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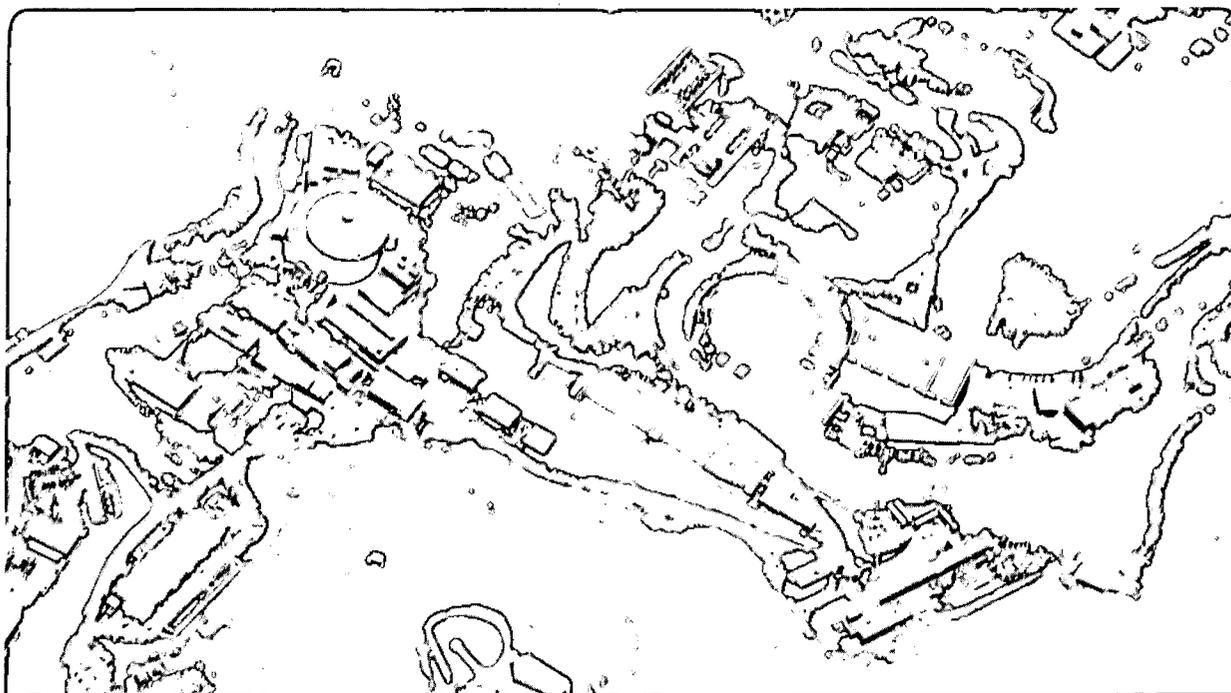
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USER'S GUIDE FOR THE SSC DRAWINGS DATABASE SYSTEM

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User's Guide
for the
SSC DRAWINGS Database System

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I. Introduction:

- .1 Purpose
- .2 CMS, SPIRES, the CMS/SPIRES interface
- .3 General information about SPIRES.

I.1 Purpose

The SSC DRAWINGS database system was implemented at the request of the Mechanical Engineering Department to provide interactive management and use of SSC engineering drawings. Printed listings are easily produceable.

I.2 CMS, SPIRES, the CMS/SPIRES interface

The Stanford Public Information Retrieval System (SPIRES) is a product of Leland Stanford Junior University in Palo Alto, CA. The SPIRES database management system at LBL runs on the UC Berkeley Campus IBM 3090 under the VM/CMS operating system. VM SPIRES consists of three components:

- SPIRES itself (database management system)
- CMS (the operating system that manages the computer)
- SPIRES/CMS interface (maps SPIRES activity onto the CMS environment)

Figure 1 indicates how these components relate to one another. Normally, SPIRES users are not and need not be concerned with the subsystems between themselves and SPIRES. The diagram is provided only to demonstrate context.

Most of the icons are self-explanatory. The purpose of the SERIES/1 is to make the user's ASCII terminal or PC appear as an IBM 3270 terminal to the IBM 3090, and to make the IBM 3090 appear to communicate in ASCII to the user. IBM PC's use special software but provide additional useful capabilities to a standard ASCII terminal.

Section II will describe the commands to move along the path from terminal through the gateways into SPIRES. This generally requires less than 10 seconds and becomes routine.

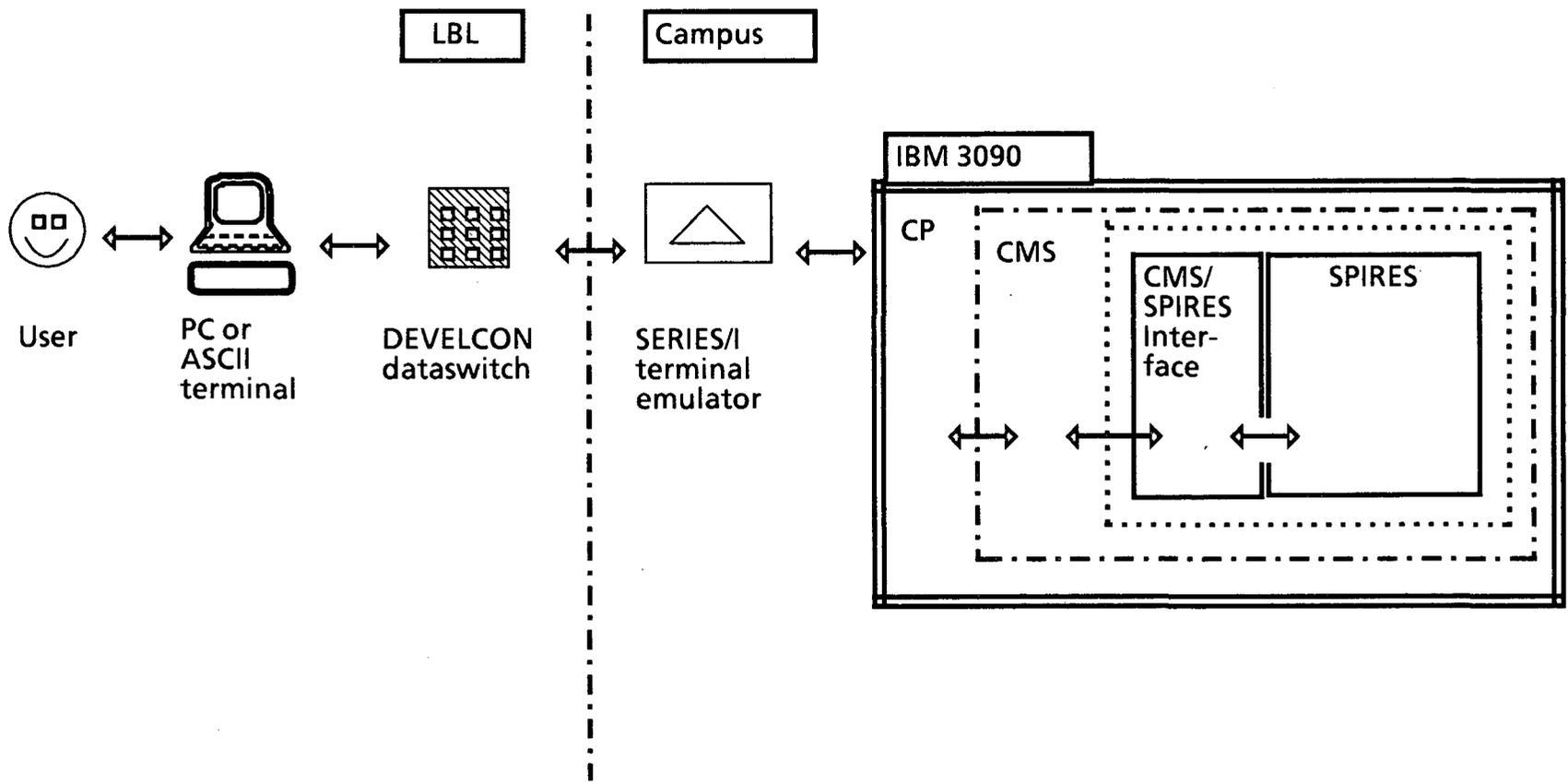


Figure 1. Pathway between user and SPIRES

I.3 General information about SPIRES.

Information for each engineering drawing is stored directly into a SPIRES *record*. Each record in the database is comprised of a collection of elements as described below, e.g., title, drawing type, category. Each record in a SPIRES database has a unique identifier often called *key*. In the SSC DRAWINGS subfile, the key is called DRAWING or optionally D or ID. The name of the database system, i.e., the file definition, format definitions, and all the physical files, are collectively called SSCDRAWINGS. The "fully qualified name" is ENGR4SSC:SSCDRAWINGS. The *logical* name for the SPIRES subfile (database) is SSC DRAWINGS. Further explanation of keys is found in Section IV.1.

For each record, a particular element may be required or optional, singly or multiply occurring, have controlled allowable values, be limited to a particular type of value, and be indexed for ease in searching, etc.

If you are not in SPIRES, the CMS prompt is: **R;**

If you have EXITed SPIRES and you wish to re-enter, enter the command:

SPIRES

When logging on, the PROFILE EXEC in CMS and the ENTRY COMMANDS record in SPIRES automatically execute. To enter the SSC DRAWINGS subfile, enter the command:

SElect SSC DRAWINGS

The normal SPIRES prompts are as follows:

- ? for UPPER case only
- > for UPPER and lower case
- +? UPPER case in Global For
- +> UPPER and lower case in Global For

All the modifications made to the database during the day (adds, updates, and removes) take effect immediately and are reflected the very next time the record is displayed unless otherwise requested. Indexes are updated immediately in this application.

For most SPIRES commands, only the first three characters need be entered. For example, the FIND command requires only FIN <index> <value>. In this document, commands will be fully spelled out, with the first three letters capitalized; e.g., FINd, SHOW ACTive, indicating that only the capitalized characters need be entered. The FINd command may also be used on the record key, e.g.,

FINd DRAWING 22D222

The "active file" is also a SPIRES concept. It usually refers to the CMS file ACTIVE FILE A. Any CMS filename can be used as the SPIRES active file and is specifiable by the user with the

SET ACTive <fn> <ft> <fm> command.

II. Getting Started.

- .1 Logging ON
- .2 Logging OFF

II.1 Logging ON using an IBM PC and YTERM. (If using an ASCII terminal, begin with step 6.)

1. Turn PC, disk drive, and printer on and wait for the PC to complete booting.
2. Enter the command: **CD \YTERM**
3. Enter the command: **X 7**
4. Enter the command: **T 9600 K**
System responds: "PLEASE ENTER THE NAME OF THE KEYBOARD TABLE"
5. Enter: **UCBCAD**
System responds by clearing the screen and displaying DISCONN in the lower left corner
6. Make sure the blue TSB box displays either a green or red light.
7. If red light is illuminated, press the blue button and wait for green light.
8. When green light is illuminated, enter carriage return [CR].

The following dialogue should occur. The system response is in **bold**. The user response in modern font.

9. Request: **ccdb** [CR].
10. System will respond with a bell, and cursor and will jump to next line. Enter carriage return [CR].
11. YALE ASCII TERMINAL COMMUNICATIONS SYSTEM V2.1
enter terminal type: **YTERM** [CR]. Note: enter **ADM3A** or **VT100** if not using a PC.
12. System will respond with a pseudo-three-dimensional display CFO over the letters VM. Enter another [CR].
13. The screen will clear. Enter:
L ABS20 or **L ENGR4SSC** [name of your virtual machine] [CR].
14. ENTER PASSWORD:
enter your password. It is not a good idea to write your password in this set of instructions. If you write it down, do so elsewhere.

Note: If your previous session ended "abnormally", e.g., by simply pushing the blue button on the TSB box to obtain a red light, you will have to enter, at this point in the logon procedure, the command: **IPL CMS** and then a [CR]. This should always be done when a paragraph beginning with the word "**RECONNECTED . . .**" appears.

15. Enter yet another [CR]. This causes your PROFILE EXEC to execute. The system will then perform the following tasks automatically:

```
call SPIRES  
SET LENGTH 79  
SET UPLOW (for upper and lower case)
```

16. To SElect the SSC DRAWINGS subfile, do:

```
SElect SSC DRAWINGS
```

Note that no special output format will be set automatically. The display may be left as the SPIRES default format or reset at any time as indicated below.

Note: Henceforth in this document, commands are assumed to be followed by a [CR], except for ESC-sequences and CNTL-sequences.

II.2 To LOGOFF

If you have one of the SPIRES prompts (-?, +?, ->, +>), enter: EXIT

The system will respond: **Leaving SPIRES.**

Enter: LOG

III. Organization of the database.

The organization of the SSC DRAWINGS database system consists of three subfiles providing access to three goal record record-types ("databases"), two of which also act as indexes. There are thirteen *index-only-record-types* as well. All record types are implemented in one SPIRES logical file, with the normal CMS physical files. See the file definition in the FILEDEF subfile, ENGR4SSC:SSC DRAWINGS for further details.

IV. Using the SSC DRAWINGS Subfile

- 1 Description of elements in the SSC DRAWINGS subfile
- 2 Displaying records
- 3 Searching in SPIRES; Searching the SSC DRAWINGS subfile
- 4 Updating records
- 5 Adding new records
- 6 Removing records
- 7 Changing the key of a record

The purpose of the SSC DRAWINGS subfile is to maintain current descriptive information about each SSC drawing. Each drawing is represented in the database by a collection of elements as described below, e.g., source laboratory, title, date, etc. Each record has a unique identifier often called *key* or in the SSC DRAWINGS database, simply **D**, **ID**, or **DRAWING**. This code is assigned by whoever enters the new SSC DRAWINGS record into the database. In SPIRES, record keys are unique. Therefore any attempt to add a record with a key already assigned to another record will be rejected by SPIRES will an appropriate message and the code "S413".

For each record, a particular element may be required or optional, singly or multiply occurring, have controlled allowable values, be limited to a particular type of value, or be indexed for ease in searching, etc. The element listing below describes the characteristics of each element.

IV.1 Description of elements in the SSC DRAWINGS subfile

<u>Element Name</u>	<u>Required/Opt</u>	<u>Length</u>	<u>Occurrences</u>	<u>Data Type</u>	<u>Indexed</u>
DRAWING (ID,D) (key of record) (Must be in the form: IIDIII, where "I" is an integer and "D" is the letter D)	REQUIRED	6	Single	Character	yes
Size	Optional	Variable	Single	Character	
Revision (Rev)	Optional	Variable	Single	Character	
Title1 (T1) (t)	Optional	Variable	Single	Character	T1, Title
Title2 (T2) (t)	Optional	Variable	Single	Character	T2, Title
Title3 (T3) (t)	Optional	Variable	Single	Character	T3, Title
Extended Title (ET)	Optional	Variable	Single	Character	Title (t)
Final-prelim (final, fp)	Optional	Variable	Single	Character	
Scale	Optional	Variable	Single	Character	
Subject (sub)	Optional	Variable	Multiple	Character	yes
CATEGORY.CODE (CC) yes/lookup	Optional	Variable	Multiple	Character	
DRAWING.TYPE (Type)	Optional	Variable	Multiple	Character	
Drawing.date (ddate)	Optional	(fixed 4)	Single	Date	yes
Shown.on (SO)	Optional	Variable	Multiple	Character	yes
Documents (for documents accompanying drawings)	Optional	Variable	Multiple	Character	
Date.received (rdate)	Optional	(fixed 4)	Single	Date	yes
Source.STR	Optional	Variable	Multiple	Structure	
Source.lab (lab)	Optional	Variable	Single	Character	yes
(Value must occur in the LABS subfile prior to use in a SSC DRAWINGS record)					
Local.access (lano) (local accession number)	Optional	Variable	Multiple	Character	yes
Local.Category (lcat)	Optional	Variable	Multiple	Character	yes
Designer (DES)	Optional	Variable	Multiple	Name	yes
Draftsman (DRF)	Optional	Variable	Multiple	Name	with DES
Dept.div (Group)	Optional	Variable	Single	Character	yes
Project.contact (PC)	Optional	Variable	Multiple	Name	yes
Contact.Phone (EXT)	Optional	Variable	Multiple	Character	
Note	Optional	Variable	Multiple	Character	
Circulation		Variable	Multiple	Structure	
Status	Required	Variable	Single	Character	
Borrower	Optional	Variable	Single	Character	
Date.Borrowed	Optional	Variable	Single	Date	
Comment	Optional	Variable	Multiple	Character	

NOTE.STR (ns)	Optional	Variable	Multiple	Structure
NOTE	Optional	Variable	Single	Character
NOTE-DATE ⁶	Optional	Fixed	Single	Date
Note.Author (na)	Optional	Variable	Single	Character
Updater (User)	Optional	Variable	Single	Character
DATE.UPDATED ¹ (du)	Optional (automatic)	Fixed 4	Single	Date
Category.name	Virtual	(Fetches CC from SSCCAT subfile)		

¹ Enter Carriage Return for automatically-generated date elements.

IV.2 Displaying Records.

See Appendix E for further information about documentation describing searching in SPIRES. Briefly, to use the SSC DRAWINGS subfile, you must **SElect** it with the command:

SElect SSC DRAWINGS

If you know the key of a record that you wish to see, you may use the **DISplay** command to view it directly:

DISplay <key>

If you do not know the key of a record which you wish to see, then you must search for it based upon some criteria you do know. Use the **FINd** command to search indexes for records in this way (Section IV.3) Then, to look at the records that are the result of a **FINd** command, enter the command **TYPE**. All of the records in the search result will then be displayed. To display a listing of which indexes are available, enter the command:

SHOw INDEXes

If you search on a non-indexed element (See Sect IV.3), i.e., using **Global For**, then use the **DISplay <all/first/last/n/ext>** command.

Records may be **DISplayed** in the default **SPIRES** format. The default **SPIRES** format is for normal **SPIRES** usage and displays all information in the record, including notes.

To put the result into a physical file rather than displaying it on the screen, do:

IN ACT CLN CLR TYPE

This is useful for printing the results.

IV.3 Searching in SPIRES; Searching the SSC DRAWINGS Subfile

See Appendix E for further information about documentation describing searching in SPIRES. Briefly, you may search for SSC DRAWINGS records based on any element or combination of elements. However, some elements are used as the basis of searching much more often than others. Those elements are *indexed* in the same way as selected keywords are indexed in the back of a book. Rather than searching sequentially through a book to find a particular topic, you find the topic in the index. Associated with its entry is an *address*, usually a page number. SPIRES indices work in much the same way. Indexed elements are listed along with their "addresses". However, you never have to worry about the addresses. You simply enter a **FINd** command, and SPIRES fetches the addresses and then allows you to display, re-sequence, or update the records as desired.

To see a list of the elements in the subfile, enter the command **SHoW ELEMEnts**.

To see a list of indexes, enter the command **SHoW INDExes**.

As indicated in the element list above, those elements which are indexed (findable with the **FINd** command) are:

DRAWING (goal record key)
CATEGORY.CODE
SUBJECT
DRAWING.DATE
TITLE1, TITLE2, TITLE3, EXTENDED TITLE, and an index including all title terms
DATE.RECEIVED
SHOWN.ON
SOURCE.LAB
LOCAL.ACCESS (local accession number)
LOCAL.CATEGORY
DRAFTSMAN, DESIGNER
DEPT.DIV
PROJECT.CONTACT

As indicated, the key of a record may also be searched as if it were an indexed element (with the **FINd** command), which, as implemented in SPIRES, it is, since goal records are stored in order by key.

To search for courses based on any of these elements, use the **FINd** command, as follows:

FINd <index name> <relational operator> <value>

For example, to find all the authors named Jones, enter:

FINd DESIGNER = JONES

Then use the **TYPe** command to see the result (Section IV.2).

If you do not include the relational operator in your search, SPIRES assumes an "equals" operator:

FINd DESIGNER JONES

Less commonly-used elements are not indexed; for example, **DRAWING.TYPE**. To search for all the engineering drawings of drawing type = 5, enter

FOR SUBFile WHERE <element> = <value>

For example,

FOR SUBF WHEre DRAWING.TYPE = 5

Then use the DISplay command to see the result (Section IV.2).

Most indexes make use of the truncation character, the pound-sign (#). For example,

FIND DES JON#

will find engineering drawings designed by Jones, Jonstone, Jonybrook, etc.

A complete description of all the searching capabilities in SPIRES is described in the document Searching and Updating listed in Appendix E.

IV.4 Updating Records.

There are two methods for updating records in SPIRES: one, by TRANSferring & UPDate, the other by using format \$PROMPT. A complete description of updating records in SPIRES is described in the document Searching and Updating listed in Appendix E. This brief summary provides an overview.

Using TRANSfer and UPDate

To update a SSC DRAWINGS record, enter the following commands:

1. Use the FINd and TYPE commands to determine the key of the record you wish to modify.
2. **TRANSfer <DRAWING> CLR**
3. **X ACTIVE FILE** (this enables you to use the editor to modify the file)
4. Edit the record. When all the changes are made, enter the command **FILE** on the command line. This will return you to SPIRES.
5. **UPDate**
6. **DISplay <DRAWING>** to verify that the record is correct.

When adding or modifying data elements, remember that the format is:

DATA ELEMENT = <value> ;

Don't forget the semicolon!

Further, if adding a note, insert the following lines:

NOTE.STR;
NOTE = <text of note> ;

Don't forget the semicolons! Or, just use **FORMAT \$PROMPT**.

SPIRES validates the data when you update the record. If there are any illegal values, you will receive an error message when you enter the **UPDate** command. If this occurs, return to step 2 and re-edit the record.

Finally, it is always a good idea to retain your source documents after you complete any updating.

Note that the current version of the record will always be displayed by SPIRES.

NOTE: The key of a record (DRAWING) **cannot** be modified by editing its value and then issuing an **UPDate** command. To change the key of a record, please see Section IV.7.

NOTE: Single and double quotation marks are treated specially by SPIRES. *Except* in format \$PROMPT, all quote marks must be doubled, *and* the entire value (between the =-sign and the semicolon) must be in quote marks of the same kind.

Using format \$PROMPT

To update an *existing* SSC DRAWINGS record using \$PROMPT, enter the commands:

SEL SSC DRAWINGS (if not already SElected) (SHOw SElect will indicate whether the subfile is selected)

SET FORMAT \$PROMPT

MERGE <DRAWING>

You will be prompted element by element. If an element has an existing value, it will be displayed, and you will be given an opportunity to change it. You are also given the opportunity to add new occurrences of elements and structures or remove existing ones. Please see Appendix C for \$PROMPT Subcommands.

There are several ways to merge in only select elements. In \$PROMPT, this is accomplished by listing the elements in the SET FORMAT command:

SET FORMAT \$PROMPT CC

will enable merging only category codes.

Special EXECs are implemented to configure the SET FORMAT \$PROMPT format for you with particular elements specified:

Entering the command: **REV**

will prompt for: ID, size, revision, final-prelim, and revision date.

Entering the command: **SFP**

will prompt for: ID, size, revision, title1, title2, title3, final-preliminary, scale, type, drawing date, shown.on, receival date, source laboratory, local accession number, draftsman, user, and data-updated (automatic). It will not prompt for extended title or any other elements.

IV.5 Adding a new record.

A complete description of adding records in SPIRES is described in the document Searching and Updating listed in Appendix E. Briefly, the commands:

SET FORMAT \$PROMPT

ADD

will enable a new record to be entered. You will be prompted for the value of each element. If an *optional* element should be left blank, enter a carriage return [CR]. Also note that you will be prompted twice for each multiply occurring element. Just enter a [CR] to proceed to the next element. Please see Appendix C for the subcommands used in the \$PROMPT format.

To add several records, simply reissue the ADD command after each previous record is ADDED and DISplayed.

After ADDing a new record, always DISplay <DRAWING> to examine it for correctness.

IV.6 Removing Records.

A complete description of REMoving records in SPIRES is described in the document Searching and Updating listed in Appendix E. Below, a very brief summary and sample session provides an overview.

To REMove a record from the SSC DRAWINGS subfile, enter the command:

REM <DRAWING>

For example, to REMove record 28J006, enter:

REM 28J006

IV.7 Changing the Key of a Record.

The key of a record (DRAWING) cannot be modified by editing its value and then issuing an UPDate command. To change the key of a record, enter the following commands:

1. TRAnSfer the old SSC DRAWINGS record
2. Edit the key
3. ADD
4. REMove <key of the old record> (as described in Sect. IV.6 above)

Please ask for human help if you encounter any difficulties (Appendix F).

V. Using the SSC CATEGORIES and LABS Subfiles

- 1 Description of elements in the SSC CATEGORIES and LABS subfiles
- 2 Displaying records
- 3 Searching the SSC CATEGORIES subfile
- 4 Updating records
- 5 Adding new records
- 6 Removing records
- 7 Changing the key of a record

The purpose of the SSC CATEGORIES and LABS subfiles is to serve as validation-lookup tables to category codes and source laboratory elements used to in SSC DRAWINGS records so as to translate the code into descriptive English text.

The SSC CATEGORIES subfile may also serve as control over assignment of category codes. If requested, they may also serve as data validation device whereby SSC DRAWINGS records will be rejected if a category or type code does not match a code in the lookup table. This is occasionally used to prevent typographical errors in entering codes causing spurious data in SSC DRAWINGS goal records.

Just as with SSC DRAWINGS goal records, each SSC CATEGORIES record consists of a collection of elements as described below, primarily the key of the record and the "pointer" which is used by the SPIRES FIND command in searching. Additionally, other elements are defined, so that this "record-type" serves two purposes: as both goal record and index record. Thus, any attempt to delete a record containing pointer elements will affect its value as an index, and is therefore constrained.

The LABS subfile serves as a mandatory lookup-validation for the LAB element.

V.1 Description of elements in the SSC CATEGORIES subfile

<u>Element Name</u>	<u>Required/Opt</u>	<u>Length</u>	<u>Occurrences</u>	<u>Data Type</u>	<u>Indexed</u>
CATEGORY.CODE (CC) (key)	Required	Variable	Single	Character	
Category.Name	Optional	Variable	Single	Character	
Pointer	Optional	fixed 4	Multiple	LCTR	
SUBLCTR	Optional	-	-	Virtual Phantom	
(fetches the REC01 goalrecord, i.e., the drawing record, via by category code key)					

Description of elements in the LABS subfile

<u>Element Name</u>	<u>Required/Opt</u>	<u>Length</u>	<u>Occurrences</u>	<u>Data Type</u>	<u>Indexed</u>
LAB (key) (Abbreviation)	Required	Variable	Single	Character	
LABORATORY (Full name of laboratory)	Optional	Variable	Single	Character	
Pointer	Optional	fixed 4	Multiple	LCTR	

V.2 Displaying Records.

To use the SSC CATEGORIES subfile, you must SElect it with the command:

SElect SSC CATEGORIES

To use the LABS subfile, you must SElect it with the command:

SElect LABS

You may use the DISplay command to view it directly:

DISplay <key>

V.3 Searching the SSC CATEGORIES and LABS Subfiles

If you do not know the key of a record which you wish to see, then you must search for it using the FIND command in the CATEGORY.NAME index, e.g.

FIND CAT 44N123

Or, you may enter Global For, then use the DISplay <all/first/last/n/ext> command.

**FOR SUBFILE
SHOW KEYS n (where 'n' is an integer or 'ALL')
or DISPALY n (where 'n' is an integer or 'ALL')**

See Appendix E for further information about documentation describing searching in SPIRES.

The LABS Subfile is searachable only using Global For:

**FOR SUBFILE
DISPLAY ALL**

V.4 Updating Records.

There are two methods for updating records in SPIRES: one, by TRANSferring & UPDating, the other by using format \$PROMPT. A complete description of updating records in SPIRES is described in the document Searching and Updating listed in Appendix E. This brief summary provides an overview.

Using TRAnsfer and UPDate

To update a record, enter the following commands:

1. Select the appropriate subfile and determine the key of the record to be updated.
2. **TRAnsfer** <key> **CLR**
3. **X ACTIVE FILE** (this enables you to use the editor to modify the file)
4. Edit the record. When all the changes are made, enter the command **FILE** on the command line. This will return you to SPIRES.
5. **UPDate**
6. **DISplay** <key> to verify that the record is correct.

When adding or modifying data elements, remember that the format is:

DATA ELEMENT = <value> ;

Don't forget the semicolon! Or, just use **FORMAT \$PROMPT**.

SPIRES validates the data when you update the record. If there are any illegal values, you will receive an error message when you enter the **UPDate** command. If this occurs, return to step 2 and re-edit the record.

Finally, it is always a good idea to retain your source documents after you complete any updating.

Note that the current version of the record will always be displayed by SPIRES.

NOTE: The key of a record (**DRAWING**) **cannot** be modified by editing its value and then issuing an **UPDate** command. To change the key of a record, please see Section V.7.

NOTE: Single and double quotation marks are treated specially by SPIRES. *Except* in format **\$PROMPT**, all quote marks must be doubled, *and* the entire value (between the =-sign and the semicolon) must be in quote marks of the same kind.

NOTE: To safeguard indexing searching capability, SPIRES will not let you modify or remove any **POINTER** elements, nor can you remove a record that contains occurrences of **POINTER**.

Using format \$PROMPT

To update an *existing* SSC DRAWINGS record using **\$PROMPT**, enter the commands:

SEL <subfile> (if not already **SElected**) (**SHOw SElect** will indicate whether the subfile is selected)

SET FORMAT \$PROMPT

MERGE <key>

You will be prompted element by element. If an element has an existing value, it will be displayed, and you will be given an opportunity to change it. You are also given the opportunity to add new occurrences of elements and structures. Please see Appendix C for **\$PROMPT** Subcommands.

V.5 Adding a new record.

A complete description of adding records in SPIRES is described in the document Searching and Updating listed in Appendix E. Briefly, the commands:

SET FORMAT \$PROMPT

ADD

will enable a new record to be entered. You will be prompted for the value of each element. If an *optional* element should be left blank, enter a carriage return [CR]. Also note that you will be prompted twice for each multiply occurring element. Just enter a [CR] to proceed to the next element. Please see Appendix C for the subcommands used in the \$PROMPT format.

NOTE: At present, SPIRES will automatically create new DRAWING.CAT and DRAWING.TYPE records. If lookup table validation is requested, greater control over possible errors can be gained.

After ADDing a new record, always DISplay <DRAWING> to examine it for correctness.

V.6 Removing Records.

A complete description of REMoving records in SPIRES is described in the document Searching and Updating listed in Appendix E. Below, a very brief summary and sample session provides an overview.

To REMove a record from the DRAWING.CAT subfile, enter the command:

REM <key>

For example, to REMove record 28J006, enter:

REM 28J006

NOTE: SPIRES will disallow removal of any record that contains pointers to goal records in the SSC DRAWINGS subfile.

V.7 Changing the Key of a Record.

The key of a record **cannot** be modified by editing its value and then issuing an UPDate command. To change the key of a record, enter the following commands:

1. TRAnser the record to be changed
2. Edit the key
3. ADD
4. REMove <key of the old record> (as described in Sect. IV.6 above)

Please ask for human help if you encounter any difficulties (Appendix F).

VI. Putting Information in your ACTIVE FILE, Making Reports

Often, after doing a search with a FIND command, you will want to have SPIRES put the information from the records in the search result into your ACTIVE FILE so that you can print them. The general procedure is:

1. Perform the record selection, either with the FIND command (e.g.,

FIND TITLE MAGNET,

or, use GLOBAL FOR, or the STACK command. A complete description of searching in SPIRES is described in the document A Guide to Searching: A SPIRES Primer listed in Appendix E.

2. Set an output format if you do not want the default SPIRES output format (element name = element value ;) either with the SET FORMAT command for a predefined format, or using SET FORMAT \$REPORT. A complete description of formatting in SPIRES is described in the document A Guide to Searching: A SPIRES Primer listed in Appendix E.

3. Put the records into your active file using the command:

IN ACTIVE CLEAN CLEAR DISPLAY ALL

which can be abbreviated,

IN ACT CLN CLR DIS ALL

Details of using the ACTIVE FILE are described in the document A Guide to Searching: A SPIRES Primer listed in Appendix E.

Reports.

To prepare a file that can be downloaded into DBASE, enter the command:

DBASE

To prepare a listing of drawings sequenced by the Laboratory from which they originated, enter:

ABS

The DSS XEQ file can be modified to make a listing of drawings containing particular title words. XEDIT DSS XEQ and modify the FIND command. Then save the changes by issuing the FILE command. Obtain the SPIRES prompt. Issue the command

DSS

VII. Printing

Staff may occasionally wish to print files other than standard reports. These may include a file created using the Xedit editor, or created by SPIRES as the result of a FIND or DISPLAY command. (SPIRES usually places search result displays and other output in the CMS file named ACTIVE FILE A or on the CRT or both.) Therefore, it will often be useful to be able to print files directly. There are two EXECs that will send files to the Teleris laser printer on the first floor of Bldg. 50B in the Central Computing Facility machine room area. These EXECs are:

LPR and LPRCC

The syntax of these commands is:

LPR <filename> <filetype> <filemode>

LPRCC <filename> <filetype> <filemode>

For example, to print the CMS file, ACTIVE FILE A, enter the command:

LPR ACTIVE FILE A

The distinction between the two is that LPRCC interprets any characters in the first column of the file (at the left margin) as carriage control (hence the CC; LPR is an acronym for line printer). Generally, users will not insert carriage control characters in a file, and so LPR is the appropriate command to use. However, the SPIRES facility DEFINE TABLE and FORMAT \$REPORT automatically reserve column 1 for carriage control characters, with data beginning in column 2. For files generated by these utilities, LPRCC should be used.

A file probably includes carriage control if most of the text begins in column two and column one contains characters such as: 1, 0, and +. For example, it may look something like:

```
1
MARY HAD A LITTLE LAMB
ITS FLEECE WAS WHITE AS SNOW
+           WHITE AS SNOW
0
AND EVERY WHERE THAT MARY WENT
THE LAMB WAS SURE TO GO.
```

As well, a LABEL exec is available to print adhesive labels on a printer specially configured for that purpose.

VIII. Enhancement List:

\$LOOKUP on category codes and drawing type.

Printed list of categories showing number of records in each and category name.

Printed listing of SSC DRAWINGS subfile by Drawing ID.

Printed listing of SSC DRAWINGS subfile by category code.

Implement REMOTE SPIRES for Fermilab and Brookhaven.

APPENDIX A

TERMINAL Settings for VT100 for use on UCBCMSA Series/1

SETUP-B: 0101 1011 0000 1100

No scroll
Autorepeat
dark background
block cursor

Bell on
key click off
ANSI
XON

--
wrap off
newline off
interlace off

parity odd
parity off
7 bits
60 hz

APPENDIX B

TERMINAL CONTROL

The SERIES/1 terminal controller commands for the IBM PC are summarized in the document "Using the YTERM Package at UC Berkeley", available from the Computing Services Library on the second floor of Evans Hall on Campus.

Occasionally, the system will not accept characters typed on the keyboard, but rather sound the "bell". To clear this keyboard lock, depress the CONTROL key and, while depressed, enter the letter sequence: RTXQV. This is notated:

CNTL-RTXQV

When the system is displaying output on the CRT screen, it will stop after 22 or 23 lines, depending on the kind of terminal. The message **MORE** will be displayed at the lower right. At this point, one has four options:

1. Do nothing. After 50 seconds, the bell will sound. After an additional 10 seconds, the system will clear the screen and display the next page.
2. Enter (large + -key by keypad). This causes the next 23 lines to be displayed immediately.
3. Enter a [CR]. This causes the message in the lower right portion of the screen to change from **MORE** to **HOLDING**. The timer holds, and the screen will not change. Another [CR] causes the message in the lower right to return to **MORE** and the timer is reset.
4. Enter **HT** [CR], then (large + -key by keypad). The **HT** halts typing, preventing the rest of the lines from being displayed. The (large + -key by keypad) then clears the screen .

Several helpful CMS terminal commands are available:

The (@) acts as a CHARDEL (character delete) character.

The (ø) acts as a LINEDEL character (line delete)

The (#) and the (") have been disabled as CMS control characters since they conflict with often-used SPIRES characters.

Series/1 - IBM PC/YTERM control characters (complete list found in 'Using the YTERM Package at UC Berkeley')

CNTL-N	go to next line
keypad left-arrow key	move cursor to the left
keypad right-arrow key	move cursor to the right
keypad up-arrow key	move cursor up
keypad down-arrow key	move cursor down
CNTL-D	deletes a character
CNTL-E	deletes a line
INSERT-key	enter or leave <i>character</i> insert mode

These sequences work in the editor as well as outside the editor.

Program Function (PF) keys

In some utilities, such as FLIST and Xedit, PF keys are assigned specific functions. When using your IBM PC as a terminal, the PF keys are on the far left-hand side, marked F1 through F10. F11 and F12 are sometimes needed and available by pressing the **NUMLOCK** key for PF11 and **SCROLL LOCK** for PF12. PF11 deletes to the end of line in the FLIST facility. PF3 usually means "quit". PF1 usually calls a CMS help screen. Often a menu of valid PF keys will be displayed in utilities where they are recognized.

At login, your PF5 key is setup to send messages to a disconnected virtual machine at SLACVM called QSPIRES that enable you to have limited use of the HEP database. To use it, enter PF5 and a SPIRES command, such as FIND or DISPLAY. Global For commands are not allowed.

APPENDIX C

SPIRES FORMAT \$PROMPT Subcommands

The following commands are recognized by SPIRES when adding new records (or modifying existing records) using SET FORMAT \$PROMPT (formerly SET INPUT FORMAT):

[CR] (carriage return)	Continue to next prompt
//	Puts in a null-length value if legal, otherwise you are reprompted for a legal value.
/N	Skip to the next element of the current structure for input
/S	Skip to the next structure for input (first element of next structure)
/ <value>	Retains leading blanks (blanks in front of the value)
<value> //	Continue value on next line (for long values, e.g., paragraphs)
/E	End input for the current structure, and retain input thus far
/X	Abort input, and do not retain any input

Example of //: to enter a null value in a structure without exiting the structure, for example in the TELEPHONE structure:

STRUCTURE TELEPHONE

U.S.AREA.CODE: //
JOB.TITLE President
(other elements)

This prevents the other elements in the TELEPHONE structure from being skipped merely because there was no value entered for U.S.AREA.CODE.

The full set of subcommands can be found in the SPIRES manual Searching and Updating.

APPENDIX D

Looking at your CMS files.

The CMS FLIST facility provides a listing of your permanent files and several capabilities to browse, edit, copy, rename, and delete them. To use the FLIST facility, enter the command **FLIST** and your files will be displayed, with the cursor at the top of the list. You may move the cursor up and down to select any file. You may use the **PF** commands on the menu at the bottom to perform various operations, e.g., **PF4** or an **X** will invoke the editor on the selected file, an **PF2** will allow you to browse the file, and **PF8** will allow you to see the next screenful of files on your list if you have more files than can be listed on one screen, and **PF3** will exit FLIST. All the terminal control keys work in FLIST.

There are other file listing facilities besides FLIST. FLIST currently provides the most functionality. For assistance with FLIST, please see Appendix F for human help.

APPENDIX E

Documentation

A complete set of SPIRES documentation is available by issuing the command DOCSPI and following instructions. The most important to use initially are:

1. A Guide to Searching -- A SPIRES Primer.
2. Searching and Updating.
3. Sequential Record Processing: Global FOR Reference Manual.
4. SPIRES Keyterm Index -- An index of all SPIRES terms.

A complete set of CMS documentation is available from the Computer Center library. The following are most likely to be of interest to users of the AWARDS database system.:

1. System Product Editor User's Guide (SC24-5220-1)
2. System Product Editor Command and Macro Reference (SC24-5221-1)

The Computing Services Library on the 2nd floor of Evans Hall on campus can provide documentation about YTERM, including "Using YTERM at U.C. Berkeley".

APPENDIX G

Using Xedit

The following describes use of Xedit with an ADM-3A terminal. For other terminals, please see Appendix B.

(Note: If you are using the Xedit editor and SPIRES, be aware that it is helpful to be in the same case mode in the editor as in SPIRES. That is, it is possible to be in SPIRES in upper-and-lower case, while in Xedit in upper only, or vice-versa. The default for the TRAINING system is to be in upper and lower case both in the editor and in SPIRES. If you have problems with case, call for human help (Appendix F).)

Files in the VM/CMS system have three-part names:

filename filetype filemode

usually abbreviated

fn ft fm

The filemode is generally assumed to be A, referring to you "A-disk", 191. This 191 A disk is your private disk.

To edit a file, issue the command

X fn ft

For example, to edit the CMS file ACTIVE FILE A, enter

X ACTIVE FILE A

The document will then appear ready to edit. Case is not significant on this command. You could also enter:

x active file a

If the file ACTIVE FILE did not exist on your A disk, the editor would create a new empty file, with only a top-of-file and a bottom-of-file marker.

Once in the editor, you can:

Use the **DELETE**, **INSERT** and **CNTL-E** keys (see Appendix B)

Use the "cursor" keys to move the cursor around on the screen. On an IBM PC terminal, depress the "arrow keys" on the numerical keypad.

Use the prefix field on the left side of the screen (the five columns of equal signs) to copy, delete or move whole lines or groups of lines.

To save your editing, enter the command **FILE** on the command line. To discard your changes and return the file to its original state, enter the command **QUIT** or **QQ**.

Often-used Prefix-field Commands.

D (delete)

To delete one line, place a **d** anywhere in the prefix field to the left of the line you wish to delete. Then hit [CR]. E.g.,

```
==== This is line one
==d== This is line two
==== This is line three
```

results in:

```
==== This is line one
==== This is line three
```

To delete a known number of contiguous lines, enter **d** and the number of lines to be deleted.

```
==== This is line one
==d2= This is line two
==== This is line three
==== This is line four
```

results in:

```
==== This is line one
==== This is line four
```

To delete an *unknown* number of contiguous lines, that is, a "block" of lines enter **dd** on the first line to be deleted and on the last line to be deleted. E.g.,

```
==== This is line one
==dd= This is line two
==== This is line three
dd== This is line four
==== This is line five
```

results in:

```
==== This is line one
==== This is line five
```

I (insert)

To insert a new blank line that can be edited, place an **i** in the prefix field on the line which you want the new line to follow. E.g,

```
==== This is line one
==i== This is line two
==== This is line three
==== This is line four
```

results in:

```
==== This is line one
==== This is line two
====
==== This is line three
==== This is line four
```

The new blank line can now be edited by moving the cursor to anywhere to the right of the prefix field and the first blank column following it.

To insert a specified number of new blank lines that can be edited, place an **i** and the number of blank lines needed in the prefix field on the line which you want the new line to follow. E.g,

```
==== This is line one
==i3= This is line two
==== This is line three
==== This is line four
```

results in:

```
==== This is line one
==== This is line two
====
====
====
==== This is line three
==== This is line four
```

It is also possible to insert lines by entering the command **i** on the command line at the bottom of the screen. This will clear the screen below the column-counter line. You can then enter text and use **CNTL-N** to go to the next line. When you hit a **[CR]**, your text will be shifted up above the column-counter line and the lower part of the screen will be available for more input. Two consecutive **[CR]**'s will return you to normal edit mode.

C (copy)

To copy one line, place a **c** anywhere in the prefix field to the left of the line you wish to copy and a **p** on the line before which the newly created line should be placed. E.g,

```
==== This is line one
==c== This is line two
====p This is line three
```

results in:

```
==== This is line one
==== This is line two
==== This is line two
==== This is line three
```

the **p** stands for *prior* and instructs the system to put the new copy of the line prior to the line with the **p**. You can use the **f** instead, which means *following*:

```
==== This is line one
==c== This is line two
==== This is line three
===f= This is line four
```

results in:

```
==== This is line one
==== This is line two
==== This is line three
==== This is line four
==== This is line two
```

To copy a known number of contiguous lines, enter **c** and the number of lines to be copied on the first line to be copied, and an **f** or a **p** to mark where the copied lines should be placed:

```
==== This is line one
==c2= This is line two
==== This is line three
===f= This is line four
```

results in:

```
==== This is line one
==== This is line two
==== This is line three
==== This is line four
==== This is line two
==== This is line three
```

To copy a *unknown* number of contiguous lines, that is, a "block" of lines, enter **cc** on the first line to be copied and on the last line to be copied, and an **f** or a **p** to mark where the copies should be placed:

```
==p== This is line one
==cc= This is line two
===== This is line three
cc=== This is line four
===== This is line five
```

results in:

```
===== This is line two
===== This is line three
===== This is line four
===== This is line one
===== This is line two
===== This is line three
===== This is line four
===== This is line five
```

M (move)

the move command, **m**, works similarly to copy:

```
===== This is line one
==m== This is line two
====f This is line three
```

results in:

```
===== This is line one
===== This is line three
===== This is line two
```

and,

```
=p=== This is line one
==nm= This is line two
===== This is line three
===nm This is line four
```

results in:

```
===== This is line two
===== This is line three
===== This is line four
===== This is line one
```

Most terminals can only display about 22 lines of text. Therefore, if the file you are editing is longer than 22 lines, not all of them can be displayed simultaneously.

Think of your file as if it were a very tall building. The building is a strange building however, because its floors are numbered from top to bottom rather than from bottom to top! So the first floor is at the top of the building.

Our building has a rather unique elevator. Unquestionably the oddest thing of all is that the elevator doesn't move, the building does! The elevator is fixed, but the building moves up and down, into and out of the ground.

But that's not all! First, its doors are always open, so you can always see out as the building moves up and down in front of you. Furthermore, your elevator is 21 stories high! Stranger yet is that half-way up this tall elevator is a platform on which you stand. Thus, you can see the floor that is level with yourself, the 10 floors lower, and the 10 floors higher.

This peculiar building is like your file and your terminal is like its elevator which provides you with a view of some portion of of the building. Imagine standing in the fixed elevator as the building moves up and down in front of you. This is exactly the phenomenon you experience using the editor.

When you first enter the editor, it automatically gives you a view of the top 10 lines of your file. This is like standing in your elevator at the top of the building, with a view of the 10 floors beneath you and 10 stories of thin air above you.

If you wish to look at lower floors of the building, what would you do? You would command the building to shift up (which is equivalent to the elevator going down). This is exactly what you do in the editor. The following is a brief summary of the commands that you can use to move around in your file. They are entered on the command line at the bottom of your screen when you're in the editor.

+5 shifts the file up 5 lines so that your view is the next 5 lines down. The "+" is optional. Just a 5 or any number is acceptable.

To adjust your view in the opposite direction, i.e., towards the top of the file, use a minus sign preceding the number of lines you want to shift, e.g., -20 will display the portion of the file 20 lines above your current position.

The command **top** will go the the top of the file. The command **bot** will go to the bottom of the file.

When a number is preceeded with a colon, the editor will go directly to that absolute line number. E.g, :104 would display lines 93 through 115, with line 104 exactly in the middle of the screen.

To locate a string of characters, enter a slash (/) and the character string to be searched for. It will locate the first instance of that string. If you want to search for later occurrences, continue entering equal signs (=) until you find the occurrence you desire.

Finally, the insert command, **i**, discussed above, is entered from the command line and allows you to insert a virtually infinite number of new lines at that point in the file.

It would not be useful to give every detail of the editor here. See Appendix E for a list of documents which describe how to use the editor. If you need assistance, please see Appendix F for human help.

This report was done with support from the Department of Energy. Any conclusions or opinions expressed in this report represent solely those of the author(s) and not necessarily those of The Regents of the University of California, the Lawrence Berkeley Laboratory or the Department of Energy.

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