


Working Smarter

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SDSF/ISPF Primer: Part II



This month, I continue to examine some of the more useful commands available under SDSF. Some of these commands are used more frequently than others. However, there are many situations in which rarely used commands can be lifesavers.

BLOCK ACTION COMMANDS

Recently, a programmer came to me with a request to purge more than 2,000 jobs from the held queue (the H screen of SDSF). He asked if I knew of a fast way to easily delete all of the jobs. Luckily, I was able to quickly help him. You, too, can purge a large number of jobs from the ST screen of SDSF by performing the following steps:

1. Using PREFIX and OWNER filtering, ensure that only jobs to be purged appear in the ST list.
2. Look at the count of jobs in the upper right-hand corner for a confirmation of the approximate expected count. Visually verify that only the jobs to be purged appear in the list.
3. On the first row in the NP column enter “//P” (purge).
4. From the Command Input==> line issue “DOWN MAX” (or BOTTOM).
5. Close the block by coding “//” on the last row of the display. Press Enter.

The // characters indicate a block in SDSF. This is roughly equivalent to ISPF edit block line commands. There are differences, however. For example, the action character (P, in the example) can only be typed on the first line that contains the //. No action

character should be typed on the closing // block. This method is much faster than manually typing a P on all lines. Ensure that all jobs in a block are jobs that you want to process.

Most action characters can be used in conjunction with block notation. Figure 1 shows an example of block selecting the output group breakdown (? action character) of the first two jobs at the ST screen.

SET ACTION

The following two options allow you to view the action commands that are valid for the currently displayed screen:

- Choice 1, Set action character display from the Options action bar drop-down
- the Set Action OFF/ON primary command

Having all of the actions displayed uses up an additional screen line; two lines if you request the descriptions. I don't keep the actions displayed all the time, but I will issue a SET ACTION ON periodically to review what commands are available. Once I see what I need, I toggle the actions line off by issuing SET ACTION OFF.

INPUT ON/OFF

No discussion of SDSF commands would be complete without an explanation of the INPUT ON/OFF command. When INPUT ON is active, any in-stream, SYSIN type of data can be viewed at all SDSF list screens except the H screen. That is, with INPUT ON, you will be able to view “DD *” data at the I, DA, ST and O screens.

The best way to view the in-stream data is by using the output group breakdown action character (the question mark). It's easier to see where it is using this method.

If the job is in the input queue (the I screen), there will be blanks in the DDNAME column for in-stream data. At all other screens, the actual in-stream DD name will appear in the DDNAME column. It will typically be something like SYSIN, SYSTSIN or SYSIPT. You might also see a row with a “DD name” of \$INTTEXT. This is an internal file created by the converter/interpreter.

MORE SDSF COMMANDS

Several additional SDSF commands are shown in Figure 2. The following briefly covers each command:

- **SET CURSOR ON/OFF** — When OFF, the cursor will always return to the Command Input==> line after an SDSF command is issued. When set to ON, the cursor is positioned in either the first visible NP row or in the row where the last action was entered.
- **SET DATE** — This command allows for three different date formats as well as a separator. The date format applies to dates that appear in columns such as CRDATE as well as certain dates in SDSF panel headers.
- **SET HEX ON/OFF** — SET HEX changes the view of any viewed data to and from standard display and hexadecimal. If you forget the word SET and type “HEX ON” (as you might type in normal ISPF edit/browse), you will find yourself at the

SDSF H (held) screen! SDSF is simply looking at the letter H in HEX and assuming that you want to jump to the H screen.

- **FINDLIM nnnnn** — The FINDLIM command sets the maximum number (nnnnn) of lines that an SDSF find command will scan before prompting to continue. For example, FINDLIM 50000 allows for a scan of 50,000 lines before SDSF will ask if you want to continue with the find.

- **“Any command” ?** — Almost all SDSF primary commands allow a trailing question mark. This command format will show the current setting of any command. While some settings (such as HEX ON) are obvious just from viewing the screen, others, like FINDLIM can be easily forgotten.

THE SX ACTION COMMANDS

“Sx Action Commands” is my term for a group of commands that allow for some nifty SDSF tricks. These commands are all action commands (entered in the NP column) and they all begin with the letter S. These commands include the following:

- SB — Select/Browse
- SE — Select/Edit
- SJ — Select/EditJCL

These commands can be used either from the “primary” list screen or from within an output group breakdown. I suggest that you try using them both ways. That is, from the H screen, enter SB, SE and SJ in turn against a held job.

These commands correspond to Browse (SB), Edit (SE) and Edit JCL (SJ). They invoke their ISPF equivalents, not the SDSF “S” style processing. In other words, you won’t be able to use the N (Next) or P

FIGURE 1: USING A BLOCK COMMAND TO GET OUTPUT GROUP BREAKDOWN

This block command will enable you to get output group breakdown for more than one job at the SDSF H screen.

```
COMMAND INPUT ==>
PREFIX=TSO*  DEST=(ALL)  OWNER=*  SORT=END-DATE//D END-TIME//D
NP  JOBNAME  JOBID  OWNER  MAX-RC  PRTY  QUEUE  C  POS
//?  TSOA918A  JOB43192  ACFJOBID  CC 0000  1  PRINT  R  2822
//  TS09261#  JOB43183  CD09261  CC 0000  1  PRINT  R  2820
```

FIGURE 2: SOME GENERALLY USEFUL SDSF COMMANDS

```
SET CURSOR ON/OFF
SET DATE MMDDYYYY|DDMMYYYY|YYYYMMDD separator
SET HEX ON/OFF
FINDLIM nnnnn
```

(Previous) commands to move between output groups but you will have the full power of ISPF browse and edit for the entire set of spooled output.

Don’t forget to try the Sx Action commands against an output group breakdown (question mark character). If you are using SE, remember that you can use any ISPF edit command (including Create and Replace) that you would use anywhere else in ISPF. The one thing you can’t do is save the SDSF data in-place. This makes sense when you think about it.


SJ is particularly useful. Have you ever made fairly extensive changes to some JCL and then purposely CANCEL out of the changes so you don’t lose the original data, but unexpectedly, a JCL error occurs? Darn that missing comma! With the SJ command, you can edit the failed JCL and resubmit it. This is a nice, productive touch.

SJ has an odd characteristic when used within an output group breakdown — no matter which row you enter SJ on, JESMSG-GLG, JESJCL, JESYSMSG or any other row, it will always edit the JCL, not the data on the row you entered it on. You will need SE for row-specific editing.

CONCLUSION

There are many more SDSF commands and screens to explore. This series has only touched on some of the more useful, everyday types of commands and screens.

SDSF is highly customizable in the sense of security — some users can do more than others. Many users might not even be aware of the LOG, MAS or INIT screens. LOG presents the current SYSLOG for whatever LPAR you are connected to, updated in real time, with all outstanding WTORs displayed. INIT shows the current status of all initiators (INACTIVE, ACTIVE, DRAINED), the classes assigned to them and more. MAS is the Multi-Access Spool panel.

If you are interested in improving your SDSF skills, I encourage you to read the tutorial and bookshelf ISFBKS02 — OS/390 V2Rx SDSF Bookshelf. This shelf contains the books *OS/390 SDSF Customization and Security* as well as the more generally useful *OS/390 SDSF Guide and Reference*. 



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