

DDS Reference 1: Physical and Logical Files

Data type for physical and logical files (position 35)

For a physical file, use this position to specify the data type of the field within the database.

Specify data type in a logical file only to override or change the data type of the corresponding field in the physical file on which this logical file is based. If you leave this position blank, the field you are defining has the same data type as the corresponding field in the physical file(s) on which the logical file(s) is based.

Valid data type entries are as follows:

Entry	Meaning
P	Packed Decimal
S	Zoned Decimal
B	Binary
F	Floating-Point
A	Character
H	Hexadecimal
L	Date
T	Time
Z	TimeStamp

Note:

The [data types J \(only\), E \(either\), O \(open\), and G \(graphic\)](#) support DDS database files that use DBCS. The [G \(graphic\) data type](#) also supports DDS database files that use UCS-2.

Reference: <http://publib.boulder.ibm.com/series/v5r2/ic2924/index.htm>

DDS Reference 2: Display File

[Data type/keyboard shift for display files \(position 35\)](#)

Valid entries for display files

The table in this topic shows a list of valid entries for display files.

Entry keyboard shifts	Meaning	Data type permitted
Blank	Default	
X	Alphabetic only	Character
A	Alphanumeric shift	Character
N	Numeric shift	Character or numeric
S	Signed numeric	Numeric
Y	Numeric only	Numeric
W	Katakana (for Japan only)	Character
I	Inhibit keyboard entry	Character or numeric
D	Digits only	Character or numeric
M	Numeric only character	Character
Data type (see note)		
F	Floating point	Numeric
L	Date	
T	Time	
Z	Timestamp	

Note: The data types J (only), E (either), O (open), and G (graphic) support DDS display files that use DBCS. The G (graphic) data type also supports DDS display files that use UTF-16 and UCS-2.

The Figure: Display file coding in the [Define a display file for DDS](#) topic and the Figure: Data type and keyboard shift coding in the [Date \(L\), Time \(T\), and Timestamp \(Z\)](#) topic show you how to specify the keyboard shift attribute.