	Usage: run Starts the execution of the program. No COBOL statements are executed.
step	s	[F7]	Run / Step into	Usage: step [n] Executes the current statement. If it is a PERFORM statement, the first statement of the paragraph or session that it refers to becomes current. If n is specified and it's greater than 1, the step command is automatically repeated n times.
stoff	n/a	[Ctrl+F4]	Run / Stop autostep	Usage: stoff Deactivates the autostep function.
ston	n/a	[Ctrl+F3]	Run / Start autostep	Activates the autostep function. Statements are automatically executed at regular intervals. The function can be changed with the selector on right side of the toolbar.
thread	th	n/a	Run / ThreadName	Usage: thread ThreadName Activates a specific thread. ThreadName is the name of the thread to activate.
		n/a	View / Threads	Usage: thread -1 Activates the Threads view in the Information Window . All monitors currently set are listed.

Command	Shortest Form	Key	Menu	Description
to	to	[Ctrl+F9]	Run / Continue to line number	<p>Usage: <code>to LineNumber [SourceCode]</code></p> <p>Starts or continues the program execution until a certain line is reached.</p> <p><i>LineNumber</i> is the line to reach.</p> <p><i>SourceCode</i> is the optional name of the source code to which <i>LineNumber</i> refers. If it is not specified, the current source code is implied.</p>
troff	trof	[Shift+F4]	Trace Off	<p>Usage: <code>troff</code></p> <p>Tracing is suspended.</p>
tron	n/a	[Shift+F3]	Trace On	<p>Usage: <code>tron</code></p> <p>Tracing is activated. A trace line is appended each time a paragraph starts or ends and each time a program starts or ends. Information is stored in a file called <code>debugger.log</code>, created in the current directory.</p>
unmonitor	u	n/a	n/a	<p>Usage: <code>unmonitor VariableName</code></p> <p>Removes the monitor on a data item.</p> <p><i>VariableName</i> is a monitored data item.</p>
		n/a	n/a	<p>Usage: <code>unmonitor [-env] VariableName</code></p> <p>Removes a monitor on an environment variable.</p> <p><i>VariableName</i> is a monitored environment variable .</p>
		n/a	Data / Clear all monitors	<p>Usage: <code>unmonitor -a</code></p> <p>Clears all monitors.</p>
up	up	n/a	n/a	<p>Usage: <code>up</code></p> <p>Shows the higher stack frame.</p>
w0	n/a	n/a	Edit / First executable line	<p>Usage: <code>w0</code></p> <p>Moves the cursor to the first executable line.</p>
w@	n/a	n/a	Edit / Current line	<p>Usage: <code>w@</code></p> <p>Moves the cursor to the current line.</p>
wb	n/a	[Ctrl+Home]	Edit / Last line	<p>Usage: <code>wb</code></p> <p>Moves the cursor to the last line of the current source.</p>
wt	n/a	[Ctrl+End]	Edit / First line	<p>Usage: <code>wt</code></p> <p>Moves the cursor to the first line of the current source.</p>

Command	Shortest Form	Key	Menu	Description
writesession	w	n/a	File / Save debugger session	Usage: writesession [FileName] Saves monitors and breakpoints to a file. FileName is the name of the file that contains the debugger configuration. If it is not specified, 'ISCONTROLSET.isd' is implied.

Enter Debugger

If a program compiled in debug mode is performing ACCEPT of user input on a graphical window, if you press Pause/Break on the keyboard, you will enter Debugger at the next ACCEPT interruption. For example, if you want to debug what happens when you click on a specific push-button of your window,

1. start the Debugger
2. issue the run command
3. issue the continue command
4. wait for the window with the push-button to appear
5. press Pause/Break on the keyboard
6. click on the push-button

On some keyboards the Pause/Break key is not available. In order to have the same feature associated to another key, set the exception value of that key to 65535. For example, if you want to enter debugger using F6, start the Debugger as follows:

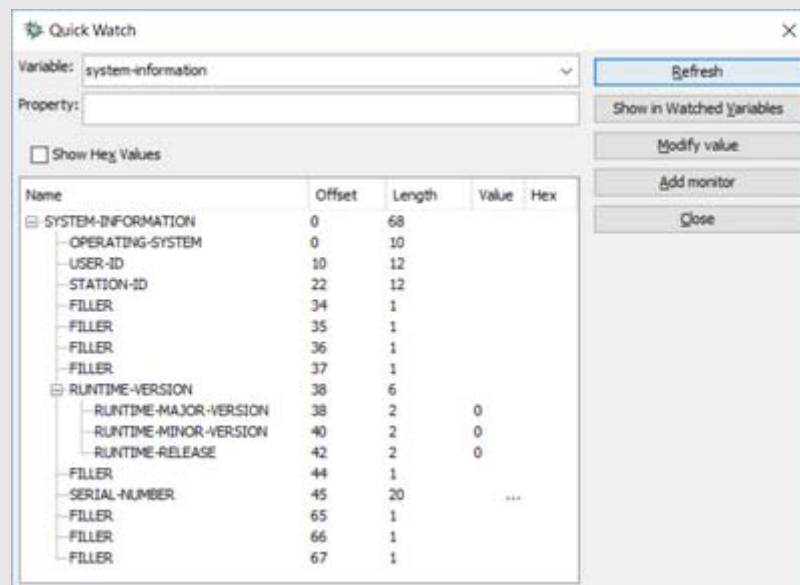
```
iscrun -d -Discobol.key.f6=exception=65535 MYPROGRAM
```

Pop-up menu

When you right click in the Source Area, a pop-up menu appears and provides the following functions:

Copy	Copies the selected line(s) in the system clipboard. The same result is achieved by pressing Ctrl+C
Current line	Same function as Edit / Current line
Go to	Same function as Edit / Go To
Continue	Same function as Run / Continue
Pause	Same function as Run / Pause
Step into	Same function as Run / Step into
Step over	Same function as Run / Step over
Step out paragraph	Same function as Run / Step out paragraph
Step out program	Same function as Run / Step out current program
Run to selected line	Same function as Run / Go to cursor line

Run to next program	Same function as Run / Run to next program
Jump out paragraph	Same function as Run / Jump out paragraph
Jump out program	Same function as Run / Jump out program
Jump to selected line	Same function as Run / Jump to selected line
Toggle breakpoint	Same function as Breakpoints / Toggle at current line
Display variables on selected line	Same function as Data / Display variables on selected line
Quick watch	Opens a dialog that allows you to handle the selected data item



Debugger Properties

The list of configuration properties that affect the Debugger behavior can be found at [Debugger Configuration](#).

Refer to the [Configuration](#) chapter for general information about setting configuration properties.

Character-based Debugger

isCOBOL provides a character-based version of the Visual Debugger to be used on systems where the UI is not available. The character-based Debugger is started using the isdbg command. This command has the following syntaxes:

- Local debug:

```
isdbg [-opt1 ... -optN] program-name [arg1 ... argN]
```

- Remote debug:

```
isdbg -r [hostname [port]]
```

Using one of the above commands the debugger console starts and listens for input:

```
isdb>
```

Input the desired command and press Enter to confirm. The command output is displayed on the console.

ISDBG Commands

Command	Description
b0	Usage: b0 <i>prog-name</i> set a breakpoint at the beginning of a given program
break	Usage: break <i>line-number paragraph-name</i> set a breakpoint at a given line or paragraph Usage: break -l list breackpoints
clear	Usage: clear <i>line-number paragraph-name</i> remove a breakpoint at a given line or paragraph Usage: clear -a remove all breakpoints
continue	Usage: continue continue execution until the next breakpoint

Command	Description
directory	<p>Usage: directory <i>dir-name</i></p> <p>Add a given directory to the debug code_prefix</p> <p>Usage: directory</p> <p>Shows the current debug code_prefix</p>
display	<p>Usage: display variable-name</p> <p>display the current value of a variable in ascii or decimal</p> <p>Usage: display -x variable-name</p> <p>display the current value of a variable in hex</p>
down	<p>Usage: down</p> <p>View the next lower stack frame</p>
exit	<p>Usage: exit</p> <p>exit debug</p>
f	<p>Usage: f</p> <p>repeat find</p>
fb	<p>Usage: fb <i>text</i></p> <p>find text backwards</p>
ff	<p>Usage: ff <i>text</i></p> <p>find text forwards</p>
ft	<p>Usage: ft <i>text</i></p> <p>find text from top</p>
gc	<p>Usage: gc</p> <p>force garbage collector</p>
help	<p>Usage: help</p> <p>show help</p>
infostack	<p>Usage: infostack</p> <p>display stack information</p>
jump	<p>Usage: jump <i>line-number paragraph-name</i></p> <p>jump to a given line or paragraph</p>

Command	Description
let	Usage: let <i>variable-name=value</i> assign new value to a variable
line	Usage: line display the current line of source code
list	Usage: list display the source code
memory	Usage: memory print memory information
monitor	Usage: monitor <i>variable-name</i> set a monitor on a given variable Usage: monitor -l list monitors
next	Usage: next step one line (step over CALL and PERFORM statements)
outpar	Usage: outpar step out of the current paragraph
outprog	Usage: outprog step out of the current program and return to the caller
pause	Usage: pause pause execution
quit	Usage: quit stop execution
run	Usage: run start execution
step	Usage: step execute the next statement Usage: step <i>n</i> execute the next <i>n</i> statements

Command	Description
stoffs	Usage: stoffs stop autostep
ston	Usage: ston start autostep
thread	Usage: thread <i>thread-name</i> choose the thread to debug Usage: thread -l list threads
to	Usage: to <i>line-number</i> continue execution until the given line number is reached
troff	Usage: troff stop tracing program execution
tron	Usage: tron <i>tracelevel log-filename</i> start tracing program execution on a text file. See iscobol.tracelevel for possible <i>tracelevel</i> values.
unmonitor	Usage: unmonitor <i>variable-name</i> clear the monitor on a specified variable
up	Usage: up View the next higher stack frame
w0	Usage: w0 go to first executable line
w@	Usage: w@ show the current line
wb	Usage: wb show last line of source code
wt	Usage: wt show first line of source code

Chapter 3

Remote Compiler

Overview

isCOBOL Evolve offers the ability to compile programs remotely. This feature is particularly useful when you need to precompile the source code and the precompiler is available only on a server machine.

The isCOBOL Remote Compiler consists of a server listener that receives source files from the clients, precompiles and compiles them locally on the server, and eventually sends the resulting classes and translated source files back to the clients.

Getting Started

The setup of a Remote Compiler environment requires the following steps:

[Download and install the Java Development Kit \(JDK\)](#)

[Download and install isCOBOL Evolve](#)

In order to activate your isCOBOL Evolve products, you will need the e-mail you received from Veryant containing your license key. Contact your Veryant representative for details.

Download and install the Java Development Kit (JDK)

A JDK must be installed on your machine in order to use isCOBOL Remote Compiler. For best results and performance, install the latest JDK version available for your platform. isCOBOL is certified to work correctly with both Oracle JDK and OpenJDK from version 7 to version 11.

Self-extracting setups are provided for the Windows platform.

On Unix/Linux platforms Java may be already installed. If it's not the case, you can install it using the appropriate system commands (e.g. yum, or apt-get).

Download and install isCOBOL Evolve

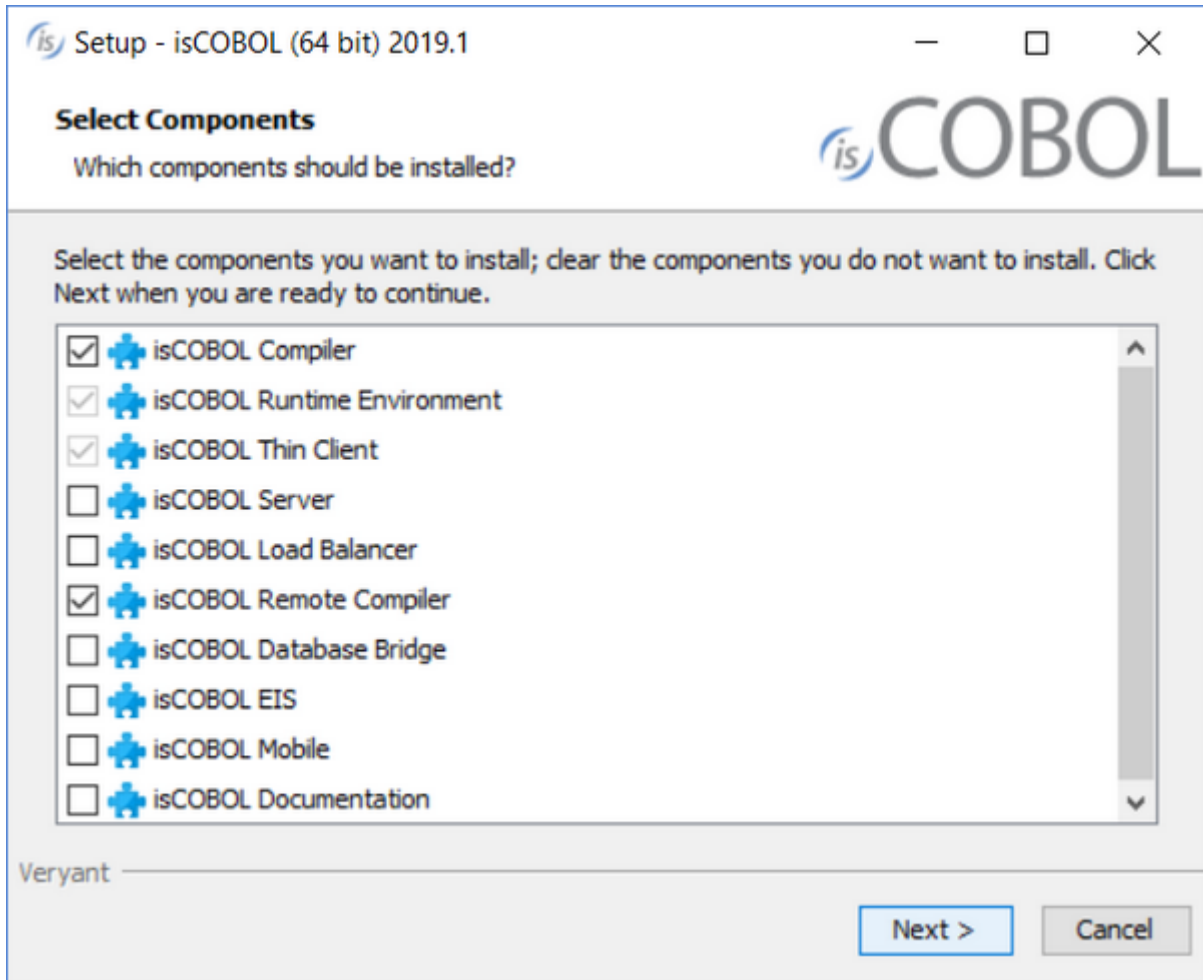
Windows

1. If you haven't already done so, [Download and install the Java Development Kit \(JDK\)](#).
2. Go to "<http://www.veryant.com/support>".
3. Sign in with your User ID and Password.
4. Click on the "Download Software" link.

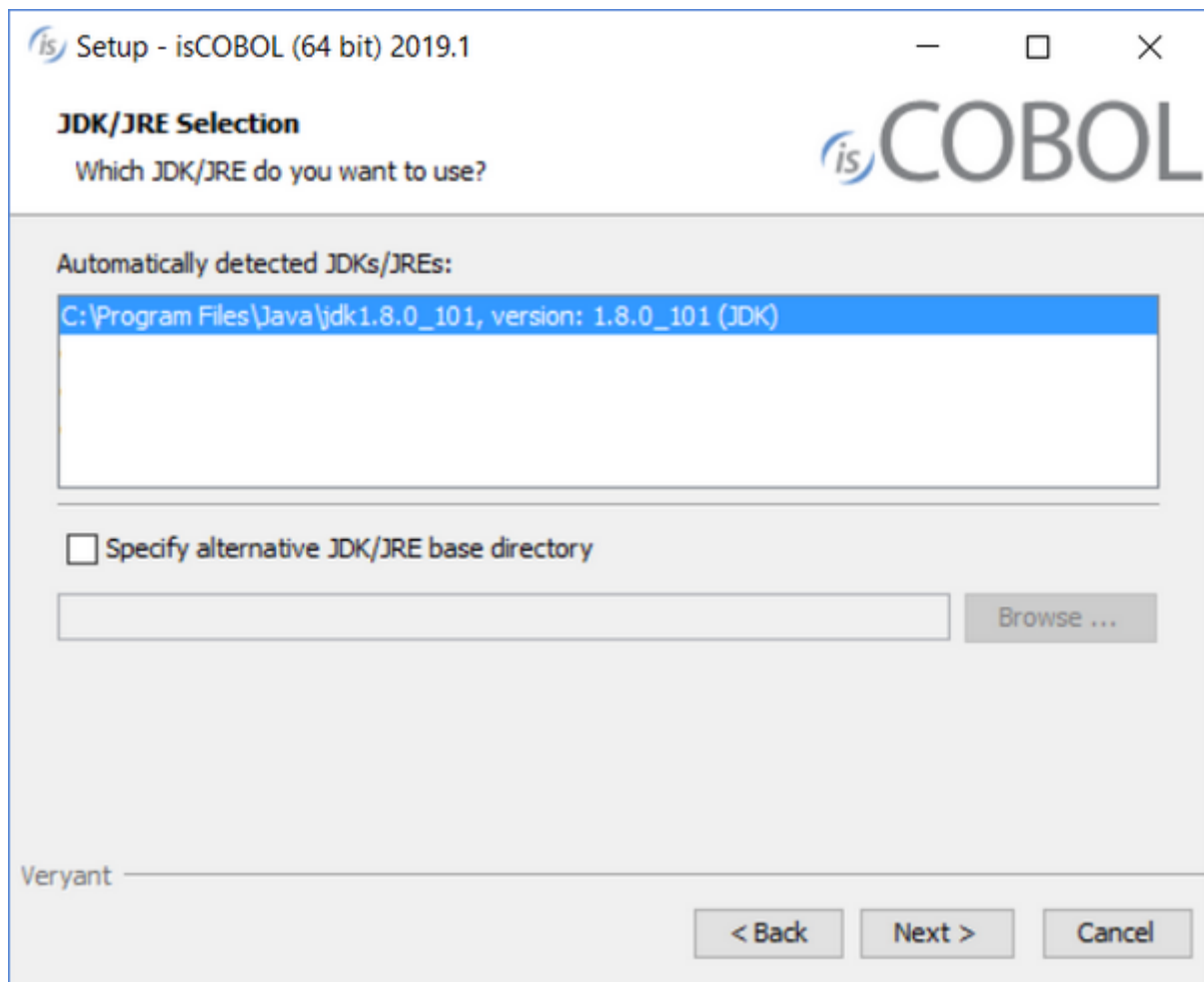
5. Scroll down to the list of files for Windows x64 64-bit or Windows x86 32-bit. Select isCOBOLyyyyR_n_Windowsarc.exe, where yyyy is the year, r is the release number, n is the build number and arc is the system architecture.
6. Run the downloaded installer to install the files.

Note - If your Windows has the option "Run as Administrator", you should run the setup with that option, otherwise the setting of environment variables might silently fail. Environment variables setting is not necessary if you work from the isCOBOL Shell (explained later).

7. Select "isCOBOL Compiler and Runtime Environment" and "isCOBOL Remote Compiler" from the list of products when prompted.



8. Select your JDK when prompted



9. Choose if you want to install the Remote Compiler as a system service or not. If you don't install the service, you will have to start the Remote Compiler in foreground mode from a command prompt as explained in [Server configuration](#). See [Windows service](#) and [Unix daemon](#) for details about the system

service.

Setup - isCOBOL (64 bit) 2019.1

Service Options
Please choose options for the service

isCOBOL Remote Compiler

☒ Install service "isCOBOL Remote Compiler 2019R1"

☐ Use a special user account for running the service

Account name:

Password:

On TCP/IP Port Number:

Veryant

10. Follow the wizard to the end. In the process you will be asked to provide license keys. You can skip license activation and perform it later, as explained in [Activate the License](#).

Linux, Mac OSX and OpenServer

1. If you haven't already done so, [Download and install the Java Development Kit \(JDK\)](#).
2. Go to "<http://www.veryant.com/support>".
3. Sign in with your User ID and Password.
4. Click on the "Download Software" link.
5. Scroll down, and select the appropriate .tar.gz file for the product and platform you require.
6. Extract all contents of the archive. For example,
on Linux 32 bit:

```
gunzip isCOBOL_2019_R1_*_Linux.32.i586.tar.gz
tar -xvf isCOBOL_2019_R1_*_Linux.32.i586.tar
```

on Linux 64 bit:

```
gunzip isCOBOL_2019_R1_*_Linux.64.x86_64.tar.gz
tar -xvf isCOBOL_2019_R1_*_Linux.64.x86_64.tar
```

on Mac OSX:

```
gunzip isCOBOL_2019_R1_*_MacOSX.64.x86_64.tar.gz
tar -xvf isCOBOL_2019_R1_*_MacOSX.64.x86_64.tar
```

on OpenServer:

```
gunzip isCOBOL_2019_R1_*_FreeBSD.64.tar.gz
tar -xvf isCOBOL_2019_R1_*_FreeBSD.64.tar
```

7. Change to the "isCOBOL2019R1" folder and run "./setup", you will obtain the following output:

```
=====
                        isCOBOL EVOLVE Installation
                        For isCOBOL Release 2019R1
                        Copyright (c) 2005 - 2019 Veryant
=====

Install Components:

  [0] All products..... (no)
  [1] isCOBOL Compiler (includes [2] & [3])..... (yes)
  [2] isCOBOL Runtime Environment (includes [3])..... (no)
  [3] isCOBOL Thin Client..... (no)
  [4] isCOBOL Server..... (no)
  [5] isCOBOL Load Balancer..... (no)
  [6] isCOBOL Remote Compiler..... (no)
  [7] isCOBOL Database Bridge..... (no)
  [8] isCOBOL EIS..... (no)
  [9] isCOBOL Mobile..... (no)

Install Path:
  [P] isCOBOL parent directory: UserHome

JDK Path:
  [J] JDK install directory: JavaHome

[S] Start Install      [Q] Quit

=====
Please press [ 1 2 3 4 5 6 7 8 P J S Q ]
```

8. Type "6", then press Enter to select isCOBOL Remote Compiler.
9. (optional) Type "P", then press Enter to provide a custom installation path, if you don't want to keep the default one.
10. Type "S", then press Enter to start the installation.

Note - if the setup script is not available for your Unix platform or you don't want to use it, just extract the tgz content to the folder where you want isCOBOL to be installed.

isCOBOL Evolve for UNIX/Linux provides shell scripts in the isCOBOL "bin" directory for compiling, running, and debugging programs. These scripts make use of two environment variables, ISCOBOL to locate the isCOBOL installation directory and ISCOBOL_JDK_ROOT to locate the JDK installation directory. To use these scripts set these environment variables and add the isCOBOL "bin" directory to your PATH.

For example, if you install isCOBOL in "/opt/isCOBOL" and your JDK is in "/opt/java/jdk1.8.0":

```
export ISCOBOL=/opt/isCOBOL
export ISCOBOL_JDK_ROOT=/opt/java/jdk1.8.0
export PATH=$ISCOBOL/bin:$PATH
```

Other Unix

A dedicated setup is provided for the following Unix platforms:

- Linux 32 bit
- Linux 64 bit
- Mac OSX 64 bit
- OpenServer

For any other UNIX platform, the MULTI setup can be used.

Extract the tar with the following command

```
gunzip isCOBOL_Version_multi.tar.gz
tar -xvf isCOBOL_Version_multi.tar
```

These two files are extracted:

- o isCOBOL_Version.tar
- o setup

Run the setup

```
./setup
```

The setup script produces an output like:

```
=====
                                isCOBOL EVOLVE Installation
                                For isCOBOL Release Version
                                Copyright (c) 2005 - 2019 Veryant
                                =====

Install Components:

    [1] isCOBOL Evolve platform independent files..... (yes)
    [2] isCOBOL ISAM Client component..... (yes)

Generate Components:

    [3] isCOBOL native libraries..... (no)
    [4] isCOBOL support for dummy terminal..... (no)
    [5] isCOBOL File Connectors..... (no)

Platform:

    [6] Operating System to generate..... (Platform)

Install Path:

    [7] isCOBOL parent directory: UserHome

JDK Path:

    [8] JDK install directory: JavaHome

[S] Start Install      [Q] Quit

=====

Please press [ 1 2 3 4 5 6 7 8 S Q ]
```

The following text depends on the current environment:

<i>Version</i>	version of the isCOBOL components installed by the setup
<i>Platform</i>	current operating system detected by the setup script
<i>UserHome</i>	current user home directory
<i>JavaHome</i>	current JDK/JRE directory detected by the setup script

If points 1 to 8 contain accurate information, you can start the installation process by typing “S” and pressing Enter.

If you want to change any of the points, type the corresponding number and press Enter, then answer to the question. The output shown in the above snippet will be updated to reflect the change you made.

For example, if you want to avoid the generation of isCOBOL ISAM Client component

1. type "2"
2. press Enter
3. type "N"
4. press Enter

When every setting reflect your needs, type "S" and press Enter to start the installation process.

Point 1 can't be changed while point 6 shouldn't be set to an operating system different than the one where we're running the script.

A C compiler is required for generating components (points 3 to 5).

If the MULTI setup completes without error, the following folder is generated:

```
isCOBOLVersion
  bin
  etc
  include
  javadoc
  lib
  native
  sample
```

The content of the folders varies depending on the choices you made before issuing the "S" command.

Distribution Files

For information on a specific distribution file, please see the README file installed with the product.

Activate the License

If you provided license keys during the installation, on Windows, you should skip reading this chapter.

The isCOBOL Remote Compiler looks for the following configuration property for license keys:

```
iscobol.compiler.license.2019=<license_key>
```

The key should be stored in one of the following files (if they exist):

Windows

1. \etc\iscobol.properties in the drive where the working directory is
2. C:\Users\<username>\iscobol.properties (the setup wizard saves licenses here, if you don't skip activation)
3. iscobol.properties found in the Java Classpath
4. %ISCOBOL%\iscobol.properties
5. a custom configuration file passed on the command line

Unix/Linux

1. /etc/iscobol.properties
2. \$HOME/iscobol.properties
3. iscobol.properties found in the Java Classpath
4. \$ISCOBOL/iscobol.properties

5. a custom configuration file passed on the command line

NOTE - Files are listed in the order they're processed. If the license key appears in more than one of the above files, then the last occurrence is considered.

Server configuration

The isCOBOL Remote Compiler is activated by the following command on the server machine:

```
iscremotec [ -J-Discobol.remotecompiler.conf=configfile ]
```

The Remote Compiler configuration file is loaded by default from the user home directory. The default configuration file is: \$USER_HOME/remoteCompiler.xml. Set the iscobol.remotecompiler.conf property to specify a different configuration file.

The configuration file has the following structure:

```
<!--ELEMENT remoteCompiler (preProcessor+)-->
<!--ATTLIST remoteCompiler
  portNumber CDATA #IMPLIED
  outputFolder CDATA #IMPLIED
  cleanOutputFolderWhenExit (true | false) "true"
  deploymentFolder CDATA #IMPLIED-->

  <!--ELEMENT preProcessor (optionList,environment*)-->
  <!--ATTLIST preProcessor
    name CDATA #REQUIRED
    executable CDATA #REQUIRED
    outputFileExt CDATA #IMPLIED
    listFileExt CDATA #IMPLIED
    errorFileExt CDATA #IMPLIED-->

    <!--ELEMENT environment (variable*)-->
    <!--ATTLIST environment
      append (true | false) "true"-->

      <!--ELEMENT variable EMPTY-->
      <!--ATTLIST variable
        name CDATA #REQUIRED
        value CDATA #REQUIRED-->

      <!--ELEMENT optionList (option+)-->
      <!--ELEMENT option (#PCDATA)-->
      <!--ATTLIST option
        if (listing|error) #IMPLIED
```

The main tag <remoteCompiler> describes the Remote Compiler server. The following attributes are available:

- *portNumber* is the number of the port where the Remote Compiler listens for client connections. If omitted, the port 11999 is used.
- *outputFolder* is the directory where translated source files and compiled classes will be stored. If omitted, the user TEMP folder is used.

- *cleanOutputFolderWhenExit* specifies if files should be deleted once they've been sent to the client. The default behavior is "true" in cases where this flag is omitted.
- *deploymentFolder* is a folder on the server where class files are stored after the compilation. Classes are sent to the client in any case, but, if this attribute is specified, a copy of these classes is kept on the server also. If the attribute is not specified, then classes are just sent to the client.

The `<preProcessor>` tag describes a preprocessor. Multiple `<preProcessor>` tags can appear as a child of the `<remoteCompiler>` tag. For each `<preProcessor>` the following attributes are available:

- *name* is a logical name that identifies the preprocessor. You can use any name here. This setting is mandatory.
- *executable* is the executable file of the preprocessor. This setting is mandatory.
- *outputFileExt* is the extension of the translated files. If omitted, the default value "cbl" is used.
- *listFileExt* is the extension of the list files if the preprocessor supports listing. If omitted, the default value "list" is used.
- *errorFileExt* is the extension of the error files if the preprocessor supports error files. If omitted, the default value "err" is used.

Each `<preProcessor>` tag can contain a list of environment variables and a list of command-line options that configure the preprocessor executable behavior.

Environment variables are listed in the `<environment>` tag, where the following attribute is available:

- *append*: if true the environment variables are appended to the existing environment, otherwise they replace it.

Each variable is identified by the `<variable>` tag with the two mandatory attributes *name* and *value*.

Options are listed in the `<optionList>` environment. Each option is identified by the `<option>` tag. The tag content may contain the keywords `${inputfile}`, `${outputfile}`, `${errorfile}`, `${listingfile}`. The content of the `<option>` tags is concatenated with the value of the `<preprocessor>` *executable* attribute. If the *if* attribute is specified and its value is "listing", the content of the tag is added to the command string only if the client request specifies the generation of the listing files. If its value is "error", the content of the tag is added to the command string only if the client request specifies the generation of the error files. The *if* condition is true when the corresponding isCOBOL option (*-lf* for listing and *-e* for errors) appears in the client compiler command line.

The following symbols are available for use in the `<option>` tag:

- `${inputfile}` is automatically set to the name of the source file sent by the client.
- `${outputfile}` is automatically set to the name of the translated file.
- `${listingfile}` is automatically set to the name of the listing file.
- `${errorfile}` is automatically set to the name of the error file.

The following snippet shows an example of usage of the `<option>` tag with the *if* attribute:

```
<option if="list">-listopt ${listingfile}</option>
<option if="err">-erroppt ${errorfile}</option>
```

The following sample configuration shows how to precompile with both UniKix and proCOBOL:

```
<remoteCompiler portNumber="12345" cleanOutputFolderWhenExit="true">
  <preProcessor name="unikix"
    executable="/usr/local/bin/unikix">
    <optionList>
      <option>-o ${outputfile}</option>
      <option>${inputfile}</option>
    </optionList>
    <environment append="true">
      <variable name="UNIKIX" value="/usr/local/kixclt"></variable>
      <variable name="COBCPY" value="/usr/local/kixcltcopy"></variable>
    </environment>
  </preProcessor>
  <preProcessor name="procob"
    executable="/usr/local/bin/procob"
    outputFileExt="cob">
    <optionList>
      <option>-iname=${inputfile}</option>
      <option>-oname=${outputfile}</option>
    </optionList>
  </preProcessor>
</remoteCompiler>
```

The following sample configuration shows the minimal settings required for a pure COBOL remote compilation, without using precompilers.

```
<remoteCompiler portNumber="12345" cleanOutputFolderWhenExit="true"
  deploymentFolder="/opt/myCobolApp/programs"/>
```

User Authentication

If `iscobol.as.authentication *` is set to 2 in the server configuration, users will be prompted to provide login information at each compilation.

Client configuration

In order to perform a remote compilation, the following settings must be active in the client configuration:

```
iscobol.remotecompiler.host=servername
iscobol.remotecompiler.preprocnames=preprocessors
```

Where:

- `servername` is the name or the IP address of the machine where the Remote Compiler is listening

- *preprocessors* is the list of preprocessors that will be executed. All the values of the name attribute of the <preProcessor> tag in the server configuration file are valid. Multiple values must be separated by comma. The following case insensitive special values are supported:

Value	Effect
ALL	all preprocessors defined in the Server configuration are executed.
NONE	none of the preprocessors defined in the Server configuration is executed. A simple COBOL compilation is performed. In this case the property iscobol.remotecompiler.compileonserver (boolean) is implicitly set to true.

With the above settings, each time you invoke the isCOBOL Compiler, it will compile remotely instead of locally. The objects that it receives from the server will be stored according to the -od option in the compiler command line on the client.

These additional settings are available client side:

- [iscobol.remotecompiler.port](#)
- [iscobol.remotecompiler.compileonserver \(boolean\)](#)
- [iscobol.remotecompiler.createerrorfiles \(boolean\)](#)
- [iscobol.remotecompiler.createlistingfiles \(boolean\)](#)
- [iscobol.remotecompiler.preprocnames](#)
- [iscobol.remotecompiler.translateddir](#)

The following sample configuration shows how to precompile using proCOBOL on the server and retrieve the translated source to be compiled on the local PC:

```
iscobol.remotecompiler.host=myserver
iscobol.remotecompiler.port=12345
iscobol.remotecompiler.preprocnames=procob
```

The following sample configuration shows how to compile programs remotely keeping the resulting classes on the server. Compiled classes are sent back to the client anyway:

```
iscobol.remotecompiler.host=myserver
iscobol.remotecompiler.port=12345
iscobol.remotecompiler.preprocnames=NONE
iscobol.remotecompiler.compileonserver=1
```

Windows service and Unix daemon

Windows service

On Windows it's possible to install isCOBOL Remote Compiler as a Windows Service.

The isCOBOL Remote Compiler service can be installed during the setup process:

Setup - isCOBOL (64 bit) 2019.1

Service Options
Please choose options for the service

isCOBOL Remote Compiler

☒ Install service "isCOBOL Remote Compiler 2019R1"

☐ Use a special user account for running the service

Account name: Browse ... Create

Password:

On TCP/IP Port Number:

When isCOBOL has been installed, the service can be installed, removed and managed through the isremotecc.exe command line utility.

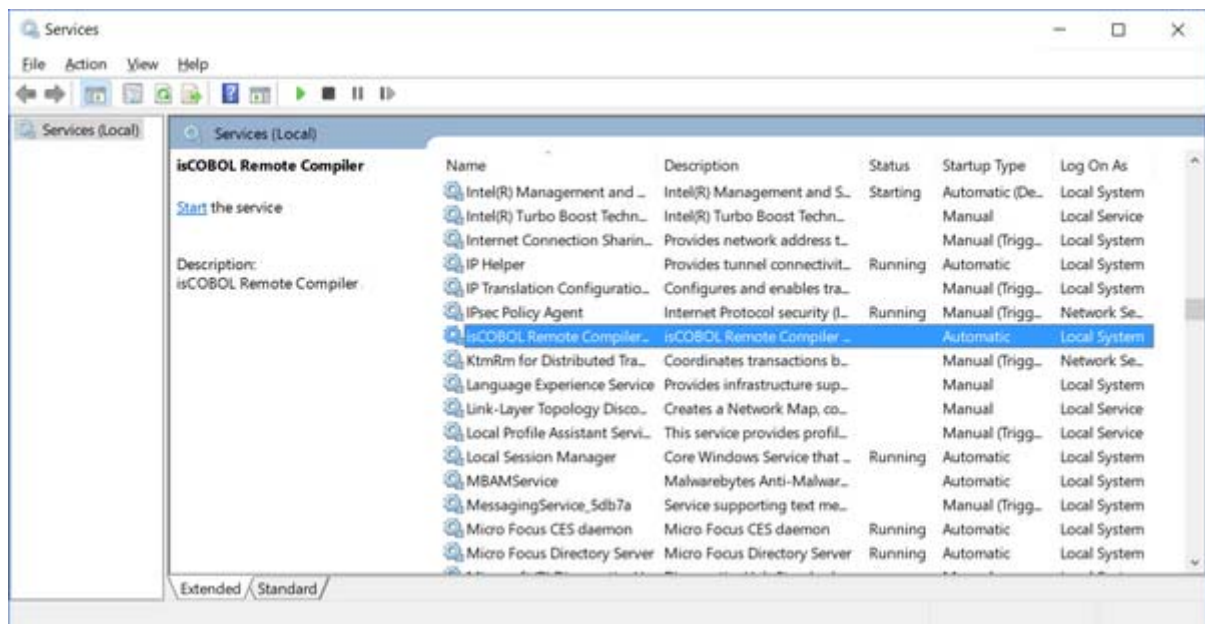
isremotecc.exe usage

The service maintenance is done through isremotecc.exe.

To install the service, use the command:

```
isremotecc -install
```

If the operation is successful, there will be a new entry in the Windows service manager.



The service is installed in auto mode, which means the service will automatically start along with the system.

To install the service in demand mode, use the command:

```
isremotecc -install-demand
```

In this mode, the service must be manually started by the user in the Windows service manager.

To retrieve the service status, use the command:

```
isremotecc -status
```

The exit code of this command is 0 when the service is running, 3 when it is not running and 1 when the state cannot be determined.

To start the service, use the command:

```
isremotecc -start
```

To stop the service, use the command:

```
isremotecc -stop
```

To uninstall the service, use the command:

```
isremotecc -uninstall
```

If the command is successful, the isCOBOL Remote Compiler service will disappear from the Windows service manager.

In some situations, you might want to install a Windows service as a non-interactive service so that the service does not have any possibility to access the GUI subsystem. In order to do that, add the phrase non-interactive after the -install parameter. A custom service name can still be specified after the non-interactive parameter:

```
isremotecc -install non-interactive
```

It's also possible to specify a custom name for the service. This name should be added as last parameter of isserver.exe command line for all the options. For example, the following list of commands manages an isCOBOL Remote Compiler service named "myservice":

```
isremotecc -install myservice
isremotecc -start myservice
isremotecc -status myservice
isremotecc -stop myservice
isremotecc -uninstall myservice
```

Output redirection

The isCOBOL Remote Compiler service redirects all the console output (stderr and stdout) to two files named *isremotecc_err.log* and *isremotecc_out.log*. These files are located in the isCOBOL bin directory, which is the default directory of the service.

Service configuration

Java options must be put in the *isremotecc.vmoptions* file, located in the isCOBOL bin directory, which is the default directory of the service. In this file comments are prefixed by a hash and each option is on a separate line.

The following snippet shows how to configure memory limits, pass a custom configuration file and alter the Classpath for the isCOBOL Remote Compiler service:

```
#memory settings
-Xmx256m
-Xms128m

#configuration
-Discobol.conf=/myapp/myconf

#classpath
-classpath/p .
-classpath/a C:\Program Files\Java\jdk1.8.0_161\lib\tools.jar
```

The isCOBOL Remote Compiler service inherits the Classpath from the system and adds all jar libraries in the isCOBOL lib directory to it. Using the *-classpath* option you can add additional items to the active Classpath. The value of *-classpath/p* is prepended to the active Classpath. The value of *-classpath/a* is appended to the active Classpath.

Note: On some Windows distributions it's necessary to reboot the system in order to make services aware of modifications to the system environment.

isCOBOL configuration properties to configure port number, hostname, rundebug, etcetera, can be set either in *isremotecc.vmoptions* with the syntax "-Dproperty=value" or in a file named *iscobol.properties* that will be loaded from:

1. The \etc directory
2. The user home directory

3. The Classpath

Unix daemon

On Unix systems, the isCOBOL Remote Compiler can be installed as a daemon process and maintained using the isremotecc command.

isremotecc usage

The isremotecc command has the following options:

start	Run the isCOBOL Remote Compiler service without keeping the console busy
stop	Stop the isCOBOL Remote Compiler service
restart	Restart the isCOBOL Remote Compiler service
status	Show the status of the isCOBOL Remote Compiler service

You need to be root in order to use this command.

Daemon configuration

The isremotecc command looks for the file *default_java.conf* that is located in the isCOBOL bin directory.

This file is generated by the setup process and it includes the location of the isCOBOL SDK and the associated Java.

In this file comments are prefixed by a hash and each option is on a separate line.

Chapter 4

Utilities

The isCOBOL Evolve suite provides a number of utilities which complement isCOBOL Compiler functions.

COBFILEIO

The COBFILEIO utility works together with the isCOBOL Compiler to read COBOL source code and generate Java classes that can be used to access COBOL files and records.

COBFILEIO reads External File Description (EFD) XML files that are produced by the isCOBOL Compiler when it has been executed with the `-efd` compiler option. An EFD is a data dictionary that contains the mapping to use when COBOL files and records are accessed externally. COBFILEIO reads two files, an EFD file and an FD file containing the standard COBOL file descriptor, and generates a Java class for the COBOL file and a Java class for the COBOL record.

The Java programmer does not need any knowledge of COBOL data types or their underlying storage format, and COBFILEIO automatically generates Javadocs for the file and record classes.

The resulting classes can be brought into any Java development environment and Java developers can take advantage of rapid development features such as Eclipse's "code assist" to pop-up documentation and provide single key or click code completion.

A data record is managed as an object with set and get accessor methods for each elementary field. The individual record fields are accessed using Java data types. The set methods automatically perform data validation and throw customizable exceptions.

COBFILEIO generates Object-Oriented COBOL source code for the classes. This source code can be customized and maintained in either COBOL or Java language.

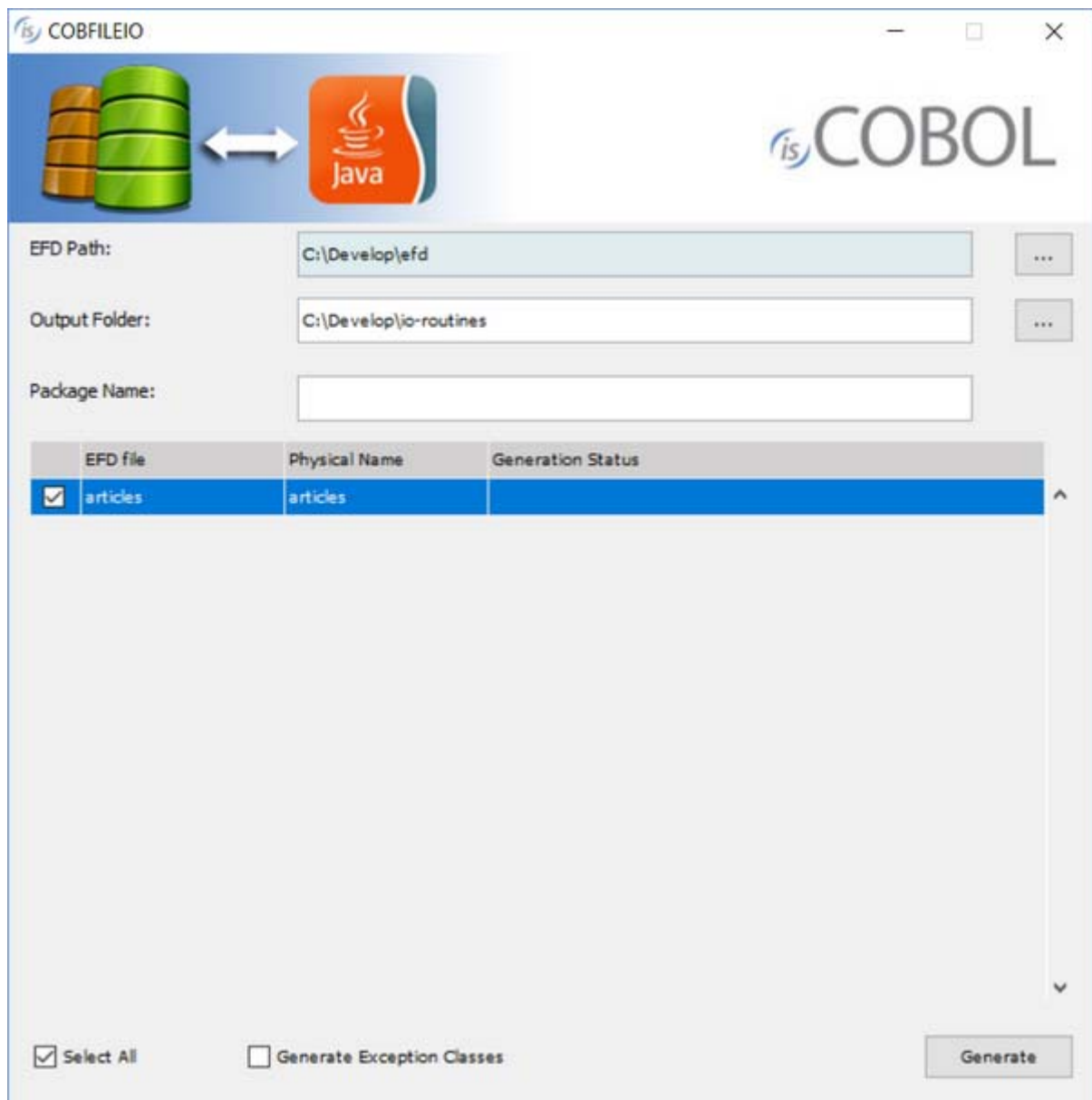
Usage 1:

```
cobfileio
```

or

```
isrun -utility cobfileio
```

If the utility is launched without parameters, a graphical wizard procedure will start.



Usage 2:

```
cobfileio -help
```

or

```
isrun -utility cobfileio -help
```

The *-help* option displays the usage on the system output.

Usage 3:

```
cobfileio fileName [-p=fileName] [-e]
```

or

```
iscrun -utility cobfileio fileName [-p=fileName] [-e]
```

Where:

- *fileName* is the external file name in all lowercase letters. For example, if in the file's SELECT statement there is ASSIGN TO DISK "/mydir/MYFILE", then the COBFILEIO command line would be "java COBFILEIO myfile".
- The -p option allows to assign a custom physical file name, otherwise the same name as the EFD dictionary is used.
- The -e option causes COBFILEIO to generate the exception classes. This needs to be done only for the first file because the same exception classes are reused for every file.

Usage Steps

1. Create the EFD file by compiling the COBOL program with the -efd compile option. If desired, add the -efo=DirName compiler option to specify the directory where the EFD file will be output.
2. Execute the COBFILEIO utility with java COBFILEIO *fileName* -e. Include the -e option only the first time you run COBFILEIO.
3. Compile the exceptions classes. For example, javac *.java.
4. Compile the generated COBOL object classes. First compile the record class, FileNameRec.cbl. Then compile the file class, FileNameFile.cbl. If desired, add the -jj and -jc compiler options to generate Java source code.
5. If desired, use the javadoc utility that comes with the JDK to create Javadocs.

NOTE - By default, COBFILEIO attempts to read an EFD named *fileName.xml* from the current working directory. If your EFD file is in another directory then specify this directory as the value of the *cobfileio.efd_path* property. For example,

```
iscrun -c cobfileio.properties -utility cobfileio fileName
```

Where *cobfileio.properties* contains

```
iscobol.cobfileio.efd_path=../efd
```

Thin Client

COBFILEIO can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility cobfileio <arguments>
```

Server side paths must be provided in the arguments.

Configuration Properties

COBFILEIO has a number of properties that can be set in the configuration. Refer to the [Library Routines and Utilities Configuration](#) chapter for general information about setting configuration properties.

API Reference in Javadoc Format

Use the following steps to create Javadocs for the file and record class generated by COBFILEIO:

1. Compile the COBOL source code for the record and file classes with the -jj and -jc command line options. For example,

```
iscc -jj -jc CustRec.cbl  
iscc -jj -jc CustFile.cbl
```

2. Run the javadoc utility. For example,

```
javadoc -d htmlDir *.java
```

3. Double-click on the resulting index.html or open it with your favorite web browser

See the Javadoc Tool Home Page at <http://java.sun.com/j2se/javadoc/> for more information about the Javadoc Tool.

CPK (Color Picker)

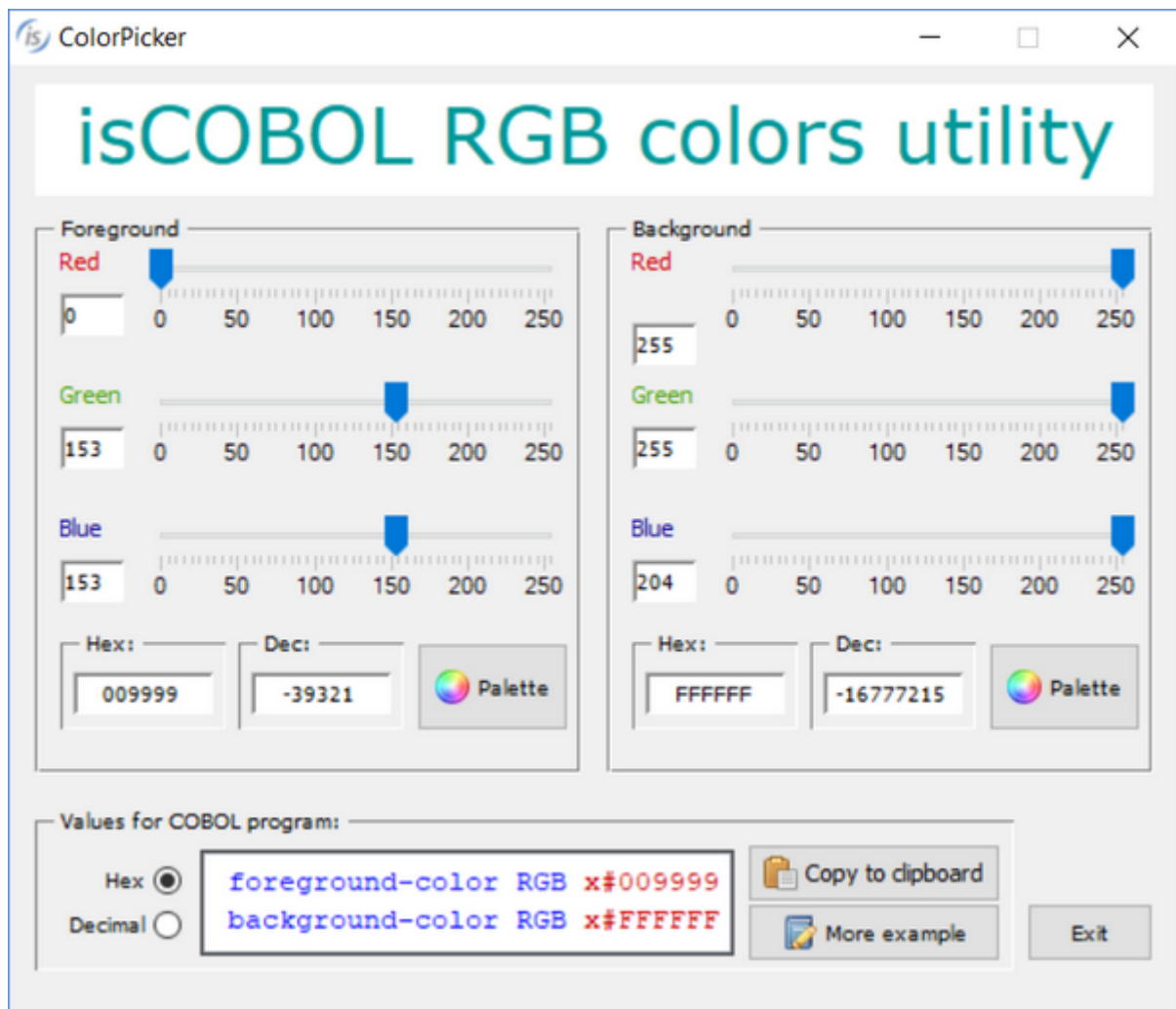
The Color Picker (CPK) utility allows to easily calculate color values to be used by COBOL programs.

Usage:

```
cpk
```

or

```
isrun -utility cpk
```



Drag the sliders or type numbers between 0 and 255 in the fields until you see the desired colors in the title box at the top of the dialog. The chosen color values are shown below, along with syntax snippets that you can copy to clipboard.

Thin Client

CPK can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility cpk
```

GIFE (Index and Relative File Editor)

The Graphical Indexed File Editor (GIFE) utility allows you to read and modify the content of indexed and relative files.

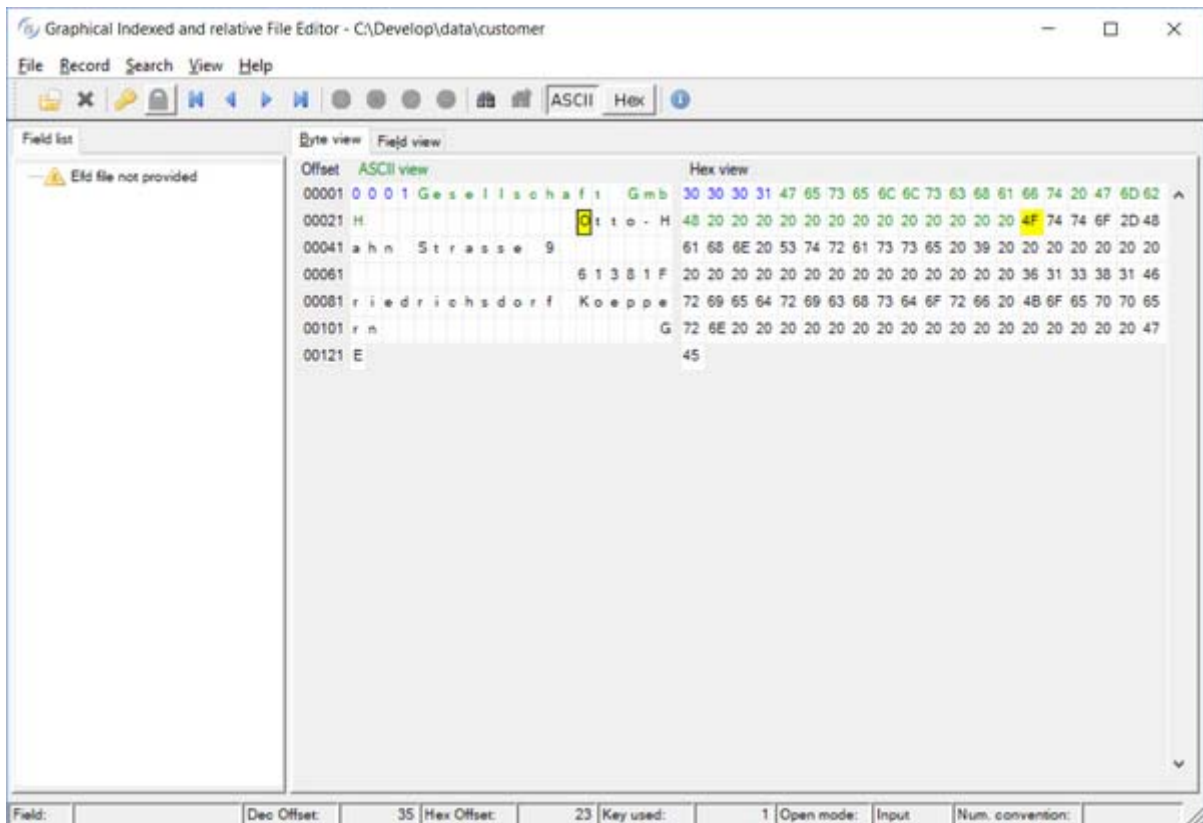
Indexed files whose record is larger than 64KB are not supported by GIFE.

Usage 1:

```
gife
```

or

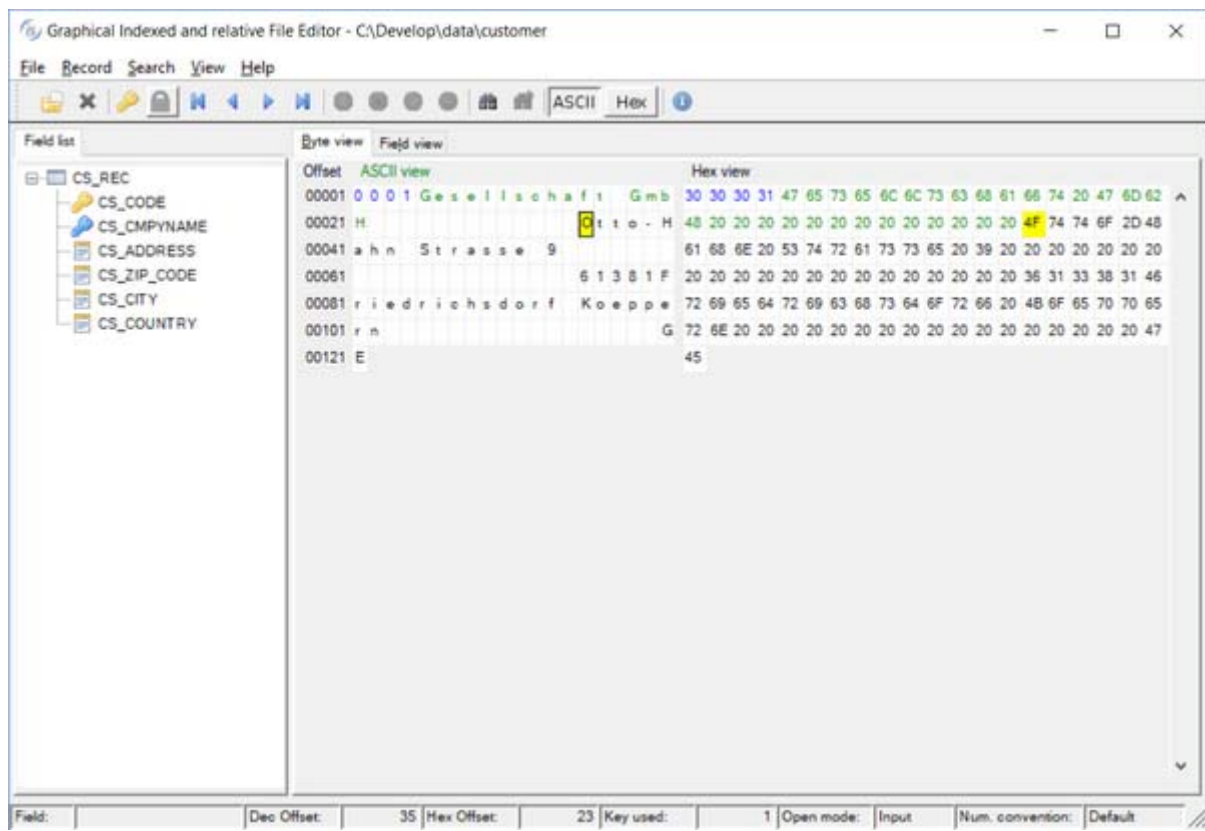
```
iscrun -utility gife
```

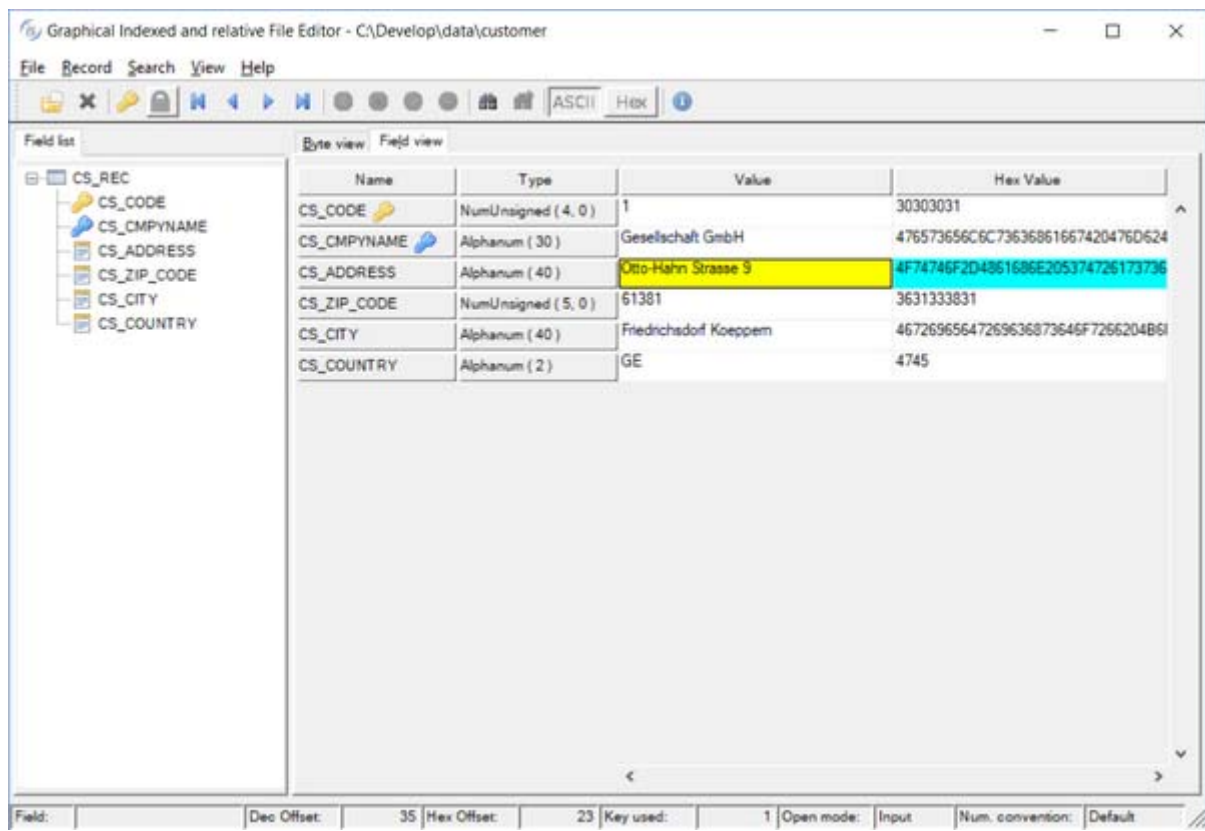


If the utility is launched without parameters, an empty dialog is shown.

To open a file click on the *File* menu and select *Open*. You will be prompted for the file name, file type and open mode (read only / read-write). If `iscobol.file.prefix` is set in the configuration, the first path of the file prefix is proposed. If `iscobol.file.index` is set in the configuration, its value is proposed as file type. If you plan to open a relative file rather than an indexed file, set the file type field to "relative".

You can optionally specify an External File Description (EFD) XML file. This kind of file is produced by the isCOBOL Compiler when it has been executed with the `-efd` compiler option. An EFD is a data dictionary that contains the mapping to use when COBOL files and records are accessed externally. When provided with an EFD, GIFE shows the list of fields and allows to work on each single field through two different views.





The program shows the first record as soon as the file is open. ASCII view of the record content is shown on the left; this view is useful to handle USAGE DISPLAY items. Hex view is shown on the right; this view is useful to handle USAGE COMP and other kind of items that can't be correctly represented in ASCII.

Primary key digits are shown in blue. Alternate keys digits are shown in green. The rest of the record is shown in black.

The *Record* menu contains features that allow you to navigate through records and update the record content.

From the *Search* menu you can perform a search for a specific word in the current record.

The *View* menu allows you to switch between ASCII view and HEX view.

The *Lock* button on the toolbar allows to lock and unlock the current record.

Usage 2

```
iscrun [-c gife.properties] -utility gife filename [ EFDfile ]
```

Refer to the [Library Routines and Utilities Configuration](#) chapter for the list of configuration properties that can be included in *gife.properties* to configure GIFE.

If you pass the name of a file as parameter on the command-line, GIFE opens the file automatically by using the handler set by the *iscobol.file.index* configuration property.

Thin Client

GIFE can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility gife <arguments>
```

Usage 1: server side paths must be provided in the arguments.

Usage 2: GIFE looks for files on the server machine. Browse features are disabled, you need to type the files path by hand.

ISCONFIG

The ISCONFIG utility converts an ACUCOBOL-GT® configuration file to an isCOBOL configuration file.

Usage:

```
isconfig fileIn [fileOut]
```

Where:

- *fileIn* is the name of the ACUCOBOL-GT configuration file to be translated.
- *fileOut* is the name of the resulting isCOBOL configuration file. If omitted, "iscobol.properties" is assumed.

Thin Client and Code Prefix:

ISCONFIG can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility isconfig <arguments>
```

Server side paths must be provided in the arguments.

ISL (isCOBOL Launcher)

The ISL utility helps setting up startup commands for your COBOL application.

Usage:

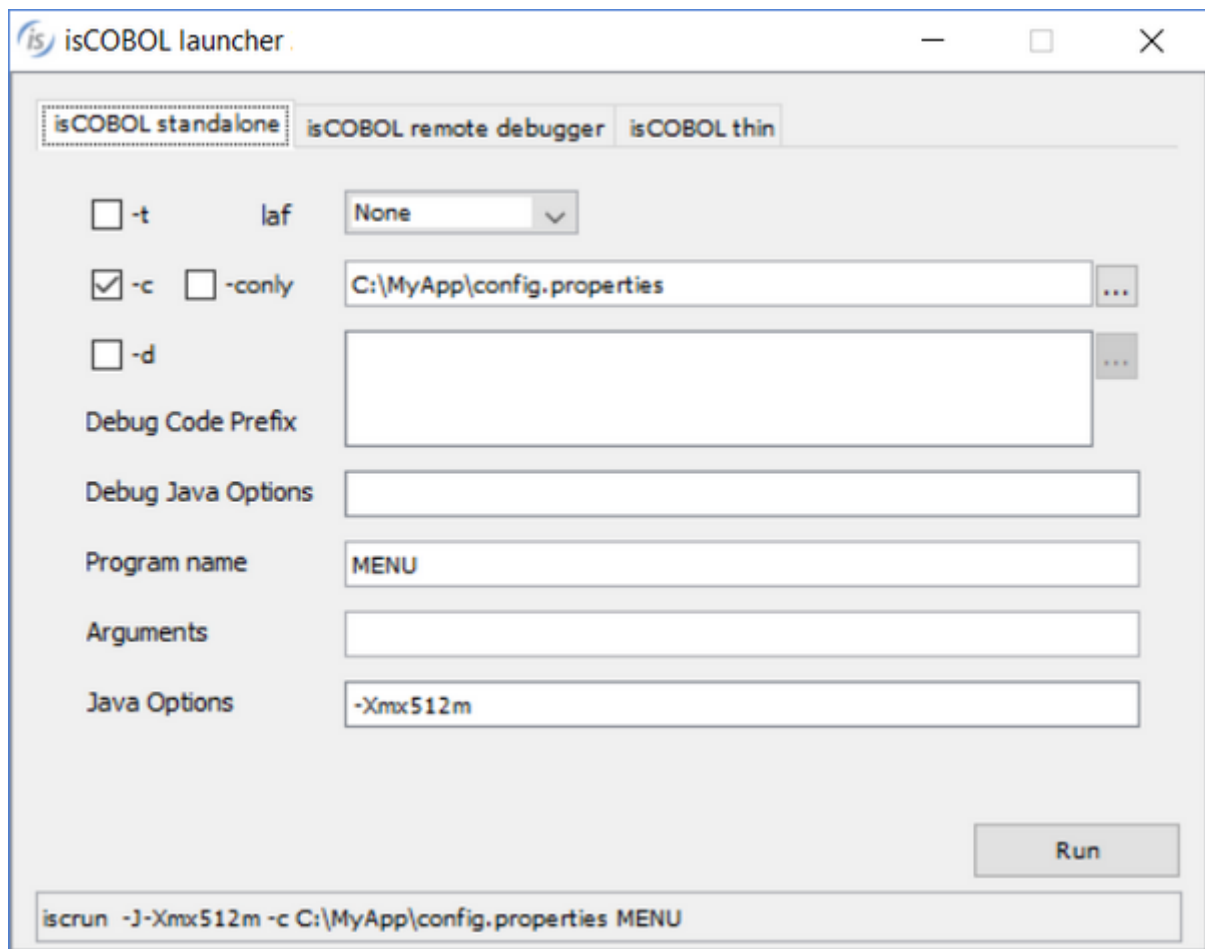
```
isl
```

or

```
iscrun -utility isl
```

Configuring isCOBOL standalone

In this screen you can set up the command to run a COBOL program in stand alone mode, with or without debug.



Available options	Description
-t	Run in terminal mode on Linux/Unix terminals
laf	Select the Look and Feel
-c	Use an additional runtime configuration file
-only	Use only one runtime configuration file
-d	Run in debug mode
Debug Code Prefix	Path list to locate the source files when running in debug mode
Debug Java Options	Options to be passed to the JVM that runs the Debugger
Program name	Name of the isCOBOL program to run
Arguments	Arguments to the isCOBOL program
Java options	Options to be passed to the Java Runtime

While you fill the fields and check the options, the resulting command is shown in the entry-field on the bottom of the screen; you can copy it to the clipboard and paste it in a batch file using a text editor. Click the *Run* button to start the COBOL program.

Configuring isCOBOL remote debugger

In this screen you can set up the command to remotely debug a COBOL program, assuming that you know the IP address and port of a Debugger listener.

The screenshot shows the 'isCOBOL launcher' window with the 'isCOBOL remote debugger' tab selected. The interface includes the following elements:

- isCOBOL standalone** | **isCOBOL remote debugger** | **isCOBOL thin**
- ☐ **-c** [text field]
- Hostname** [192.168.1.100] **Debug Port** [9999]
- Debug Code Prefix** [C:\MyApp\src;C:\MyApp\cpy]
- ☐ **Remote source**
- Java Options** [text field]
- Run** button
- Command line at the bottom: `iscrun -J-Discobol.debug.code_prefix=C:\MyApp\src;C:\MyApp\cpy -d -r 192.168.1.100 9999`

Available options	Description
-c	Use an additional runtime configuration file
Hostname	IP address or hostname that runs the program to remote debug
Debug Port	Port used by the remote host for debugging communication
Debug Code Prefix	Path list to locate the source files when running in debug mode
Remote source	The source files are located on the remote host

Available options	Description
Java Options	Options to be passed to the Java Runtime

While you fill the fields and check the options, the resulting command is shown in the entry-field on the bottom of the screen; you can copy it to the clipboard and paste it in a batch file using a text editor. Click the *Run* button to start the COBOL program.

Configuring isCOBOL thin

In this screen you can set up the command to run or debug a COBOL program in thin client mode, assuming that you know the IP address and port of a listening Application Server. You can also run server administration utilities from here.

The screenshot shows the 'isCOBOL launcher' window with the 'isCOBOL thin' tab selected. The configuration is as follows:

- laf:** None (dropdown), ☐ -nodisconnecterr
- hostname:** 192.168.1.100, **-port:** 10999
- Options:** ☐ -panel, ☐ -admin, ☒ Execute Program
- Execute Program Option:**
 - ☒ -c: /opt/myapp/config.properties
 - ☐ -lc: [empty field]
 - ☐ -d: -debugport [empty field], ☐ Remote source
 - Debug Code Prefix:** [empty field]
 - Program name:** MENU
 - Arguments:** [empty field]
- Java Options:** [empty field]
- Run button:** [Run]
- Command Line Summary:** iscclient -port 10999 -hostname 192.168.1.100 -c /opt/myapp/config.properties MENU

Available options	Description
-laf	Select the Look and Feel
-nodisconnecterr	Avoid message box notification on connection lost
-hostname	IP address or hostname where the isCOBOL Application Server is running
-port	Port used by the isCOBOL Application Server running on the host
-panel	Run the thin-client Panel function
-admin	Run the thin-client Administrative Panel function
Execute program	Run a program in thin-client mode. It enables Execute program options
Java Options	Options to be passed to the Java Runtime

Execute program options

Available options	Description
-c	Use an additional runtime configuration file, server side
-lc	Use an additional runtime configuration file, client side
-d	Run in debug mode
-debugport	Port used by the remote host for debugging communication
Remote source	The source files are located on the remote host
Debug Code Prefix	Path list to locate the source files when running in debug mode
Program Name	Name of the isCOBOL program to run
Arguments	Arguments to the isCOBOL program

While you fill the fields and check the options, the resulting command is shown in the entry-field on the bottom of the screen; you can copy it to the clipboard and paste it in a batch file using a text editor. Click the *Run* button to start the COBOL program.

Presets

ISL inherits most of the settings from the environment in which it's launched. For settings that cannot be inherited, some configuration properties are provided. See [Library Routines and Utilities Configuration](#) for the list and description of these properties.

In order to run ISL with a configuration file (e.g. *isl.properties*), use the command:

```
isrun -c isl.properties -utility isl
```

Thin Client

ISL can't be used in thin client environment.

ISMIGRATE (Index File Migration)

The ISMIGRATE utility converts ISAM files from one format to another.

In order to perform the conversion, ISMIGRATE calls low level file handler functions. The isCOBOL Framework must be able to interact with the involved file handlers, so native libraries, licenses and specific configuration of the file handler must be available to run ISMIGRATE.

Before using ISMIGRATE it's good practice to verify the integrity of the files you're going to convert. Corrupted files will not migrate correctly.

Indexed files whose record is larger than 64KB are not supported by ISMIGRATE.

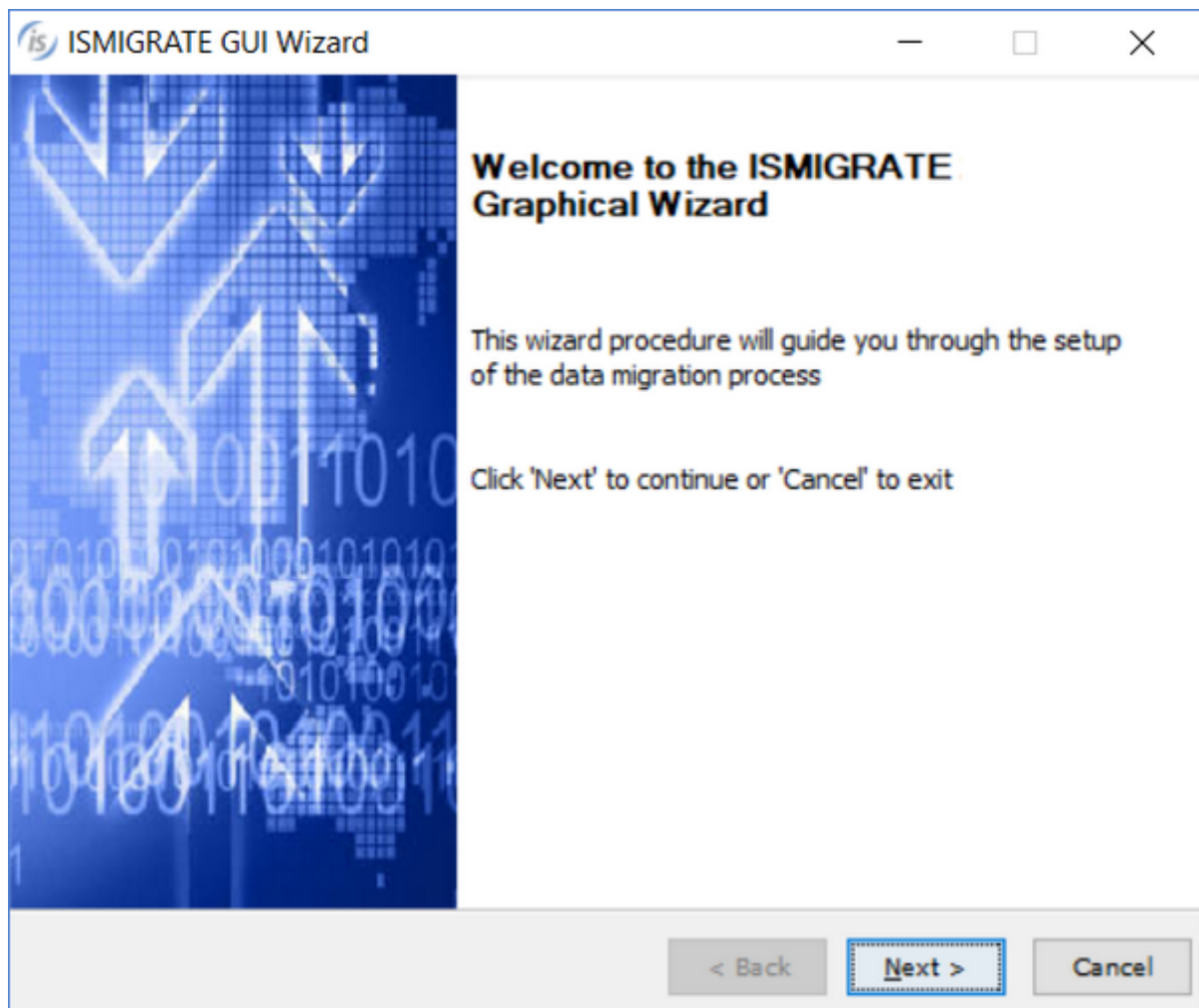
Usage 1:

```
ismigrate
```

or

```
iscrun -utility ismigrate
```

If the utility is launched without parameters, a graphical wizard procedure will start.



The wizard procedure allows you to set up the migration process through the following steps:

1. Choose input and output file systems: you can choose from the two lists that are loaded with the known file handlers. If you need to use a different file handler, just type its name into the field. The following file handlers are available by default:

File Handler	Description
c-tree RTG - Standard Interface (ctree2)	<p>Deprecated c-tree file handler interface. Unless you're using a c-tree version 10.4.0.39110 or previous, you should choose "c-tree RTG - Java Interface (ctreej)" instead.</p> <p>The c-tree client library is required in the Java library path.</p> <p>When used as input file handler, it must be configured externally and Ismigrate will browse for c-tree files on the local PC.</p> <p>When used as output file handler, it can be configured in the Ismigrate panels and you're allowed to write c-tree files also on a remote machine.</p>

File Handler	Description
c-tree RTG - Java Interface (ctreej)	Current c-tree file handler interface. The c-tree client library is required in the Java library path. When used as input file handler, it must be configured externally and Ismigrate will browse for c-tree files on the local PC. When used as output file handler, it can be configured in the Ismigrate panels and you're allowed to write c-tree files also on a remote machine.
CASEMaker DBMaker (dci)	DBMaker interface. The dci library is required in the Java library path. When used as input file handler, the DBMaker JDBC driver (dmjdbc30.jar) is required in the Classpath as Ismigrate uses it to get the list of available tables.
isCOBOL Database Bridge (easydb)	Database Bridge. The JDBC driver of the desired database is required in the Classpath. EDBI routines for the files that you're going to convert must be available either in the Classpath or in the <code>iscobol.code_prefix</code> .
isCOBOL JISAM (jisam)	Jisam.
ACUCOBOL Vision (com.iscobol.io.ScanVision)	Internal class that is able to read Vision files sequentially without the need of external libraries or connectors. This should be the first choice when you have to convert Vision files. This class is not able to read encrypted Vision files. If this class fails to read your Vision files, then you should consider trying with "isCOBOL Vision File Connector (vfc)".
Micro Focus (com.iscobol.io.ScanMF)	Internal class that is able to read Micro Focus indexed files sequentially without the need of external libraries or connectors. This should be the first choice when you have to convert Micro Focus files. This class is not able to read compressed files. If this class fails to read your Micro Focus files, then you should consider trying with "isCOBOL Micro Focus File Connector (mfc)".
RM/COBOL (com.iscobol.io.ScanRMKF)	Internal class that is able to read RM/COBOL indexed files sequentially without the need of external libraries or connectors.
isCOBOL c-tree File Connector (fscsc)	File connector that allows you to access c-tree files using a separate process. See The c-tree File Connector for more details about the fscsc executable. There is no particular advantage in using this file handler for data migration. Consider using "c-tree RTG - Java Interface (ctreej)" instead.
isCOBOL Micro Focus File Connector (mfc)	File connector that allows you to access Micro Focus indexed files using a separate process. See The Micro Focus File Connector for more details about the mfc executable.
isCOBOL Vision File Connector (vfc)	File connector that allows you to access Vision files using a separate process. See The Vision File Connector for more details about the vfc executable.
Btrieve (btrieve)	Pervasive Btrieve file handler. The wbtv32 library is required in the Java library path.

2. Choose input files: ISMIGRATE loads all files that can be open by the input file system from the specified input directory and allows you to check the one you wish to migrate. When migrating a database table, ISMIGRATE connects to the database through JDBC and lists available tables.
3. Choose output directory: unless you're migrating to a database, ISMIGRATE allows you to choose the directory in which resulting files will be stored.
4. Enable or disable additional options: this is the last step before the migration starts. Here you can enable

the trace of the Ismigrate activity and the check of consistency between the original records and the new records. It's also possible to specify a hook program to be called for processing records before they're written to the output file.

5. Migration process: in the last panel you can see the data migration status. If the migration of a single file fails, you can leave the mouse cursor on the "FAILED" word in order to get a tool tip with the error description. If you check 'save session' before exiting, ISMIGRATE saves all the information gathered during the wizard procedure into a file with .imgs extension that can be used with the -silent option (see Usage 3, below).

With this usage ISMIGRATE generates two log files in the isCOBOL bin directory: *ismigrate_out.log* and *ismigrate_err.log*. These files contains the output that ISMIGRATE prints on sysout and syserr.

Usage 2:

```
ismigrate Input Output
```

or

```
isrun [-c ismigrate.properties ] -utility ismigrate Input Output
```

If the utility is launched with parameters, it works in console mode without showing any window and displaying the output on the system output. Necessary information is read from the configuration (see [ISMIGRATE Properties](#) below). See [ISMIGRATE Parameters](#) below for details on *Input* and *Output*.

There are two different approaches that you can adopt when running ISMIGRATE on the command line:

- migrate one file at a time
 - o The property [iscobol.ismigrate_no_directories](#) (boolean) must be set to true.
 - o *Input* and *Output* specify the exact name of the input file to be read and the exact name of the output file to be written. Relative paths are resolved according to the working directory. Ensure to pass the correct COBOL file name, that sometimes doesn't match with the disk file name (e.g. don't specify the "dat" extension in the names of Jlsam and c-tree files).
- migrate multiple files at a time
 - o *Input* specify the name of a directory optionally followed by a pattern, e.g. "data*.dat". *Output* specifies the output directory.
 - o ISMIGRATE performs a directory listing of *Input* and, for each file found, it creates a file with the same name in *Output*. ISMIGRATE uses the disk file name, that sometimes doesn't match with the COBOL file name required by I/O APIs. When the input files are Jlsam or c-tree, you should instruct ISMIGRATE to discard the "dat" extension from their name; this is achieved through the [iscobol.ismigrate_remove_extension](#) configuration property.

Usage 3:

```
ismigrate -silent:imgs_file
```

or

```
isrun -utility ismigrate -silent:imgs_file
```

The `-silent` option makes ISMIGRATE run in background mode retrieving necessary parameter from a `imgs` file. See Usage 1 above to see how to generate `imgs` files.

Usage 4:

```
call "ISMIGRATE" USING Input
                        Output
                        [IsmigrateResult]
                        GIVING IsmigrateStatus
```

The ISMIGRATE utility can also be called from within a COBOL program. In this case, it works in console mode without showing any window and displaying the output on the system output. Necessary information is read from the configuration (see [ISMIGRATE Properties](#) below). See [ISMIGRATE Parameters](#) below for details on *Input* and *Output*.

IsmigrateStatus is a signed numeric data item that receives the [ISMIGRATE Exit Status](#).

ISMIGRATE Parameters

- *Input* is the name of the file(s) to be converted, or the name of directory containing files to be converted. When passed on the command line, if Wild Card characters (* and ?) are used, the parameter must be within quotation marks ("").
- *Output* is the name of the directory that will receive the converted files. If this directory doesn't exist, it will be created. When passed on the command line, directory names are truncated at the first space. For example "C:\Documents and settings" would be considered as just "C:\Documents".
- *IsmigrateResult* is an optional parameter that receives detailed information about the last file migrated. It must be defined as follows:

```
01 more-info.
   03 read-count  long.
   03 write-count long.
   03 skip-count  long.
   03 check-count long.
   03 error-buffer.
       05 err      pic x(128).
       05 err-ext  pic x(256).
```

read-count is the number of records read,
write-count is the number of records written,
skip-count is the number of records skipped,
check-count is the number of records verified,
error-buffer is the error description, or spaces if everything is OK.

ISMIGRATE Properties

ISMIGRATE has a number of properties that can be set in the configuration. Refer to [Library Routines and Utilities Configuration](#) for general information about setting configuration properties.

ISMIGRATE Exit Status

The ISMIGRATE utility terminates with one of the following exit status

Status	Meaning
0	Operation Successful
-1	Bad Parameters
-2	Bad Environment
-3	I/O Error

Thin Client

ISMIGRATE can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility ismigrate <arguments>
```

Usage 1: the utility works on server files. Browse features are disabled, you need to write folder paths by hand.

Usage 2 and 3: server side paths must be provided in the arguments.

ISSORT (External Sort)

The ISSORT utility enables you to sort or merge indexed, relative, binary sequential, and line sequential files.

The utility internally uses the SORT verb, so it's affected by the configuration settings whose name starts with "iscobol.sort" (e.g. `iscobol.sort.memsize`). The utility uses the file handler specified in the configuration to sort a specific kind of file. For example, when sorting indexed files, the utility uses the file handler specified by the `iscobol.file.index` property. The activity of this utility is traced in the isCOBOL log if `iscobol.tracelevel` includes the value 8 (trace file activity).

Usage

ISSORT accepts a quite complex set of instructions in order to fulfill the user requirements.

The instructions may appear directly on the command line,

```
issort <instructions>
```

or they may be included in a separate text file

```
issort take <filename>
```

Passing instructions directly on the command line is appropriate if you want to execute a simple sort with few parameters. When you choose this method, you must ensure that the operating system conventions and limits are fulfilled.

Passing instructions through a text file is appropriate if you need to execute a sort with a large number of options.

ISSORT uses the isCOBOL framework, so any configuration on it is inherited by ISSORT.

One of the following exit status is returned:

0	Success
2	Unsupported feature
15	Command statement error(s) detected
100	I/O error

Instructions

The following instructions are accepted by ISSORT.

- SORT / MERGE

These instructions specify either a sort or a merge option and must be followed by a FIELDS instruction specifying the field(s) to be used. Only one between these two options can be used.

- FIELDS

FIELDS allows to specify the fields on which the file is sorted/merged; the syntax for this instruction is:

```
FIELDS (<start>,<length>,<type>,<order>[,<start>,<length>,<type>,<order>]...)
```

Where:

- o *start* is the offset in bytes of the field starting from 1
- o *length* is the length in bytes of the field
- o *type* is a two letters code indicating the format of the data. Allowed codes are:

bi	PIC 9 COMP
c5	PIC 9 COMP-5
c6	PIC 9 COMP-6
ch	Alphanumeric
cx	COMP-X
fl	floating point (length must be 4 or 8)
li	PIC S9 DISPLAY LEADING
ls	PIC S9 DISPLAY LEADING SEPARATE
nu	PIC 9 DISPLAY
pd	PIC S9 COMP-3
s5	PIC S9 COMP-5
sb	PIC S9 COMP
ti/zd	PIC S9 DISPLAY TRAILING INCLUDED

ts	PIC S9 DISPLAY TRAILING SEPARATE
----	----------------------------------

- o *order* is a one letter code indicating the ordering of the field in the output file. Allowed codes are:

a	ascending
d	descending

• USE / GIVE

These instructions allow to specify the input file and output file, respectively, of a sort or merge process. The input and output file descriptions may include ORG, RECORD, and KEY phrases, which define the file's characteristics.. The syntax for these instructions is as follows:

```
USE <filename>
    ORG <filetype>
    RECORD { F <r-length>
             { V <r-length> <r-max-len> }
    KEY (<k-start>,<k-length>,<key-type>[,<k-start>,<k-length>,<key-type>] .
..)

GIVE <filename>
    ORG <filetype>
    RECORD { F <r-length>
             { V <r-length> <r-max-len> }
    KEY (<k-start>,<k-length>,<key-type>[,<k-start>,<k-length>,<key-type>] .
..)
```

Where:

- o *filename* is name of the file: it will be searched according to the rules specified for the isCOBOL framework
- o *filetype* is a two letters code indicating the format of the file. Allowed codes are:

ix	indexed file
ls	line sequential file
rl	relative file
sq	sequential file

- o *r-length* is the length in bytes of the record
- o *r-max-len* is the maximum length in bytes of the record
- o *k-start* is the offset in bytes of the key, starting from 1
- o *k-length* is the length in bytes of the key
- o *key-type* is a code indicating the key type. Allowed codes are:

p	primary key
---	-------------

a	alternate key
ad	alternate key with duplicates
c	segment of the previous key

Note - The primary key must be specified before any other key.

If *filetype* is not specified then ORG=sq is implied.

RECORD F means that the record length is fixed while RECORD V means that the record length is variable thus only in this case you must supply the maximum record length.

Note - the KEY instruction must be specified only when indexed files are involved.

- INCLUDE / OMIT

These instructions allow to specify a condition under which records may be included it or excluded from, respectively, the output file. Only one of these instructions may be specified. Note that the comma characters can always be omitted in order to improve the readability of the expression.

The syntax for these instructions is as follows:

```
INCLUDE [<format-clause>] <cond-clause> [<format-clause>]
OMIT    [<format-clause>] <cond-clause> [<format-clause>]
```

Where:

- o *Format-clause* has the following syntax:

```
FORMAT [=] <type>
```

Where *type* is a two letters code indicating the format of the data, as specified in the FIELDS instruction. This clause allows to set a default data type to be used when no explicit data type is indicated. If this clause is omitted then its default value is 'nu'.

- o *Cond-clause* has the following syntax:

```
COND [=] (<left-value>, <comp-op>, <right-value>
          [, <log-op>, <left-value>, <comp-op>, <right-value>]...)
```

Where *left-value* is the combination of start, length and type with the same format and meaning as for the FIELDS instruction except that a further type 'ss' can be used: in such a case a substring search is performed, as explained below.

comp-op is one of the following two letters codes:

eq	equal to
ne	not equal to
gt	greater than
lt	less than
ge	equal to or greater than

le	equal to or less than
----	-----------------------

right-value can be either

- a combination of start, length and type as for left-value
- a constant string preceded by the letter c (e.g. c'some data')
- a constant number

log-op is one of the following codes:

and	and
&	and
or	or
	or

The logical operators AND and OR are evaluated following the common precedence rule (AND is evaluated before OR), however the evaluation order can be altered by inserting parenthesis in the appropriate positions.

When the 'ss' type is used in a *left-value* then the following restrictions apply:

- *comp-op* must be either 'eq' or 'ne';
- *right-value* must be a constant string.

In such a case a substring search is performed: if *left-value* is bigger in size than *right-value* then the record is checked for an occurrence of what specified in *right-value*, otherwise if *right-value* is bigger in size than *left-value* then an occurrence of the content of the record is searched in the string specified as *right-value*.
For example:

```
cond=15,3,ss,eq,c'J69L92'
```

is true if the record, starting at position 15 for 3 bytes, contains any of the following sequence:
J69,69L,9L9,L92;

```
cond=1,10,ss,eq,c'J82'
```

is true if the record, starting at position 1 for 10 bytes, contains the sequence J82 in any position.

Syntax rules

All the keywords are case-insensitive.

Constant strings within the instructions can be enclosed in quote or double quote: in order to use the quotes in a string you must double them: for example if you want to process a file named *my'file* you can use one of the following expressions:

```
"my'file"  
'my''file'
```


Example

The below commands sorts an indexed file and stores the sorted records in a line sequential text file.

The input file *idxfile* is an indexed file with a primary key with 2 segments and an alternate key with duplicates. Its record length is 40 bytes and it is fixed.

The output file *output.txt* is a line sequential file.

The sort is performed on the first 6 characters in descending order. Only the records containing a number, in unsigned display format starting at offset 37 and 4 bytes long, whose value is greater or equal to 902 are included in the output file.

```
issort take sort.cmd
```

Content of *sort.cmd*:

```
sort
  fields (1, 6, ch, d)
  use idxfile
    org ix record f 40 key (1, 6, p, 7, 15, c, 22, 15, ad)
  give output.txt
    org ls record f 40
  include cond = 37,4,ge,902
```

Thin Client

ISSORT can't be launched directly by the isCOBOL Client. If you need to perform a sort in thin client environment, either on the client machine or the server machine, you should consider calling the [C\\$SORT](#) routine.

JDBC2FD

The JDBC2FD utility generates file description copybooks from database tables.

GUI Usage:

```
jdbc2fd
```

or

```
iscrun -utility jdbc2fd
```

The screenshot shows the 'isCOBOL JDBC2FD' application window. At the top, there are fields for 'Driver' (set to 'oracle.jdbc.OracleDriver'), 'Url' (set to 'jdbc:oracle:thin:system/admin@127.0.0.1:1521:'), 'User', and 'Password'. A 'Connect and list tables' button is to the right. Below these fields is a table listing database tables. The table has three columns: 'TYPE', 'SCHEMA', and 'NAME'. The 'ARTICLES' table in the 'SYSTEM' schema is highlighted. At the bottom, there are radio buttons for 'File-Status' (set to 'No'), a text field for 'Name' (set to 'FILE-STATUS'), a 'Generate [F5]' button, and an 'Output Directory' field (set to 'C:\Develop\cpy').

TYPE	SCHEMA	NAME
TABLE	SYSTEM	AQ\$_INTERNET_AGENTS
TABLE	SYSTEM	AQ\$_INTERNET_AGENT_PRIVS
TABLE	SYSTEM	AQ\$_QUEUES
TABLE	SYSTEM	AQ\$_QUEUE_TABLES
TABLE	SYSTEM	AQ\$_SCHEDULES
TABLE	SYSTEM	ARTICLES
TABLE	SYSTEM	DEF\$_AQCALL
TABLE	SYSTEM	DEF\$_AQERROR
TABLE	SYSTEM	DEF\$_CALLDEST
TABLE	SYSTEM	DEF\$_DEFAULTDEST
TABLE	SYSTEM	DEF\$_DESTINATION
TABLE	SYSTEM	DEF\$_ERROR

Select the JDBC Driver (or type it if it doesn't appear in the list) and type the JDBC Url, then click "Connect and list tables" to obtain the list of the tables.

The Url field contains the base url while User and Password allow you to specify the username and password respectively. You can compile all the fields or provide a full url in the first and leave the other two blank.

Results can be filtered using the filters on column headings or pressing Ctrl+F.

The File-Status generation is customizable. You can choose to not generate any File-Status in the sl copybook or you can choose to generate a File-Status with the file name as prefix or a File-Status with a given name.

Choose the output directory for the copyfiles that will be generated, select the desired table and click the "Generate" button or press F5 to generate copybooks.

Command-line Usage:

```
jdbc2fd tableName [outputDirectory]
```

or

```
iscrun -utility jdbc2fd tableName [outputDirectory]
```

JDBC settings are retrieved by the `iscobol.jdbc.driver` and `iscobol.jdbc.url` configuration properties. If `outputDirectory` is omitted, the current directory is used.

Three copybooks are generated for each table.

tableName.sl	SELECT statement for FILE-CONTROL paragraph.
tableName.fd	File description entry and include of the below copybook
tableName.wrk	Record description

Thin Client

JDBC2FD can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility jdbc2fd <arguments>
```

The JDBC driver must be available in the server Classpath and copy files are generated on the server machine.

JOE

isCOBOL programs can be distributed from a server with isCOBOL Application Server; this is the architecture of choice for multiuser applications due to its many benefits. However, in order to get the best results all the processing needs to be in the isCOBOL environment.

Many legacy applications are made intermixing COBOL programs and interpreted scripts of some kind (e.g. Bourne shell). Until now these scripts needed to be rewritten into COBOL programs in order to run in isCOBOL Application Server.

This process can be lengthy and the results unsatisfactory because:

- interpreted procedures are now compiled procedures;
- procedures written with a language oriented to manage operating system tasks are now written using COBOL (a Business Oriented Language).

So, in order to speed up the migration process getting at the same time a better result, it would be useful to have a scripting language whose features are:

- ability to access any isCOBOL/Java resource: isCOBOL (as well as Java) is operating system independent therefore the Java environment is its virtual operating system;
- easy to change in order to get similar to any script language in terms of capability and readability;
- easy to customize in order to get frequently used operations at hand;

- easy to extend in order to be useful also for future applications' enhancements, not only for the migration process;
- easy to understand and use;
- 100% compatible with the isCOBOL Application Server architecture.

The Java Objects Executor (JOE for short) complies with the above requests.

JOE's only task is to execute methods of Java/isCOBOL objects in sequence on the fly: how it can be used to mimic any scripting language it will become clearer later.

Getting Started

JOE is installed along with isCOBOL.

You can run it interactively with the following command:

```
isrun -joe
```

The shell is started and waits for commands:

```
CobShell interactive ready, type 'exit' to exit the session
CS>
```

In order to run a script you must supply the script name as argument, e.g.

```
isrun -joe myscript.joe
```

JOE scripts can also be edited and executed in the isCOBOL IDE.

To edit a script within the IDE, add it to your project and open it with the [JOE Editor](#).

To run a script from the IDE, right click on the script name in the File View and choose *Run As > Joe Application*. The output is shown in the [Console](#) view.

Basic syntax

In order to invoke methods we need an object oriented syntax: the obvious choice could be the COBOL OO syntax or, as an alternative, the Java syntax. We choose instead to use a syntax close to Smalltalk since it has a better readability, especially when used extensively. The JOE syntax for invoking a method is:

```
[ variable-name := ] object [method-name { ; | argument[,argument...] } ...] .
```

In JOE any data is an object and any invocation is supposed to return an object. You can use variables to hold objects; a variable doesn't need to be declared and has no type, it can contain any type of object.

JOE has not reserved words, but it has few reserved symbols:

:=	assignment
;	no argument
,	parameter separator

.	end of the message
---	--------------------

The basic core of JOE is the triplet object-method_name-argument. If you want invoke a method with no argument then this must be explicitly stated in the code: the meaning of the semicolon character is exactly this, it means 'there are no arguments'.

Let's see some examples of this syntax compared with the equivalent Java syntax in order to get a better understanding.

JOE syntax	Java syntax	
A B C.	A.B(C);	Basic method invocation, A is an object, B is a method name and C is an object passed to the method as argument.
A B C D E.	A.B(C).D(E);	A is an object, B is a method name and C is an object passed to the method as argument. This invocation returns an object, so D is a method name and E its argument and so on. There is no theoretical limit to the length of a message.
A B; D E.	A.B().D(E);	This case differs from the previous one in that no argument is passed to method B.
A B C,D,E.	A.B(C,D,E);	In this case instead 3 arguments are passed to method B.
A B (C D E).	A.B(C.D(E));	The evaluation order can be altered using the parentheses (), which allow to execute a method and use its result as argument of another method. In this case the method D of object C is executed and its result is passed as argument to method B of object A.

You can assign the result of the last invocation in a message to a variable, e.g.:

<code>var := A B C D E.</code>

JOE supports two types of comments:

- in-line comments. JOE ignores everything from *> to the end of the line, e.g.:

<code>*> this is a comment</code>

- multi-line comments, JOE ignores everything from /* to */ , e.g.:

<code>/* This is a comment distributed on multiple lines */</code>
--

Moreover a line starting with the sequence #! is ignored in order to support the shebang interpreter directive of the Unix-like operating systems.

Since there are no built-in instructions, in order to run something JOE needs an object that act as starting point. This object, let's call it 'command', is automatically loaded at the beginning of the execution. Since the command object is supposed to have useful and often used methods, it has been named '!' (the character for exclamation mark or bang) so that you need to type only one character and it is easy to see it in the source code.

The key point is that this command object has nothing special, it is a plain isCOBOL/Java object accessed using the Java reflection: you can write your own version if you like, inheriting the behaviors from the supplied one or even creating a brand new environment.

You can find a list of the currently available methods in Javadoc documentation.

We are now ready to do the very first program using JOE. We are going to use CobShell, a version of JOE that has been made similar to COBOL. The string "cs> " is the prompt and it is not part of the commands.

So the first program is the classic "Hello".

```
cs> ! display "Hello #1".  
Hello #1  
cs>
```

You can see the triplet object-method_name-argument very clearly here. The COBOL syntax would be *invoke command "display" using "Hello #1"* while the Java syntax would be *command.display("Hello #1")*. Since the bang cannot be used in a JOE name, you can also write:

```
cs> !display "Hello #1".  
Hello #1  
cs>
```

The meaning is the same as the previous one.

The method *display* accepts any number of parameters, shows them, issue a new line and returns the command object itself. If the method is invoked without parameters, only a new line is issued. There is an equivalent method, *displayNoAdv*, that does the same things without issuing a new line.

So you can get the same result with the following line:

```
cs>!display "Hello #",1.  
Hello #1  
cs>
```

More than one invocation can be concatenated: when it happens the first triplet is executed and the result is the object of a second triplet and so on until the line is closed. The dot character used to stop the evaluation. So you can issue the following line:

```
cs> !display "Hello #",1 display "Hello #",2.  
Hello #1  
Hello #2  
cs>
```

Note that the second *display* doesn't need the bang since the command object is returned by the first one. Another example is:

```
cs> ! display "Hello #",1 display; display "Hello #",2.  
Hello #1  
  
Hello #2  
cs>
```

Note that the second *display* is followed by a semicolon in order to inform the interpreter that that method has no arguments.

The evaluation is done left to right but you can change the evaluation order by enclosing the object expression to evaluate before between parenthesis. In order to see that, it comes handy to know that a literal string is an object itself and it is equivalent to the Java String object, therefore it has the method *length* that returns the length of the string. So you can issue the following line:

```
cs> !display "Length", ("Length" length;).
Length6
cs>
```

The *length* method is executed before the *display* method and the result is used as parameter by it.

In this case you can avoid the use of the semicolon since the parameters of a method cannot be placed after a closed parenthesis.

Variables and literals

JOE allows you to store an object reference in a variable through the symbol *:=*. A variable name consists in a sequence of characters that are not reserved for other uses, as space, ! etc. (the exact set is still to be defined, the Java names will be valid for sure). The variables are not typed, so you can use them for any kind of object. They can also change type during the execution. For example:

```
cs> a := "Length".
cs> !display a, (a length).
Length6
cs> a := !.
cs> a display "Hello!".
Hello!
cs> a := "Length" length.
cs> ! display a.
6
cs>
```

If a variable is used without any previous assignment, its value will be null.

```
cs> !display b.
(null)
cs>
```

Currently JOE manages only three types of literals, integer numbers, floating point double precision numbers and strings. They are objects equivalent to *java.lang.Integer*, *java.lang.Double* and *java.lang.String* but they are actually wrapped in internal objects in order to get more functionalities. For example the Java String allows you to easily see if two objects are equal through the method *equals*, however if you want compare two instances of String in order to know which is the greater, you need to use the method *compareTo* and then look for the result. The JOE wrapped objects all have the methods *gt*, *ge*, *lt*, *le*, *ne* that allow you to easily compare to literals of the same kind, e.g.:

```
cs> ! display ("A" gt "B").
false
cs> ! display ("A" lt "B").
true
cs>
```

Numbers are wrapped as well in order to get all the arithmetic operation at hand. JOE doesn't need the use of arithmetic operators characters nor logic operators characters, so they are automatically translated in words according the following list:

=	equals
<	lt
>	gt
<=	le
>=	ge
<>	ne
+	add
-	subtract
*	multiply
/	divide
%	mod

This translation allows you to issue invocations as the following:

```
cs> ! display ("A" > "B") .  
false  
cs> ! display ("A" < "B") .  
true  
cs> ! display (1 + 2) .  
3  
cs> ! display (1 + 2 * 3) .  
9  
cs> ! display (1 + (2 * 3)) .  
7  
cs>
```

Note that the common arithmetic operations precedence is not respected, the evaluation is always left to right and if you want to change it you have to use the parenthesis.

Any time you use a literal to call an external object, it is converted into the correspondent Java object and the returned object is converted to the internal object when needed. In order to see that, you must know that the supplied command object has the method *newInstance* that allows you to instance any isCOBOL/Java object. The following example shows you how standard Java object can be handled by JOE:

```
cs> bd1 := !newInstance "java.math.BigDecimal","5.0".
cs> bd2 := !newInstance "java.math.BigDecimal",7.
cs> ! display "bd1=", bd1, "; bd1^2=", (bd1 pow 2).
bd1=5.0; bd1^2=25.00
cs> ! display "bd1 scale=", (bd1 scale).
bd1 scale=1
cs> ! display "bd1+bd2=", (bd1 + bd2).
bd1+bd2=12.0
cs>
```

You can also create your own objects and easily handle them in the JOE environment; let's say you want to handle dates in your procedures, you could write a Java class like the following one:

```
import java.util.Date;
public class MyDate {
    private static long msPerDay = 1000 * 60 * 60 * 24;
    private final java.util.Date date;
    public MyDate(long time) {
        date = new java.util.Date(time);
    }
    public MyDate(int year, int month, int day) {
        date = new java.util.Date(year - 1900, month - 1, day);
    }
    public long subtract (MyDate d) {
        return (date.getTime() - d.date.getTime()) / msPerDay;
    }
    public MyDate subtract (int days) {
        return new MyDate (date.getTime() - (days * msPerDay));
    }
    public MyDate add (int days) {
        return new MyDate (date.getTime() + (days * msPerDay));
    }
    public boolean equals (Object d) {
        if (d instanceof MyDate)
            return date.equals (((MyDate) d).date);
        else
            return false;
    }
    public boolean lt (MyDate d) {
        return date.before (d.date);
    }
    public boolean gt (MyDate d) {
        return date.after (d.date);
    }
    public String toString() {
        return date.toString();
    }
}
```

After compiling this class and having it accessible through CLASSPATH, you can issue the following invocations:

```
cs> amRev := !newInstance "MyDate",1775,04,19.
cs> frRev := !newInstance "MyDate",1789,05,05.
cs> ! display "American revolution start=",amRev.
American revolution start=Wed Apr 19 00:00:00 CET 1775
cs> ! display "French revolution start=",frRev.
French revolution start=Tue May 05 00:00:00 CET 1789
cs> ! display "years between the revolutions=",((frRev - amRev) / 365).
years between the revolutions=14
cs> ! display (frRev > amRev).
true
cs> ! display (frRev < amRev).
false
cs> ! display (amRev = (!newInstance "MyDate",1775,04,19)).
true
cs> ! display "15 days after=", (amRev + 15).
15 days after=Thu May 04 00:00:00 CET 1775
cs> ! display "15 days before=", (amRev - 15).
15 days before=Tue Apr 04 00:00:00 CET 1775
cs>
```

JOE doesn't handle arrays however you can get the same behavior through the use of objects. For example the standard command implements the method *array* that returns the equivalent of a Java array containing the arguments as elements, e.g.:

```
cs> myArray := !array 1,"two",3.0.
cs> !display (myArray get 0).
1
cs> !display (myArray get 1).
two
cs> !display (myArray get 2).
3.0
cs>
```

The method *set index,value* allows you to set a value in an array. Since an element of an array can be any type of object, you can have elements that are arrays themselves, recreating the behavior of multidimensional arrays.

At this point you should see that, through the application of few simple rules, you can get an easy-to-use powerful environment customized on your needs. However, in order to get a complete language, it is necessary to have some decisional control structure. We need then to introduce a further concept, the Block.

Blocks

A block is simply a list of invocations enclosed between braces. It is an object itself so you can assign it to a variable, e.g.:

```
cs> a := { b := 2. ! display (b + 1). }.
cs>
```

The block content is not executed, it is only stored; since it is an object, in order to execute its content, you only need to invoke its method `exec`.

```
cs> a := { b := 2. ! display (b + 1). }.
cs> a exec.
3
cs>
```

The method `exec` of a block returns the result of the last invocation; in the case above it will return the result of the display, i.e. the command object.

```
cs> a := { b := 2. ! display (b + 1). }.
cs> a exec; display "end".
3
end
cs>
```

(Note the use of the semicolon character in order to inform the interpreter that `exec` has no parameters)

The blocks allow to easily implement a method that issue the behavior of an "if" statement: the following Java method is the implementation issued in the supplied command object:

```
public Object $if (Boolean cond, Block ifTrue) throws Exception {
    Object Return = cond;
    if (cond.booleanValue()) {
        Return = ifTrue.exec();
    }
    return Return;
}
```

You can note that the name of this method is `$if`: Java doesn't allow to have methods names equal to a reserved word, so when the interpreter recognizes a method name that equals a Java reserved word, it automatically prefixes the method name with the character "\$".

Now you can issue an invocation like the following one:

```
cs> a:=1. b:=1. !if (a=b),{!display "a=b".}.
a=b
cs>
```

The "else" behavior can be achieved with a further method, similar to the previous one:

```
public Object $if (Boolean cond, Block ifTrue, Block ifFalse)
                                throws Exception {
    Object Return;
    if (cond.booleanValue()) {
        Return = ifTrue.exec();
    } else {
        Return = ifFalse.exec();
    }
    return Return;
}
```

As an example:

```
cs> a:=1. b:=2. !if (a=b),{!display "a=b".},{!display "a<>b".}.  
a<>b  
cs>
```

In the above example all the code is written on a single line, you can improve the readability writing it on multiple lines. CobShell can be executed with a text file name as parameter and in such a case the content of the file is executed. You can then write the above example in the following way:

```
a:=1.  
b:=2.  
!if (a=b),{  
    !display "a=b".  
},  
{  
    !display "a<>b".  
}.  

```

Blocks are used also to perform loops: the method *until* execute a block until the specified condition (included in a block) is true. For example:

```
cs> a:=0. !until { a=5 },{ a := a + 1. !display "a=",a. }. !display "end".  
a=1  
a=2  
a=3  
a=4  
a=5  
end  
cs>
```

The condition must be included in a block because the condition must be re-evaluated at the beginning of each cycle. Since the execution of a block returns the result of the last invocation, the above example can also be written in the following way:

```
cs> a:=0. !until { a:=a+1. a>5 },{ !display "a=",a. }. !display "end".  
a=1  
a=2  
a=3  
a=4  
a=5  
end  
cs>
```

(Note that in this case the condition is `a>5` instead of `a=5` : this because the increment of the variable is issued before the evaluation of the condition instead of inside the second block).

At this point you have a complete language with all the necessary features. A subroutine can be implemented as a block, assigned to a variable and executed when needed.

The following example is a procedure that guesses a user thought number and summarizes what has been seen so far.

```
answer := "".
high := 1023.
low := 1.
ntry := 1.

!display "Think to a number between ",low," and ",high,
        ": I can guess it using 10 tries at most".

!until { answer = "c" },
{
    try := ((high - low) / 2 + low).
    !display "My guess is ", try.
    !display "Is the guess (c)orrect, too (h)igh or too (l)ow?".
    answer := !accept.
    !if (answer = "c"), {
        !display "I guessed the number using ",ntry," guesses".
    } , {
        !if (answer = "h"), {
            high := try.
            ntry := ntry + 1.
        } , {
            !if (answer = "l"), {
                low := try.
                ntry := ntry + 1.
            } , {
                !display "Answer with 'c', 'h' or 'l' please".
            }
        }
    }
}
}.
```

It is possible to achieve the behavior of more complex statements, like a multi-way branch similar to the COBOL EVALUATE statement.

The *evaluate* method takes an object as an argument and returns an object that has the method *when* that typically has two arguments, an object and a block:

if the argument is equal to the one specified in evaluate then executes the block, updates its state and returns itself in the event of further invocations of *when*.

The object used to implement this feature has its own internal state that allows the execution only of the first block that satisfies the condition.

The method *when* can also be invoked without specifying any block, in which case the condition of equality is still checked and put in OR with the next invocation of *when*.

The *when_other* method takes a block as an argument that runs only when no other block has been executed previously.

The method *end_evaluate* finally makes sure that the result of the last run is returned by the evaluate at the end of all the invocation.

Here is the previous example implemented by the using of the *evaluate* method:-

```
answer := "".
high := 1023.
low := 1.
ntry := 1.

!display "Think to a number between ",low," and ",high,
        ": I can guess it using 10 tries at most".

!until { answer = "c" or (answer = "C") }, {
    try := ((high - low) / 2 + low).
    !display "My guess is ", try.
    !display "Is the guess (c)orrect, too (h)igh or too (l)ow?".
    answer := !accept.
    !evaluate answer
    when "C"
    when "c", {
        !display "I guessed the number using ",ntry," guesses".
    }
    when "H"
    when "h", {
        high := try.
        ntry := ntry + 1.
    }
    when "L"
    when "l", {
        low := try.
        ntry := ntry + 1.
    }
    when_other {
        !display "Answer with 'c', 'h' or 'l' please".
    }
    end_evaluate.
}.
```

A side-effect of the implementation above described is that you can write an equivalent multi-way branch using a notation that is characteristic of the COBOL EVALUATE, i.e:

```
!evaluate (1 = 1)
when (answer = "c" or (answer = "C")), {
    !display "I guessed the number using ",ntry," guesses".
}
when (answer = "h" or (answer = "H")), {
    high := try.
    ntry := ntry + 1.
}
when (answer = "l" or (answer = "L")), {
    low := try.
    ntry := ntry + 1.
}
when_other {
    !display "Answer with 'c', 'h' or 'l' please".
}
end_evaluate.
```

You can see how complex behaviors can be achieved using the simple mechanism object-method-args.

The code inside a block can access any variable already used outside the block, however if you use a variable in a block for the first time, it will be not available outside, i.e. that variable will be local to the block e.g.:

```
cs> a := { b := 2. ! display (b + 1). }.
cs> a exec.
3
cs> ! display b.
(null)
cs>
```

As said above the key point is that you can write your own command object in order to customize the scripts as you wish. Let's say you want to do loops using a command similar to the Java style "for", i.e. with an initialization, a condition and an increment: you can write a Java class like the following one:

```
public class MyCommand {
    public Object $for (Block init,
                        Block cond,
                        Block incr,
                        Block code) throws Exception {
        Object Return = null;
        init.exec();
        while ((Return=cond.exec()) != null &&
                Return instanceof WBoolean &&
                ((WBoolean) Return).booleanValue()) {
            Return = code.exec();
            incr.exec();
        }
        return Return;
    }
}
```

Assuming you have your class "MyCommand" available in your CLASSPATH, you can issue messages like these:

```
cs> mycmd := !newInstance "MyCommand".
cs> i := 0.
cs> mycmd for {i := 1},{i < 5},{i := i + 1},{!display i}.
1
2
3
4
cs>
```

Note that the variable *i* must be used outside any block otherwise it will be local to the block itself.

A block may have an internal name and arguments, they can be specified immediately after the open braces. The format is:

```
[name] : [arg1 [,arg2 ...]].
```

These are some valid block definitions:

```
cs> a := {aName:anArg. !display "Name & arguments". }.
cs> b := {aName:. !display "Just the name". }.
cs> c := {:a1,a2. !display "Arguments only" }.
cs> d := {:. !display "Useless".}.
```

You can supply any number of argument to a block, if the argument is not supplied then the correspondent variable will contain the null value.

```
cs> blk := { :a,b. !display a,";",b. }.
cs> blk exec 1.
1;(null)
cs>
```

Blocks allows recursion, below is a script that compute the factorial of the given number.

```
fact :=
{ :n.
  !if (n > 1), {
    n * (fact exec (n - 1)).
  }, {
    1.
  }.
}.

!display (fact exec 6).
```

The internal name can be used in order to cause a forced exit from the block. For example the default command implements the method `exit_block "internal-name"`. The above example can also be implemented in the following way:

```
fact :=
{ all:n.
  !if (n <= 1), {
    1.
    !exit_block "all".
  }.
  n * (fact exec (n - 1)).
}.

!display (fact exec 6).
```

Note that it is not practical to use this approach in order to exit from a loop; consider the following example:

```
cs> i := 0.
cs> !until { i:=i+1. i = 3 }, { loop:. !display i. !exit_block "loop". !display "never
printed". }.
1
2
cs>
```

You can see that in this case the `exit_block` method interrupts the block execution but it is executed again since the exit condition is in another block. For this reason the `exit_loop` method has been implemented in the default command, e.g.:

```
cs> i := 0.
cs> !until { i:=i+1. i = 3 }, { !display i. !exit_loop. !display "never printed". }.
1
cs>
```


In this case the inner loop is interrupted, without the need for the block to have a name.

Outer Blocks

All the source code is implicitly contained in an "outer block". It is an ordinary block with few more features, i.e.:

- you can refer to it through the use of the special sequence "!!";
- you can use it as an object whose methods are the variables referring to a block.

So you can write:

```
cs> a := { b := 2. ! display (b + 1). }.  
cs> !!a.  
3  
cs>
```

Note that if you try to execute !! exec, a variable whose name is "exec" will be searched and, if it exists and it refers to a block, the corresponding block will be executed.

An outer block can have both a name and arguments in the way that ordinary blocks have. When an outer block is executed by the command line, it receives an argument that is an array whose elements are the command line broken by spaces. For example let's say you have the following script named "args.joe":

```
:args.  
  
i := -1.  
!until {i := i + 1. i = (args length)},  
{  
    !display (args get i).  
}.  

```

you can issue the following command:

```
$ iscrun -joe args.joe 6 aa bb cc  
args.joe  
6  
aa  
bb  
cc$
```

A script can also be executed from inside another script through the method `new` implemented in the default command. The script will be executed and its status (i.e. the variables) will be saved. For example let's say you have the following script named "average.joe":

```
:i_cnt,i_avg.  
  
cnt := i_cnt doubleValue.  
avg := i_avg doubleValue.  
  
put := { :val.  
    avg := avg * cnt + val.  
    cnt := cnt + 1.  
    avg := avg / cnt.  
    !!.  
}.  
  
get := { avg. }.
```

You can use it to compute the average of a series of numbers, for example:

```
cs> avg := !new "average.joe",0,0.  
cs> avg put 8.  
cs> avg put 13.  
cs> avg put 21.  
cs> avg put 34.  
cs> avg put 55.  
cs> !display (avg get).  
26.2  
cs>
```

So a JOE script can be seen as an object from inside another JOE script. The code outer of any block is useful for initializing the object, as a Java constructor. In this object any variable containing a reference to a block will be equivalent to a public method while the other variables will be private (or rather protected, as explained later).

A JOE script can also inherit from another script through the default command method *extends*: this means the inheriting script will see all the variable from the parent script. The *extends* method has 2 arguments, i.e. the inheriting outer block and the parent outer block. For example:

```
cs> !extends !,(!new "average.joe",0,0).  
cs> !! put 8 put 13 put 21 put 34 put 55.  
cs> !display avg.  
26.2  
cs> !display cnt.  
5.0  
cs>
```

So JOE has the features of a dynamic typed object oriented language using a simple model and simple implementation.

Control transfer

Even if now we can achieve any kind of computation, it could be hard to translate older script languages in it. For this reason some few features has been added, i.e. one-way transfer of control to another line of code (GO TO) and the transfer of control to another line of code with return (similar to a COBOL PERFORM).

In order to allow the transfer of the control to a specified line of code, it is necessary a way to identify a line of code: this is achieved through the use of labels: a label is simply a word followed by a dot. A label can be placed everywhere, however only the labels outside of any block can be referenced. The command object has 3 methods that manage the transfer control, i.e.:

goto	one-way control transfer; it accepts one parameter that can be either a label name or a string.
perform	control transfer with return at the original point; the return is issued when an exit is encountered; it accepts one parameter that can be either a label name or a string.
exit	causes the control to be returned where the last perform has been issued: if it is invoked outside of a perform, the procedure ends. It has no parameters.

The following example shows how the previous procedure for guessing a number can be implemented using control transfer.

```

answer := "".
high := 1023.
low := 1.
ntry := 1.

!display "Think to a number between ",low," and ",high,
        ": I can guess it using 10 tries at most".
begin.
    try := ((high - low) / 2 + low).
    !display "My guess is ", try.
    !display "Is the guess (c)orrect, too (h)igh or too (l)ow?".
begin1.
    !perform ask.
    !if (answer = "c"), {
        !display "I guessed the number using ",ntry," guesses".
        !goto end.
    }.
    !if (answer = "h"), {
        high := try.
        ntry := ntry + 1.
        !goto begin.
    }.
    !if (answer = "l"), {
        low := try.
        ntry := ntry + 1.
        !goto begin.
    }, {
        !display "Answer with 'c', 'h' or 'l' please".
        !goto "begin1".
    }.
ask.
    answer := !accept.
    !exit.
end.
!exit.
!display "this is never executed".

```

JUTIL

The JUTIL utility manages JISAM files.

Usage:

```
jutil [-e=encryption_key]
      -info filename [-x]
      -load filename binary_sequential_file [-n] [-r|s] [-rs=#]
      -unload filename binary_sequential_file [-k=#]
      -loadtext filename line_sequential_file [-n] [-r|s] [-rs=#]
      -unloadtext filename line_sequential_file [-k=#]
      -loadr2 filename binary_sequential_file [-n] [-r|s]
      -shrink filename
      -check filename
      -rebuild filename [-a] [-f]
      -getimg filename
      -makeimg filename imgstring
      -gen [filelist] [directory]
      -convert filename directory
```

or

```
iscrun -utility jutil [-e=encryption_key]
      -info filename [-x]
      -load filename binary_sequential_file [-n] [-r|s] [-rs=#]
      -unload filename binary_sequential_file [-k=#]
      -loadtext filename line_sequential_file [-n] [-r|s] [-rs=#]
      -unloadtext filename line_sequential_file [-k=#]
      -loadr2 filename binary_sequential_file [-n] [-r|s]
      -shrink filename
      -check filename
      -rebuild filename [-a] [-f]
      -getimg filename
      -makeimg filename imgstring
      -gen [filelist] [directory]
      -convert filename directory
```

Where:

- *encryptionKey* is the key to decrypt encrypted files.
- *jisamFile* is the name of the JISAM file to which the utility refers.
- *sequentialFile* is the name of a binary or line sequential file.
- *imageString* is a sequence of digits
- *fileList* is a text file.
- *outputDirectory* is an existing and writable directory.
- Parameters enclosed in square brackets are optional.
- The -e option should be used only when processing encrypted files. See [Working on Encrypted Files](#) for details.

Note - JUTIL doesn't support files whose record is larger than 64KB.

JUTIL Commands:

JUTIL has a number of useful options:

Options	
-info	Displays file information. If "-x" was passed, then extended information is shown. The extended information includes the description of each key segment and the alternate collating sequence characters list.
-load	<p>Imports data from <i>sequentialFile</i> to <i>jisamFile</i>. <i>JisamFile</i> must exist. The data read from <i>sequentialFile</i> is appended to the existing records in <i>JisamFile</i>, unless the "-n" option is used. If "-n" option is used, then <i>JisamFile</i> is emptied before loading records.</p> <p>The "-rs" option allows to specify the <i>sequentialFile</i> record length. If the option is not used, then JUTIL assumes that the record length of <i>sequentialFile</i> is the same as the record length of <i>JisamFile</i>.</p> <p>If a unique key violation occurs, JUTIL behaves according to command line options as follows:</p> <ul style="list-style-type: none">• if "-r" was used, the <i>jisamFile</i> record is rewritten with the content of the <i>SequentialFile</i> record;• if "-s" was used, the duplicated record is skipped, and the loading process proceeds to the next record;• if neither "-r" nor "-s" options were used, the loading process aborts.
-unload	<p>Exports data from <i>jisamFile</i> to <i>sequentialFile</i>. If <i>sequentialFile</i> exists, it is overwritten.</p> <p>The "-k" option allows to specify which key must be used to read <i>jisamFile</i>. A value of 1 identifies the primary key, a value of 2 identifies the first alternate key, and so on. By default, data is read using the primary key.</p>
-loadtext	<p>Imports data from line <i>sequentialFile</i> to <i>jisamFile</i>. <i>jisamFile</i> must exist. The data read from <i>sequentialFile</i> is appended to the existing records in <i>JisamFile</i>, unless the "-n" option is used. If "-n" option is used, then <i>JisamFile</i> is emptied before loading records.</p> <p>The "-rs" option allows to specify the <i>sequentialFile</i> record length. If the option is not used, then JUTIL assumes that the record length of <i>sequentialFile</i> is the same as the record length of <i>JisamFile</i>. JUTIL reads a new line from <i>sequentialFile</i> and then truncates the read data according to the record length.</p> <p>If a unique key violation occurs, JUTIL behaves according to command line options as follows:</p> <ul style="list-style-type: none">• if "-r" was used, the <i>jisamFile</i> record is rewritten with the content of the <i>SequentialFile</i> record;• if "-s" was used, the duplicated record is skipped, and the loading process proceeds to the next record;• if neither "-r" nor "-s" options were used, the loading process aborts.
-unloadtext	<p>Exports data from <i>jisamFile</i> to line <i>sequentialFile</i>. If <i>sequentialFile</i> exists, it is overwritten.</p> <p>The "-k" option allows to specify which key must be used to read <i>jisamFile</i>. A value of 1 identifies the primary key, a value of 2 identifies the first alternate key, and so on. By default, data is read using the primary key.</p>

-loadr2	Imports data from the <i>sequentialFile</i> generated by Recover2 RM utility to the <i>jlsamFile</i> . <i>jlsamFile</i> must exist. The data read from <i>sequentialFile</i> is appended to the existing records in <i>JlsamFile</i> , unless the "-n" option is used. If "-n" option is used, then <i>JlsamFile</i> is emptied before loading records. If a unique key violation occurs, JUTIL behaves according to command line options as follows: <ul style="list-style-type: none"> • if "-r" was used, the <i>jlsamFile</i> record is rewritten with the content of the <i>SequentialFile</i> record; • if "-s" was used, the duplicated record is skipped, and the loading process proceeds to the next record; • if neither "-r" nor "-s" options were used, the loading process aborts.
-shrink	Compresses <i>jlsamFile</i> by removing deleted records.
-check	Checks for file integrity.
-rebuild	Repairs a corrupted file. Before replacing the corrupted file with the repaired file, it asks for user confirmation. If "-a" was passed, then no user confirmation is asked. If "-f" was passed, then duplicated records are marked as deleted and the rebuild process completes. Without "-f" the first duplicated record found interrupts the rebuild process. A Jlsam archive consists of two files: an index files and a data file. The rebuild process affects only the index file and doesn't consider the data file. If the rebuild process fails, some temporary files may be left on disk.
-getimg	Returns a string representing file characteristics. See Image String format below for details about the string format.
-makeimg	Generates a new Jlsam file according to the given image string. See Image String format below for details about the string format.
-gen	Creates a new empty Jlsam file. See Jlsam file generation for details.
-convert	Converts Micro Focus IDX3, IDX8 or CISAM indexed files to Jlsam. See Micro Focus file conversion for details.

Working on Encrypted Files

When processing an encrypted file, the -e option must be used along with the other options to specify the encryption key. For example, the following command unloads the content of an encrypted file with the key "i5COB0L":

```
jutil -e=i5COB0L -unload CUSTOMERS custdata.txt
```

or

```
iscrun -utility jutil -e=i5COB0L -unload CUSTOMERS custdata.txt
```

Note - Rebuilding (-rebuild) or shrinking (-shrink) a file with the wrong encryption key may garble the file content permanently. Pay particular attention when you use -rebuild and -shrink on encrypted files.

Image String format

The image string has the following format:

```
MaxRecSize, MinRecSize, NumKeys, [ NumSegs, Dups [ SegSize, SegOffset ] ... ] ...
```

Where:

- *MaxRecSize* is a five-digit number representing the maximum record length.
- *MinRecSize* is a five-digit number representing the minimum record length.
- *NumKeys* is a three-digit number representing the number of keys in the file.
- *NumSegs* is a two-digit number representing the number of segments in a key.
- *Dups* is a one-digit number representing the duplicate flag of a key. 0 means that duplicates are not allowed, 1 means that duplicates are allowed.
- *SegSize* is a three-digit number representing the size of a segment in a key.
- *SegOffset* is a five-digit number representing the offset of a segment in a key.

SegSize and *SegOffset* are repeated for each segment of the key
NumSegs, *Dups* and segments description are repeated for each key

Note - spaces in are shown to improve readability, they are not part of the format. Fields in the first pair of brackets are repeated for each key, fields in the second pair of brackets are repeated for each segment of the key.

Example - the following string applies to a file with a fixed record length of 108 bytes, a primary key composed of one segment of three bytes and an alternate key with duplicates composed of two segments, the first of two bytes in size and the second of three bytes in size:

```
00108,00108,002,01,0,003,00000,02,1,002,00003,003,00005
```

Options shortcuts

JUTIL allows to use options thru shortcuts, you don't need to type the whole word, only the first unique bytes are tested. The following table explains which digits are tested by JUTIL when parsing options:

option	number of digits tested	digits tested
-info	2	"-i"
-load	6	"-load "
-unload	8	"-unload "
-loadtext	6	"-loadt"
-unloadtext	8	"-unloadt"
-loadr2	6	"-loadr"
-shink	2	"-s"
-check	3	"-ch"

option	number of digits tested	digits tested
-rebuild	2	"-r"
-getimg	4	"-get"
-makeimg	2	"-m"
-gen	4	"-gen"
-convert	3	"-co"

When the first digits of the option you type match with one of the strings in 'digits tested' column, then the corresponding option is checked and, if parameters are wrong or missing, the single option usage is shown.

In the other cases, the whole usage is shown.

Exit Status

JUTIL terminates with one of the following exit status:

Status	Meaning
0	No errors
3	File is corrupt
255	Fatal error or incorrect command line

Thin Client

JUTIL can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility jutil <arguments>
```

Server side paths must be used in the arguments.

Jlsam file generation

In order to create a new empty Jlsam file from scratch, use either the command command:

```
jutil -gen [filelist directory]
```

or the command:

```
iscrun -utility jutil -gen [filelist directory]
```

The `-gen` option of JUTIL is used to create an empty JISAM indexed file. The file structure is defined from user responses to prompts for information. These responses can be saved in a session file that can later be used in batch mode; i.e. (JUTIL `-gen filelist directory`). The session file has one line with the JISAM file name to be created, along with other properties of the file, such as key positions, lengths, etc. This file can have multiple lines, one for each file to be created, making this a filelist. The directory parameter specifies the target directory for the created JISAM indexed file. The directory can be left blank, or can be specified with a dot (.) to indicate the current directory. Both have the same meaning. If a directory is used, it must first exist.

To make a session file for later use, run JUTIL –gen without the filelist parameter:

For example to run JUTIL in an interactive mode to create an empty JISAM indexed file, type:

```
jutil -gen
```

The following prompts are displayed:

```
Save this session [Y]?
```

Default answers are in-between the brackets, just press ENTER to accept.

```
Enter session filename:
```

Type the session filelist name to save and press ENTER.

```
Enter JISAM filename:
```

Type the filename of the empty JISAM file to be created from the session filename and press ENTER.

```
Enter the maximum record size:
```

Type the maximum record size and press ENTER.

```
Enter the # of keys [1]:
```

Type the number of keys (Primary and Alternate) and press ENTER. The default number is 1.

```
-- Primary key --  
Enter number of segments (1-16):
```

Type the number of segments for Primary key and press ENTER.

```
Enter segment size:  
Enter segment offset:[0]
```

For each segment, type in the size and offset and press ENTER. The default offset value is zero. Any other value for offset should be counted as zero-based.

```
-- Alternate key 1 --  
Enter number of segments (1-16):
```

Type the number of segments for Alternate key and press ENTER.

```
Duplicates allowed [N]?
```

For each Alternate key, specify whether duplicates will be allowed and press ENTER. The default value is 'N'.

```
Enter segment size:  
Enter segment offset:[0]
```

For each segment, type in the size and offset and press ENTER. The default offset value is zero. Any other value for offset should be counted as zero-based.

```
JISAM file {MyFile} created.
```

This new file, MyFile can be used as input to JUTIL -gen for non-interactive file creation. For example, to create the JISAM indexed file named in MyFile with its defined properties, type:

```
jutil -gen MyFile TargetDirectory
```

or

```
isrcrun -utility jutil -gen MyFile TargetDirectory
```

Micro Focus file conversion

In order to convert an existing Micro Focus file to Jlsam, use either the command:

```
jutil -convert <filename> <directory>
```

or the command:

```
isrcrun -utility jutil -convert <filename> <directory>
```

The -convert option of JUTIL is used to create a new JISAM indexed file with records loaded from an existing Micro Focus IDX3, IDX8 or CISAM indexed file.

-convert uses the Micro Focus “rebuild” utility on Windows and UNIX/Linux and requires *rebuild* to be in the user’s PATH environment.

By running *rebuild*, JUTIL gets the input file information, then the input file is converted into a binary sequential file. An empty JISAM file is generated and records are transferred from the sequential file to the JISAM file. JUTIL runs *rebuild* using the **-n** and **-o:ind,seq** options; ensure that your copy of *rebuild* supports such options, otherwise the file conversion will not be possible.

The directory parameter specifies the target directory for the created JISAM indexed file. The directory must be specified, or can be specified with a dot (.) to indicate the current directory. The target directory must first exist.

A session file with the description of the indexed file is left on disc at the end of the process. You can use this file to create a JISAM file with the same structure with JUTIL -gen, if you need. See [Jlsam file generation](#) for details.

STREAM2WRK

The STREAM2WRK utility opens XML, JSON and WSDL files and generates the corresponding COBOL record description to be used by runtime classes like XMLStream, JSONStream and HTTPClient.

Usage 1 (JSON):

```
stream2wrk json jsonFile [-o outputFile] [-p prefix] [-d] [-r rootname]
```

Where:

- *jsonFile* is the name of the JSON file to parse. It can be either a disk file or a URL. Note that the utility is not able to read a file over the HTTPS protocol. In such case, the file should be downloaded to disc using third party utilities (e.g. a web browser) and then processed as a disc file.
- *outputFile* is the name of the file that will contain the record definition corresponding to *jsonFile*. If omitted, a file named *jsonFile.wrk* is created.
- *prefix* defines a string to be put in front of every data name in the record definition.
 - When set to "0" or omitted, data-names are generated with no prefix.
 - When set to "1", the prefix will be the name of the JSON file.
 - Any other value represents the prefix to be used, without any conversion.
- *-d* activates or deactivates names ambiguity check
 - When *-d* is omitted, field names are generated without control.
 - When *-d* is used, field names are adapted if necessary in order to avoid ambiguous identifiers.
- When processing a JSON without root element, Stream2Wrk generates a 01 level named "json2wrk". This name can be changed via *-r* command line option.

Usage 2 (WSDL):

```
stream2wrk wsdl wsdlFile [-o outputFile] [-v1.1]
```

Where:

- *wsdlFile* is the name of the WSDL file to parse. It can be either a disk file or a URL. Note that the utility is not able to read a file over the HTTPS protocol. In such case, the file should be downloaded to disc using third party utilities (e.g. a web browser) and then processed as a disc file.
- *outputFile* is the name of the file that will contain the record definition corresponding to *wsdlFile*. Multiple copy files are generated, one for each method described in the WSDL. The copy file is named by appending the method name to *outputfile*.
If *outputfile* is omitted, then the generated code is printed on the console.
- *-v.1.1* should be used to process WSDL files of version 1.1. By default the utility expects WSDL files of version 2.0.

Usage 3 (XML):

```
stream2wrk xml xmlFile [-o outputFile] [-p prefix] [-d]
```

Where:

- *xmlFile* is the name of the XML file to parse. It can be either a disk file or a URL. Note that the utility is not able to read a file over the HTTPS protocol. In such case, the file should be downloaded to disc using third party utilities (e.g. a web browser) and then processed as a disc file.
If the XML file includes a XSD, then the utility parses the XSD and the result is more accurate. If no XSD is available, then the utility guesses the fields characteristics according to the XML content.

- *outputFile* is the name of the file that will contain the record definition corresponding to *xmlFile*. If omitted, a file named *xmlFile.wrk* is created.
- *prefix* defines a string to be put in front of every data name in the record definition.
 - o When set to "0" or omitted, data-names are generated with no prefix.
 - o When set to "1", the prefix will be the name of the XML file.
 - o Any other value represents the prefix to be used, without any conversion.
- *-d* activates or deactivates names ambiguity check
 - o When *-d* is omitted, field names are generated without control.
 - o When *-d* is used, field names are adapted if necessary in order to avoid ambiguous identifiers.

Thin Client

STREAM2WRK can't be launched directly by the isCOBOL Client.

WSDL2WRK

This utility is deprecated and supported only for backward compatibility. [STREAM2WRK](#) should be used instead.

The WSDL2WRK utility takes a WSDL file and generates a COBOL description of the 'SOAP Envelopes' used by the service. Two envelopes are generated for each service: an envelope for data request and an envelope for data response.

Usage:

```
iscrun -utility wsdl2wrk [-v1.1] [-o outputFile] [-amn] wsdlFile
```

Where:

- *-v.1.1* should be used to process WSDL files of version 1.1. By default the utility expects WSDL files of version 2.0
- *outputFile* is the name of the file that will contain the record definition corresponding to *wsdlFile*.
- *-amn* instructs the utility to append the method name rather than a progressive number to each generated copy file.
- *wsdlFile* is the name of the WSDL file to parse. It can be either a disk file name or a URL. Note that the utility is not able to read a file over the HTTPS protocol. In such case, the file should be downloaded to disc using third party utilities (e.g. a web browser) and then processed as a disc file.

If there is more than one schema, then more copyfiles are created with the following criteria:

- if there is no suffix on the *outputFile* name, the first is created with the same name as *outputFile* and the others with the name *outputFile<n>*, where *n* is a progressive number.
- if there is a suffix on the *outputFile* name, the first is created with the same name as *outputFile* and the others with the name *outputFile<n>.<suffix>*, where *outputFile* is the output file name without extension, *n* is a progressive number and *suffix* is the output file name extension.

Thin Client

WSDL2WRK can't be launched directly by the isCOBOL Client.

XML2WRK

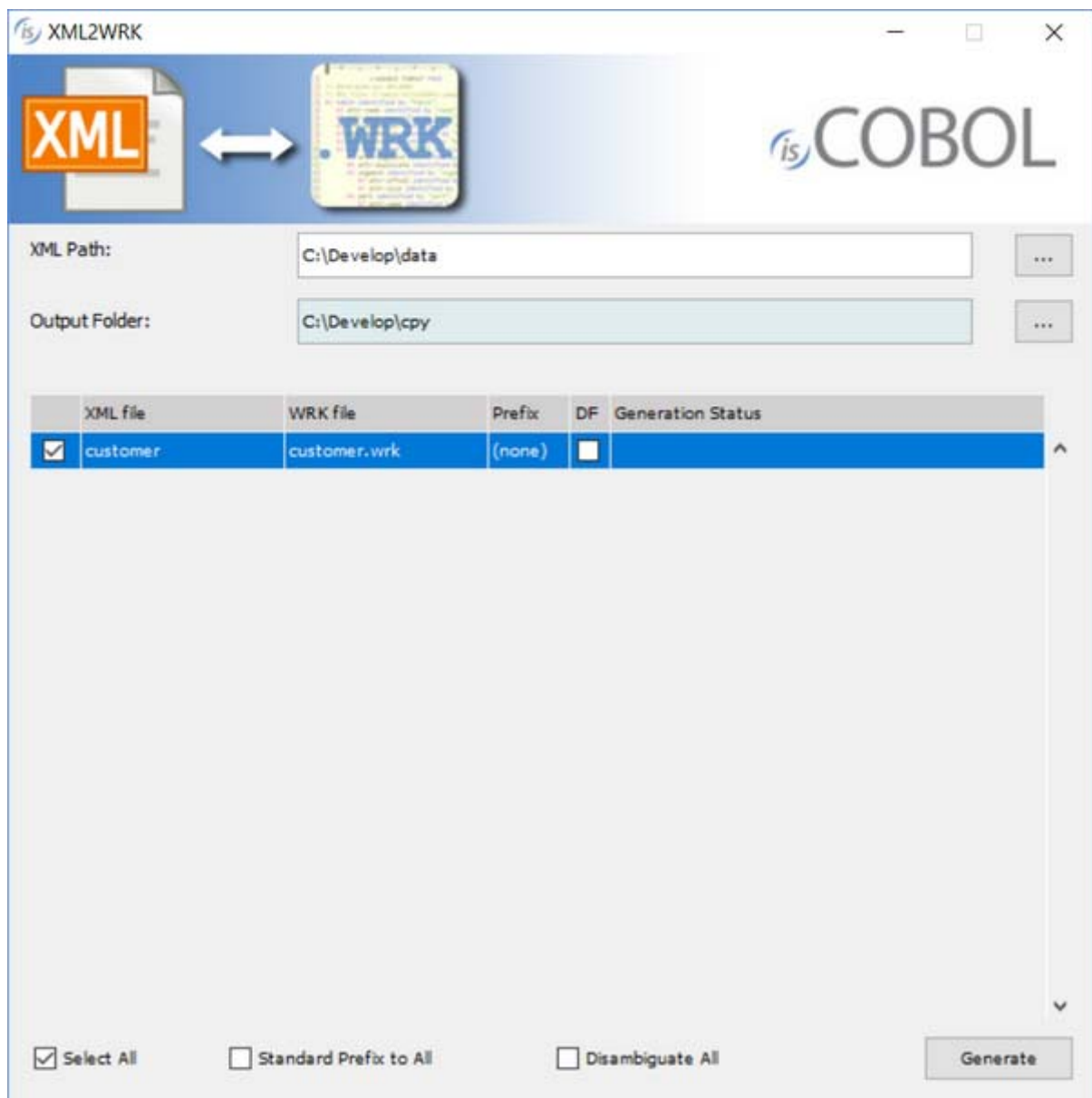
This utility is deprecated and supported only for backward compatibility. **STREAM2WRK** should be used instead.

The XML2WRK utility opens an XML file and creates the corresponding record definition to be used with the [XMLStream Class \(com.iscobol.rts.XMLStream\)](#) object.

Usage 1:

```
isrun -utility xml2wrk
```

If the utility is launched without parameters, a graphical wizard procedure will start.



Usage 2:

```
iscrun -utility xml2wrk xmlFile [outputFile] [prefix] [disambiguate_flag]
```

Where:

- *xmlFile* is the name of the XML file to parse. It can be either a disk file or a URL. Note that the utility is not able to read a file over the HTTPS protocol. In such case, the file should be downloaded to disc using third party utilities (e.g. a web browser) and then processed as a disc file.
- *outputFile* is the name of the file that will contain the record definition corresponding to *xmlFile*. If omitted, a file named *xmlFile.wrk* is created.
- *prefix* defines a string to be put in front of every data name in the record definition.
 - o When set to "0" or omitted, data-names are generated with no prefix.
 - o When set to "1", the prefix will be the name of the XML file.
 - o Any other value represents the prefix to be used, without any conversion.
- *disambiguate_flag* activates or deactivates names ambiguity check
 - o When set to "0" or omitted, field names are generated without control
 - o When set to "1", field names are adapted if necessary in order to avoid ambiguous identifiers

XML2WRK uses the following criteria while parsing the XML file:

- Only the first occurrence of each element is parsed to retrieve child items.
- If an element appears more than once in the XML file, then it's generated as an OCCURS item in the COBOL record definition, otherwise it is generated as standard item.
- If the element contains text or attributes, data-items are generated in the COBOL record definition to store text and attribute values, otherwise the element is generated as a container item without picture.
- Every data-item is generated as PIC X ANY LENGTH into the COBOL record definition.

Consider the following sample xml:

```
<content>
  <parent>
    <child>
      <item>text</item>
    </child>
    <child>
      <lost></lost>
    </child>
  </parent>
  <parent>
    <child></child>
  </parent>
</content>
```

The underlined text highlights elements that are processed by XML2WRK according to the above rules.

- <parent> and <child> will be generated as OCCURS items because they appear twice
- <item> will not be generated as OCCURS item because it appears once
- <lost> will not be generated because it's included into an item that is not parsed by XML2WRK
- a data-item will be generated for <item> because it contains text

The resulting record definition is:

```
01 content identified by "content".  
  03 parent identified by "parent" occurs dynamic capacity parent-count.  
    05 child identified by "child" occurs dynamic capacity child-count.  
      07 item identified by "item".  
        09 item-data pic x any length.
```

Thin Client

XML2WRK can be used in thin client environment as well. Use this command to start it:

```
iscclient -hostname <server-ip> -port <server-port> -utility xml2wrk <arguments>
```

Server side paths must be provided in the arguments.

Chapter 5

Update Facility

Overview

isCOBOL implements a software update feature that allows you to download updates through the HTTP and HTTPS protocols. It's a general-purpose updater that can be used to download any type of file, not only COBOL programs.

The update process

The isupdater tool connects to a given HTTP server and checks if a new version of the files is available. If a new version is found, the isupdater downloads the files. The HTTP server (server side) and isupdater (client side) are configured through property files. Files are stored in ZIP archives on the server and are automatically unzipped once downloaded to the client.

isCOBOL Server as an HTTP server

The isCOBOL Server can work as an HTTP server for isupdater, so you don't have to set up an HTTP server in order to take advantage of the software update feature.

Post update operations

At the end of the update process, isupdater can automatically run a program that takes care of post update operations such as copying the downloaded files in the proper folder. This program can be a standard COBOL program or a Java class executable from the command line (e.g. a Java class with a `main()` method).

Post update launch

Isupdater can automatically run a given class at the end of the update process. This class must be accessible in the Classpath.

Server configuration

On the server machine, the folder that isupdater will check through HTTP must contain the following items:

1. A configuration file named *swupdater.properties*
2. A zip file or directory for every package described in the *swupdater.properties* file

See [Server Configuration \(swupdater.properties\)](#) for details about the properties that can be used in *swupdater.properties*.

The following example describes the update of isCOBOL's bin and lib folders to version 100.

Directory content:

```
isCOBOL-bin.zip  
isCOBOL-lib.zip  
swupdater.properties
```

Content of *swupdater.properties*:

```
swupdater.version.isc_lib=100  
swupdater.lib.isc_lib=isCOBOL-lib.zip  
  
swupdater.version.isc_bin=100  
swupdater.lib.isc_bin=isCOBOL-bin.zip
```

isCOBOL Server as an HTTP server

In the directory where the zip files and *swupdater.properties* are stored you can start the isCOBOL Server as follows:

```
iscserver -hs [-hsport port] [-hsroot folder]
```

Where

- *port* specifies the port used for the HTTP connection. If omitted, 10996 is used.
- *folder* specifies the root folder where *swupdater.properties* is located. This folder is also used to resolve relative paths of files in *swupdater.properties*. If omitted, the *iscserver* working directory is used.

The activation of the HTTP server as well as *port* and *folder* can also be set in the configuration file; see [iscobol.as.httpserver](#) (boolean), [iscobol.as.httpserver.port](#) and [iscobol.as.httpserver.root](#) for details.

The *-hs* option can be used along with other *iscserver* options. The following command starts the isCOBOL Server with all the services on: application server, file server and HTTP server.

```
iscserver -as -fs -hs
```

Usage and configuration of isCOBOL Updater

Once the HTTP server has been properly configured, it's possible to run the *isupdater* tool from the client machines.

Usage

```
isupdater -c configuration_file [-stop] [-icon image_file]
```

Where:

- *configuration_file* is the properties file used to pass the server location and current version to the isupdater tool.
- *-stop*, if used, the isupdater tool just checks for the availability of updates and, if one is available, it informs the user with a message box, but nothing is downloaded.
- *image_file* is a picture suitable for Java (e.g. a GIF or PNG file) that will be shown as custom icon instead of the Java logo.

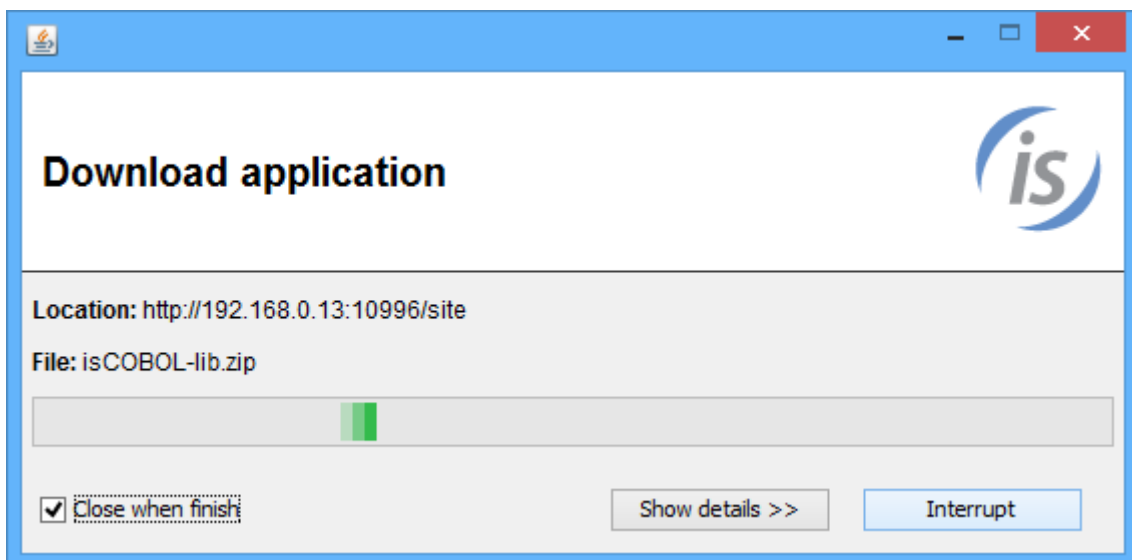
Client configuration

See [Client Configuration \(isupdater.properties\)](#) for the list of the properties that can be used to configure the isupdater tool.

The following sample configuration sets the HTTP server address for updates to 192.168.0.13, listening on the port 10996. The swupdater.properties file is expected in the sub directory "site". It also sets the current version of isCOBOL's bin and lib folders to 90 and the folder where downloaded files should be saved to C:\Veryant:

```
swupdater.site=http://192.168.0.13:10996/site  
swupdater.version.isc_lib=90  
swupdater.version.isc_bin=90  
swupdater.directory.isc_lib=C:/Veryant/lib  
swupdater.directory.isc_bin=C:/Veryant/bin  
swupdater.mainclass=com.iscobol.invoke.Isrun -v
```

Since the client side version (90) is less than the version available on the server (100, as referenced in the server configuration file explained on the previous page), the download process starts.



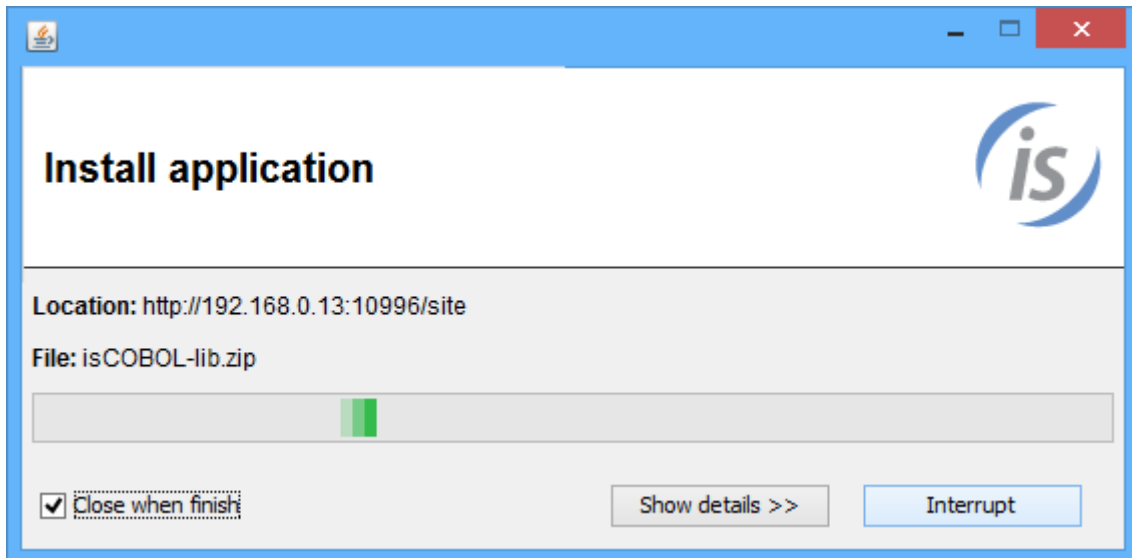
At the end of the download process, the isupdater tool rewrites the configuration file putting the new version in it:

```
#Automatically updated
swupdater.site=http://192.168.0.13:10996/site
swupdater.version.isc_lib=100
swupdater.version.isc_bin=100
swupdater.directory.isc_lib=C:/Veryant/lib
swupdater.directory.isc_bin=C:/Veryant/bin
swupdater.mainclass=com.iscobol.invoke.Isrun -v
```

Post update

Once the download process has been completed, the folders isCOBOL-lib and isCOBOL-bin will be available in C:\Temp. If they contain a class named POSTUPDATE.class, then isupdater will automatically run it passing the destination folder as a parameter. You can use this feature to code post update operations such as copying downloaded files to a different folder.

During the execution of this class, the isupdater dialog changes as follows:



If the property `swupdater.mainclass` was set, then isupdater automatically runs the specified class along with the arguments. In the above example the command `Isrun -v` is executed in order to show a message box with the current version of the runtime.

The following alternate example shows how to call a server program named MENU using the thin client technology after the update:

```
swupdater.mainclass=com.iscobol.gui.client.Client MENU
```

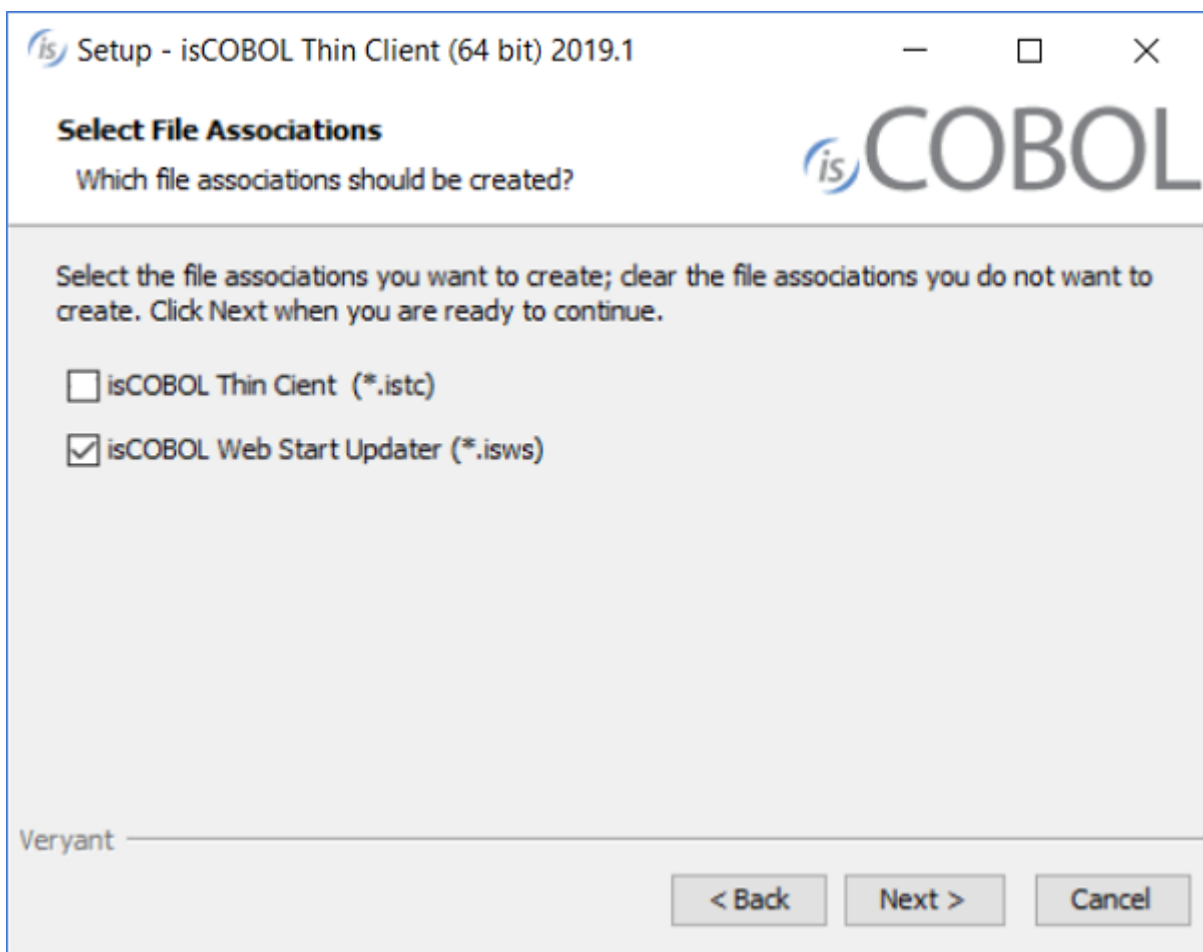
Distribution of a COBOL application through the Update Facility and isws files

The information in this chapter is applicable to thin client environments where the client machines are Windows.

To deploy the application through the Update Facility of isCOBOL Server, the isCOBOL Client must be installed on the client machines.

Install either isCOBOL_yyyy_R_n_Windows_arc.exe (it requires Java installed on the machine) or isCOBOL_yyyy_R_n_THIN_Windows_arc.ext (it doesn't require Java on the machine as it installs its own JVM) where yyyy is the year, R is the release number, n is the build number, arc is the system architecture and ext is either "exe" or "msi".

When prompted, choose to associate the isws extension to the isCOBOL Client:



The isws files are property files that include the isUpdater configuration. See [Client Configuration \(isupdater.properties\)](#) for the list of properties that you could include in this kind of file. The isws files could be passed to isUpdater via the -c option. The installer creates an association between the isws extension and the command:

```
isupdater -c %1
```

Below we describe how to set up the deployment of a COBOL application through the Update Facility and isws files, using the isCOBOL Server as HTTP server for the download of the application.

What to do server side

The user should gather the platform-dependent components from the corresponding isCOBOL setups and place them in specific folders on the server machine. Also the COBOL application items (classes, configuration and icons) should be gathered in a dedicated folder.

Here is a suggestion: create the following subfolders in the isCOBOL installation directory (that we assume as */home/veryant/isCOBOL2019R1*):

Directory	What to copy inside
libWin32	Content of the lib folder of isCOBOL for Windows 32 bit
libWin64	Content of the lib folder of isCOBOL for Windows 64 bit
binWin32	Content of the bin folder of isCOBOL for Windows 32 bit
binWin64	Content of the bin folder of isCOBOL for Windows 64 bit
myApp	Items of the COBOL application, described later

The isCOBOL Server must be started with the option `-hs` in order to activate the HTTP Server feature, e.g.

```
iscserver -hs
```

Create a file named *swupdater.properties* in the isCOBOL Server's working directory and put the following entries into it:

```
swupdater.version.iscobol=###  
swupdater.lib.win.32.iscobol=/home/veryant/isCOBOL2019R1/libWin32  
swupdater.lib.win.64.iscobol=/home/veryant/isCOBOL2019R1/libWin64  
swupdater.version.iscobolNative=###  
swupdater.lib.win.32.iscobolNative=/home/veryant/isCOBOL2019R1/binWin32  
swupdater.lib.win.64.iscobolNative=/home/veryant/isCOBOL2019R1/binWin64  
swupdater.version.myApp=1  
swupdater.lib.myApp=/home/veryant/isCOBOL2019R1/myApp
```

Where `###` is the build number of the isCOBOL Server. For example, for "release 2019 R1 build#977-20181026-26441" you would use "977".

If you use third party jar libraries that need to be installed along with your COBOL application, copy them to the isCOBOL *lib* folder.

Put the following items in the *myApp* subfolder:

- The class files of your COBOL programs,
- The icons (bmp, jpeg, gif and png) used by your programs,
- A file named *myApp.properties* that contains
 - o a valid runtime license,
 - o a code-prefix setting that points the folder C:\myApp (e.g. `iscobol.code_prefix=C:\myApp`),

- o the configuration of your COBOL application (e.g. keystrokes and file-prefix).

If you have custom native libraries that should be installed along with your application, copy them to the proper "bin<Platform>" folder (e.g. if you have a library named *mylib.dll* for both Windows 32 bit and Windows 64 bit, copy the 32 bit version to *binWin32* and copy the 64 bit version to *binWin64*).

What to do client side

Create a file with *isws* extension, e.g. *myapp.isws*, and put the following entries into it:

```
swupdater.site=http://serverNameOrIp:10996
swupdater.version.iscobol=###
swupdater.directory.iscobol=C:/Users/UserName/Veryant/isCOBOL THIN2019R1/lib
swupdater.directory.clean.iscobol=true
swupdater.version.iscobolNative=###
swupdater.directory.iscobolNative=C:/Users/UserName/Veryant/isCOBOL THIN2019R1/bin
swupdater.directory.clean.iscobolNative=true
swupdater.version.myApp=0
swupdater.directory.myApp=C:/myApp
swupdater.directory.clean.myApp=true
swupdater.mainclass=com.iscobol.invoke.Isrun -c C:/myApp/myApp.properties MYPROG
```

Where *###* is the build number of the runtime installed by isCOBOL THIN. For example, for "release 2019 R1 build#977-20181026-26441" you would use "977".

MYPROG is the name of the program that you wish to execute. The class of this program must be found in the *myApp* folder discussed above.

The above snippet assumes that isCOBOL THIN was installed in the default location proposed by the setup wizard.

Note that *swupdater.version.myApp* in this file has a lower value of the corresponding property in the *swupdater.properties* file on the server. This is necessary to trigger the download of the COBOL Application (*myApp*) from the server machine to the local machine. After the first launch, *swupdater.version.myApp* is updated and its value matches the value server side. If you change the content of the *myApp* folder on the server, increase the value of *swupdater.version.myApp* in *swupdater.properties* on the server machine to trigger a new download of the *myApp* folder.

Double clicking on *myapp.isws* will trigger the program execution. It also will update the local copy of the isCOBOL runtime if necessary.

The file *myapp.isws* could be distributed via internet in the form of a file to be downloaded and executed.

Chapter 6

Files Management

Managing files is an important task for most COBOL applications. This section discusses the implementation of the three types of files: sequential, relative, and indexed.

Sequential Files

isCOBOL treats sequential files in one of two ways:

Binary sequential: designed to contain non-ASCII information and are easy to move to foreign systems. A binary sequential file consists of either fixed-length or variable-length records grouped together into blocks.

Line sequential: designed to be printed and to be used with other programs, such as editors. These files consist of variable-length lines delimited by carriage-control characters.

Note - If a sequential file is opened by a process even without using any kind of lock, no other process can lock it in exclusive mode, unless the Java property *sun.nio.ch.disableSystemWideOverlappingFileLockCheck* is set to true.

Relative Files

Relative files are generally used to store data where low overhead is required. Records are available by record number that represents the record location relative to where the file begins. For example, the first record in the file has a relative record number of 1, the tenth record has a relative record number of 10, and so forth. The records can only have fixed length.

Note - If a relative file is opened by a process even without using any kind of lock, no other process can lock it in exclusive mode, unless the Java property *sun.nio.ch.disableSystemWideOverlappingFileLockCheck* is set to true.

Indexed Files

Indexed files are file with an index that allows easy random access to any record given its file key. isCOBOL natively supports two kind of indexed files: [JISAM](#) and c-tree. A File Connector solution is available to access c-tree, Acucobol-GT (Vision) and Micro Focus files.

Comparison between JISAM and c-treeRTG

The table below shows the differences between JISAM and c-tree.

The objective of this comparison is to help the user in choosing the right file system depending on his needs.

	JISAM	c-tree
maximum file size	9 EB	16 EB
maximum record size	2 GB	2 GB
maximum number of keys	no limit	no limit ^[A]
maximum key size	256 bytes	no limit
max number of segments per key	16	no limit ^[B]
maximum number of records	no limit	no limit
variable length records	not supported ^[C]	supported
transactions	not supported	supported
alternate collating sequence	supported	supported
OPEN INPUT WITH LOCK	not supported	supported
data encryption	supported ^[D]	supported
file compression	not supported	supported through configuration ^[E]
ODBC and JDBC access	supported via isCOBOL UDBC (separate product)	supported ^[F]
ADO.NET, PHP and Python	not supported	supported ^[F]
native dependences	no	yes
file handling utility	JUTIL	ctutil
monitor and tuning utilities	none	c-treeACEMonitor c-treeGauges c-treeISAMEXplorer c-treeLoadTest c-treeLogAnalyzer c-treePerfMon c-treeTPCAtest DrCtree
backup features	none	integrated online backup
data replication	not supported	supported via c-tree Replication Agent (separate product)

^[A] By default the maximum number of keys is 32, but it can be increased by setting `MAX_DAT_KEY <number_of_indices>` in the server configuration.

[B] By default the maximum number of segments is 12, but it can be increased by setting `MAX_KEY_SEG` `<number_of_segments>` in the server configuration.

[C] Variable length records are treated as fixed length records using the maximum record size.

[D] Encrypted JISAM files can't be read via ODBC and JDBC.

[E] The compression is activated by the configuration properties `iscobol.file.index.datacompress` (boolean) and `iscobol.file.index.keycompress` (boolean).

[F] The SQL Engine requires a specific license. With the standard license SQL features are available only for three hours from the c-tree Server startup.

JISAM

Overview

JISAM is a 100% Java-based indexed sequential access (ISAM) file system that runs on a wide range of platforms, from mainframes to handheld mobile devices. Now your business can deliver fast and efficient access to COBOL applications with ISAM data files anywhere Java technology runs, without the overhead of a relational database or investing in complex program change.

Key details

- Supplied with isCOBOL
- Written entirely in Java, so it runs anywhere, even on a mobile phone
- `JUTIL` utility provided for basic file management
- `ISMIGRATE` (Index File Migration) utility provided for one-step migration of data files from other data sources

Technical characteristics

The JISAM file system has the following characteristics:

- Maximum file size: 9 EB
- Maximum number of keys: no limit
- Maximum number of records: no limit
- Maximum key length: 256 bytes
- Maximum number of segments per key: 16
- Maximum record length: 2 GB

Currently JISAM has the following limitations:

- transactions are not supported
- native compression is not supported
- variable length records are not supported, the maximum record size is always used

Versions

The JISAM file system included in isCOBOL is version 2.

isCOBOL 2009 and previous versions support an old version of JISAM, version 1. If you need to share data with old versions isCOBOL, you can instruct the program to create JISAM 1 files by setting the following property in the configuration:

```
iscobol.jisam.version=1
```

Be aware that JISAM 1 has more limitations and does not perform as well as JISAM 2, so the above setting should be used only if necessary.

The table below lists the differences between the two versions of JISAM..

	JISAM 1	JISAM 2
maximum file size	2 GB	9 EB
maximum record size	32 KB	2 GB
maximum number of keys	no limit	no limit
maximum key size	256 bytes	256 bytes
max number of segments per key	8	16
maximum number of records	no limit	no limit

Lock behaviors

Java SE 6 throws an `OverlappingFileLockException` if an application attempts to lock a region that overlaps a region locked through another `FileChannel` instance. Previous versions did not check for file locks obtained by other `FileChannel` instances. Java SE 6 has added the system property `sun.nio.ch.disableSystemWideOverlappingFileLockCheck` to control `java.nio.channels.FileChannel.lock` file checking behavior.

When using Java SE 6 or higher, this property must be set to true, otherwise an unexpected lock condition occurs when a JISAM file is open by two programs in the same runtime session. The following snippet shows how to launch a COBOL program with the necessary setting:

```
isccrun -J-Dsun.nio.ch.disableSystemWideOverlappingFileLockCheck=true ProgramName
```

In addition to the above setting, the lock behavior can be configured through the following Framework Properties:

- `iscobol.jisam.autolock_allowed` (boolean)
- `iscobol.file.index.lock_read_anyhow` (boolean) *
- `iscobol.file.index.lock_wait` (boolean) *
- `iscobol.file.index.read_lock_test` (boolean) *

These properties have the same effect regardless of the Java version.

On Windows, when a lock is interrupted, it is kept for a while by the system. In thin client environment this behavior causes that, if a client is interrupted during a locking operation, the other clients get a *file locked* error.

Physical files

A JISAM file is always identified by two disc files.

The first file stores the key information and by default has the extension "idx". You can change this extension by setting the property `iscobol.file.index.index_suffix` *.

The second file stores the data and by default has the extension "dat". You can change this extension by setting the property `iscobol.file.index.data_suffix` *.

Encryption

JISAM supports the encryption of the data file. The encryption is activated by the WITH ENCRYPTION clause in FILE-CONTROL.

An example of encrypted file:

```
select arc assign to "arc"
       organization indexed
       with encryption
       record arc-k.
```

The data is encrypted using a key provided through the configuration. The configuration property `iscobol.file.encryption.key` must be set to a value different from spaces, otherwise a file mismatch error is raised. The encryption key can be up to 16 characters long.

The [Blowfish](#) algorithm is used to encrypt data.

If an encrypted file is opened for input or i-o with the wrong encryption key, then a file corrupt error is raised.

If the encryption key is not set in the configuration, opening an encrypted file produces a 9X status.

c-treeRTG

c-treeRTG is a robust file server provided by [Faircom](#) that can be easily interfaced by isCOBOL. For more details, please consult the dedicated book in this documentation: [isCOBOL Evolve: c-tree RTG](#).

File Connectors

Overview

isCOBOL provides a File Connector technology for file systems with native parts. File Connectors separate ISAM native access from java process.

It's particularly useful when working in Application Server environment. For every isCOBOL SERVER thread (a thread is created for each connected Client) a separate native process is invoked. isCOBOL SERVER communicates with the native process through unnamed pipe.

The advantage of this approach it is to separate java code from native code to have a 100% pure java server.

This feature is currently supported for

- [Acucobol-GT ISAM files \(Vision\)](#)
- [c-tree ISAM files](#)
- [DBMaker DCI](#)
- [Micro Focus ISAM files](#)

The c-tree File Connector

The c-tree File Connector allows to work on c-tree files managed by c-tree by separating ISAM native access from java process.

The File Connector executable is provided along with isCOBOL:

Platform	Executable
Linux/ Unix	<code>\$ISCOBOL/bin/fscsc</code>
Windows	<code>%ISCOBOL%\bin\fscsc.exe</code>

In order to make isCOBOL use the c-tree File Connector as file handler, the following setting must appear in the configuration:

```
iscobol.file.index=fscsc
```

The fscsc file handler runs the executable file fscsc. If this file is not in the system Path, you can specify its full name by setting the `iscobol.file.connector.program` configuration property.

The c-tree File Connector reads only the configuration provided by CTREE_CONF. See [Configuring the client through CTREE_CONF](#) for details.

The DCI File Connector

The DCI File Connector allows to work on DBMaker by separating ISAM native access from java process.

The File Connector executable is provided along with isCOBOL:

Platform	Executable
Linux/ Unix	<code>\$ISCOBOL/bin/dcic</code>
Windows	<code>%ISCOBOL%\bin\dcic.exe</code>

In order to make isCOBOL use the DCI File Connector as file handler, the following setting must appear in the configuration:

```
iscobol.file.index=dcic
```

The dcic file handler runs the executable file dcic. If this file is not in the system Path, you can specify its full name by setting the `iscobol.file.connector.program.dcic` configuration property.

The DCI connector library (dcic.dll on Windows and libdcic.so on Linux) is required in the library path (%PATH% on Windows and \$LD_LIBRARY_PATH on Linux). The DBMaker public FTP repository (<ftp://ftp.dbmaker.com/pub/DBMaker/>) includes the setups of each DBMaker version. Among the setups there is an archive named "DCI-version-.zip" that includes DCI libraries for various COBOLs. The "iscbl" folder in the zip contains the libraries required by isCOBOL. In order to have the DCI connector library automatically loaded, copy dcic.dll to the isCOBOL's bin directory on Windows and copy libdcic.so to the isCOBOL's native/lib directory on Linux.

The DCI connector is the same as DCI in terms of configuration, library routines and troubleshooting. Refer to [Basic Configuration](#), [Library Routines](#) and [Troubleshooting](#) in the DCI documentation for more information.

The Micro Focus File Connector

The Micro Focus File Connector allows to work on Micro Focus indexed files by separating ISAM native access from java process.

The Micro Focus File Connector is available only in the 32-bit architecture, though the MFC executable can be called by both the isCOBOL 32-bit runtime and the isCOBOL 64-bit runtime.

The File Connector executable must be built by compiling a program to exe using the Micro Focus compiler. A special library is necessary for the compilation. The library is provided along with isCOBOL only for 32 bit platforms:

Platform	Import library
Linux /Unix	\$ISCOBOL/native/static/lib/ libctmf.a
Windows	%ISCOBOL%\native\static\lib\ ctmf.lib

The build process consists in the following steps:

1. create a source file named mfc.cbl and include the following code into it

```
IDENTIFICATION DIVISION.  
PROGRAM-ID. mfc.  
  
PROCEDURE DIVISION.  
MAIN SECTION.  
MAIN-PROGRAM.  
    call "myMain".  
STOP-RUN.  
STOP RUN.
```

2. put the source file in the same folder of the ctmf library and compile it with the following command:

Linux/Unix

```
cob -x mfc.cbl libctmf.a -o mfc
```

Windows

```
cobol mfc.cbl /case /litlink  
cbllink -Omfc.exe mfc.obj ctmf.lib ws2_32.lib oldnames.lib
```

Note - The above command has been tested on Micro Focus Net Express 5.0 bound to Microsoft Visual Studio 2005. Different Micro Focus and Visual Studio versions may require different import libraries referenced on the command line.

Usage

In order to make isCOBOL use the Micro Focus File Connector as file handler, the following setting must appear in the configuration:

```
iscobol.file.index=mfc
```

The mfc file handler runs the executable file mfc. If this file is not in the system Path, you can specify its full name by setting the `iscobol.file.connector.program.mfc` configuration property.

mfc requires a Micro Focus runtime installed in the system in order to work correctly. On Linux, `$COBDIR/bin` must appear in the system Path and `$COBDIR/lib` must appear in the system Library Path.

The Vision File Connector

The Vision File Connector allows to work on Acucobol-GT Vision files by separating ISAM native access from java process.

The File Connector executable must be built by rebuilding an Acucobol-GT runtime including a special library provided along with isCOBOL:

Platform	Import library
Linux /Unix	<code>\$ISCOBOL/native/static/lib/libctvision.a</code>
Windows	<code>%ISCOBOL%\native\static\lib\ctvision.lib</code>

The minimum Acucobol-GT version required to build the File Connector executable is 6.0.

Linux/Unix

The build process on Linux/Unix consists in the following steps:

1. retrieve the lib folder of your Acucobol-GT distribution
2. copy the *libctvision.a* library to that folder
3. edit the Makefile
 - a. remove any reference to *amain.o*
 - b. add *libctvision.a* to the items of the *runcbl* entry.
 - c. change *runcbl* to *vfc* as name of the output object

For example, the entry:

```
runcbl: amain.o $(SUBS)
$(CC) $(EXEC_LDFLAG) $(LDFLAGS) -o runcbl amain.o $(SUBS) libruncbl.a \
$(LIBS) $(SYS_LIBS) $(SYS_C_LIBS) $(EXTOBS) $(EXTLIBS)
```

will change to:

```
runcbl: $(SUBS)
$(CC) $(EXEC_LDFLAG) $(LDFLAGS) -o vfc $(SUBS) libruncbl.a \
$(LIBS) $(SYS_LIBS) $(SYS_C_LIBS) $(EXTOBS) $(EXTLIBS) libctvision.a
```

4. run the *make* command

Windows

The build process on Windows consists in the following steps:

1. retrieve the lib folder of your Acucobol-GT distribution
2. copy the *ctvision.lib* library to that folder

3. edit the file *mswinsub.c* as follows. Change the following part

```
/* windows_startup - this is called only when running under Microsoft */
/* Windows. It is passed the same parameters as WinMain - see the */
/* Microsoft documentation for details. Use this routine to register */
/* any window classes that you need. Return 0 if an error occurs and */
/* you need to shut-down, otherwise return 1. */

int
windows_startup(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine,
    int nCmdShow)
{
return 1;
}
```

to

```
extern int VFC_startup();

/* windows_startup - this is called only when running under Microsoft */
/* Windows. It is passed the same parameters as WinMain - see the */
/* Microsoft documentation for details. Use this routine to register */
/* any window classes that you need. Return 0 if an error occurs and */
/* you need to shut-down, otherwise return 1. */

int
windows_startup(HINSTANCE hInstance, HINSTANCE hPrevInstance, LPSTR lpCmdLine, int
nCmdShow)
{
    VFC_startup(lpCmdLine);
    return 0;
}
```

4. open the *wrun32* project with Visual Studio, add the *ctvision.lib* library to it and build the project.
5. Copy the generated *wrun32.dll* to the bin folder of isCOBOL or to another folder that comes before the Acucobol-GT bin directory in the %PATH%.
6. Copy *wrun32.exe* from the Acucobol-GT bin directory to the same folder where you copied *wrun32.dll* and rename *wrun32.exe* to *vfc.exe*.

Usage

In order to make isCOBOL use the Vision File Connector as file handler, the following setting must appear in the configuration:

```
iscobol.file.index=vfc
```

The *vfc* file handler runs the executable file *vfc*. If this file is not in the system Path, you can specify its full name by setting the [iscobol.file.connector.program.vfc](#) configuration property.

An *acushare* process (only on Linux/Unix) and a valid Acucobol-GT license are required for *vfc* to work.

The Vision File Connector reads configuration settings from the first applicable between:

- the system environment variables

- the file indicated by the A_CONFIG environment variable
- the file \etc\cblconfig (on Windows) or /etc/cblconfig (on Linux/Unix)

Consult Acucobol-GT documentation for details about configuration entries affecting the Vision file system.

DCI

The DBMaker's COBOL Interface (DCI) allows isCOBOL to work on the DBMaker RDBMS with a ISAM approach.

DCI is available for Windows and Linux platforms.

In order to associate the DCI file handler to your indexed files, the following setting must appear in the configuration:

```
iscobol.file.index=dc1
```

It's possible to associate only specific files to DCI. For example, the following configuration uses Jlsam for all indexed files, except for "file1" that is associated to DCI:

```
iscobol.file.index=jlsam
iscobol.file.index.file1=dc1
```

Indexed files can be associated to DCI also through the CLASS clause in the SELECT statement. E.g.

```
SELECT FILE1 ASSIGN TO FILE1-PATH
      ORGANIZATION INDEXED
      CLASS "com.iscobol.io.DynamicDCI"
      ACCESS MODE DYNAMIC
      RECORD KEY FILE1-KEY
      STATUS FILE-STATUS.
```

The DCI library (dci.dll on Windows and libdci.so on Linux) is required in the library path (%PATH% on Windows and \$LD_LIBRARY_PATH on Linux). The DBMaker public FTP repository (<ftp://ftp.dbmaker.com/pub/DBMaker/>) includes the setups of each DBMaker version. Among the setups there is an archive named "DCI-version.zip" that includes DCI libraries for various COBOLs. The "iscbl" folder in the zip contains the libraries required by isCOBOL. In order to have the DCI library automatically loaded, copy dci.dll to the isCOBOL's bin directory on Windows and copy libdci.so to the isCOBOL's native/lib directory on Linux.

You may find two different libraries: dci and dci_2016. The former is suitable for isCOBOL 2015 and previous versions, the latter is suitable for the latest isCOBOL versions.

Note - the DCI library is not thread safe. If you wish to use DCI in a application server environment like Tomcat or the isCOBOL Thin Client, then you should consider to rely on the [The DCI File Connector](#).

Basic Configuration

DCI requires EFD dictionaries in order to manage COBOL indexed files as DBMaker database tables. The dictionaries are generated by the Compiler if the `-efd` option is used.

DCI looks for the configuration file pointed by the environment variable DCI_CONFIG. The basic configuration is:

Configuration Entry	Meaning
DCI_DATABASE	Name of the DBMaker database to connect

Configuration Entry	Meaning
DCI_LOGIN	User name credential
DCI_PASSWD	Password credential
DCI_EFDPATH	Directory where EFD dictionaries are stored.

Example - the following configuration allows to connect to the default database DBSAMPLE5 with user SYSADM without password having the EFD dictionaries stored in the folder C:\myapp\efd:

```
DCI_DATABASE DBSAMPLE5
DCI_LOGIN SYSADM
DCI_EFDPATH C:\myapp\efd
```

Library Routines

Refer to [DCI](#) for the list of supported DCI library routines.

Troubleshooting

All the errors that can be mapped to a COBOL file status are mapped to a COBOL file status.

Other errors are returned as secondary code of the file status [9D](#).

The following table lists the most common ones:

Error code	Description
03	EFD dictionary not found.
5510	Invalid DCI connection handle.
5515	Mismatch between EFD and table structure.

Refer to the DBMaker [Error Reference and Message](#) manual for the complete list of error codes.

Where to go next

Refer to the [DCI Manual](#) from Casemaker for more information about the usage of DCI, including all the available configuration entries and library routines.

Btrieve

Btrieve is a transactional database software product based on Indexed Sequential Access Method (ISAM).

isCOBOL is able to interface Btrieve on Windows.

In order to associate the Btrieve file handler to your indexed files, the following setting must appear in the configuration:

```
iscobol.file.index=btrieve
```

It's possible to associate only specific files to Btrieve. For example, the following configuration uses Jlsam for all indexed files, except for "file1" that is associated to Btrieve:

```
iscobol.file.index=jsam  
iscobol.file.index.file1=btrieve
```

Indexed files can be associated to Btrieve also through the CLASS clause in the SELECT statement. E.g.

```
SELECT BTR1 ASSIGN TO BTR1-PATH  
      ORGANIZATION INDEXED  
      CLASS "com.iscobol.io.DynamicBtrieve"  
      ACCESS MODE DYNAMIC  
      RECORD KEY BTR1-KEY  
      STATUS BTR1-STATUS .
```

The wbtrv32 library (wbtrv32.dll) is required in the PATH.

The following features are not supported:

- Alternate collating sequence
- START WITH SIZE
- Transactions

Refer to the [Pervasive Documentation](#) for more information about the usage of Btrieve.

Chapter 7

Programming Guides

This book contains instructions for the interoperability between isCOBOL and external resources like RDBMS, Web Services and file system supporting the ExtFH interface.

JDBC

JDBC (short for Java DataBase Connectivity) is a Java API that enables Java programs to execute SQL statements. This allows Java programs to interact with any SQL-compliant database. Since nearly all relational database management systems (RDBMS) support SQL, and because Java itself runs on most platforms, JDBC makes it possible to write a single database application that can run on different platforms and interact with different RDBMS.

isCOBOL provides two ways to interact with RDBMS

- Database Bridge
- ESQL syntax

Both of them take advantage of JDBC.

In order to let isCOBOL interact with a RDBMS you need the proper JDBC driver. JDBC drivers are Java libraries (jar) that are usually supplied by the RDBMS vendor. Each RDBMS has its own drivers. The Java library must appear in the CLASSPATH and the driver class name must be specified by the `iscobol.jdbc.driver` configuration property.

In addition you must specify the connection url by setting the `iscobol.jdbc.url` property.

Once driver and url have been set, your program is able to connect to the RDBMS through JDBC.

Common Driver and URL settings

Driver and url settings are usually provided by database vendors through documentation and sample programs. For your convenience, this manual lists the settings for the most common RDBMS.

ODBC

The Java Runtime Environment (JRE) includes a JDBC-ODBC bridge that enables work on ODBC datasources. This driver is stored in `rt.jar` library in the JRE lib directory and therefore it's always available in the CLASSPATH.

This kind of approach is suggested only for databases that don't provide their own JDBC driver, such as Microsoft Access.

Note - This driver has been deprecated and it's no more available since Java 1.8.

Library:

```
rt.jar
```

Value for iscobol.jdbc.driver:

```
sun.jdbc.odbc.JdbcOdbcDriver
```

Value for iscobol.jdbc.url:

```
jdbc:odbc:<ConnectionString>
```

Where *ConnectionString* is determined by the ODBC driver you want to interface. A collection of ODBC connection strings is available at the site: <http://www.connectionstrings.com>.

The following sample url defines a connection string to a Microsoft Access database named test.mdb:

```
iscobol.jdbc.url=jdbc:odbc:;DRIVER=Microsoft Access Driver (*.mdb);DBQ=test.mdb;
```

Oracle

Library:

```
ojdbc7.jar
```

Note - the above driver is the one certified with Java 1.7 and Java 1.8. Previous Java versions require a different library. Consult the Oracle documentation for details.

Value for iscobol.jdbc.driver:

```
oracle.jdbc.OracleDriver
```

Value for iscobol.jdbc.url:

```
jdbc:oracle:thin:<Username>/<Password>@<ServerName>:<Port>:
```

Value for iscobol.jdbc.url when using a TNS:

```
jdbc:oracle:thin:<Username>/  
<Password>@(description=(address=(host=<ServerName>) (protocol=tcp) (port=<Port>)) (connect_data=(sid=<Sid>)))
```

Microsoft Sql Server

Library:

```
sqljdbc4.jar
```

Value for iscobol.jdbc.driver:

```
com.microsoft.sqlserver.jdbc.SQLServerDriver
```

Value for iscobol.jdbc.url:

```
jdbc:sqlserver://  
<ServerName>:<Port>;user=<UserName>;password=<Password>;DatabaseName=<DatabaseName>
```

NOTE - A third party pure java JDBC driver is also available for Microsoft Sql Server. Its name is JTDS and it can be found at the following website: <http://jtds.sourceforge.net>.

Library:

```
jtds-1.2.5.jar
```

Value for iscobol.jdbc.driver:

```
net.sourceforge.jtds.jdbc.Driver
```

Value for iscobol.jdbc.url:

```
jdbc:jtds:sqlserver://<ServerName>:<Port>/  
<DatabaseName>;user=<UserName>;password=<Password>
```

IBM DB2

Library:

```
db2jcc4.jar
```

Value for iscobol.jdbc.driver:

```
com.ibm.db2.jcc.DB2Driver
```

Value for iscobol.jdbc.url:

```
jdbc:db2://<ServerName>:<Port>/<DataBaseName>;user=<UserName>;password=<Password>;
```

Informix

Library:

```
ifxjdbc.jar
```

Value for iscobol.jdbc.driver:

```
com.informix.jdbc.IfxDriver
```

Value for iscobol.jdbc.url:

```
jdbc:informix-sqli://<ServerName>:<Port>/  
<DatabaseName>;informixserver=<Instance>;user=<UserName>;password=<Password>
```

MySQL

Library:

```
mysql-connector-java-5.1.43-bin.jar
```

Value for iscobol.jdbc.driver:

```
com.mysql.jdbc.Driver
```

Value for iscobol.jdbc.url:

```
jdbc:mysql://<ServerName>:<Port>/<DatabaseName>?user=<UserName>&password=<Password>
```

PostgreSQL

Library:

```
postgresql-42.1.4.jar
```

Note - the above driver is the one certified with Java 1.8. Previous Java versions require a different library. Consult the Postgres documentation for details.

Value for iscobol.jdbc.driver:

```
org.postgresql.Driver
```

Value for iscobol.jdbc.url:

```
jdbc:postgresql://<ServerName>:<Port>/  
<DatabaseName>?user=<UserName>&password=<Password>
```

Common JDBC connection errors

```
invalid jdbc driver <DriverName>
```

This error is returned when the class name you specified with iscobol.jdbc.driver property cannot be found in the CLASSPATH. Ensure that the JDBC driver library is listed in the CLASSPATH.

```
no suitable driver
```

This error is returned when the JDBC Driver cannot resolve the connection URL specified by iscobol.jdbc.url property. Double check the syntax of the URL and ensure that it follows the documented specifications.

ExtFH

The Callable File Handler, ExtFH, is a loadable file handling subsystem with an open architecture developed by Micro Focus. It can be used independently with a variety of programming languages, enabling you to create powerful file processing tools, as well as sophisticated database applications.

The Callable File Handler (ExtFH) enables programs to perform complex file operations that are not usually directly supported by your language syntax.

The main advantages provided by ExtFH are:

- Fast platform-independent file handling.
- Access to COBOL files by non-COBOL languages.

The ExtFH interface provides a way for applications to transparently access a file system such as DB2 and Oracle for record storage. In transaction processing environments, ExtFH is typically used to handle data access for batch programs.

You can also write your own file handler and run it in place of ExtFH, as long as it conforms to the interface defined by Micro Focus.

Using ExtFH from isCOBOL

isCOBOL's file handling mechanism is based on a pluggable architecture that allows any custom file handlers as described below.

isCOBOL also supplies a special set of classes that can interface any file handler compliant with the Micro Focus ExtFH interface, both 32 and 64 bit.

The EXTfH implementation must reside in a shared library, whose name is, by default, EXTfH (its file name will be libEXTfH.so on Unix-like systems and EXTfH.DLL on Windows). The name of the library can be changed by setting the following property in the configuration:

```
iscobol.extfh.libname=MyExtfhLib
```

The library must contain a function named EXTfH and must be built by the user linking the appropriate libraries for file handling with the Java native interface `com_iscobol_extfh_EXTfH.o` provided with isCOBOL.

For your convenience a Visual C project is installed on Windows along with isCOBOL, while a Makefile is provided for the other platforms. They are a good starting point to perform the link.

Along with the Java interface, another C module named `xfhname` is provided, both in source and object format. By modifying `xfhname` source code it is possible to change the name of the function EXTfH in order to avoid name conflicts.

```
extern void EXTfH (char* op, char* fcd);  
void (*extfhFunction)(char* op, char* fcd) = EXTfH;
```

ExtFH is a single interface for any type of file and, by default, it fully substitutes the standard file handler. isCOBOL permits the use of the ExtFH interface for each file type. Twelve classes are provided (six for 32 bit ExtFH and six for 64 bit ExtFH). The following settings must appear in the configuration in order to make isCOBOL use ExtFH for the specific file types.

(for 32 bit ExtFH)

```
iscobol.file.index=com.iscobol.extfh.ExtfhIndex  
iscobol.file.relative=com.iscobol.extfh.ExtfhRelative  
iscobol.file.sequential=com.iscobol.extfh.ExtfhSequential  
iscobol.file.linsequential=com.iscobol.extfh.ExtfhLineSequential  
iscobol.file.input=com.iscobol.extfh.ExtfhInput  
iscobol.file.output=com.iscobol.extfh.ExtfhOutput
```

(for 64 bit ExtFH)

```
iscobol.file.index=com.iscobol.extfh3.ExtfhIndex  
iscobol.file.relative=com.iscobol.extfh3.ExtfhRelative  
iscobol.file.sequential=com.iscobol.extfh3.ExtfhSequential  
iscobol.file.linsequential=com.iscobol.extfh3.ExtfhLineSequential  
iscobol.file.input=com.iscobol.extfh3.ExtfhInput  
iscobol.file.output=com.iscobol.extfh3.ExtfhOutput
```

A new C function has been implemented to help determine which files must be managed by ExtFH. It is an extension to ExtFH which can be used at run-time, that accepts a file name parameter and returns the file's organization. The prototype is shown below:

```
int isFileHandledByExtfh (char *path, int fileType);
```

Parameters:

path	the name of the file; this variable is 256 bytes long and can be changed by the function; in this case the modified name is passed back to the standard isCOBOL file manager, independently from the value returned by the function.
fileType	an integer whose content indicates the file type according to the following table: 1 TYPE_INDEX 2 TYPE_RELATIVE 3 TYPE_SEQUENTIAL 4 TYPE_LINE_SEQUENTIAL 5 TYPE_OUTPUT 6 TYPE_INPUT

If this function returns 0 it means that this file must be handled by isCOBOL while any other returned value means that this file must be handled through the EXTFH interface.

In the module xfhname a stub function that always returns 1 is supplied in order to work when the above extension is not required, so if this function is implemented with the EXTFH function, the stub must be removed.

If the property `iscobol.extfh.intrinsic_file_manager (boolean)` is set in the configuration, then the `isFileHandledByExtfh` function is invoked each time a file is opened. If it returns 0 then the isCOBOL file manager is called according to the standard configuration properties, otherwise the file will be handled through the EXTFH interface.

Accessing isCOBOL files from other languages through ExtFH

The ExtFH interface can also be used to access isCOBOL standard files from other programming languages.

The iscobolc library provided with isCOBOL exports the EXTfH function.

Other programming languages can access isCOBOL files by calling this function. There are two methods supporting this access:

- call EXTfH function that is exported by iscobolc dynamic library (iscoboc.dll on Windows platforms and libiscobolc.so on Unix platforms). (dynamic approach)
- link the iscobolc import library (iscobolc.lib on Windows and libiscobolc.a on Unix) into your program and then call the EXTfH function. (static approach)

Syntax

```
EXTfH (op_code, &fcd) ;
```

Parameters

op_code	hexadecimal byte specifying the operation code. The op_code 0006 (GetFileInfo) has the following limitations: <ul style="list-style-type: none">• it works only for indexed files;• the 'file dimension' returned is actually the number of active records multiplied the maximum record length;• no information about 'sparse' nor 'compression' is returned.
fcd	(File Control Description) 100-byte area that contains information about the file in use. The calling program must complete the appropriate fields in the FCD before calling ExtFH. After performing the specified operation, ExtFH completes the appropriate fields in the FCD before passing control back to the calling program.

Please refer to the ExtFH specifications for details about the two parameters.

ExtSM

The Callable Sort Module (ExtSM) is a standalone sort routine that enables you to sort and re-order data files. Its call interface enables you to take advantage of alternative sort modules that are usually faster than the default run-time system sort module and provide greater flexibility in sorting data.

The main advantages provided by ExtSM are:

- Use either quick sort or insertion sort techniques
- Choose ascending or descending key ordering
- Use an externally supplied collating sequence

Using ExtSM from isCOBOL

The ExtSM implementation must reside in a shared library, whose name is EXTSM (its file name will be libEXTSM.so on Unix-like systems and EXTSM.DLL on Windows).

You can make the runtime invoke ExtSM, instead of the internal sort module, for quicker execution of COBOL SORT and MERGE syntax in your program.

To use ExtSM, the following setting must appear in the configuration.

(for 32 bit ExtSM)

```
iscobol.sort=com.iscobol.extfh.ExtsmSort
```

(for 64 bit ExtSM)

```
iscobol.sort=com.iscobol.extfh3.ExtsmSort
```

Audit

An information technology audit (or information systems audit) is an examination of the management controls within an Information technology (IT) infrastructure. The evaluation of obtained evidence determines if the information systems are safeguarding assets, maintaining data integrity, and operating effectively to achieve the organization's goals or objectives.

isCOBOL's audit feature builds on top of the file redirect technology and allows COBOL developers to add logging on all I/O operations without source code modifications.

Installed items

The necessary tools are installed along with a working example in the sub directory *sample/audit* under the isCOBOL installation directory. The folder is structured as follows:

- The *copy* folder contains:
 - o *audit.cpy*: Copy of Procedure Division statements, contains the audit function
 - o *audit.wrk*: Copy of Working-Storage Section items, contains the audit variables
- The *data* folder contains the JISAM files. This is the folder that the *iscobol.file.prefix* configuration variable points to.
- The *fdsl* folder contains the FD and SL copybooks used by the audit feature:
 - o *auditlog.sl* and *auditlog.fd* describe the file that contains the audit information
 - o *auditfilesettings.sl* and *auditfilesettings.fd* describe the file that contains the audit settings for file operations
 - o *auditlogsettings.sl* and *auditlogsettings.fd* describe the file that contains the audit settings for user login/logout and the program execution information
- The *prg* folder contains the compiled programs and *tools.png*, that is the image used by the AUDITSETTINGS program. This folder should be added either to the Classpath or to the *iscobol.code_prefix*.
- The *source* folder contains the source code of the audit programs:

- o *AUDITLOG.cbl*: This program writes the file's audit information into the *auditlog* file. Call this program in a thread at the startup of your program. The copybook called *audit.cpy* includes a paragraph that starts the audit thread and another paragraph that retrieves the information from the AuditTrigger program using the communication between threads.
 - o *AUDITSETTINGS.cbl*: A graphical program to configure the audit settings.
 - o *AuditTrigger.cbl*: The trigger program. This program checks the audit settings and sends the requested operation data thru a thread message to the AUDITLOG program. This COBOL program generates a lot of java classes. The classes of this kind of program must be placed into the Classpath. The `code_prefix` will not work for the trigger programs.
- The *AUDITSAMPLE.cbl* program simulates your application. It shows how to start and stop the auditlog thread program, pass the name of the user to the audit program, load the audit settings from the file, trace the user login and logout, trace the start and the end of a program and call a cobol sub program.
- *IO-STATEMENTS.cbl* is a sub program called by AUDITSAMPLE. This program will generate a data file called IndexedFile.
- *iscobol.properties* is a configuration file that associates the file IndexedFile (the file generated by IO-STATEMENTS) to the AuditTrigger file handler.

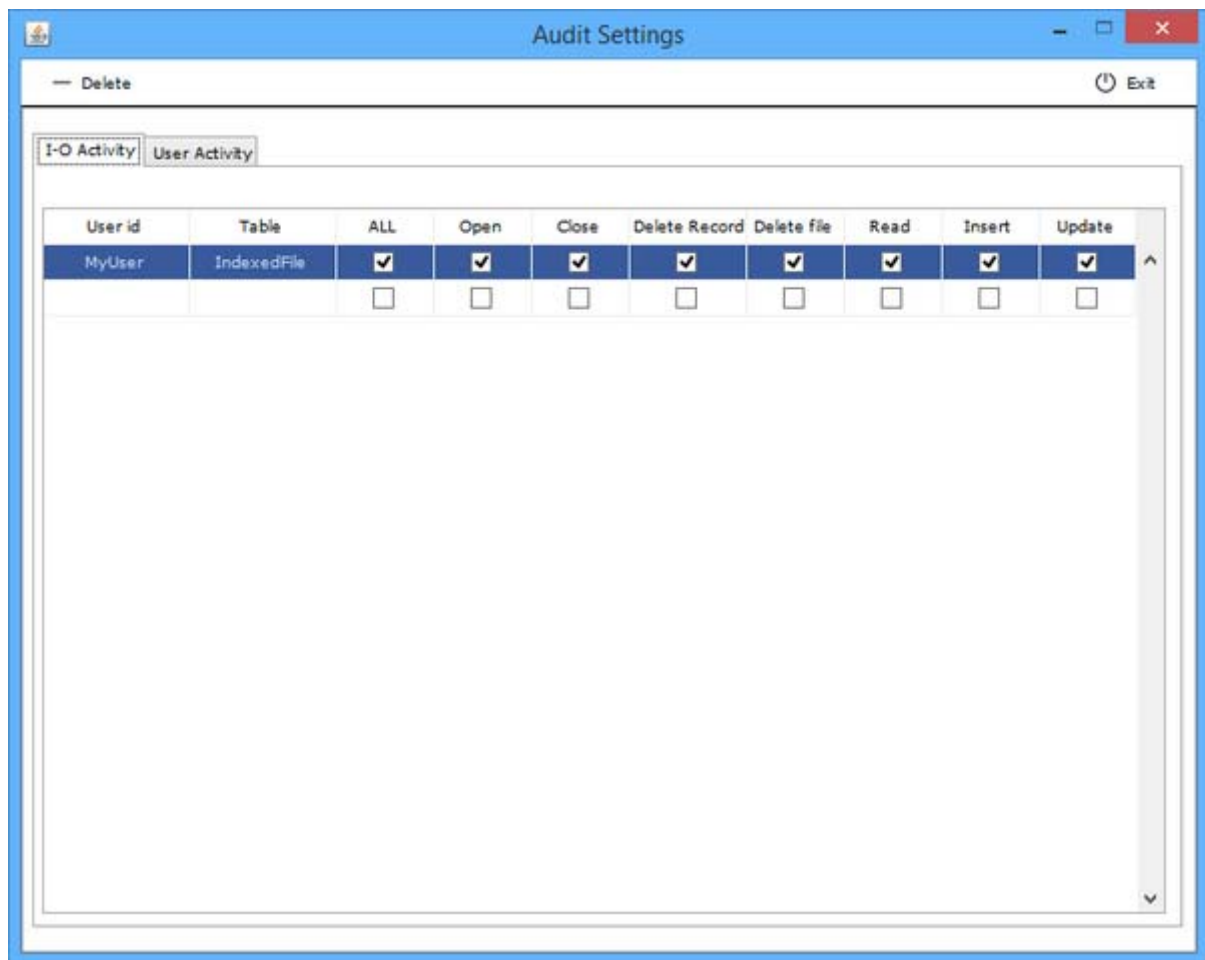
Follow the instructions in the README file to compile the COBOL programs and have them ready to be used.

Audit configuration

isCOBOL provides a graphical configurator for the audit feature. You can run it with the command:

```
isrun AUDITSETTINGS
```

The folder that includes AUDITSETTINGS.class (by default *sample/audit/prg*) should appear either in the Classpath or in the `iscobol.code_prefix`.



Using this tool you can easily activate or deactivate the logging of specific I/O operations and also choose which users will have their activity logged.

In the "I-O Activity" tab you can choose which file operation(s) to trace. Specify the name of the user as well as the name of the file. To trace all operation of a specific file click on "ALL" checkbox. If you want trace the operation on all file type "ALL" into the column "table"

The operations you can trace are:

Operation	Value stored into the auditlog file
Open	fo
Close	fc
Delete record	fd
Delete file	ff
Read (sequential and random)	fr
Write	fw

Operation	Value stored into the auditlog file
Rewrite	fx

In the "User Activity" tab you can choose to trace user access and program execution information. You will specify the name of the user.

The operations you can trace are:

Operation	Value stored into the auditlog file
Login	pi
Logout	po
Program start	ps
Program end	pe

How to use the audit feature

In order to activate the audit feature you create a separate thread that is responsible for logging the user activity on files according to the settings that you configured using the AUDITSETTINGS utility.

The necessary operations are provided in the *audit.cpy* copybook. You should include this copybook in your program and then invoke its paragraphs, as follows:

1. Start the thread in the AUDIT program:

```
perform START-AUDIT-LOG
```

2. Put the name of the user into the environment variable "userid", e.g.

```
move "MyUser"          to audit-user-logged
set environment "userid" to audit-user-logged
```

3. Load the AUDIT settings into a table from the *auditfilesettings* file:

```
perform LOAD-AUDIT-SETTINGS
```

4. Register the logon of the user according to the audit settings:

```
perform REGISTER-LOGIN
```

5. Register the start of the execution of a COBOL program according to the audit settings:

```
move "YourProgramName" to audit-prg-to-launch
perform REGISTER-PGM-START
```

6. Call your COBOL program:

```
call audit-prg-to-launch
```

7. Register the end of the execution of a COBOL program according to the audit settings:

```
perform REGISTER-PGM-END
```

8. Register the logout of the user according to the audit settings:

```
perform REGISTER-LOGOUT
```

9. Stop the execution of the thread of the auditing process:

```
perform STOP-AUDIT-LOG
```