

MAP3270

Manual

Version 3.2.0

Issued 24-Jan-2024

A package to enable COBOL, PL/I(F) and Assembler programs to access 3270 terminals in full screen mode under TSO.

Summary of Changes V3.2.0

1. Revised this documents
2. Added sample JCL to the CNTL for compiling/assembling programs
3. Modified the T3270IO module to enable callers to change field attributes

MAP3270 V3.2.0 - Software Package to implement full screen
IO for IBM 3270 class terminals.

Copyright © 2024 Edward G Liss

This program is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

Please see <https://www.gnu.org/licenses/> for a copy of the GNU General Public License.

Table of Contents

Table of Figures.....	4
Introduction.....	6
Tables vs. Bounds.....	7
Installing MAP3270.....	7
Sample Programs.....	10
Dataset Naming Conventions.....	11
Creating a Panel.....	11
.attr section.....	11
.model section.....	13
.name section.....	13
.screen section.....	13
.table and .endtable.....	13
.var section.....	13
Creating a Panel.....	14
Compiling A Panel.....	16
Introduction.....	16
Special Note For Model 5 Screens.....	16
Running the Panel Compiler.....	16
Physical Map.....	17
Symbolic Map.....	18
Extended Attributes.....	19
Introduction.....	19
Compatability Note.....	19
Changing Map Generation Default.....	19
Calling the MAP3270 Interface.....	20
Introduction.....	20
Overriding Field Attributes.....	21

.....	23
Static vs Dynamic Calls.....	23
Sample Programs.....	24
COBOL.....	24
Assembler.....	24
PL/I(F).....	24
IOCBRC Values.....	25
Calling TTYRTN.....	25
Introduction.....	25
Static vs Dynamic Calls.....	28
Sample COBOL Program.....	28
Trouble Shooting.....	30
PL1LFCL proc not found.....	30
Run3270 abends with S806.....	30
UpperCase A and B disappear.....	30
Appendix 1 – Return Codes From TPUT.....	31
Appendix 2 - Return codes from TGET.....	32
Appendix 3 - Processing Tapes With MVS 38.j.....	33

Table of Figures

Figure 1 - MAP3270 datasets.....	8
Figure 2 - RUN3270 Clist.....	9
Figure 3 - Demo Screen.....	10
Figure 4 - MAP3270 default datasets.....	11
Figure 5 - Sample Panel.....	15
Figure 6 - Proc to compile a panel.....	16
Figure 7 - COBOL Symbolic Map.....	18

Figure 8 - TSTPAN Macro.....	20
Figure 9 - List of IOCBRC return codes.....	25
Figure 10 - COBOL Interface to TTYRTN.....	26
Figure 11 - Sample TTYCOB screen.....	27
Figure 12 - Sample COBOL Code.....	29

Introduction

Welcome to MAP3270. MAP3270 is a package to enable COBOL, PL/I(F) and Assembler programs to access 3270 terminals in full screen mode under TSO. Starting with V3.0.0, 3270 models 2, 3, 4 and 5 are supported. It is assumed that the reader has some knowledge of using IBM3270 type terminals or emulators. It is not assumed that the reader knows how to format the data streams for full screen operation.

The idea for MAP3270 was first conceived when I wanted/needed to generate some TSO utility programs that ran in full screen mode without having IBM ISPF available. ISPF is an IBM licensed product. ISPF allows panels to be defined using a text editor. ISPF panels are like drawings or markups of what the screen should look like. MAP3270 panels are very similar to ISPF panels (See Figure 1 on page 15).

How ISPF and MAP3270 panels are processed are different. Since ISPF is out of the scope here, it will not be discussed here any further.

The MAP3270 panels are compiled into physical and symbolic maps. The physical map is the template for the actual data stream that will be sent to the 3270. The symbolic map is to be included in your program. The MAP3270 software interfaces the physical and symbolic maps and requests the I/O with the 3270. Note that CICS has physical and symbolic maps. The concepts are the same but there is no compatibility between CICS and MAP3270 maps.

Interfacing your program to the 3270 is pretty straight forward. Your program will fill in the data fields in the symbolic maps, call the interface routine, retrieve the data from the symbolic map and process the data. It might sound too simple but basically that all there is to it.

MAP3270 has been tested using TK5 Hercules 4.6 using the Vista 3270 emulator running under Windows 10. Testing was also performed on a Raspberry PI 4b. Please note that Vista refers to



the 3270 emulator not to a version of Windows. Vista 3270 is stable and is the most accurate emulator I have used.

An additional component provided as part of MAP3270 is TTY3270. It provide a line based interface similar to the way TSO acts when you run a program with a file assigned to DA(*). The biggest difference is you don't keep getting the "****" at the bottom of each screen and the lines scroll up from the bottom not down from the top. TTYRTN was developed and implemented using MAP3270.

Version 2.1.0 introduced several new features and a couple of minor bug fixed. The fixes were originally release as “hot patch 1”. New features included extended attribute support (i.e. color, highlighting, etc). Version 2.2.0 introduces a new feature and some minor fixes. User defined field names are now limited to 28 characters vs. 6 in previous versions. The user can control what components are generated using the EXEC PARM=. Also, T3270IOP had an entry and an alias called T327IOP added so PL/I programs could do static calls.

Version 3.0.0 introduced support for IBM 3270 model 2, (24x80 screen), model 3 (32x80 screen), model 4 (43x80 screen) and model 5 (27x132 screen).

Version 3.1.0 introduced support for tables for COBOL and PL/1. Assembler has other methods to support tables and bounds. The MAP3270 and MAP32705 (panel compilers) are the only modules affected by this enhancement. The COBOL and PL/1 symbolic maps are generated differently. If you chose not to use tables, you should see no change in the symbolic maps.

Version 3.2.0 allows the application program to alter the attributes given in the physical map while the program is running. The Numeric/Alphanumeric, Protected/Unprotected and Bright intensity/Normal intensity to be altered. Note only the copy of the physical map in memory is affected.

Tables vs. Bounds

The new feature of the panel compiler is to generate an easier to code symbolic for repetitive data on the screen. A table is defined as 2 or more entire identical rows on the screen. The symbolic code is generated so the fields can be accessed using subscripts. A bound is defined as 2 or more portions of rows (i.e. a rectangular shape). Only one table can be defined but up to 10 bounds may be defined.

Installing MAP3270

For the balance of this document, all references to dataset names are based on the TK5 installation.

Runtime modules are stored in SYS2.LINKLIB. Which is on the TK5RES. All other datasets are prefixed with MAP3270 will be on the TK5002 volume. It is highly recommended that you do not make any changes to supplied members of the dataset starting with MAP3270. When ever an update is done to the package, these datasets will be replaced. It is highly suggested that any of your projects be in dataset on the TSOxxx or your own private volumes.

During the install process, the JCL will used the high level qualifier HERC01 to prefix all datasets. All datasets will be allocated on volume TSO001.

An older MAP3270 V2.x.x is pre-installed on distributions of TK4- version 8 and the original TK5. TK5 update 1 has V3.0.1 installed. Some of the executables are in 'SYS2.LINKLIB' and others are in

MAP3270.LOADLIB. All the other datasets required have the high level qualifier 'MAP3270.' For other distributions, the instructions may be followed unless TK4- is specifically mentioned.

This restore JCL is a full replacement of MAP3270. The restore JCL will delete the datasets and empty datasets will be created by the restore JCL. Please make sure that you will anything you may want to keep is copied.

The MAP3270-V3.2.0.zip is available in the down load area of groups.io. It is also available in github repository oldbuzzard54/Map3270-V3.2.0.

1. Download MAP3270-V3.2.0.zip. If you reading this, you probably did this already.
2. Extract MAP3270.XMI and RESTTK5.JCL from the ZIP archive. If you would rather use RECV370, extract the RESTOTHR.JCL from the ZIP archive.
3. Upload the MAP3270-V3-2-0.xmi to MVS as MAP3270.XMI using a BINARY transfer.
4. If you are using TK5, edit RESTTK5.JCL. If you may want to change all the default userid HERC01 and volume TSO001.
5. If you are NOT using TK5 or want to use RECV370, edit RESTOTHR.JCL. If you may want to change all the default userid HERC01 and volume TSO001.
6. Submit the RESTxxxx.JCL.
7. The following 11 datasets will be created:

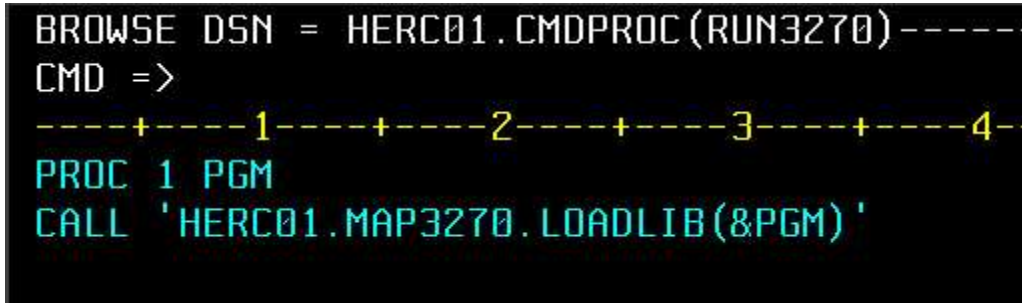
userid.MAP3270.ASM
userid.MAP3270.CNTL
userid.MAP3270.COB
userid.MAP3270.MACLIB
userid.MAP3270.MAP
userid.MAP3270.PANEL
userid.MAP3270.PANEL5
userid.MAP3270.PLI
userid.MAP3270.SOURCE
userid.MAP3270.SOURCE5
userid.MAP3270.LOADLIB

Figure 1 - MAP3270 datasets

The restore JCL will delete these dataset New empty datasets will be created by the restore JCL.

8. If the restore job executed with CC 0000 for all steps, you may now continue. Otherwise the problem must be resolved before you continue.
9. If you are using TK5, submit the JCL in userid.MAP3270.CNTL(UPGRTK5). This will commit the upgrade to the TK5 system datasets.
10. If you are NOT using TK5, you may need to change the JCL in userid.MAP3270.CNTL(UPGRTK5) to correctly install MAP3270.

11. If you do not have a HERC01.CMDPROC, you can create RUN3270 in SYS1.CMDPROC. This sets up the customized logon. If you do not have a HERC01.CMDPROC, you can create RUN3270 in SYS1.CMDPROC. This will allow you to use the TSO command RUN3270 pgm.



```

BROWSE DSN = HERC01.CMDPROC(RUN3270) -----
CMD =>
-----+-----1-----+-----2-----+-----3-----+-----4-----
PROC 1 PGM
CALL 'HERC01.MAP3270.LOADLIB(&PGM)'

```

Figure 2 - RUN3270 Clist

12. This should complete your manual portion. Logoff and logon to complete the install.
13. MAP3270 is ready to use now as is. Note – JCL is included to regenerate the MAP3270 system. It is not necessary to regenerate the package. Regeneration is optional.
14. This step is required only if you intend to run PL/I(F) programs under TSO. PL/I (F) requires that a SYSPRINT file be allocated. Any program compiled with PL/I(F) will simply return to READY if the SYSPRINT file is not allocated. Normally, you only need to do this once per TSO session. At the READY prompt, enter one of the following:
- ALLOC F(SYSPRINT) DA(*) (recommended)
 - ALLOC F(SYSPRINT) DA(somedsn) ('NULLFILE' works but not advised)
15. At the READY prompt, type the following. You will see something like Figure 3 - Demo Screen on page 10.

RUN3270 ADEMO

PRESS PF3 TO EXIT		PRESS PF12 TO CLEAR INPUT	
JUSTIFY NAME AND ADDRESS DEMO FOR MAP3270			
FIRST NAME	MIDDLE INIT	LAST NAME	
HOUSE NUMBER	STREET	APT	
MORE ADDRESS			
CITY	STATE	ZIP CODE	
JUSTIFIED NAME	ADDRESS		
COLORS UNPROTECTED ALPHA	NORMAL	BRIGHT	
COLORS PROTECTED ALPHA	NORMAL	BRIGHT	
COLORS UNPROTECTED NUMERIC	NORMAL	BRIGHT	
COLORS PROTECTED NUMERIC	NORMAL	BRIGHT	
.....			
.....			

Figure 3 - Demo Screen

Sample Programs

There are sample programs for model 2 (24 x 80) in COBOL, Assembler and PI/I(F) included. The source code can be found in userid.MAP3270.SOURCE. The names are ADEMO, CDEMO, MDEMO and PDEMO. I suggest you try running at least one of them to verify that your install is complete and correct. MDEMO is an example of a program using multiple maps and extended attributes.

There are sample programs for models 2,3 and 4. The names are M2DEMO, M3DEMO and M4DEMO.

There are sample programs for model 5. The names are CDEMO5, PDEMO5 and MDEMO5.

Dataset Naming Conventions

During installation, the following PDS datasets were created.

Userid.MAP3270.PANEL	This is suggested place to store your panels
Userid.MAP3270.PANEL5	This is suggested place to store your model 5 panels.
Userid.MAP3270.MAP	This is where the assembler code for the physical map is generated.
Userid.MAP3270.MACLIB	This is where the macros used to assemble the map are stored.
Userid.MAP3270.LOADLIB	This is where the executable load modules are stored.
Userid.MAP3270.ASM	This is where the symbolic maps for assembler are generated into.
Userid.MAP3270.COB	This is where the symbolic maps for COBOL are generated.
Userid.MAP3270.PLI	This is where the symbolic maps for PL/I are generated.
Userid.MAP3270.CNTL	This is jcl to compile the entire MAP3270 package.
Userid.MAP3270.SOURCE	This is where the source code for the compiler and demo programs. Model 5 specific code is in SOURCE5.
Userid.MAP3270.SOURCE5	

Figure 4 - MAP3270 default datasets

Creating a Panel

Panels are created using a TSO editor that support unnumbered files. A full screen editor such as FSE or RPF is the best to use. The dataset containing the panel should be fixed 80 bytes and unnumbered. It is recommended that you use a PDS. For model 5 panels, the PDS to hold the panels should be fixed 132 bytes and unnumbered.

Figure 5 - Sample Panel (see page 15) is a sample of what a panel definition looks like. This is the actual panel definition for the demo programs included in this package – ADEMO, CDEMO, and PDEMO (See page 10).

Note that a panel definition consists of control statements and definition statement. If column 1 is a dot (.), the line is a control statement. Anything else is a definition statement.

A control statement starts with a dot (.) is column 1 followed by a key word. There are 4 controls statements the attr, name, screen, and vars.

.attr section

The .attr starts the definition of the 3270 attributes. Each attribute consists of a single character, except for a dot. This would indicate a control statement.

The syntax of an attribute definition is:

1. The attribute character in col 1
2. A series of traits separated by commas starting in column 3. Traits are scanned from left to right. If there are conflicting traits are specified, the right most trait is what is used.
3. Comments starts after the second space.

The following is a list of traits.

Basic Traits

ALPHA	Field will contain alphanumeric data
NUM	Field will contain only numeric data
UNPROT	Field is unprotected – user can enter data in the field
PROT	Field is protected – user cannot enter data in the field
BRIGHT	Field is highlighted
NORMAL	Field is normal intensity
DIM	Field is dark
TITLE	This is field that is defined in the physical map only.

Supported Color Traits

This following lists all of the colors supported by MAP3270. Of course you 3270 emulator must support them for them to work.

DEFAULT	GREEN	BLACK	PGRN (pale green)
BLUE	TURQ (turquoise)	DBLUE (dark blue)	PTURQ (pale turquoise)
RED	YELLOW	ORANGE	GREY
PINK	WHITE	PURPLE	NEUTRAL

Supported Highlighting Traits

The following lists all off the supported highlighting options:

BLINK	REVERSE	ULINE (Underline)
-------	---------	-------------------

The first attribute is being defined as an underscore. The next positional keywords define the trait as ALPHA and protected with normal intensity (by default). This means the alphanumeric data in the field cannot be changed by the user.

The next attribute is the % characted. It represents a numeric, unprotected, normal intensity field. This means only numeric data can be entered into the field. The remainder of the line is a comment.

All fields except those identified as TITLE are made available to the calling program. TITLES are defined in the physical map but not in the symbolic map. In other words, the program cannot change a title.

.model section

The .MODELx declares the intended model of the target terminal. X must be 2, 3, 4 or 5. If the .MODEL is omitted, the default for model is 2 (24 lines by 80 columns). Model 3 is 32 lines by 80 columns and model 4 is 43 lines by 80 columns, Model 5 is 27 lines by 132 columns.

.name section

The .NAME= allows you to specify what name should be used for the panel.

.screen section

The .screen start the definition of the actual fields to be on the panel. A field consists of an attribute followed by one or more characters and ends at next attribute character or end of line.

In Figure 1, the line immediately after the .screen defines 3 fields; the first is a series of blanks starting with the

1. @ in column 1 and extends to the character before the next @,
2. the second is the text "PRESS PF3 TO EXIT" and extends to the next @
3. and the 3rd is PRESS PF12 T CLEAR THE INPUT and ends at the end of the line.

On the actual 3270 display, attributes are always displayed as a blank.

.table and .endtable

Sometimes a screen will require a series of rows be the same. An example of this is a selection screen where several row will be in the same format. The .table/endtable allows you to indicate a group of rows that are to be the same format. In MAP3270 V3.0.0 and before, to populate the rows, code would be written to populate the fixed names one by one. In MAP3270 V3.1.0, COBOL and PL/1 symbolic maps are generated with table overlays. This enables programs to use subscripts to access the fields of the screen table. Fields are traditionally named as R##C##. With a table, the names are RXXC## and subscripts are required to access the fields..

.var section

The .var defines how user defined variables are to be map to more meaning full names. By default, field names are generated in the format RxxCyy (RxxCyyy for model 5), where xx is the row and yy (yyy) is the column. The first Field is assigned the default name of R05C15 because it start on row 4, column 15. The var section allows you to assign a more symbolic name. In this example R05C15 is equivalent to FNAME. Now you can use FNAME in your program rather than R05C15. In V2.2.0, the names can be up to 28 characters. If you use the '-' or '_' character in your names, they will be translated for the

language being generated. For example, you define FIRST-NAME and you generate PL/I, the name would be changed to FIRST_NAME but kept as FIRST-NAME for COBOL.

Note that with tables, the RXXC## cannot be overridden via a .var item.

Creating a Panel

The best way to create a panel is to use an editor to define a

1. mock up of what the screen should look like.
2. figure out what characteristics each field should have.
3. define attributes characters for each field

Using figure 1 as an example, the screen was mocked up using a text editor.

Now, go thru the screen and decide what you want the end user to do with a field. Some fields like "PRESS PF3 TO EXIT" and FIRST NAME are fixed and should not be changed. Fields like this are called titles. In our example, in the attr section, we defined a the "@" as a TITLE. Titles only display on the screen and are not accessible to the program. Now we can go thru the mock up and put the @ in front of the first character of each title.

```

BROWSE DSN = HERC01.MAP3270.PANEL(DEMOPAN)-----Col 001,line 0000001
CMD => _
-----+-----1-----+-----2-----+-----3-----+-----4-----+-----5-----+-----6-----+-----7-----+-----
.ATTR
_ ALPHA,PROT
% NUM,UNPROT SO IT THIS
: ALPHA,UNPROT,BRIGHT
$ NUM,PROT THIS IS A COMMENT
@ TITLE
.NAME=DEMOPAN
.SCREEN
@                @PRESS PF3 TO EXIT                @PRESS PF12 TO CLEAR INPUT
@
@                @JUSTIFY NAME AND ADDRESS DEMO FOR MAP3270
@
@ @FIRST NAME:.....@ @MIDDLE INIT:..@ @LAST NAME:.....@
@
@ @HOUSE NUMBER:.....@ @STREET:.....@ @APT:.....@
@ @MORE ADDRESS:.....@
@ @CITY:.....@ @STATE:..@ @ZIP CODE:.....@
@
@
@
@

BROWSE DSN = HERC01.MAP3270.PANEL(DEMOPAN)-----Col 001,line 0000022
CMD => _
-----+-----1-----+-----2-----+-----3-----+-----4-----+-----5-----+-----6-----+-----7-----+-----
@JUSTIFIED NAME _.....
@ @ADDRESS _.....
@ _.....
@ _.....
@ _.....
@ _.....
@
@
_.....
_.....
_.....
.VARS
R05C15=FNAME
R05C45=MNAME
R05C59=LNAME

```

Figure 5 - Sample Panel

Compiling A Panel

Introduction

Once the panel “drawing” is complete, it is time to compile it into physical and symbolic maps. The MAP3270 compiler reads in the panel “source” code and produces a physical map, which is an assembler equivalent, and an assembler, Cobol, and PL/I symbolic maps. The symbolic map is the code you insert in you program. This is the area that passes data to and from the screen.

The physical map is assembler code which you compile and link edit like any other assembler program. The symbolic maps are copied or included into you application program.

Special Note For Model 5 Screens

Due to the wide nature of model 5 screens, a separate compiler (MAP32705) is used instead of MAP3270. Overall, if a member name ends in a 5 (i.e. MAP32705), that member is specific to model 5 screens. Any reference to MAP3270 can be applied to MAP32705 unless explicitly excluded.

Running the Panel Compiler

A proc is supplied for running MAP3270. Figure 6 - Proc to compile a panel – can be used as an inline proc or can be copied to your proclib (SYS1.PROCLIB or SYS2.PROCLIB).

```

BROWSE DSN = HERC01.CLE.DISTRO.CNTL(MAP3270P)-----Col 001, line
CMD =>
-----+-----1-----+-----2-----+-----3-----+-----4-----+-----5-----+-----6-----+-----7-----
//MAP3270 PROC PAN=,
//          LIB='HERC01.MAP3270.LOADLIB',
//          SOUT='*',
//          QUAL='HERC01.MAP3270'
//MAP3270 EXEC PGM=MAP3270,REGION=1024K
//STEPLIB  DD DSN=&LIB,DISP=SHR
//          DD DSN=SYS1.PL1LIB,DISP=SHR
//SYSPRINT DD SYSOUT=&SOUT
//MAP      DD DSN=&QUAL..MAP(&PAN),DISP=SHR
//ASM      DD DSN=&QUAL..ASM(&PAN),DISP=SHR
//COB      DD DSN=&QUAL..COB(&PAN),DISP=SHR
//PL1      DD DSN=&QUAL..PLI(&PAN),DISP=SHR
//SYSIN    DD DSN=&QUAL..PANEL(&PAN),DISP=SHR
//*
//ASM      EXEC PGM=IFOX00,PARM='OBJ,NODECK',REGION=128K,
//          COND=(16,LT,MAP3270)
//SYSLIB   DD DSN=&QUAL..MACLIB,DISP=SHR
//SYSPUT1  DD DSN=&SYSPUT1,UNIT=SYSPER,SPACE=(1280,(500,100))

```

Figure 6 - Proc to compile a panel

To compile a panel, use the following JCL:

```
//HERC01M JOB MSGLEVEL=(1,1),CLASS=A,MSGCLASS=A,NOTIFY=HERC01  
//S1 EXEC MAP3270,PAN=DEMO2PA
```

This jcl will compile a panel called DEMO2PA into the standard map datasets as well as generate the physical map. In V2.2.0 (and later), the assembler, COBOL and PL/I items as well as the physical map will be generated by default. To specify which components you want generated, use the EXEC

```
//S1 EXEC MAP3270,PAN=DEMO2PA,PARM.MAP3270='ASM,COB,PLI,MAP'
```

The valid items are ASM, COB, PLI, MAP, NOASM, NOCOB, NOPLI, and NOMAP. They can be listed in any order as long they are separated by commas.

By default, the listing produced by the assembler step will generate everything (i.e. no PRINT op).. If the assembler you are using supports SYSPARM and you want a "PRINT" statement (i.e. PRINT NOGEN) included, use this JCL:

```
//HERC01M JOB MSGLEVEL=(1,1),CLASS=A,MSGCLASS=A,NOTIFY=HERC01  
//S1 EXEC MAP3270,PAN=DEMO2PA,PARM.ASM='OBJ,NODECK,SYSPARM=NOGEN'
```

The SYSPARM will cause the TSECT macro to generate a "PRINT NOGEN" statement.

For Model 5 screens, add m=5 to the exec statement.

```
//HERC01M JOB MSGLEVEL=(1,1),CLASS=A,MSGCLASS=A,NOTIFY=HERC01  
//S1 EXEC MAP3270,PAN=DEMO2PA,M=5
```

Physical Map

The physical map is assembler code generated into the .MAP dataset.

Symbolic Map

```

BROWSE DSN = HERC01.MAP3270.COB(DEMOPAN)-----Col 001, line 0000001
CMD => _
-----+-----1-----+-----2-----+-----3-----+-----4-----+-----5-----+-----6-----+-----7-----+-----
** GENERATED BY MAP3270 V2.0.0 ON 100108 AT 052704700      0000010
01  DEMOPAN-PARM.      0000020
    05  DEMOPAN-NAME      PIC X(8) VALUE 'DEMOPAN'.      0000030
    05  FILLER            PIC S9(8) COMP VALUE ZERO.      0000040
    05  DEMOPAN-RET      PIC S9(4) COMP.      0000050
    05  DEMOPAN-AID      PIC X.      0000060
    05  DEMOPAN-SBA      PIC XX.      0000070
    05  FILLER            PIC X.      0000080
    05  FNAME.           0000090
        10  FNAME-C      PIC X(81) VALUE ' '.      0000100
        10  FNAME-L      PIC S9(4) VALUE +15 COMP.      0000110
        10  FNAME-D      PIC X(15) VALUE      0000120
        '.....'      0000130
    05  MNAME.           0000140
        10  MNAME-C      PIC X(81) VALUE ' '.      0000150
        10  MNAME-L      PIC S9(4) VALUE +1 COMP.      0000160
        10  MNAME-D      PIC X(81) VALUE ' '.      0000170
    05  LNAME.           0000180
        10  LNAME-C      PIC X(81) VALUE ' '.      0000190
        10  LNAME-L      PIC S9(4) VALUE +19 COMP.      0000200
        10  LNAME-D      PIC X(19) VALUE      0000210

```

Figure 7 - COBOL Symbolic Map

The MAP3270 system supports Assembler, COBOL and PL/I(F) programs. I will use COBOL as the demo but the process is the same for all.

First, you must use a COPY statement (INCLUDE for PL/I) to define the map to you program as well as copy the predefined AIDCODES. Using figure 2 as a guide, the name DEMOPAN-NAME has the value DEMOPAN. This is the name specified in the .NAME= field.

DEMOPAN-RET is the RETURN-CODE derived by the interface program.

DEMOPAN-AID is the AID (attention id key code). This is a one character code that represents the key that started the action (i.e. Enter, PFK01, etc.). All of the possible AID codes are defined in the copy member AIDCODES.

DEMOPAN-SBA is the address of the cursor when the AID key is pressed. Each character positions on the screen has a unique address. This field contains the row and column of the cursor. If you want code to code/decode the SBA address, Jay Moseley has one available for download at:

<http://www.jaymoseley.com/hercules/miscpgms.htm#Translate3270BufferAddresses>

Now the layout repeats. Each of the items represents a field = FNAME, MNAME, LNAME.

For writing to the screen:

1. The –C field is used to indicate where the cursor is to be placed when a write takes place. The last –C field with a value of X (scanning from top to bottom, left to right) gets the cursor. This is also where the attribute overrides are passed along.
2. The –L indicates the length of the field. Normally you do not change this value.
3. The –D contains the actual data to be sent to the screen.

After reading from the screen:

1. The –C field is set to space.
2. The –L indicates the length of the field. Normally this value is not changed.
3. The –D contains the actual data that was entered into the screen.

Extended Attributes

Introduction

The addition of extended attributes allows the use of colors and highlighting. All 16 colors are supported as well as underlining, blinking and reverse video. No modifications to existing panels need to be made.

Compatibility Note

The 3270 manuals describe the standard way to format the datastream. There is an incompatibility with MVS 3.8j that results in data being interpreted as attributes. For this reason, MAP3270 has the option of generating standard vs MVS 3.8j compatible maps. Since this package is intended for the Tur(n)key 3.8j system, the default is MVS 3.8j. There are two ways to generate “standard” 3270 datastreams, One is to change the default value on the TSTPAN macro. The other is to add the standard option to the TSTPAN in your .MAP.

See the “.attr section” on page 11 for a list of all the traits.

Changing Map Generation Default

To change the default code generation mode, simply edit the TSTPAN macro (see Figure 8 - TSTPAN Macro on page 20).

```

BROWSE DSN = HERC01.MAP3270.MACLIB(TSTPAN)-----Col 001,lin
CMD => _
-----+-----1-----+-----2-----+-----3-----+-----4-----+-----5-----+-----6-----+-----7-----
MACRO
&NAME      TSTPAN &OSVER=B
.*****
.*
.*  TSTPAN - START THE DEFINITION OF A 3270 PANEL.  GLOBAL OPTIONS
.*  ARE SPECIFIED HERE AS WELL.
.*  CURRENT GLOBAL OPTIONS:
.*      &ZOSVER  THIS CONTAINS THE VERSION MVS THE MAP SHOULD BE
.*               GENERATED FOR.  SOME VERSIONS OF MVS DO NOT SUPPORT
.*               THE EXTENDED ATTRIBUTES CORRECTLY.
.*               THIS VALUE IS CODED
.*               A = STANDARD VERSION PER 3270 MANUALS.
.*               B = MVS 3.8J EXTENDED ATTRIBUTES ARE NOT SUPPORTED
.*               PER 3270 MANUALS.
.*
.*
.*

```

Figure 8 - TSTPAN Macro

To change the default generation code, edit the TSTPAN macro and the string "&OSVER=B" to "&OSVER=A".

Calling the MAP3270 Interface

Introduction

Using the MAP3270 interface is basically the same for all three supported languages. A parameter block is created (called an I/O Control Block) and a call to the MAP3270 interface is made. The default name created during installation is T3270IO. If you going to use PL/I, the default name is T327IOP.

In version 2.2.0 and later, after each call to the interface, the variable IOCBRC should be tested for a non-zero value. A non-zero IOCBRC indicates a problem was encountered and allows the application to handle it. Previous versions displayed any problems on the system console and abended with code U3270.

First, an 'open' call must be made to the interface T3270IO. This is done by setting the IOCBFUNC to 'STRT' and calling T327IO. This initializes the MAP3270 interface. The screen size is returned in IOCBROWS and IOBCOLS. It is suggested that these be checked to see if the panel size is compatible with the terminal. In other words, check to make sure that if you app is set up for 43 rows but the terminal only 24 rows, that you can gracefully shut down your app.

Next, an 'IO ' call must be made to the interface T3270IO to perform an I/O. Actually it is an Output/Input call.

When the program is ending, a 'END ' call must be made to the interface T3270IO.

T3270IO takes the data from the symbolic map and moves it into the physical map. The physical map is sent to the 3270. Upon return, the data stream received from the 3270 is mapped into the symbolic map and control returns to the caller.

Overriding Field Attributes

A field's attributes can be over ridden by an application while it is running. Once an override is made, it is used until another call that overrides the attribute is made.

A "copy item" is included for COBOL, PL/I and Assembler program.

```

HERCEL.MAP3270.COPYCOB(WCCOVRDS) 01.02-----
                                                    BNDS 001,072 SCRL CSR
*****
* WCCOVRDS - DEFINES WCC OVERRIDE CODES
*
* NOTE-THERE IS A PL/I VERSION OF THIS AS WELL.
*
* EACH OF THE BITS IN THE WCC (WRITE CONTROL CHARACTER) HAVE A
* SPECIFIC MEANING TO THE TERMINAL. THE VALUES CHOSEN FOR
* ITEM SO WHEN ADDED TOGETHER, A VALID BIT PATTERN IS SET FOR
* USING TO OVERRIDE THE WCC IN THE PHYSICAL MAP.
*
* TO USE, ADD THE DESIRED ATTRIBUTE GIVING WCC-SUM. THEN
* MOVE THE WCC-OVERRIDE TO THE CURSOR FLAG FIELD (-C ITEMS IN
* THE SYMBOLIC MAP.
*
* EXAMPLE: FOR A BRIGHT PROTECTED ALPHABETIC ITEM,
*
* ADD WCC-BRIGHT WCC-PROTECTED WCC-ALPHA
* GIVING WCC-SUM.
* MOVE WCC-OVERRIDE TO ???-C.
*
*****
01 WCC-OVERRIDES.
05 WCC-DEFINITIONS.
10 WCC-NORMAL PIC 9(4) COMP SYNC VALUE 0.
10 WCC-BRIGHT PIC 9(4) COMP SYNC VALUE 1.
10 WCC-ALPHA PIC 9(4) COMP SYNC VALUE 0.
10 WCC-NUMERIC PIC 9(4) COMP SYNC VALUE 2.
10 WCC-UNPROTECTED PIC 9(4) COMP SYNC VALUE 0.
10 WCC-PROTECTED PIC 9(4) COMP SYNC VALUE 4.
10 WCC-SET-CURSOR PIC 9(4) COMP SYNC VALUE 8.
05 WCC-SUM PIC 9(4) COMP SYNC.
05 FILLER REDEFINES WCC-SUM.
10 FILLER PIC X.
10 WCC-OVERRIDE PIC X.
*****

```



```

HERCEL.MAP3270.COPYASM(WCCOVRDS) 01.04-----
                                           BNDS 001,072 SCF
*****
*
* WCCOVRDS - DEFINES WCC OVERRIDE CODES
*
* NOTE-THERE IS A COBOL AND PL/I VERSION OF THIS AS WELL.
*
* EACH OF THE BITS IN THE WCC (WRITE CONTROL CHARACTER) HAVE A
* SPECIFIC MEANING TO THE TERMINAL. THE VALUES CHOSEN FOR
* ITEM SO WHEN ADDED TOGETHER, A VALID BIT PATTERN IS SET FOR
* USING TO OVERRIDE THE WCC IN THE PHYSICAL MAP.
*
* TO USE, ADD THE DESIRED ATTRIBUTE GIVING WCC-SUM. THEN
* MOVE THE SUM TO THE CURSOR FLAG FIELD (C) ITEMS IN
* THE SYMBOLIC MAP.
*
* EXAMPLE: FOR A BRIGHT PROTECTED ALPHABETIC ITEM,
*
* MVI ?C,WCCB+WCCA+WCCP
*
*****
WCCS EQU B'00000000' STANDARD BRIGHTNESS
WCCB EQU B'00000001' BRIGHT
WCCA EQU B'00000000' ALPHABETIC
WCCN EQU B'00000010' NUMERIC
WCCU EQU B'00000000' UNPROTECTED
WCCP EQU B'00000100' PROTECTED
WCCSC EQU B'00001000' SET CURSOR
*****

```

```

HERCEL.MAP3270.INCLLIB(WCCOVRDS) 01.07-----
                                           BNDS 001,072 SCRL CSR
/*****
*
* WCCOVRDS - DEFINES WCC OVERRIDE CODES
*
* NOTE-THERE IS A COBOL VERSION OF THIS AS WELL.
*
* EACH OF THE BITS IN THE WCC (WRITE CONTROL CHARACTER) HAVE A
* SPECIFIC MEANING TO THE TERMINAL. THE VALUES CHOSEN FOR
* ITEM SO WHEN ADDED TOGETHER, A VALID BIT PATTERN IS SET FOR
* USING TO OVERRIDE THE WCC IN THE PHYSICAL MAP.
*
* TO USE, 'OR' THE DESIRED ATTRIBUTE GIVING WCC-OVERRIDE.
* MOVE THE WCC-OVERRIDE TO THE CURSOR FLAG FIELD (-C ITEMS IN
* THE SYMBOLIC MAP.
*
* EXAMPLE: FOR A BRIGHT PROTECTED ALPHABETIC ITEM,
*
*      WCC_SUM = WCC_BRIGHT | WCC-PROTECTED | WCC-ALPHA;
*      ???_C = WCC_OVERRIDE;
*
*****/
DECLARE
1  WCC_OVERRIDES,
   5  WCC_DEFINITIONS  ALIGNED,
      10  WCC_NORMAL          BIT(8)  INITIAL( '00000000'B ),
      10  WCC_BRIGHT          BIT(8)  INITIAL( '00000001'B ),
      10  WCC_ALPHA           BIT(8)  INITIAL( '00000000'B ),
      10  WCC_NUMERIC          BIT(8)  INITIAL( '00000010'B ),
      10  WCC_UNPROTECTED      BIT(8)  INITIAL( '00000000'B ),
      10  WCC_PROTECTED        BIT(8)  INITIAL( '00000100'B ),
      10  WCC_SET_CURSOR       BIT(8)  INITIAL( '00001000'B ),
      10  WCC_SUM              BIT(8);
DECLARE WCC_OVERRIDE ENTRY RETURNS( CHAR(1) );
WCC_OVERRIDE:PROC RETURNS( CHAR(1) );
DECLARE A_CHAR  CHAR(1);
UNSPEC( A_CHAR ) = UNSPEC( WCC_SUM );
RETURN( A_CHAR );
END WCC_OVERRIDE;
/*****/

```

Looking at the examples above, all the attribute codes are prefixed with “WCC”. The comments in the examples above show how to use the override.

One note – while the attributes will remain until the overrides are overridden, the WCC-SET-CURSOR is not kept from call to call.

Static vs Dynamic Calls

The interface may be called via static or dynamic calls. A static call results in the interface being included in each executable program. A dynamic call loads the interface into memory at run time. There is a utility in the distribution package called DYNALOAD which documents dynamic calls. I recommend using dynamic calls rather than static calls. All of the calls in the demo programs are dynamic calls. In Version 2.2.0 and later, for PL/I programs, you can use T327OIOP or T327IOP for dynamic calls.

Sample Programs

A annotated compile listing is available for a sample COBOL, PL/I, and assembler program. Using these listing along with this document should help you to understand how to use MAP3270.

COBOL

These is the model for the COBOL IOCB and calls. This can be copied using the “COPY IOCB.” statement.

```

01  IOCB.
    05  IOCBFUNC                      PIC X(4) .
        88  IOCBFUNC-STRT              VALUE 'STRT'.
        88  IOCBFUNC-END              VALUE 'END' .
        88  IOCBFUNC-IO              VALUE 'IO'  .
    05  IOCBRC                      PIC S9(4) COMP.
    05  IOCBLEN                    PIC S9(4) COMP.
    05  IOCBADDR                   PIC S9(8) COMP.
    05  IOCBROWS                   PIC S9(4) COMP.
    05  IOBCOLS                    PIC S9(4) COMP.
    05  FILLER                     PIC X(16) .

```

Static Call:

```
CALL 'T3270IO' USING IOCB 01-for-symbolic-map.
```

Dynamic Call:

```
CALL 'DYNALOAD' USING dyna-parm IOCB 01-for-symbolic-map.
```

Assembler

This is the model for Assembler IOCB. This can be copied using the “COPY IOCB.” statement.

IOCB	DS	0F	
IOCBFUNC	DS	CL4	FUNCTION CODE (STRT/IO/END)
IOCBRC	DS	AL2	RETURN CODE
IOCBLEN	DS	AL2	IO BUFFER LENGTH
IOCBADR	DS	A	IO BUFFER ADDRESS
IOCBROWS	DS	H	
IOBCOLS	DS	H	
	DS	XL16	RESERVED
IOCBLN	EQU	*-IOCB	

PL/I(F)

This is the model for PL/I. This can be copied using the “%INCLUDE IOCB;” statement.

```

DECLARE
  1  IOCB,
    5  IOCBFUNC          CHAR(4)          INIT((4)' '),

```



```

5  IOCBRC          FIXED BIN(15)  INIT(0) ,
5  IOCBLEN         FIXED BIN(15)  INIT(0) ,
5  IOCBADDR        FIXED BIN(31)  INIT(0) ,
5  IOCBROWS        FIXED BIN(15)  INIT(0) ,
5  IOCBCOLS        FIXED BIN(15)  INIT(0) ,
5  FILLER          CHAR(16) ;

```

IOCBRC Values

After each call to the interface, the return code should be checked for a non-zero value. Below is a list of the possible return codes in IOCBRC. These apply to all languages.

Return Cd	Description
0	Normal return – no problems detected
4	Invalid value in IOCBFUNC
8	When IOCBFUNC is STRT, IOCBADDR must be zero.
12	When IOCBFUNC is END, IOCBADDR must not be zero
16	The expected lengths of the symbolic and physical maps differ
20	An invalid or unexpected message came from the terminal
24	A field differs between the symbolic and physical maps.
28	An unexpected field was found. Probably the symbolic and physical maps differ.
32	A field length differs between the symbolic and physical maps.
1xx	TPUT failed. XX can be 00 through 44 (decimal). See appendix 1 page 31.
2xx	TGET failed. XX can be 00 through 28 (decimal) . See appendix 2 page 32.
300	LOAD failed. S806 trapped. Most likely the physical map is not linked edit correctly.

Figure 9 - List of IOCBRC return codes

Calling TTYRTN

Introduction

An additional component provided as part of MAP3270 is TTY3270. It provides a line based interface similar to the way TSO acts when you run a program with a file assigned to DA(*). The biggest difference is you don't keep getting the "****" at the bottom of each screen and the lines scroll up from the bottom not down from the top. If you are familiar with VM/CMS, this will look familiar.

TTYRTN is an assembler subroutine developed using MAP3270. TTYRTNP is the version for use with PL/I(F).

```

Edit  HERCEL.MAP3270.COB(TTYPARM) 01.01-----
Cmd =>                                     BNDS 007,072 SC
000001 *****
000002 *
000003 *      TTYPARM - PARM AREA FOR TTY3270.
000004 *
000005 *      NOTE - THE LINE-OUT, LINE-IN AND ERR-MSG MUST BE LONG
000006 *      ENOUGH FOR A MODEL 5. FOR MODELS 2,3 AND 4, ONLY THE
000007 *      FIRST 79 POSITIONS ARE USED FOR LINE-OUT AND ERR-MSG.
000008 *      THE REMAINING POSITIONS ARE SPACED OUT.
000009 *      FOR MODEL 5, THE ENTIRE 131 CHARACTERS ARE USED.
000010 *
000011 *      LINE-IN IS RETURNED WITH 78 CHARACTERS FOR MODEL 2,3 AND 4.
000012 *      LINE-IN IS RETURNED WITH 130 CHARACTERS FOR MODEL 5
000013 *
000014 *      NOTE - THE TTY-LINE-IN IS RETURNED AS A 7 CHARACTER FIELD
000015 *      WITH STRT FUNCTIONS. POSITION 1 IS THE CRT MODEL (2,3,4
000016 *      OR 5). POSITIONS 2-4 ARE THE NUMBER OF ROWS ON THE SCREEN
000017 *      AND POSITIONS 5-7 ARE THE NUMBER OF COLUMNS ON THE SCREEN.
000018 *
000019 *****
000020 01  TTY-PARM.
000021 05  TTY-FUNC-CD          PIC X(4).
000022 88  TTY-FUNC-STRT       VALUE 'STRT'.
000023 88  TTY-FUNC-END        VALUE 'END'.
000024 88  TTY-FUNC-CLR        VALUE 'CLR'.
000025 88  TTY-FUNC-PUT        VALUE 'PUT'.
000026 88  TTY-FUNC-IO         VALUE 'IO'.
000027 88  TTY-FUNC-PUT-GET   VALUE 'PG'.
000028 88  TTY-FUNC-MSG        VALUE 'MSG'.
000029 05  TTY-LINE-OUT        PIC X(131).
000030 05  TTY-LINE-IN         PIC X(130).
000031 05  FILLER              REDEFINES TTY-LINE-IN.
000032 10  TTY-MODEL          PIC X.
000033 88  TTY-MODEL-2          VALUE '2'.
000034 88  TTY-MODEL-3          VALUE '3'.
000035 88  TTY-MODEL-4          VALUE '4'.
000036 88  TTY-MODEL-5          VALUE '5'.
000037 10  TTY-ROWS            PIC 999.
000038 10  TTY-COLS            PIC 999.
000039 10  FILLER              PIC X(123).
000040 05  TTY-ERR-MSG          PIC X(131).
000041 05  TTY-AID-CD          PIC X.

```

Figure 10 - COBOL Interface to TTYRTN

There is an equivalent for PL/I. This interface is basically the same for all three supported languages. A parameter block is defined (called a TTY-PARM).

Two demo programs, TTYCOB and TTYPLI are provided.

If you run the TTYCOB program, you will see a screen similar to Figure 11 - Sample TTYCOB screen on page 27. See Figure 12 - Sample COBOL Code (page 29) that would produce the sample screen.

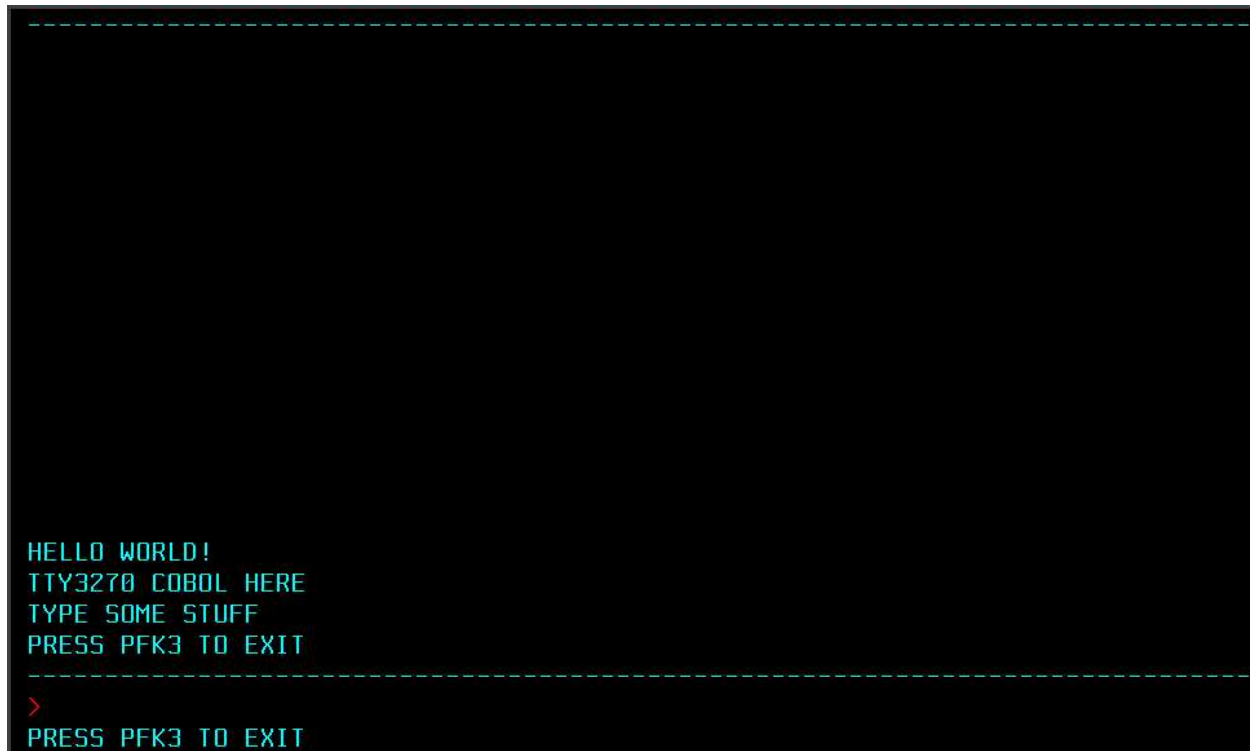


Figure 11 - Sample TTYCOB screen

The only area that you can type in is line 23, 26, 31 or 42 (depending on the model of the 3270) - the line with the ">" character.

First, an 'open' call must be made to the interface TTYRTN. This is done by setting the TTY-FUNC-CD to 'STRT' and calling TTYRTN. This initializes the TTYRTN and the MAP3270 interface. TTYRTN determines the screen size and sets the appropriate screen size.

Each time a line is added to the screen, the top most line scrolls up and off the screen and the new line is displayed on the 4th line from the bottom.

To display a line without getting input, a 'PUT' function should be used. In this sample screen, the lines "Hello World", "TTY3270 COBOL HERE" and "TYPE SOME STUFF" were displayed with the PUT function. For a PUT, the

- TTY-LINE-OUT should contain the line to display on 4th from the bottom.
- TTY-LINE-IN should be blank
- TTY-ERR-MSG should be blank.

See the source code for TTYCOB for more info.

Next, an 'IO ' call must be made to the interface TTY3270 to perform an I/O. Note the PUT-GET is the same as an IO. For a PG, the

- TTY-LINE-OUT should contain the line to display on the 4th line from the bottom.
- TTY-LINE-IN should be blank or a default response
- TTY-ERR-MSG should be blank or contain a message to display on line 24.

When the program is ending, a 'END ' call must be made to the interface TTYRTN.

Static vs Dynamic Calls

The TTYRTN interface may be called via static or dynamic calls. A static call results in the interface being included in each executable program. A dynamic call loads the interface into memory at run time. There is a utility in the distribution package called DYNALOAD which documents dynamic calls. I recommend using dynamic calls rather than static calls. All of the calls in the demo programs are dynamic calls.

Sample COBOL Program

Complete source code can be found in the userid.MAP3270.SOURCE(TTYCOB).

In working storage, COPY TTYPARM. See Figure 10 - COBOL Interface to TTYRTN on page 26.

Static Call:

```
CALL 'TTYRTN' USING TTY-PARM.
```

Dynamic Call:

```
CALL 'DYNALOAD' USING dyna-parm TTY-PARM.
```

Figure 12 - Sample COBOL Code

```

PROCEDURE DIVISION.
  MOVE 'STRT' TO TTY-FUNC-CD.
  TEST-AGAIN.
    PERFORM 9999-DYNA-CALL-1.
  *
    MOVE 'PUT ' TO TTY-FUNC-CD.
    MOVE 'HELLO WORLD!' TO TTY-LINE-OUT.
    MOVE SPACES TO TTY-LINE-IN.
    MOVE SPACES TO TTY-ERR-MSG.
    PERFORM 9999-DYNA-CALL-1.
  *
    MOVE 'PUT ' TO TTY-FUNC-CD.
    MOVE 'TTY3270 COBOL HERE' TO TTY-LINE-OUT.
    MOVE SPACES TO TTY-LINE-IN.
    MOVE SPACES TO TTY-ERR-MSG.
    PERFORM 9999-DYNA-CALL-1.
  *
    MOVE 'PUT ' TO TTY-FUNC-CD.
    MOVE 'TYPE SOME STUFF ' TO TTY-LINE-OUT.
    MOVE SPACES TO TTY-LINE-IN.
    MOVE SPACES TO TTY-ERR-MSG.
    PERFORM 9999-DYNA-CALL-1.
  *
    MOVE 'PRESS PFK3 TO EXIT' TO TTY-LINE-IN.
    MOVE SPACES TO TTY-LINE-OUT.
    MOVE 'PRESS PFK3 TO EXIT' TO TTY-ERR-MSG.
    PERFORM 1000-ECHO-LINE UNTIL TTY-AID-CD = AIDPFK03.
  *
    MOVE 'PG ' TO TTY-FUNC-CD.
    MOVE 'YES' TO TTY-LINE-IN.
    MOVE 'ARE YOU SURE?' TO TTY-LINE-OUT.
    MOVE 'PRESS PFK3 TO EXIT' TO TTY-ERR-MSG.
    PERFORM 9999-DYNA-CALL-1.
    IF TTY-AID-CD = AIDPFK03 AND TTY-LINE-IN = 'YES'
      NEXT SENTENCE
    ELSE
      MOVE 'CLR ' TO TTY-FUNC-CD
      GO TO TEST-AGAIN.
  *
    MOVE 'END ' TO TTY-FUNC-CD.
    PERFORM 9999-DYNA-CALL-1.

```

Trouble Shooting

This section contain a summary of notes and other suggestions extracted from the support group.

PL1LFCL proc not found.

I have not found the root cause of this. The initial solution to this is to copy the PL1LFCLG proc and delete the GO step.

Run3270 abends with S806

System completion code S806 means “module not found”. Make sure the load lib you are calling your 3270 program from has the following modules:

- TTYRTN
- TTYRTN2
- TTYRTN3
- TTYRTN4
- TTYRTN5
- T3270IO

If you use PL/I, the following must be present in addition to the above:

- TTYRTNP

UpperCase A and B disappear

If the first character in a data fields is an upper case A or B, it and the following character are “disappearing”, MAP3270 V2.1.0 fixes this problem. This is an example of the incompatibility of 3270 datastreams and MVS 3.8j. Simply regenerate the map and the problem should be resolved.

Appendix 1 – Return Codes From TPUT

Return code dec(Hex)	Meaning
0(0)	TPUT completed successfully.
4(4)	NOWAIT was specified and no terminal output buffer was available.
8(8)	An attention interruption occurred while TPUT was processing. The message was not sent.
12(C)	A TPUT macro instruction with an ASID operand was issued but the user, indicated by the ASID, requested that interterminal messages not be printed on the terminal. The message was not sent.
16(10)	Incorrect parameters were passed to TPUT.
20(14)	The terminal was logged off and could not be reached. Cross-memory TPUT could not get buffer or a serious error has occurred in z/OSMF ISPF.
24(18)	The sender is not permitted to send a message to the intended user.
28(1C)	The intended receiver of the message is logged on at a security label too low to receive the message.
32(20)	No storage is available.
36(24)	JESXCF at remote side is downlevel.
40(28)	JESXCF at local side is downlevel.
44(32)	JESXCF function call failed.

Appendix 2 - Return codes from TGET

Return code dec(Hex)	Meaning
0(0)	TGET completed successfully. Register 1 contains the length of the input line read into your input buffer.
4(4)	NOWAIT was specified and no input was available to be read into your input buffer.
8(8)	An attention interruption occurred while TGET was processing. The message was not received.
12(C)	Your input buffer was not large enough to accept the entire line of input entered at the terminal. Subsequent TGET macro instructions will obtain the rest of the input line.
16(10)	Incorrect parameters were passed to TGET.
20(14)	The terminal was logged off and could not be reached or a serious error has occurred in z/OSMF ISPF.
24(18)	TGET completed successfully. Register 1 contains the length of the input line read into your buffer. The data was received in NOEDIT mode.
28(1C)	Your input buffer was not large enough to accept the entire line of input entered at the terminal. Subsequent TGET macro instructions will obtain the rest of the input line. The data was received in NOEDIT mode.

Appendix 3 - Processing Tapes With MVS 38.j

There are two ways to access “tapes” with MVS38j. These are really virtual tapes that are disk files. The suffix is usually .AWS or .HET.

Method 1:

Before starting Hercules, edit the .cnf file where the devices are defined. Assuming you want device 0480 to have the virtual tape mounted, add the following statement to the config file:

```
0480 3420 c:/Users/eglis/HERCULES/mvs38j-tk4/tapes/MP3270.aws
```

You may now start Hercules and IPL MVS. With this method, you can only process a tape one time. To re-process a tape, you must enter the devinit command at the Hercules console or using Method 2.

Method 2:

MVS should be IPLed. Open a browser and enter the URL **localhost:8038**. You should see a screen similar to this:

HHC02264I Script 6: file scripts/tk4-.rc processing ended

Command:

Refresh Interval:

If the command was successful, you will see a device initialized message.

```
Script 6: file scripts/tk4-.rc processing ended
devinit 0480 c:\users\eglis\hercules\mvs38j-tk4\tapes\mp3270.aws
0:0480 Tape file c:/users/eglis/hercules/mvs38j-tk4/tapes/mp3270.aws, type AWS: format type AWS Format tape file
0:0480 device initialized
```

Now you may submit your job and you should see something like this:

```
/15.50.56 JOB 2745 $HASP100 UNLOAD ON INTRDR
/15.50.56 JOB 2745 $HASP373 UNLOAD STARTED - INIT 1 - CLASS A - SYS TK4-
/15.50.56 JOB 2745 IEF403I UNLOAD - STARTED - TIME=15.50.56
/15.50.56 JOB 2745 IEC705I TAPE ON 480,MP3270,SL,6250 BPI,UNLOAD,S1
HHC00201I 0:0480 Tape file c:/users/eglis/hercules/mvs38j-tk4/tapes/mp3270.aws, type aws: tape closed
/15.50.58 JOB 2745 IEF234E K 480,MP3270,PVT,UNLOAD
/15.50.58 JOB 2745 IEF404I UNLOAD - ENDED - TIME=15.50.58
/15.50.58 JOB 2745 $HASP395 UNLOAD ENDED
-----
```

The tape was processed and unmounted. If you want to process the tape again, you must enter another devinit command to mount the tape again. If you submit the job before the tape is mounted again, you will see a message like this:

```
/15.54.18 JOB 2746 *IEC501A M 480,MP3270,SL,6250 BPI,UNLOAD,S1
```

Command:

Refresh Interval:

```
/15.54.18 JOB 2746 *IEC501A M 480,MP3270,SL,6250 BPI,UNLOAD,S1
```

Command:

Send the devinit command again to mount the tape.