Freedom/Help

CA 2E Text Editor and Help Generator

User Guide

Version 1.2

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Table of Contents

Overview

In a typical development environment the narrative text and help objects should be the responsibility of the application users. CA 2E does not allow a user to have access to just the narrative text of data model objects with the capability of generating the associated help objects for the application.

To make it easier and simpler for users to maintain and generate CA 2E help objects we have developed Freedom/Help that will allow users to edit narrative text and generate help objects for CA 2E display functions.

Features and Benefits

Simple and Easy to Use

Application users do not have to learn and understand how to use the complexities of CA 2E in order to edit and generate help objects. It also allows the maintenance of CA 2E help objects to be performed by non-development team members, thus freeing up valuable development staff for more appropriate tasks.

Maintain Security of Data Model

CA 2E data models should be secured from unauthorised access to ensure that the integrity of the data model is retained. The *USER class authority to a data model is all that is required to use the Freedom/Help to edit and generate help objects. These users do not have the authority to enter the data model normally and make changes.

Single Non-Tier Based Licence

Freedom/Help only requires a single non-tier based licence that is installed on the IBM System i. There are **NO** PC client side licence fees which mean a single purchase for an IBM System i can be used by any number of developers.

Value for Money

Freedom/Help is very competitively priced with a single flat fee for any model IBM System i server.

Shareware

This product is distributed as Shareware. You may install and use the product for 45 days on a trial basis. Should you wish to use the product after the 45 day trial you are required to purchase a license from HawkBridge Pty Ltd for your AS/400. The authorization will then enable you to install and use the product on a single AS/400 only.

Shareware products are provided without warranty either implied or expressed. It is your responsibility to ensure that the software is appropriate for your installation.

This shareware product has been restricted to only allow a maximum of five CA 2E files to be imported into Microsoft Visio in any single import file. The fully licensed version has no restrictions imposed apart from running on a single nominated AS/400.

Prerequisites

The following prerequisites must be satisfied in order to use the tool:

- OS/400 V5R2M0 or above installed

- CA 2E 8.1 or 8.5 Data Model

OS/400 V5R2M0 or later

The AS/400 objects in this release have been saved for V5R2M0. If you are on an earlier release, then contact us for a version that supports your version of OS/400.

Objects have been saved in a format that will enable Freedom/Visio to be restored to V6R1 and V7R1 of OS/400.

CA 2E 8.1 or 8.5

The tool has been developed for Release 8.1 and 8.5 of CA 2E. If you are on a later release, then contact us for the upgraded version of the tool. Prior releases may work, but may not due to internal file changes to the CA 2E data model.

Using the Freedom/Help Text Editor and Help Generator Tool

To use the Freedom/Help text editor and help generator tool follow these steps:

Start the Freedom/Help Tool

Make sure that library FREEDOMHLP (or the library you installed Freedom/Help in) is in your library list. The minimum library list to run the interface tool is:

- QTEMP
- *<MDLLIB>*
- *<GENLIB>*
- FREEDOMHLP
- Y2SYVENG
- Y2SY
- Y1SYVENG
- Y1SY
- QGPL

Libraries Y2SYVENG and Y1SYVENG may have been merged into Y2SY and Y1SY respectively when installed. In which case, they should be omitted from the initial library list. <MDLLIB> and <GENLIB> are replaced with the model and generation libraries of the data model you wish to access respectively.

Prompt the Edit Function Narrative Text (HEDTFUNNAR) command and enter the following details then press Enter:

```
                    Edit Function Narrative Text (HEDTFUNNAR)

 Type choices, press Enter.

 Object type  . . . . . . . . . .    *PGM          *PGM, *HLP, *DSP
 Object name  . . . . . . . . . .    *SELECT       Name, *SELECT, *S




















                                                                     Bottom
 F3=Exit   F4=Prompt   F5=Refresh   F12=Cancel   F13=How to use this display
 F24=More keys
```

Select a Program Object

The Select Object (HSELOBJ) screen will be displayed to allow you to select an object of the type specified for the Object type (OBJTYP parameter) on the Edit Function Narrative Text (HEDTFUNNAR) command. In this case it will list *PGM type objects and the display below is the default list from a new data model without any user defined objects.

Enter option 1 against an object and press Enter to proceed.

```
HSELOBJ    DISPLAY          Select Object                  01/01/01  0:00:00

 1=Select

     MSG _____ ___ _____
 Opt Typ SRCMBR      Atr Text
   _ MSG YDBAPI      RPG *Sample API             Execute user program
   = MSG Y2CFGTR     RPG Work With Config Table  Edit transaction
   _ MSG Y2DLETR     RPG Work with Date List     Edit transaction
   1 MSG Y2DSTFR     RPG Work With Dist. Files   Display file









                                                                   Bottom
 F3=Exit
```

Edit Function Narrative Text

The Edit Function Narrative Text (HC2EHLP1) screen is displayed and lists the components that make up the screen for the selected object. These components are the top level function, the screens associated with the function, the screen formats within the screen, or the screen entries associated with the screen format. Narrative text can be associated at the function, screen and screen entry level. Components are indented under the associated higher level component.

Enter option 2 against a component and press Enter to proceed.

```
HC2EHLP1   DISPLAY     Edit Function Narrative Text         2/16/02 23:54:53

Program :   Y2DSTFR    Work With Dist. Files     Display file
Display :   Y2DSTFRD   Generate Help :   M  ( M=MDLVAL, Y=Yes, N=No, O=Only )
Help  . :   Y2DSTFR    Help Type . . :   M  ( M=MDLVAL, T=TM, U=UIM )

2=Edit Text, 8=Display Model Object, L=Locks

Opt FUN Function Name/SCR Screen Title/FMT Typ Format Name/ENT Fnc I/O Label
   _ FUN Work With Dist. Files
   2     SCR Work With Distributed Files
             FMT CTL Subfile control.
   _             ENT POS  I  Distributed File
   _             ENT POS  I  Name
   _             ENT SEL  I  Description
   _             ENT POS  I  Type
             FMT RCD Subfile record.
   _             ENT DTA  O  Distributed File
   _             ENT DTA  O  Name
   _             ENT DTA  O  Description
   _             ENT DTA  O  Type
                                                                   Bottom
 F3=Exit   F5=Refresh   F13=Display Help
```

Edit Narrative Text

The Edit Operational Text screen is displayed for the selected component. There are two types of narrative text, functional and operational indicated in the title of the screen. It is the operational text that is used to generate the help

object for the function, unless there is nothing defined in the operational text in which case it will use the functional text. Freedom/Help will only allow the operational text to be displayed and updated by the user.

Make changes to the operational narrative text for the component and press F3 display the Confirm Exit screen.

```
                                   Op: HUSER     QPADEV0001 01/01/01 00:00:00
     EDIT NARRATIVE TEXT (OPERATIONAL)     Training
 FIL *Distributed File
 MSG Work With Dist. Files                    UIM Formatting :  *MDLVAL *AUTO
 This is the help text for the function_____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____
 _____

 F3=Exit  F7=Text editor  F19=SEU  F20=Functional text          F24=More keys
```

Confirm Exit

The Confirm Exit screen is displayed to allow the user to confirm making the changes to the operational text of the component. The shareware version of the product will not allow the user to update the operational text. Select either option 1 or 2 to continue.

```
              Confirm Exit

     Type option, press Enter.

        1. Exit without update
        2. Exit and update
        3. Return to editing

     Option . . .    1

     F12=Cancel
```

Exit Function Narrative Text

From the Edit Function Narrative Text screen press F3 to exit. The Exit Function Narrative Text screen is displayed to confirm the options for exiting the editing of the selected function narrative text components. Accept the defaults and press Enter to continue.

```
                    Exit Function Narrative Text

      Generate Help . . .    Y            N=No, Y=Yes

      Submit Model Create    E            N=No, Y=Yes, E=Edit, P=Prompt

      Job List  . . . . .    *MDLPRF      Name, *MDLPRF, *USER, *WRKSTN
        Library Name  . . .  *MDLLIB      Name, *MDLPRF, *MDLLIB

      Return to Editing .    N            N=No, Y=Yes

      F3=Exit   F12=Cancel
```

Submit Model Generations & Creates

The Submit Model Generations & Creates screen is display to allow you to submit and monitor the creation of the help objects associated with the selected function. Press Enter and confirm to submit the generation and compilation of the help object. Refresh the display to monitor the progress of the generation and compilation. Once the entry disappears then the job has completed and the help object has been compiled. Press F3 to exit and return to the Select Object (HSELOBJ) screen.

```
   List:  HUSER.INTRG01MDL          1   HSECOFR    AU3SECU01   22/02/11 20:03:29
   SUBMIT MODEL GENERATIONS & CREATES.  Training
    GENLIB  : INTRG01GEN



  ? Member      Type Act Status   Text
   _ Y2DSTFR     PNL  GEN          Work With Dist. Files     Display file












   SEL: G-Rqs GEN, C-Rqs CRT, E-STRSEU, D-Drop, JOB(1-DSP, 4-HLD, 6-RLS, 9-CNL)
   F3=Exit  F5=Reload  F6=Msgs  F8=Submitted jobs  F9=Command line   ENTER-Submit
```

From the Select Object (HSELOBJ) screen enter option 1 against the object and press Enter to display the Edit Function Narrative Text (HC2EHLP1) screen. Press F13 to display the help object.

Using the Narrative Text Editor Screens

Edit Function Narrative Text

The Edit Function Narrative Text screen displays the details of the selected model function along with a list of the components that make up the function screen. You may choose to perform one or more of the selection options, or use one of the function keys.

```
HC2EHLP1   DISPLAY     Edit Function Narrative Text        2/16/02 23:54:53

Program :   Y2DSTFR    Work With Dist. Files    Display file
Display :   Y2DSTFRD   Generate Help :    M   ( M=MDLVAL, Y=Yes, N=No, O=Only )
Help  . :   Y2DSTFR    Help Type . . :    M   ( M=MDLVAL, T=TM, U=UIM )

2=Edit Text, 8=Display Model Object, L=Locks

Opt FUN Function Name/SCR Screen Title/FMT Typ Format Name/ENT Fnc I/O Label
    FUN Work With Dist. Files
        SCR Work With Distributed Files
            FMT CTL Subfile control.
                ENT POS  I  Distributed File
                ENT POS  I  Name
                ENT SEL  I  Description
                ENT POS  I  Type
            FMT RCD Subfile record.
                ENT DTA  O  Distributed File
                ENT DTA  O  Name
                ENT DTA  O  Description
                ENT DTA  O  Type
                                                                     Bottom
F3=Exit   F5=Refresh   F13=Display Help
```

Once you have entered the selection options you wish to perform against the relevant component of the function screen, press the **<ENTER>** key to validate your selection. You will be limited to perform certain selection options depending on the type of component selected. If you have selected an option you are not allowed to perform, an error message will be displayed.

Non-List Data Fields

Program

The name and descriptive text of the executable program associated with the selected model function.

Display

The name of the display file associated with the selected model function.

Generate Help

The function option that specifies whether, for this model function, help should be generated.

Valid values are:

- **M=MDLVAL**   The model value YGENHLP determines whether Help is to be generated for this model function or not. The model value is highlighted and underlined in the list of values displayed to the right of this field.
- **Y=Yes**   Help is generated for this model function.
- **N=No**   Help is not generated for this model function.
- **O=Only**   The help object is the only object generated for this model function.

Help

The name of the help object associated with the selected model function.

Help Type

The function option that specifies the type of help object associated with the selected model function.

Valid values are:

- **M=MDLVAL**   The model value YNPTHLP determines the type of help object to be generated for this model function. The model value is highlighted and underlined in the list of values displayed to the right of this field.
- **T=TM**   The type of help object is a Text Management source file member.
- **U=UIM**   The type of help object is a Panel Group that is compiled from the generated User Interface Manager source file member.

List Data Fields

The text for each list item is dependent upon the type of component, which is displayed as the first three characters list item text. Some components are indented to display a hierarchical child/parent relationship with the next outer component.

The valid list of components that can be displayed are:

- **FUN=Function**   Identifies the component as the selected model function. The list item text for this component is colored white. The function name as identified in the model is displayed along with the name of the based on model file.
- **SCR=Screen**   Identifies the component as a screen associated with the selected model function. A model function may have one or more associated screens. The list item text for this component is colored yellow. The screen title is displayed.
- **FMT=Screen Format**   Identifies the component as a screen format from the previous screen component in the list. The list item text for this component is colored turquoise. The type of screen format is displayed along with the name of the screen format.
- **ENT=Screen Entry**   Identifies the component as a screen entry from the previous screen format component in the list. The list item text for this component is colored green. The type of screen entry function is displayed along with the I/O type and label of the screen entry.

The valid list of screen format types is:

- **CTL**   Control Control
- **RCD**   Subfile Record
- **KEY**   Key Prompt
- **DTL**   Detail Page 1
- **2ND**   Detail Page 2
- **3RD**   Detail Page 3

The valid list of screen entry functions is:

- **RST**   Restrict a display to values equal to the specified value
- **POS**   Position a list display to values greater than or equal to the specified value
- **SEL**   Select items in a list display to values matching the specified selection criteria
- **PAR**   Maps a parameter declared to the model function
- **DTA**   Maps a field from the model functions based on access path
- **USR**   Managed by user defined action diagram statements in the model function
- **DRV**   Managed by user defined action diagrams statements in the model field

The valid list of I/O types is:

- I   Input capable field

- **O**   Output only field

Function Keys

F3=Exit

This function key allows you to exit the Edit Function Narrative Text function to either the previous menu or function that invoked the Edit Function Narrative Text function.

The Exit Function Narrative Text screen is displayed to allow exit options to be specified.

F5=Refresh

This function key will rebuild the list of components from the data model and display it again.

F13=Display Help

This function key allows you to display the generated help object associated with the selected model function.

List Selection Options

2=Edit Text

This option allows you to edit the narrative text of the model object associated with the selected component.

For details about the various screens displayed for this option, see the associated CA 2E manuals.

8=Display Model Object

This option allows you to display the model object associated with the selected component.

For details about the various screens displayed for this option, see the associated CA 2E manuals.

L=Locks

This option allows you to display the locks that have been applied to the model object associated with the selected component.

For details about the various screens displayed for this option, see the associated CA 2E manuals.

Edit Operational Text

The Edit Operational Text screen displays the details of the selected model object along with a list of the text lines that make up the operational narrative text. You may choose to change the text lines or use one of the function keys.

The operational text for the model object is used to generate the section of the help text object related to the selected model object. If no operational text is defined, then the functional narrative text is used. The following display is what you will see if no operational text is defined.

```
HC2EHLP3   CHANGE           Edit Operational Text          2/16/02  0:16:38
FIL *Distributed File
MSG Work With Dist. Files                     UIM Formatting : *MDLVAL *AUTO
   *...:... 1 ...:... 2 ...:... 3 ...:... 4 ...:... 5 ...:... 6 ...:... 7 ...:.

















F3=Exit   F5=Refresh   F9=Insert   F11=Delete
No data to display.
```

When operational text is defined for the model object, then you will see a display similar to the following.

```
HC2EHLP3   CHANGE           Edit Operational Text          2/16/02  0:16:38
FIL *Distributed File
MSG Work With Dist. Files                     UIM Formatting : *MDLVAL *AUTO
   *...:... 1 ...:... 2 ...:... 3 ...:... 4 ...:... 5 ...:... 6 ...:... 7 ...:.
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
   _____
                                                              More...
F3=Exit   F5=Refresh   F9=Insert   F11=Delete
```

Non-List Data Fields

Owner/Container/Object Type

The object type of the owner, container and object of the selected model object.

Owner/Container/Object Name

The name of the owner, container and object of the selected model object.

UIM Formatting

The default formatting of narrative text, when included in generated UIM Help.

Valid values are:

•	**<u>*MDLVAL</u>**	The model value YUIMFMT determines the formatting of narrative text. The model value is highlighted and displayed to the right of this field.
•	***AUTO**	The UIM paragraph tag is used for formatting of narrative text.
•	***FIXED**	The UIM lines tag is used for formatting of narrative text.

List Data Fields

Text Line

Up to 76 characters per line of text can be entered. For UIM help object generation with *FIXED formatting, only the first 72 characters should be used because the maximum UIM help window width is 72.

Function Keys

F3=Exit

This function key allows you to exit the Edit Operational Text function to the Edit Function Narrative Text function.

The Confirm Exit screen is displayed to allow exit options to be specified.

F5=Refresh

This function key will rebuild the list of text lines from the data model and display it again.

F9=Insert

This function key allows you to insert a new text line after the line that the cursor is positioned on.

F11=Delete

This function key allows you to delete the text line that the cursor is positioned on..

Confirm Exit

The Confirm Exit screen displays a menu of exit options. You may choose to enter one of the exit options, or use one of the function keys. This screen may appear on exit from various edit sessions.

```
:...........................:
:           Confirm Exit    :
:                           :
: Type option, press Enter. :
:                           :
:   1. Exit without update  :
:   2. Exit and update      :
:   3. Return to editing    :
:                           :
: Option . . .   1          :
:                           :
: F12=Cancel                :
:                           :
:                           :
:...........................:
```

Exit Option

1=Exit without update

This option allows you to exit the function and cancel all updates made during the edit session.

2. Exit and update

This option allows you to exit the function and accept all updates made during the edit session.

3=Return to editing

This option allows you to return to the function to make more changes for the edit session.

Function Keys

F12=Cancel

This function key allows you to return to the function to make more changes for the edit session.

Exit Function Narrative Text

The Exit Function Narrative Text screen displays the exit options for the Edit Function Narrative Text screen. You may choose to change one or more of the exit options, or use one of the function keys.

```
:.............................................................:
:                 Exit Function Narrative Text                :
:                                                             :
:  Generate Help . . .    Y            N=No, Y=Yes            :
:                                                             :
:  Submit Model Create    E            N=No, Y=Yes, E=Edit, P=Prompt :
:                                                             :
:  Job List  . . . . .    *MDLPRF      Name, *MDLPRF, *USER, *WRKSTN :
:    Library Name  . . .    *MDLLIB    Name, *MDLPRF, *MDLLIB :
:                                                             :
:  Return to Editing .    N            N=No, Y=Yes            :
:                                                             :
:  F3=Exit   F12=Cancel                                       :
:                                                             :
:                                                             :
:.............................................................:
```

Once you have changed the exit options you wish, press the **<ENTER>** key to validate your selection. If you have selected an option you are not allowed to perform, an error message will be displayed.

Exit Options

Generate Help

The option that specifies whether or not to add the help object for the selected model function to the job list specified for Job List.

Valid values are:

- **Y=Yes**   Help object will be added to the job list.
- **N=No**   Help object will not be added to the job list.

Submit Model Create

The option that specifies whether or not the job list specified for Job List will be submitted for processing.

Valid values are:

- **Y=Yes**   The job list will be submitted.
- **N=No**   The job list will not be submitted.
- **E=Edit**   The job list will be displayed for editing and manual submission.
- **P=Prompt**   The command to submit the job list will be prompted to allow the parameters to be changed before processing.

Job List

The qualified name of the job list that the help object is placed on.

Special values are:

- ***MDLPRF**   The job list name is taken from the current user's model profile in the model.
- ***USER**   The job list name is the user profile name of the current user.
- ***WRKSTN**   The job list name is taken from the name of the workstation of the current job.

The name of the job list can be qualified by a valid library name or one of the following special library values:

- ***MDLPRF**   The library name is taken from the current user's model profile in the model.
- ***MDLLIB**   The current model library name is used.

Return to Editing

The option that specifies whether or not to return to the Edit Function Narrative Text function after processing the exit options.

Valid values are:

- <u>**N=No**</u>   Do not return to the Edit Function Narrative Text function.
- **Y=Yes**   Return to the Edit Function Narrative Text function.

Function Keys

F3=Exit

This function key allows you to exit the Exit Function Narrative Text function to either the previous menu or function that invoked the Edit Function Narrative Text function without processing the exit options.

F12=Cancel

This function key allows you to exit the Exit Function Narrative Text function and return to the Edit Function Narrative Text function without processing the exit options.

Command Reference

Edit Function Narrative Text (HEDTFUNNAR)

```
                            +-*PGM-+              +-*SELECT-----+
>>--HEDTFUNNAR--OBJTYP(--+-*HLP-+--)--OBJ(----object-name----)--><
                            +-*DSP-+
```

Purpose

The Edit Function Narrative Text (HEDTFUNNAR) command starts a CA 2E session to commence editing the narrative text of a model function and associated screen components.

Object type (OBJTYP)

Specify type of OS/400 object that is specified on the **Object name** prompt (OBJ parameter).

<u>*PGM</u>

Indicates that the type of OS/400 object is a program.

*HLP

Indicates that the type of OS/400 object is a help object.

*DSP

Indicates that the type of OS/400 object is a display file.

Object name (OBJ)

Specify the name of the object to edit the narrative text for the associated model function and screen components.

<u>*SELECT</u>

A single value indicating that the object is selected using an interactive display function.

object-name

Specify the 10-character name of the object.

** END OF DOCUMENT **