

MVS TRADER V1R1M0

DEVELOPED FOR MVS 3.8j, TK3, TK4-, TK5, MVS/CE and other similar turnkey distributions. This product is free for use, modification and distribution as you see fit. Placed firmly in the public domain. Have at it.

NO WARRANTY FOR ANY PURPOSE IS ADVANCED OR PROVIDED!

IF IT BREAKS YOU OWN BOTH PIECES.

Greetings and a huge THANK YOU to the members of the DISCORD server Mainframe Enthusiasts.

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INSTALLATION INSTRUCTIONS

**BEFORE YOU BEGIN MAKE SURE YOU HAVE THE
LATEST BREXX/370 PACKAGE INSTALLED!**

This program was developed with
BREXX/370 V2R5M3 L01 (Apr 03 2024)

This program is distributed as a ZIP file containing these instructions, an XMIT file that needs to be uploaded to your MVS system, and a BREXX/370 script to perform the installation process.

Step 1.

Obviously, if you're reading this document, you've downloaded and unzipped the distribution archive. Given that, there's no good reason to describe that process now.

Connect to your MVS system using a 3270 emulator and log in as a privileged user such as HERC01, IBMUSER or whatever administrative account you've set up on your system.

Using IND\$FILE upload the **TRADER.INSTALL.XMI** file from the archive. Select a dataset name on your system as you wish, however I recommend the following:

'<hlq>.TRADER.XMIT'

where <hlq> is your user name. eg: '**HERC01.TRADER.XMIT**'

it's a good idea to use the apostrophes around the dataset name to specify a fully qualified dataset name.

DO NOT USE AN HLQ OF TRADER BECAUSE THE GAME ITSELF MUST INSTALL TO THAT HLQ. PLACE THESE TEMPORARY INSTALL DATASETS IN YOUR USER SPACE OR ANOTHER HLQ YOU CAN CONTROL.

BE SURE TO UPLOAD IT TO YOUR SYSTEM USING THE BINARY TRANSFER OPTION!!! IF YOU DON'T THIS WHOLE PROCESS WON'T COMPLETE PROPERLY.

Step 2:

Using IND\$FILE upload the INSTALL.BREXX file in the archive to a place in your user structure where you can place a BREXX/370 script. My personal preference is <hlq>.TEST.CNTL(INSTALL).

eg: 'HERCO1.TEST.CNTL(INSTALL)'

THIS FILE SHOULD BE UPLOADED AS TEXT, NOT BINARY!

UPDATE: The install script is now properly formatted as FB, 80 column. It is no longer necessary to allocate a PDS as VB/256.

Verify the two files have been uploaded properly. You should be able to read the text of the INSTALL SCRIPT.

Step 3:

While you are looking at the INSTALL script, find the section where it asks you to change your username and password. These can be found at approximately line 12 and 13. There's a big banner marking where it is. **BE SURE TO SAVE THE SCRIPT AFTER MAKING YOUR CHANGES.** In most cases, Autosave is turned on, so simply pressing F3 should do that, otherwise type SAVE in the command field, and press ENTER. Generally it's assumed that if you're installing this game, you have at least a rudimentary understanding of the editor on your system.

THE INSTALL SCRIPT NEEDS THIS INFORMATION TO PROPERLY EXECUTE THE JCL TO INSTALL MVS TRADER. Once the process is completed, you can delete the XMI, the installer PDS, and the INSTALL script if you're concerned about security.

Step 4

Before you start the install process, you should know where you want things to be installed. This game creates and maintains a fairly large VSAM dataset. You'll need a volume that has enough free space to hold it, and you'll need to provide the INSTALL script with that volume name. Additionally, if you want to specify a particular volume to hold the game itself, you will need to know that volume name as well.

The installer will create an HLQ of TRADER to hold the game system, and VSAM datasets. If you specify a volume for the game system, they will be placed on that volume. **You absolutely must specify a volume for the VSAM dataset even if it's the same volume you place the game system on.**

RUN THE INSTALLER

If you're in ISPF, or a full screen menu system, press F3 until you're back to a TSO Ready prompt.

Execute the installer for example, if you stored the INSTALL script in HERC01.TEST.CNTL(INSTALL) you would type

RX 'HERC01.TEST.CNTL(INSTALL)' and press ENTER

A full screen installer script will appear on your screen. Verify or change the information presented on each of these screens, and follow the instructions presented.

The XMIT unpacking panel

Vista TN3270 Session C

File Edit Font Transfer Macro Options Window Help

----- MVS TRADER INSTALLATION -----

UPLOADED XMIT: HERC01.TRADER.XMIT

OUTPUT DATASET: HERC01.TRADER.INSTALL

UPLOADED XMIT- Enter or accept the dataset you uploaded via IND\$FILE

OUTPUT DATASET- Enter the dataset name for the installation PDS, should be located in your user HLQ

INVALID DATASET NAMES WILL RESULT IN JCL ERRORS!

<PFK03> CANCEL <ENTER> NEXT

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This screen define both where to find the XMIT file that you uploaded. If you did not upload the file with the DSN of <hlq>.TRADER.XMIT, you must change it to the name you did upload. The output dataset is the DSN that will be created from the unpacked XMIT. You need to have write access to these datasets. Press ENTER to continue to the next screen, or PFK03 to cancel the installation.

```
Vista TN3270 Session C
File Edit Font Transfer Macro Options Window Help
[Icons] [Clear] [PA1] [PA2] [PA3] [Up/Down] [F1]

----- MVS TRADER INSTALLATION -----

After the initial upload is unpacked, the installation phase will
unpack MVS Trader into it's final destination with the HLQ of TRADER
You can specify a volume to store these datasets. Additionally, you
MUST specify a volume with sufficient space for the universe VSAM
dataset.

UNIT=  SYSDA

VOLUME= TRADER

VSAM VOLUME= TRADER

<PFK02> Show available volumes
<PFK03> CANCEL      <ENTER> NEXT

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```

This screen defines where the game source, and other datasets will be located, as well as where to create the VSAM dataset for the UNIVERSE (aka BIGBANG). When the installer first starts, it locates the volume with the most free space, and sets this volume as the default for BOTH.

If you wish to change these volumes, you can do so by typing the new VOLUME name in the appropriate space, or press PFK02 to show a list of available volumes with related data.

```

Vista TN3270 Session C
File Edit Font Transfer Macro Options Window Help
[Icons] Clear PA1 PA2 PA3 [Up/Down] [Print]

INSTALL ==> ROWS 00001/00017 COL 001 B01
VOLUME          FREE          DEVICE TYPE
Line commands: (S) set as source volume, (V) set as VSAM volume
*** ***** Top of Data *****
001 TS0001       92.8%         190   3390
002 TS0002       95.4%         191   3390
003 TS0003       84.3%         192   3390
004 PAGE00       14.3%         248   3350
005 SPOOL0        9.0%         249   3350
006 WORK01       87.6%         290   3390
007 WORK02      100.0%         291   3390
008 WORK03      100.0%         292   3390
009 WORK04      100.0%         293   3390
010 TK5001       76.5%         298   3390
011 TK5002       58.3%         299   3390
012 INT001       84.8%         380   3380
013 SOURCE       88.7%         381   3380
014 TRADER       99.8%         382   3380
015 TK5RES       52.7%         390   3390
016 TK5CAT       98.5%         391   3390
017 TK5DLB       56.2%         392   3390
*** ***** End of Data *****

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```

This screen shows you the volumes on your MVS system. Obviously some, like PAGE and SPOOL you shouldn't be messing around with, try to use a little good sense. In this instance, the WORK volumes should be fine. On my system I have a TRADER volume that would be a great candidate. Obviously you probably won't have that unless you've created and added a DASD as I have. If you wish, you can define both the SOURCE and VSAM volumes at this screen using line commands. **YOU CAN ONLY ISSUE ONE COMMAND AT A TIME!** Moving to the FIRST CHARACTER of the line number of the volume you wish to define, type S for the SOURCE volume and press ENTER, or type V for the VSAM volume and press enter. You can define them both, but on separate passes. S <ENTER> then V <Enter>. You'll notice that lines you've selected will be marked with yellow line numbers. When you're finished, press PFK03, and you will be taken back to the previous screen, with any defined changes shown. Press <ENTER> when you're satisfied with this information.

```
Vista TN3270 Session C
File Edit Font Transfer Macro Options Window Help
[Icons] [Clear] [PA1] [PA2] [PA3] [Up/Down] [Print]

ABOUT TO GENERATE AND SUBMIT JCL WITH THE FOLLOWING PARMS

SOURCE UPLOAD XMIT: HERC01.TRADER.XMIT
DESTINATION PDS:   HERC01.TRADER.INSTALL
UNIT SPEC:         SYSDA
DSET VOLUME:       TRADER
VSAM VOLUME:       TRADER

THE RESULTING GAME WILL BE INSTALLED WITH A FINAL
HLQ OF 'TRADER'.  A CLIST WILL BE PLACED IN
SYS2.CMDPROC(TRADER) TO ESTABLISH THE TSO COMMAND
'TRADER' (without quotes)

IS THIS CORRECT? ([Y]/N)

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```

This screen is a recap of the information you've provided. At this time you can select Y to continue, or N to cancel the installation. Once you press Y, the process begins with a few JCL jobs. Note, there will be pauses in the script to allow jobs to complete before the next one is initiated.

If nothing fails, you should be asked if you want to run the BIG BANG. This will create the UNIVERSE VSAM dataset; and it takes quite some time to execute. On my system, about 10 minutes. There will be a lot of screen activity while this takes place.

After completion of the BIG BANG process, you can type 'TRADER' at the TSO, READY prompt to start the game.

If at some point, you want to run the BIG BANG again, to start a new game, with a new universe layout, issue the following command at the TSO Ready prompt:

```
RX 'TRADER.SOURCE(UNIINIT)'
```

This will re-run the BIG BANG procedure again. Be aware it will erase the entire VSAM dataset and re-create it. YOU WILL LOSE ALL PLAYER DATA and the universe will be randomly established again. After running the BIG BANG any player data will be lost, and will be re-created at the first login to the game.

Playing with multiple characters?

Typically the game uses your LOGIN to establish your game character. If you want to play more than one character you can do so from the TRADER command. For example if your regular username is HERC01, typing TRADER from the TSO Ready prompt will associate the character with HERC01.

To use a different character, specify a different username. It does NOT need to be a valid system username. Whatever you wish is fine.

For example to associate a user KITTY with a character in the game, you do NOT need to set up an account KITTY in TSO. All you need to do is issue the following command:

TRADER USER(KITTY)

TRADER without the USER parameter will always use your User ID. If you enter a USER parameter, it will use whatever you put in parentheses. Probably best to be a properly formed User ID, even if it doesn't exist.

NOTE: If you use an established User ID, it will be perfectly happy to do that. For example, if you establish a character using `TRADER USER(HERC02)`; it will let you do it. However, if the user HERC02 runs the game, The same character will be associated. Be careful with this.

THIS GAME IS STILL UNDER DEVELOPMENT. SOME FEATURES ARE INCOMPLETE OR NON-EXISTENT.

Remember.... If it breaks, you own both pieces. Don't come crying to me about it. I'll try to help you get it running if you ask in the Mainframe Enthusiasts Discord server (Software Development). To find the invitation, look for the MOSHIX MAINFRAME channel on YouTube.

These videos are amazing, and if you're just starting out with mainframes, that's definitely the best place to start learning.