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MANAGING SYSTEM/36 OBJECTS WITH TURNOVER® FOR ISERIES V100

Checkout and promotion of System/36 objects within TURNOVER® for iSeries v100 is done as it is with any other objects, with notable exceptions that are described in this document.

A global TURNOVER® for iSeries v100 default setting activates special processing function for System/36 objects in the Programmer Worklist.

WORKLIST FUNCTIONS FOR SYSTEM/36 DEVELOPMENT

A global default setting controls whether certain worklist options (such as Checkout) include special processing that is required for System/36 development. To set this default[1]:

1. On the Main Menu, choose option 8, then option 5.

2. Page down to the *Manage S/36 object types* field.

3. Set the field value to the character Y, and press **Enter**.

FILES

Files that were created using the System/36 **BLDFILE** command require a special type code (PF36) that specifies no create command. System/36 file objects can be checked out and promoted in the normal fashion for object only items. These files can be replaced with files using formal DDS source members because the System/36 RPG or COBOL programs will not differentiate between these two types of files. So, if your database is primarily made up of files that were not created from source, you can choose to convert them to DDS files and evolve your system closer to an iSeries DB architecture. This scenario also applies to System/36 indexes (LF36). Source members can also be used to convert these indexes to iSeries logical files.

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[1] This global default is visible only from the iSeries user interface.

OCL

Traditionally, users operating in the System/36 environment use QS36F for their data library. All System/36 OCL procedures default to this library. The library that the OCL points to can be controlled however with the use of the System/36 command **FLIB**.

By prompting this command, which resides in the QSSP library, you can re-direct control to a particular library other than QS36F. Because this command is session sensitive, you can set up your applications within TURNOVER® for iSeries v100 in the normal way. You can choose to specify the QS36F library for your production data library, or you can specify some other library for production data and use the **FLIB** command to orient to that library for production.

If you want to execute OCL in a development library, you can use the **FLIB** command to set the directive for the OCL to point to your development data library. When you prompt the **FLIB** command, you can also specify whether or not to use the library list (***LIBL** or ***NOLIBL**) to find other objects by "falling-thru" the list to locate them.

SYSTEM/36 COMMAND LINE

Your user profile can specify the System/36 environment. However, when you are operating from menu options within TURNOVER® for iSeries v100, you will find that the command line is not a System/36 command line. To execute System/36 commands, you must get to an external area such as the Program Development Manager program, either using the normal command line or by using **F20** from within the worklist.

Once in PDM, you will find a System/36 command line from where such commands like **FLIB**, **SLIB**, and **SDA** can be executed. Your library list should also include the libraries QSSP, QPDA, and #LIBRARY for all System/36 functions to operate correctly.

SYSTEM/36 DISPLAY FILES

The correct type code to use for working with System/36 menus is the DSPF36 type code, not DSPF. Check out objects for this DSPF36 type code using Checkout Menu option **2** (***Checkout by member***), or worklist batch check out for a member. After first reserving the item if it is new, create the object must using the **SDA**, which is the System/36 version of **STRSDA** on the iSeries. Execute the **SDA** command (see above under System/36 command line), then use option **2** to create the screen format with the FM suffix. The **SDA** should also be used to compile the object. It is at this point that the native member is created in QS36DDSSRC.

Set up the DSPF36 type code in the global and application type code lists to point to the QS36SRC source file, because the System/36 screen formats must be kept resident with their RPG36 counterparts. After compiling, the original source for the FM member will be in both the QS36SRC file and it's generated native DDS member in QS36DDSSRC. (It is this QS36DDSSRC member that the system uses to compile the screen object.) During compile –

whether it's from the **SDA** or from within TURNOVER® for iSeries v100 – the system copies the source into QS36DDSSRC in QTEMP and compiles the object from there. Therefore, subsequent checkouts must be done either using checkout by member, or using the batch checkout from the worklist.

Option **46** on the worklist adds the item to a form in the normal way. During form promotion, both source members are promoted and the object is of course compiled from the member in the QS36DDSSRC source file.

SYSTEM/36 MENUS

System/36 menus work much the same way as the display files as far as the library list involvement and the **SDA**. In this case, however, there are two type codes, S36MNU and S36##. Just as with display files, the S36MNU object points to a fictitious place, namely QS36DDSSRC in QTEMP, so you must use worklist batch checkout or checkout by member.

After checking out both items – that is, the S36MNU object and the S36## message file – use the **SDA** to change and compile the menu in the development library. (You can use worklist option **36** for compiling; however, we suggest that if you use it, you do so for both items.) Then add both items to the form. When the form runs, TURNOVER® for iSeries v100 will create the menu object properly from the two source items.

If you have any questions regarding the information in this supplement, please contact your UNICOM Systems, Inc. Technical Support Representative.

Truly Yours,

Technical Support Staff