

# Visara

## Master Console Center

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### Operations Guide

P/N 707128-001

## Technical Support

### Contacting the Visara Intellicenter

For US domestic customers, Visara provides technical support through its Intellicenter, 8:30 - 5:00 (ET) Monday through Friday at 888-542-7282.

Calls outside these hours are handled by automatic pager, so expect a delay. You can also call through our switchboard at 919-882-0200. For support outside the US, please contact the company that has sold the product to you.

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# About This Guide

## Purpose of This Guide

This guide describes the procedures for the day-to-day operation of Visara's Master Console Center (MCC). It is not intended to be an in-depth technical reference guide. For detailed technical information, consult the *Administration Guide* and the *Scripting Guide*.

## Organization

This guide is organized into the following chapters:

Chapter	Topic
<b>Chapter 1 Introducing the Master Console Center</b>	Discusses what the purpose of the MCC. It describes how to log in and out of the system, how to view logs, and how to view active users on the system.
<b>Chapter 2 Alerts</b>	Describes how to create, modify, and delete alerts.
<b>Chapter 3 Selecting Consoles</b>	Describes how to access consoles, and how to lock and unlock consoles.
<b>Chapter 4 System Status Summary</b>	Discusses how to manage systems connected to the MCC.
<b>Chapter 5 Managing Scripts</b>	Describes how to edit, create, manage, and execute scripts.
<b>Chapter 6 Filtered Messages</b>	Filtered Messages discusses viewing and printing filtered messages.
<b>Chapter 7 Monitoring the Execution Log</b>	Discusses monitoring messages about the MCC as well as printing the execution log.

<b>Chapter 8 Administering the MCC</b>	Discusses some of the features available to administrators. The topics in this chapter are discussed in further detail in the <i>Administration Guide</i> .
<b>Appendix A Basic GUI Operation</b>	Describes basic X Windows features and operations.
<b>Appendix B MVS Mainframe Console Operation Basics</b>	Provides some hints and tips on managing MVS consoles in association with the MCC.

## The MCC Documentation Set

In addition to this manual, you may need to refer to other manuals in the MCC documentation suite. These are:

- **Software Installation Guide.** Provides instructions for the initial installation and configuration of the MCC software.
- **Getting Started.** Contains an initial overview of the MCC, and its applications.
- **Administration Guide.** Provides information on administering the MCC software and hardware.
- **Scripting Guide.** Describes how to write scripts in GCL (Global Control Language).
- **Installation Preparation Guide.** Contains information on how to install MCC hardware, and prepare mainframes and servers to communicate with the MCC.
- **Troubleshooting Guide.** Provides initial troubleshooting steps to take before contacting Technical Support.

# Chapter 1 Introducing the Master Console Center

This chapter describes:

- The windows that are open when the user logs in to the MCC system.
- The Icons window.
- The Master window.
- Logging in and out of the MCC system.
- How to view active users.

The Master Console Center (MCC) is a powerful tool allowing automation of Operations and Data Center processes. The MCC is platform-independent so that the operator can manage complex enterprise computing systems, including mainframe and midrange systems, through a single console facility—the MCC terminal (a multimedia X-terminal or PC running an X emulator).

The MCC terminal uses a Graphical User Interface (GUI). This guide assumes you have a working knowledge of a GUI system, such as X Windows or Microsoft Windows. For basic information on GUI operations, see *Appendix A Basic GUI Operation* on page 65.

This *Operations Guide* focuses on the operation of the MCC from the MCC terminal. For detailed information on configuring the MCC and writing scripts, see the *Administration Guide* and *Scripting Guide* respectively.

<p><i>Note:</i> All configuration tasks should be performed by the MCC administrator.</p>
---

## MCC Main Windows

The MCC terminal provides eight main windows that display the basic processes of the MCC and the consoles connected to it. Each window is a gateway through which information can be viewed and actions taken. These windows can be minimized to the Icons window and can be closed except for the Console Selection window.

<i>Note:</i> Generally, the MCC should <i>not</i> be shut down. If a problem occurs that necessitates closing down the MCC, check with the MCC administrator before continuing.
---

Window	Description
Alert	Multiple Alert Windows can be opened. Each window lists open issues regarding systems connected to the MCC. The alert window can be closed. For more details, see <i>Chapter 2 Alerts</i> on page 17.
Console Selection	The Console Selection window provides a list of consoles connected to the MCC. For more information, see <i>Chapter 3 Selecting Consoles</i> on page 27.
System Status Summary	The System Status Summary window displays icons representing the hosts or systems defined to the MCC. These hosts include mainframes, Unix servers, routers, and operating systems. Clicking on an icon representing a host leads to more detailed information. The consoles for each host are viewed through the Console Selection window. For more information on the System Status Summary window, see <i>Chapter 4 System Status Summary</i> on page 43.
Filtered Message	The Filtered Message Display window lists selected messages received from hosts connected to the MCC. Part of the configuration process is to set the filtering of messages displayed here. For more details, see <i>Chapter 6 Filtered Messages</i> on page 55.

Execution Log Display	The Execution Log Display window displays a log of the activities of the MCC. Such activities include, for example, the programs that are running, script errors, and execution messages. The information displayed for each activity includes date, time, designation, and a preset message. For more information, see <i>Chapter 7 Monitoring the Execution Log</i> on page 59.
Master	From the Master window, you can view active users, log out of, and administer the MCC. For more information about administering the MCC, see <i>Chapter 8 Administering the MCC</i> on page 61.
Icons	The Icons window is where all MCC windows are minimized. For more information, see <i>Icons Window</i> on page 12.

*Table 1. Description of MCC Windows.*

## Icons Window

Master Console Center windows are accessed from or minimized to the Icons window. This window is always open when the MCC is operational. Double-click an icon in the Icons window to restore that window for use.

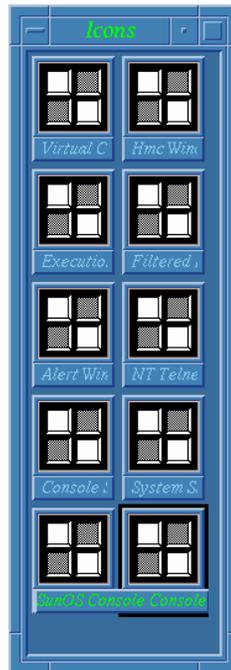


Figure 1. Icons window.

*Note:* The descriptions in this guide assume the MCC GUI is running on an X-terminal, in which case the Icons window appears as a MCC window. If running the GUI through an emulator in Microsoft Windows or in the CDE (Common Desktop Environment), it is possible to configure the window manager not to use a separate icon window. In this case, the windows are simply minimized in the top left or bottom right corner of the screen. For example, it is possible to configure the Exceed emulator to use the Microsoft Windows window manager; in this case, the MCC windows are minimized to the task bar at the bottom of the screen. Refer to the documentation for the emulator or CDE for information on the configuration steps required.

## Master Window

From the Master window, it is possible to:

- View active users. (See *Viewing Active Users* on page 15.)
- Log out of the MCC system. (See *Logging Out* on page 14.)
- Edit, execute, and manage scripts. (See *Editing, Executing and Running Scripts* on page 48.)
- Administer the MCC system. (See *Administering the MCC* on page 61 and the *Administration Guide* for details.)
- Send a broadcast message to the current MCC users. (See *Sending a Broadcast Message* on page 16).

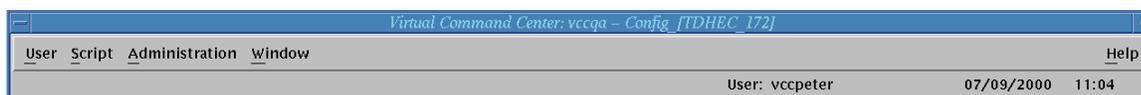


Figure 2. Master Window.

If the Master window is not open, double-click the Master window icon in the Icons window. For more information about the Icons window, see *Icons Window* on page 12.

## Logging In

Your site may utilize a common user ID that is never logged out, or it may set up several user IDs. Perhaps there may be an ID for administrators and an ID for all other users. Setting up different IDs allows users to have different levels of access to the MCC. For example, only those people who have an administrator ID may be given access to a certain console.

If the site uses different IDs and the previous user logged out, the XDMCP Display Manager Chooser window (sometimes referred to as the Tek host menu) is displayed. If the previous user did not log out, log out and then log back in under your user ID. See *Logging Out* on page 14.

To log into the system:

1. If more than one MCC system is listed, double-click on the desired MCC system. The login screen opens.

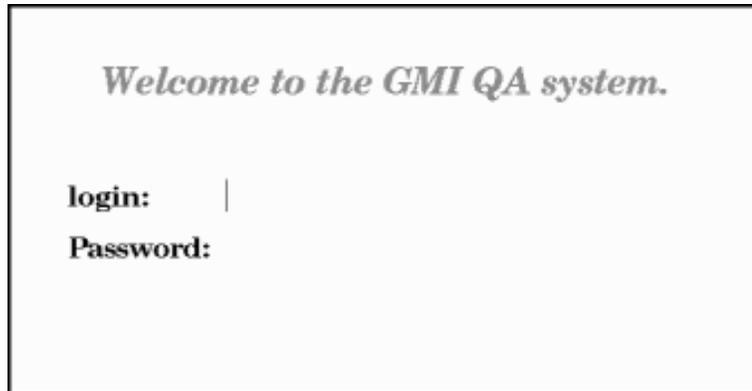


Figure 3. Typical Login Screen.

*Note:* The login ID and password are case sensitive. To obtain a login ID or password, contact the MCC administrator.

2. Enter the login ID in the **login** text box and press **Return**.
3. Enter the password in the **Password** text box.
4. Press the **Return** key. The MCC Main windows open.

## Logging Out

If your site uses multiple login IDs, log out at the end of a MCC session. This allows the next person to log in to the session under their own login ID. Logging out is done from the Master window. If the Master window is not open, double-click the Master window icon in the Icons window. This opens the Master window. For more information about the Icons window, see *Icons Window* on page 12.

To log out:

1. Select the User menu **Logout** option. The Exit Confirmation window asks, "Do you really wish to log out of the MCC?"
2. Click the OK button. The system then returns to the XDMCP Display Manager Chooser window.  
  
Click the **Go Back** button to exit the dialog without logging out, and return to the Master window.

## Viewing Active Users

To view information about each active user logged into the MCC system, select the Active Users window. The Active Users window displays information such as all current users, login name, full name, and any comments provided by the system administrator.

*Note:* The list of users includes any active users of the gwcharcons facility described in the *Administration Guide*.

To view the active users, the Master window must be open. If the Master window is not open, double-click the Master window icon in the Icons window. This restores the Master window. For more information about the Icons window, see *Icons Window* on page 12.

To view active users:

1. From the Master window, select the User menu Active Users option. The Active Users window opens.

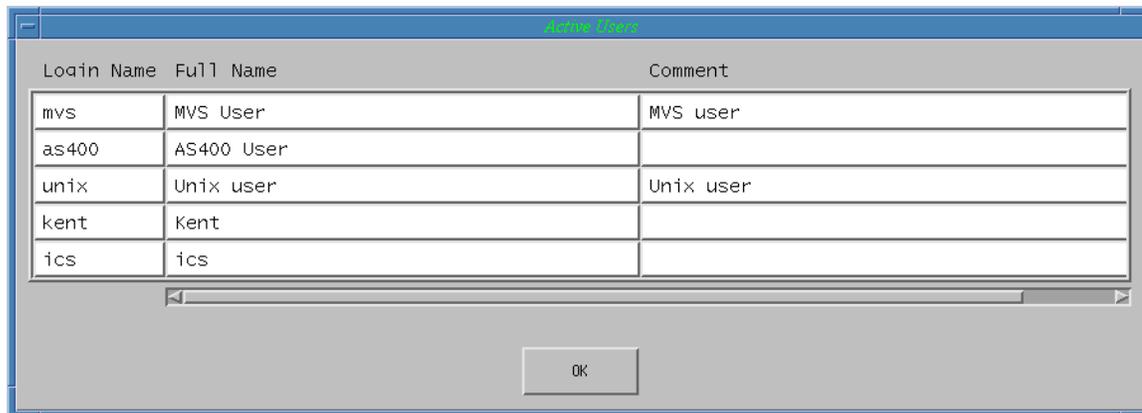


Figure 4. Active Users Window.

2. Click the OK button to close the Active MCC Users window.

## Sending a Broadcast Message

Any MCC user who is a member of a group that has the appropriate security permissions can send a broadcast message to all other MCC users.

To send a broadcast message:

1. Select the **User – Broadcast Message** menu option. The Broadcast Message dialog box appears.



Figure 5. Broadcast Message Dialog Box

2. Type the text of the message into the dialog box, and click **Send** to transmit it.
  - The following shortcut keys are available: ^X (Cut), ^C (Copy), and ^V (Paste). These keys may also be used to cut, copy, and paste text to and from other MCC applications such as the Screen Editor.
  - The Enter key may be used to send the message instead of clicking Send.
  - To include a CRLF (carriage return-line feed) in the message text, enter ^J (Ctrl+J). If multiple lines of text are copied into the dialog box from the Screen Editor, CRLF characters are retained – each CRLF is displayed as a “V” over a “T”.
  - Message lines are centered in the dialog box. The length of message visible is determined by the resolution of the user’s display. If a message is sent which is longer than can be viewed on the receiving user’s display, the message is centered in the dialog box, and characters may be cut off the front and end – no scroll bars are provided.
3. The sender sees a confirmation message containing “CONFIRMATION” followed by the message text. Receiving users see a dialog box containing “ATTENTION BROADCAST MESSAGE FROM <USER>”, followed by the message text, where <USER> is the name of the sender. In both cases, select OK to close the message box.

*Note:* Broadcast messages are not sent to users of gwcharcons.

## Chapter 2 Alerts

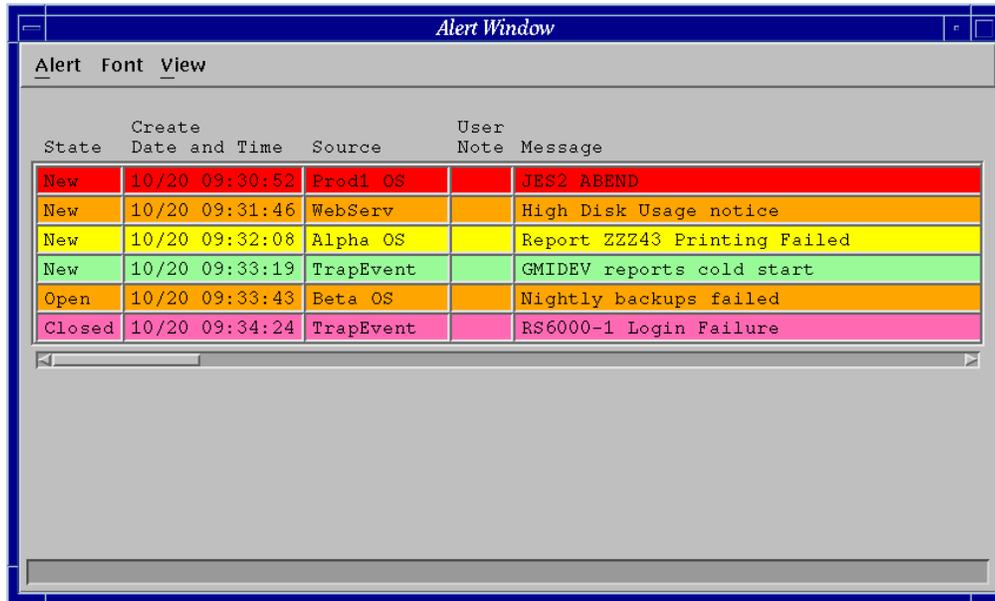
Each Alert window displays certain alerts (based on any filtering criteria provided), together with the state of each alert—new, open, or closed. An alert remains on the screen until a user or a script deletes it. Users and scripts can update the alerts by changing the status, state, or any other field of an alert. Therefore, the system can be configured to generate an alert whenever it is necessary to ensure that an operator will respond to an event or problem as well as inform the user of automated responses in action.

Alerts can be created three ways:

- The Event Manager program can create alerts using the Create Alert action. The MCC administrator defines alerts through the Event Manager. See the *Administration Guide* for more information.
- Scripts can create, modify, and delete alerts. See *Chapter 5 Managing Scripts* on page 47 for a basic description of how to work with scripts. For more information about scripting, see the *Scripting Guide*.
- Users can manually create, modify, and delete alerts. This chapter discusses creating, modifying, and deleting alerts.

## Alert Window

An Alert window displays alerts generated by the MCC in response to abnormal conditions in the monitored systems. Each alert displays on a single line. If there are more alerts than can be displayed in the space available, a scroll bar will appear. Alerts can be created by a user, by a script, or by Event Manager rules.



State	Create Date and Time	Source	User Note	Message
New	10/20 09:30:52	Prod1 OS		JES2 ABEND
New	10/20 09:31:46	WebServ		High Disk Usage notice
New	10/20 09:32:08	Alpha OS		Report ZZZ43 Printing Failed
New	10/20 09:33:19	TrapEvent		GMIDEV reports cold start
Open	10/20 09:33:43	Beta OS		Nightly backups failed
Closed	10/20 09:34:24	TrapEvent		RS6000-1 Login Failure

Figure 6. Alert Window.

From the Master Window (see *Master Window* on page 13), select the Window menu **New Alert Window** option. The Alert window defaults to display all alerts known to the MCC. For more information about the Icons window, see *Icons Window* on page 12.

To change the display font of the Alert window, select the Font menu **Small, Medium, or Large** option. The display is updated.

Table 2 describes the fields found in an alert. The Alert Window only displays those fields marked with an asterisk (\*) – you must double-click an alert to see all the fields.

<b>This Field:</b>	<b>Describes:</b>
Sequence	The unique sequence number of an alert for tracking purposes.
*State	If the alert is New, Open, or Closed.
Status	The numeric status and color of the alert. The lower the number, the higher the criticality.
*Source	The name of the device or operating system associated with the alert.
*Message	The text of the alert.
*User Note	Comments entered by a user and automation generated (scripts and Event Manager) comments. For example, comments may describe the resolution process or provide instructions to the user from a script.
*Time: Create	The date and time the alert was created (state of New).
Time: Open	The date and time the alert was marked as Open. That is, the date and time an operator acknowledged the alert.
Time: Close	The date and time the alert was marked as Closed.

*Table 2. Alert Window Fields*

Usually, the state of progression for alerts is New to Open to Closed, resulting in date updates as appropriate. However, an alert may proceed directly from New to Closed, at which point a date will not be filled in for Open.

## Alert Window Shortcuts

The following keyboard shortcuts are provided in the Alert window.

<b>This Option:</b>	<b>Does This:</b>
<b>Return</b> and <b>Enter</b> key	Edits the selected alert. Only one alert can be selected at a time. If more than one alert is selected, clicking the <b>Return</b> or <b>Enter</b> key has no effect.
<b>Delete</b> or <b>Backspace</b> key	Deletes the selected alerts.
<b>Insert</b> key	Opens the New window.
<b>Esc</b>	Deselects all alerts.
<b>F10</b> key	Minimizes the Alert window to the Icons window.
<b>Home</b> key	Moves to the top of the alert list.
<b>End</b> key	Moves to the end of the alert list.
<b>PageUp</b> and <b>PageDown</b> key	Move the screen up and down one screen, respectively.
<b>Up</b> and <b>Down</b> Arrow	Scroll to the previous or next alert, respectively.
<b>Ctrl-A</b>	Selects all alerts in the Alert window.
<b>CTRL</b> -Click an alert	Selects multiple alerts. If alerts were already selected, using the CTRL key adds an alert to the current selection of alerts. <b>Note:</b> If the alert was already selected, this action deselects the alert.
Click-Drag	Selects or deselects a range of alerts.
Double-click an alert	Opens an alert for editing.
<b>SHIFT</b> - Click an alert	Adds a range from previous selected alert to new "anchor" alert. This will work across any number of "pages" of alerts.

Table 3. Alert Window Shortcuts

## Opening Multiple Alert Windows

It is possible to display several Alert windows at the same time. For example, each window may display only the alerts for a specific system.

To open additional Alert windows:

1. From the Master Window (see *Master Window* on page 13), select the Window menu **New Alert Window** option.
2. The new window defaults to showing all alerts on the MCC. Position and size the window, and apply any filters as desired. See *Filtering Alerts* on page 24 for more information on filtering.

## Creating Alerts Manually

To manually create an alert:

1. Select the Alert menu **New** option. The New Alert window opens.

Figure 7. New Alert Window.

The **Sequence** text box is automatically filled in with a number representing the sequence the alert was created.

2. To define the status of the alert, select a status color from the **Status** drop-down list box.
3. To select the name of the CPU or operating system that the alert affects, enter the source in the Source text box.

4. Enter a message in the Message text box. The message appears on the Alert window and when the alert is opened.
5. Enter a note in the User Note text box. This is optional.
6. The time group box is automatically updated when you click the OK button.
7. Click the OK button. The alert is added to the Alert window.

## Modifying Alerts

From the Modify Alert dialog, alerts can be changed or the user notes associated with an alert viewed.

To modify an alert:

1. Click the alert you want to modify.
2. Select the Alert menu **Modify** option or double-click the desired alert. The Modify Alert window opens.

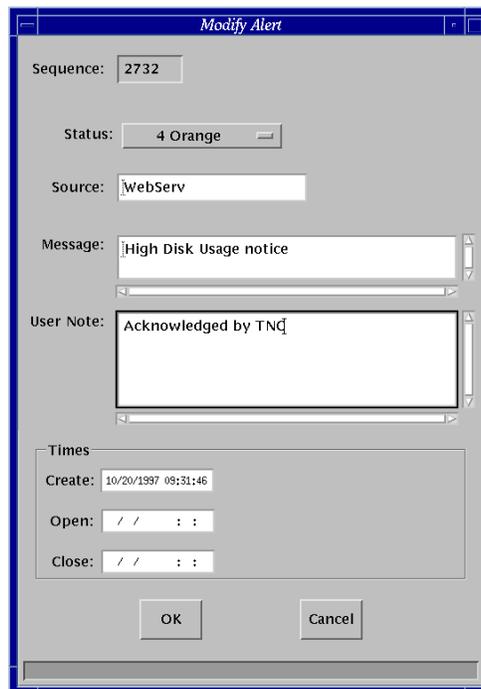


Figure 8. Modify Alert Window

The **Sequence** box and **Times** group are automatically filled in. The number in the **Sequence** box is a unique identifier for internal tracking purposes. The **Times** group is filled in or updated when the **OK** button is clicked.

3. To change the status of the alert, click the Status pop-up menu button. Select the number/color representing the desired new status for the alert.
4. To change the source, enter the CPU or operating system to which the alert refers.

5. To change the message appearing on the Alert window, enter a message in the Message text box.
6. To include a note, enter a message in the User Note text box.
7. Click the OK button to save the changes. When prompted to verify the changes, click the Yes button to accept the changes and update the main window.

Click the **Cancel** button to exit the dialog without saving any changes

## Deleting Alerts

Alerts can be deleted from the Alert window. All alerts (both current and deleted) are permanently stored in the Alert log file.

To delete an alert:

1. Select the alert to delete. To select more than one alert, hold down the Shift or Control keys while selecting the alerts.
2. Select the Alert menu **Delete...** option. The alert is deleted.

## Changing Alert State

The state of any alert may be changed manually. For example, an alert viewed on the Alert window may be 'new' and require operator action. To acknowledge the alert, change the state to 'open.' Once the task is finished, change the status of the alert to 'closed' to let other users know that the task is complete.

To change to status of an alert, select the Alert menu **Change Status — Open** or **Change Status — Close** option.

## Filtering Alerts

It is possible to limit the display of alerts in the Alert window, to only show selected Alerts.

To open the Alert Filter Dialog window, select the View menu **Filter Alerts...** option.

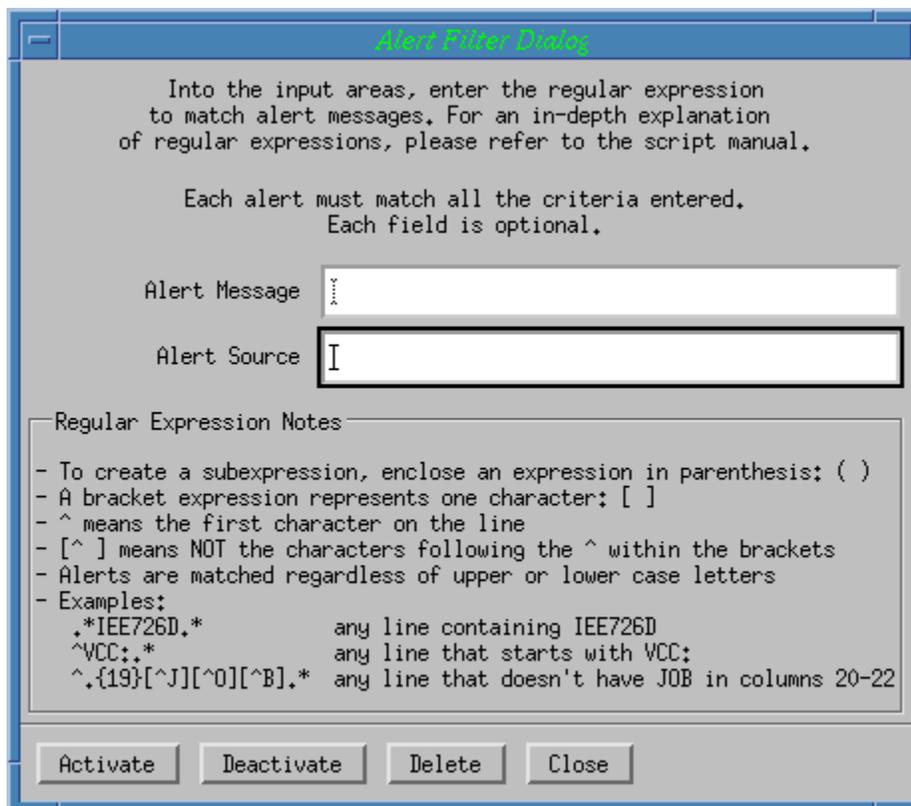


Figure 9. Alert Filter Dialog Window.

Any regular expression can be entered in the Alert Message and/or Alert Source entry boxes. Clicking the **Apply Filter** button activates the filter and modifies the Alert window display immediately.

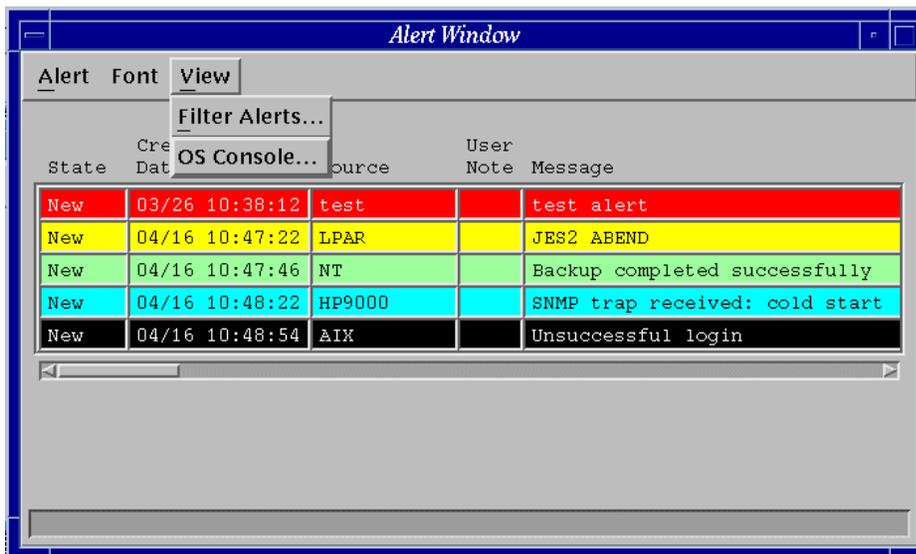
To remove filtering and display all alerts, click the **Remove Filter** button.

To close the Alert Filter Dialog window, click the **Close** button.

## Opening an Alert Source's OS Console

Sometimes an Alert may be displayed which requires operator intervention on a particular console attached to the MCC. Instead of searching for the console button in the Console Selection Window (see page 28), open the console window directly from the Alert window.

With the desired alert highlighted, select the View menu **OS Console...** option as shown in *Figure 10. Alert OS Console Window.*



*Figure 10. Alert OS Console Window.*

The OS Console corresponding to the Source of the selected Alert will open. (In this example, the AIX console would open.)



## Chapter 3 Selecting Consoles

This chapter discusses how to:

- Select consoles that are connected to the Master Console Center.
- Access consoles.
- Manually lock and unlock consoles for editing.
- Use soft keys.

All consoles connected to the MCC are listed on the Console Selection window. This window allows any of the consoles to be selected from a single point of access. You can type on any of the consoles connected to your MCC, eliminating the need for multiple physical consoles in the data center.

The Console Selection window is minimized when you log in to the MCC. To open it, double-click the Console Selection icon located in the Icons window. For more information, see *Icon Window* on page 12.

*Note:* If a console does not appear in the Console Selection window, check with the MCC administrator. You may not have the proper security access to that console.

## Console Selection Window

The Console Selection window displays all consoles connected to the MCC.

### Console Tabs

The tabs at the top of the Console Selection window identify the different classifications of console types, for example, hardware, operating systems, and printers.

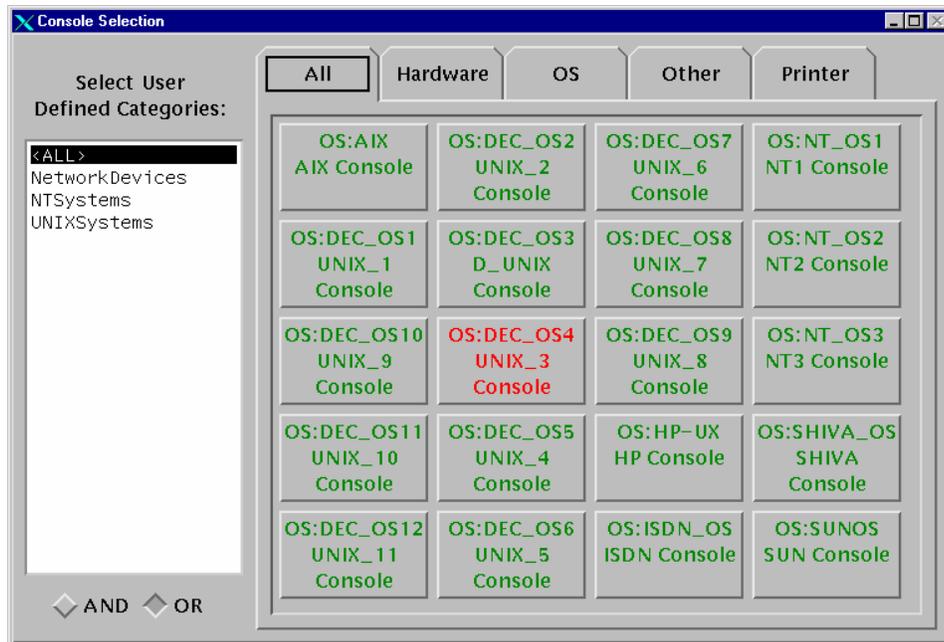


Figure 11. Console Selection Window.

Clicking any tab along the top except ALL displays only the consoles for that classification. Table 4 explains the tabs:

<b>This Tab</b>	<b>Lists</b>
All	All consoles defined to the MCC.
Hardware	Consoles defined as the hardware console to a CPU.
OS	Consoles defined as the operating system console to an operating system.
Other	Only consoles that are not defined as hardware, OS, or printer consoles. For example, consoles listed here are usually additional consoles or programs opened via a command.
Printer	Consoles defined as the printer console to an operating system. This only shows mainframe printer consoles. Printer consoles are view only, and are useful for checking the messages from the connected consoles.

Table 4. Console Selection Window Tabs.

### User Defined Categories

The left side of the Console Selection Window displays User Defined Categories. They work in coordination with the tab selections along the top to narrow down a view of many consoles.

### Filtering Console Choices

Once a tab is selected along the top, select one or more User Defined Categories by holding down the shift or control keys, and single clicking. The control key on its own selects and deselects categories. Shift allows a range of consoles to be selected. Then, select either the AND or the OR square radio button. When multiple User Defined Categories are selected, the AND button displays consoles that are in any one of the selected categories.

Refer to the *Administration Guide* for more information on defining User Defined Categories.

## Console Status Indications

Console status is shown by the color of its icon in the Console Selection window, and the corresponding character indication in gwcharcons. Use the following tables to interpret the indications available:

	Host issue	MCC issue	Normal
GUI Indication	Red Icon	Yellow Icon	Green Icon
gwcharcons Indication	* Character	? Character	No Character

Table 5. Console Status

## Accessing Consoles

Access consoles connected to the MCC using the Console Selection window. An icon in this window represents each console.

To access a console connected to the MCC:

1. Open the Console Selection window. See *Console Selection Window* on page 28 for more information.
2. Click the icon representing the console to access from the Console Selection window using either the left or right mouse button.
  - To open multiple Display Console windows—each window representing a different console—use the right mouse button.
  - To open a Display Console window that will replace the last opened Display Console window, use the left mouse button. That is, if you have a Display Console window open and use the left mouse button to open another Display Console window, the new console window replaces the existing console window.

*Notes:* Use either the left or right mouse button to open the first console window. A maximum of fifty console windows may be open at any time.

If a user's console window becomes slow or unresponsive to the MCC's console manager program (for example, because of excess message traffic), the MCC will disconnect from the specific user's console window, and log an error message. This prevents negative effects on other users.

The Display Console window opens.

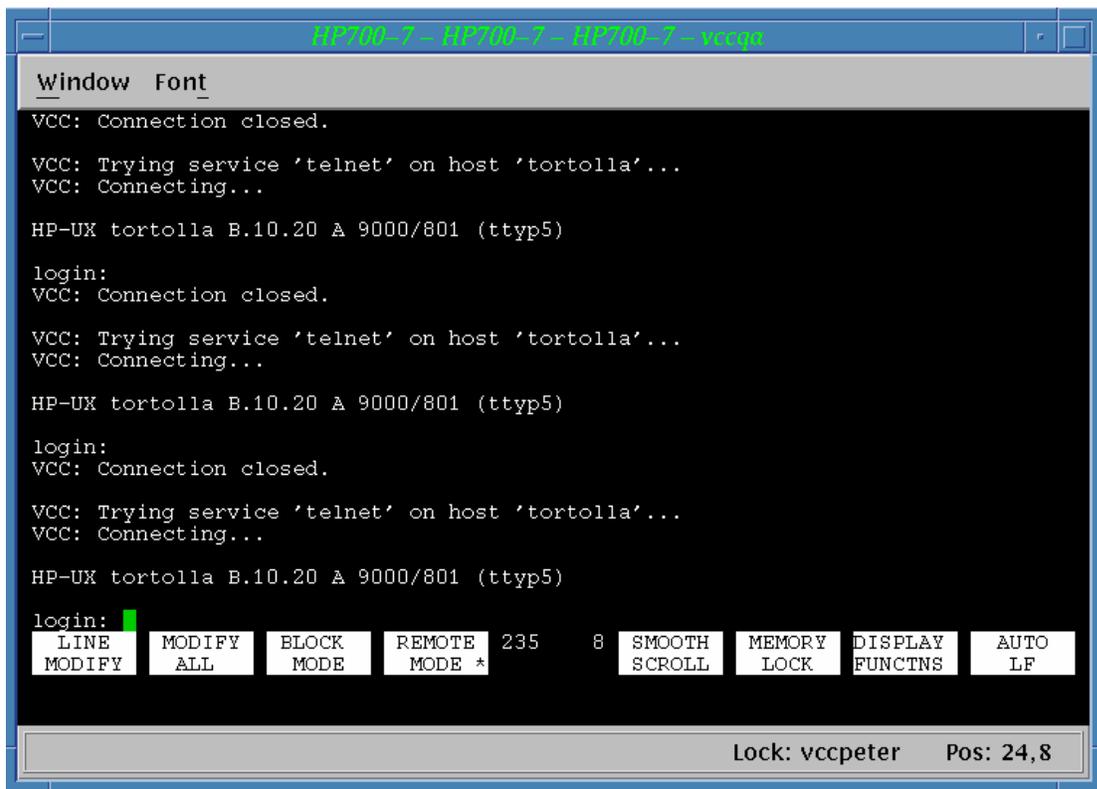


Figure 12. Display Console Window.

- Use the Display Console window in exactly the same way as the actual console.
- To close the Display Console window, select the Window menu **Close Window** option.
- The status line at the bottom of the window shows the identity of the user who locked the console and the position of the cursor. The lock field is not shown if the console is unlocked (see *Locking & Unlocking Consoles* on page 39).

## Viewing the Console History Log

The Console History Log contains recent event messages for a console. It may be used to view messages that have scrolled out of the active console window.

To open the Console History Log for the current console, select the **Console History** option from the **Window** menu. Messages are displayed in the normal format for the console with a date and time stamp inserted at the beginning of each message.

History logging must be enabled for each console by the MCC administrator. If no console history log is available, contact the administrator. Refer to the *Administration Guide* for detailed information on the Console History Log.

## Using HP700 Consoles

The HP700/92 Unix console emulation provided by the MCC is designed to support applications such as SAM and NMMGR; other applications that are not run at a console may not function correctly. The emulator functions only in HP mode – no EM modes are implemented.

*Note:* The environment variable TERM must be set to hp. Other values of TERM may be available – check the terminfo/termcap entries.

The following keys have special functions in this emulation. Other keys and combinations have the same functions as on a standard HP keyboard.

Key or Key Combination	Function
F11	Clears the current line.
F12	Toggles between the modes, user, and system function key sets. This key is only available when one of these key sets is displayed.
Shift+Up Arrow	Scrolls up. The top line is removed.
Shift+Down Arrow	Scrolls down. The bottom line is removed.

Table 6. HP700/92 Console Emulation, Supported Special Function Keys

The following command sequences are available in this emulation:

Key Sequence	Function
<ESC>'	Sense cursor position relative.
<ESC>^	Return terminal primary status.
<ESC>~	Return terminal secondary status.
<ESC>[	Start an unprotected field.
<ESC>{	Start a transmit only field.
<ESC>]	End a field.
<ESC>1	Set tab.
<ESC>2	Clear tab.
<ESC>3	Clear all tabs.
<ESC>I	Horizontal tab.
<ESC>I	Back tab.
<ESC>4	Set left margin.

<b>Key Sequence</b>	<b>Function</b>
<ESC>5	Set right margin.
<ESC>9	Clear all margins.
<ESC>A	Cursor up.
<ESC>B	Cursor down.
<ESC>C	Cursor right.
<ESC>D	Cursor left.
<ESC>E	Hard reset.
<ESC>F	Cursor home down.
<ESC>G	Move cursor to left margin.
<ESC>H	Cursor home up.
<ESC>J	Clear display from cursor to end of memory.
<ESC>K	Clear line from cursor to end of line.
<ESC>L	Insert line.
<ESC>M	Delete line.
<ESC>N	Start insert char with wraparound mode.
<ESC>O	Delete char with wraparound.
<ESC>P	Delete char without wraparound.
<ESC>Q	Start insert char mode without wraparound.
<ESC>R	End insert character mode.
<ESC>S	Roll up.
<ESC>T	Roll down.
<ESC>U	Next page.
<ESC>V	Previous page.
<ESC>W	Format mode on.
<ESC>X	Format mode off.
<ESC>a	Sense cursor position absolute.
<ESC>b	Unlock keyboard.
<ESC>c	Lock keyboard.
<ESC>d	Send a block of data to the computer.

Key Sequence	Function
<ESC>g	Soft reset.
<ESC>h	Cursor home up, ignoring transmit fields.
<ESC>&a<col>c<row>Y	Move cursor to column <col> and row <row> relative.
<ESC>&a<row>y<col>C	Move cursor to column <col> and row <row> relative.
<ESC>&a<row>Y	Move cursor to row <row> relative.
<ESC>&a<col>C	Move cursor to column <col> relative.
<ESC>&a<col>c<row>R	Move cursor to column <col> and row <row> absolute.
<ESC>&a<row>r<col>C	Move cursor to column <col> and row <row> absolute.
<ESC>&a<row>R	Move cursor to row <row> absolute.
<ESC>&a<col>C	Move cursor to column <col> absolute.
<ESC>&a<+,-><col>c<+,-><row>Y	Move cursor to column <col> and row <row> relative.
<ESC>&a<+,-><col>c<+,-><row>R	Move cursor to column <col> and row <row> relative.
<ESC>&a<+,-><col>C	Move cursor to column <col> relative.
<ESC>&a<+,-><row>R	Move cursor to row <row> relative.
<ESC>&dS	Start a security field.
<ESC>&ds<char>	Enable security fields and any other enhancements selected.
<ESC>&d<char>	Select display enhancements.
<ESC>&f<0-2>a<1-8>k<lableLen>d<stringLen>L<label><string>	Defines a function key.
<ESC>&f<1-8>E	Executes a function key.
<ESC>&j@	Remove the function key labels from the screen.
<ESC>&jA	Display the modes set of function key labels.
<ESC>&jB	Display the user key labels.

<b>Key Sequence</b>	<b>Function</b>
<ESC>&jC	Disable screen messages, and redisplay function key labels.
<ESC>&jR	Enables the user/system key.
<ESC>&jS	Disables the user/system key.
<ESC>&j<0-3>D	Select bell, CR, function key labels options.
<ESC>&j<x>L<message>	Remove key labels and display the message.
<ESC>&k0\	Select HP mode.
<ESC>&k<0,1>A	Auto line feed mode off/on.
<ESC>&k<0,1>B	Turn block mode off/on.
<ESC>&k<0,1>C	Caps lock mode off/on.
<ESC>&k<0,1>D	Keyboard bell off/on (BELL is only rung once).
<ESC>&k<0,1>K	Auto keyboard lock mode off/on.
<ESC>&k<0,1>L	Local echo mode off/on.
<ESC>&k<0,1>M	Modify all mode off/on.
<ESC>&k<0,1>P	Caps mode off/on.
<ESC>&k1R	Remote mode on.
<ESC>&k<0,1>]	Set meaning of ENTER keys.
<ESC>&p<4,6>^	Request printer status supported so no hang can occur.
<ESC>&p9^	Query number of blocks assigned to forms cache; supported so no hang can occur (700/94,700/98,700/98ES).
<ESC>&s<0,1>A	Set 'Xmit Fnctn' off/on.
<ESC>&s<0,1>B	Turn off/on SPOW.
<ESC>&s<0,1>C	Turn off/on inhibit end of line wrap.
<ESC>&s<0,1>D	Set line/page field.
<ESC>&s<0,1>G	Turn off/on inhibit handshake field.
<ESC>&s<0,1>H	Turn off/on inhibit DC2 field.
<ESC>&w12F	Turn on display.

Key Sequence	Function
<ESC>&w13F	Turn off display.
<ESC>&w6f<80,132>X	Select number of columns.
<ESC>&x<0,1>C	Turn off/on send cursor position mode.
<ESC>*d0E	Normal display.
<ESC>*dQ	Cursor on.
<ESC>*dR	Cursor off.
<ESC>*d0Q	Select underline cursor.
<ESC>*s^	Return terminal identity.
<ESC>*s<-1,-2,-3,-4>^	Return terminal capabilities.
<ESC>*y^	Return downloadable character set capabilities.

Table 7. HP700/92 Console Emulation, Supported Command Key Sequences

### Unsupported Features

This emulation does not support the following features.

- Configuration menus for setting terminal modes.
- Support for printers, modems, or other external devices.
- Memory lock mode.
- EM52, EM100, and EM220 mode commands.
- Bell commands.
- Cursors other than a non-blinking block cursor.

The following commands are not supported by this emulation.

*Note:* <ESC> indicates the escape key. <x>, <y>, and <z> are parameters to commands:

Key Sequence	Function
<ESC>@	Stop data transmission from the terminal for one second.
<ESC>0	Copy terminal memory to selected destination
<ESC>f	Disconnect the modem.
<ESC>l	Begin memory lock mode.
<ESC>z	Initiate a self test of the terminal.

Key Sequence	Function
<ESC>&fR	Set the Return key to the non-volatile memory selection.
<ESC>&k<x>J	Select the CRT refresh rate.
<ESC>&k1\	Select EM220 mode from HP mode.
<ESC>&k<x>	Turn smooth scroll mode off/on.
<ESC>&k<x>I	Set data bits and parity.
<ESC>&k<x>Q	Set key click off/on.
<ESC>&k0R	Turn local mode on.
<ESC>&p<x>D	Select device as destination device.
<ESC>&p<x>u<y>p<z>C	Perform action on external device.
<ESC>&p<x>W<string>	Transfer data from computer to destination device.
<ESC>&Pw<string>	Transfer ASCII data from computer to selected device.
<ESC>&p<x><y>d<z> D	Copy data to destination device.
<ESC>&pB	Copy cursor line from display to the printer.
<ESC>&pF	Copy display from cursor line to last displayed line to printer.
<ESC>&pM	Copy memory from cursor line to end of memory to printer.
<ESC>&p0B	Copy cursor line from display to printer.
<ESC>&p0F	Copy display from cursor line to last displayed line to printer.
<ESC>&p0M	Copy memory from cursor line to end of memory to printer.
<ESC>&q<x>L	Unlock/lock the configuration menu.
<ESC>&s<x>N	Turn the escape transfer field off/on.
<ESC>*d1E	Inverse display.
<ESC>*d1Q	Select a block cursor (the cursor is always a green block cursor).

Table 8. HP700/92 Console Emulation, Unsupported Command Key Sequences

## Using Command Consoles

Command console buttons run a defined command or script when selected. The command or script may provide a console to a CPU or OS, or may run a specific program or application. The functionality of a command console is defined by the MCC Administrator, as described in *Chapter 8* of the *Administration Guide*. Command console buttons appear on the appropriate tabs of the Console Selection window, **Hardware** if associated with a CPU, **OS** if associated with an OS, or **Other** for other console types. All command buttons also appear on the **ALL** tab.

## Locking & Unlocking Consoles

Since multiple users and automation routines have access to each console attached to the MCC, an automatic locking feature exists to prevent errors such as overtyping from occurring. When locked, the console status bar of the Display Console contains the name of the user or script that has locked the console. Only the user who locks a console is allowed to type on that console.

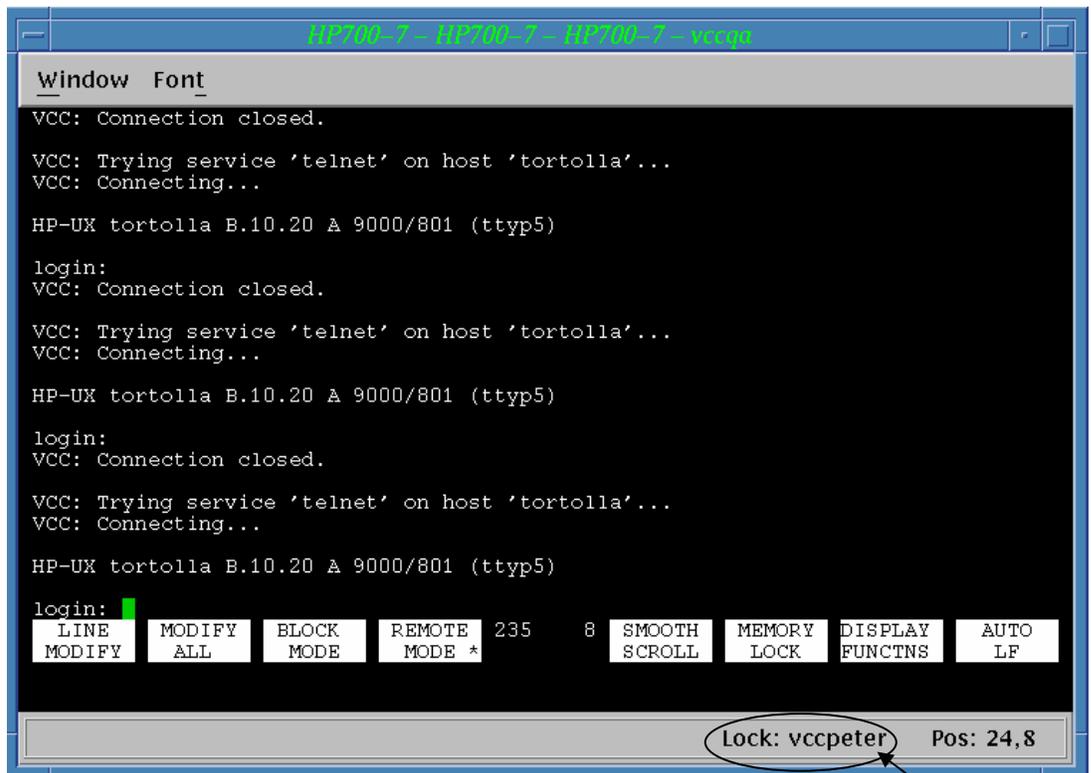


Figure 13. Display Console Status Indications

This user  
locked the  
console.

Before automation routines (for example, scripts or Event Manager rules) send characters to a console, they first lock the console and then send the characters. When finished, the console is immediately unlocked.

When manually typing on a mainframe console, as soon as an attention-type key (<Enter>, <PA2>, etc) is pressed, the console is automatically unlocked. However, on RS232 and telnet consoles, the concept of the attention key does not exist because pressing <Enter> is not a reliable method. (Typing in an editor is a perfect example of this - how many times is <Enter> pressed? If <Enter> unlocked the console, the editing session could be interrupted by typing from another user or automation routine.)

When manually typing on RS232 and Telnet consoles, the console remains locked until one of the following events occurs:

- The console timeout feature removes the lock. The default timeout is 30 seconds. For additional information on setting the console timeout seconds, see the *Administration Guide*.
- The user manually unlocks the console with the **Unlock Port** option on the console menu.

## Manually Locking Consoles

A console may be locked manually, ensuring that only the person who locked the console has access to it. This prevents other users and scripts from simultaneously typing on the console. However, use of this option is generally not needed due to the automatic console locking feature.

To lock a console:

1. Select the console to lock from the Console Selection window.
2. Select the Windows menu Lock Port option. The port is now locked.

<p><i>Note:</i> The console will still be automatically unlocked according to the unlock rules specified in <i>Locking and Unlocking Consoles</i> on page 39.</p>
---

## Manually Unlocking Consoles

You can manually unlock any locked console that you previously locked. However, if you try to unlock a console that is locked by a script, the script immediately re-locks the console. If you try to unlock a console that was locked by another MCC user, the console will remain locked.

To unlock a console:

1. Select the console to unlock from the Console Selection window.
2. Select the Windows menu **Unlock Port** option. The console is now unlocked.

## Using Soft Keys

Soft keys provide an easy way to send keys that are not always obvious or even present on a keyboard. The 'Start' and 'Stop' keys on mainframe hardware consoles are such an example. Another example is the Break key on RS232/VT100 consoles.

A MCC system comes with a predefined set of soft keys. When defining soft keys, individual keys such as F2 may be sent, or mathematical equations such as '2+2'. To change the existing set of soft keys, contact the MCC administrator.

To use soft keys:

1. From the Display Console window, select the Window menu **Soft Keys** option. The Soft Keys window opens, displaying the specific soft key set for that console's terminal emulation.

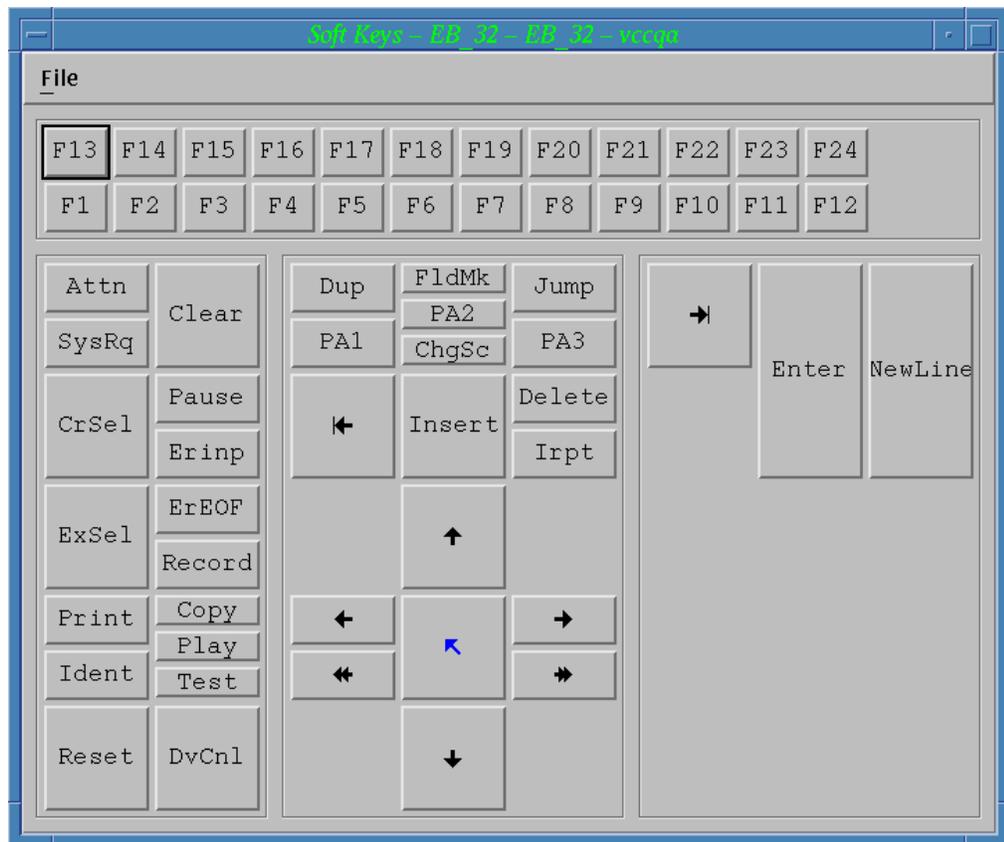


Figure 14. Example Soft Keys Window.

2. Click the key (or sequence of keys) to send to the console.
3. If you selected a mathematical equation, click the **Enter** key.
4. Select the File menu **Close** option.

## Chapter 4 System Status Summary

The System Status Summary window provides an overview of the systems connected to the Master Console Center. The configuration of this window is determined by the MCC administrator.

This chapter describes:

- Using the System Status Summary window.
- Managing the status of the system.

## Managing System Status

Managing system status requires an understanding of how all the systems connected to the MCC work together. All systems can be viewed from the System Status Summary window:

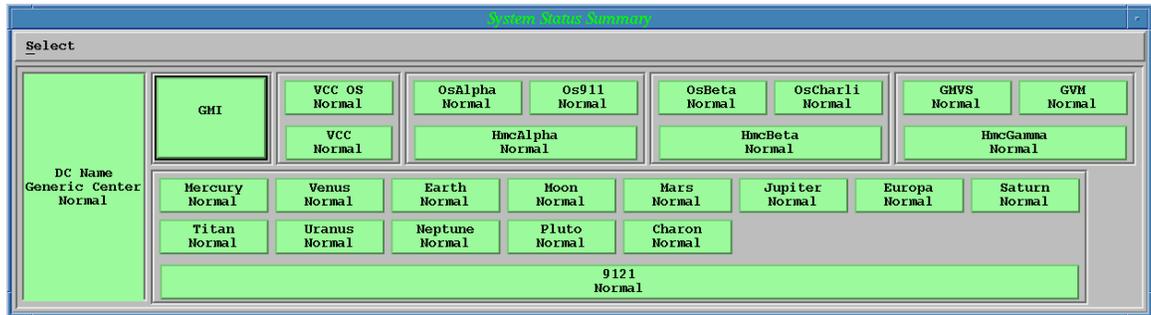


Figure 15. System Status Summary Window

The System Status Summary window looks different from system to system, because this window represents all systems connected to the MCC. The MCC administrator determines the actual look of the window.

Figure 16 defines the Icons represented in the System Status Summary window.

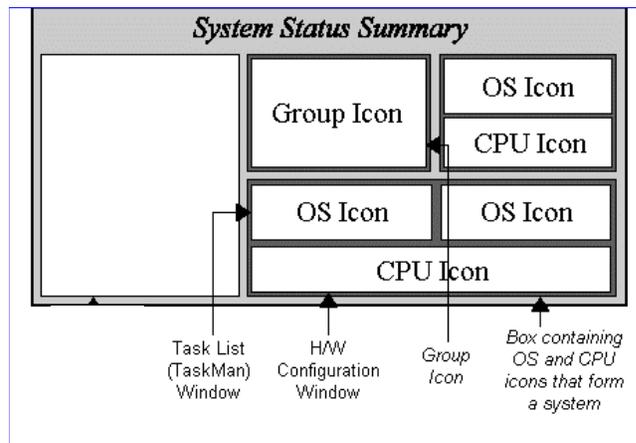


Figure 16. Icons on the System Status Summary Window.

Each system connected to the MCC is represented by the CPU and operating system(s) associated with that CPU. Each system on the System Status Summary window is grouped together with a box around the system. There may be more than one operating system running on each CPU (mainframe LPARs, for instance), and there will likely be more than one system associated with the MCC. Double-clicking an icon will open a window describing more about the selected system.

---

<b>This Icon</b>	<b>Opens:</b>
CPU	The Hardware Configuration window, to view a log of the CPUs, change the status, view the configuration of the hardware, and view the channel distribution.
Operating System	The Task List (TaskMan) window, to view the tasks defined for the selected operating system.
Group	Another System Status Window containing CPU and Operating Systems defined in that group. (The MCC Administrator may choose to put several systems in a group to organize them.)

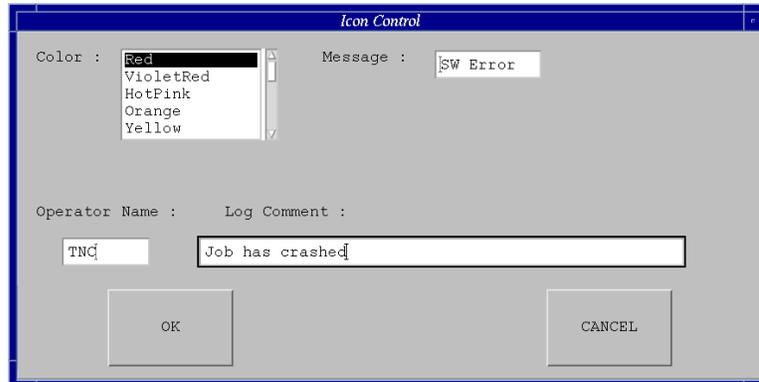
*Table 9. Description of System Icons.*

## Changing an Icon Status

The status of an icon on the System Status Summary window may be changed, for example, to show that an error has been corrected.

To change the status of an icon:

1. Click the icon to change the status or color.
2. Select the **Select** menu **Icon** option. The **ICON Control** window opens.



*Figure 17. Icon Control Window.*

3. Select the color from the **Color** list box.
4. Enter a message in the **Message** text box. This message appears at the bottom of the icon on the System Status Summary window.
5. Optional. Enter user name in the **Operator Name** box.
6. Optional. Enter a comment in the **Log Comment** box.
7. Click the OK button.

## Chapter 5 Managing Scripts

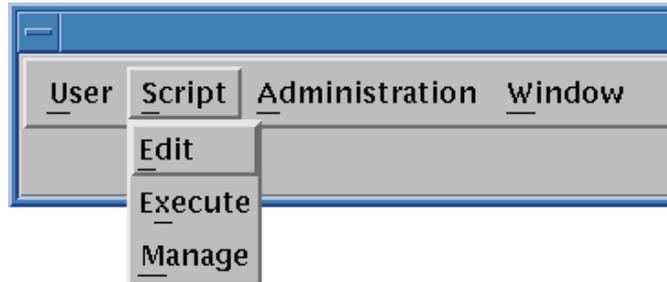
This chapter describes how scripts can be created, managed, and edited.

Scripts are a series of written instructions using the Global Control Language (GCL), allowing automation of tasks normally completed by an operator or administrator. GCL allows a user full control over the entire MCC system. Almost all manual operations can also be performed by scripts.

Refer to the *Scripting Guide* for details of how to write scripts.

## Editing, Executing and Running Scripts

Edit, execute, and run scripts from the Script menu options. For example, to edit an existing script, select the Script menu Edit option, as shown in Figure 18.



*Figure 18. Script Edit Option.*

When you select the Script Edit option, the File Editor is displayed. The File Editor is a full-featured text editor, complete with copy, paste, and find-and-replace functions. Below the File Editor menu bar is a window displaying the current location of the cursor.

When saving a script, the script is automatically compiled and the results are displayed in the Execution log. If an error was found, a pop up message is also displayed.

## Editing a script

A script can be edited once it is opened.

To edit a script:

1. Select the **Script** menu **Edit** option. The Open File window displays.

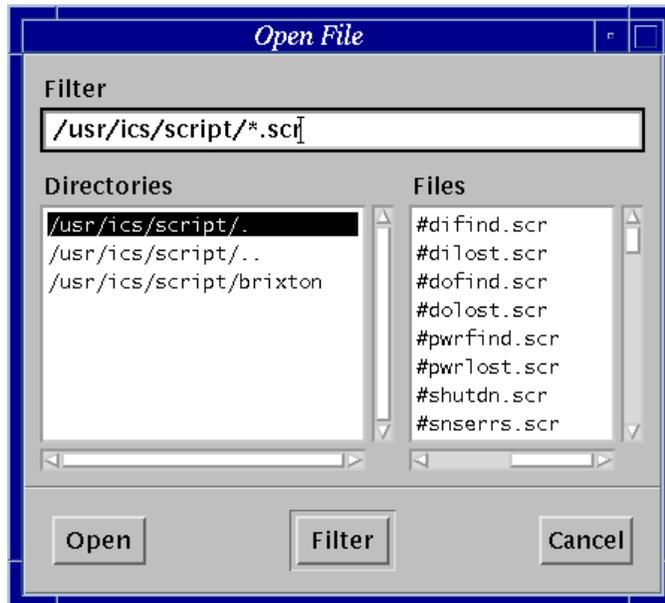
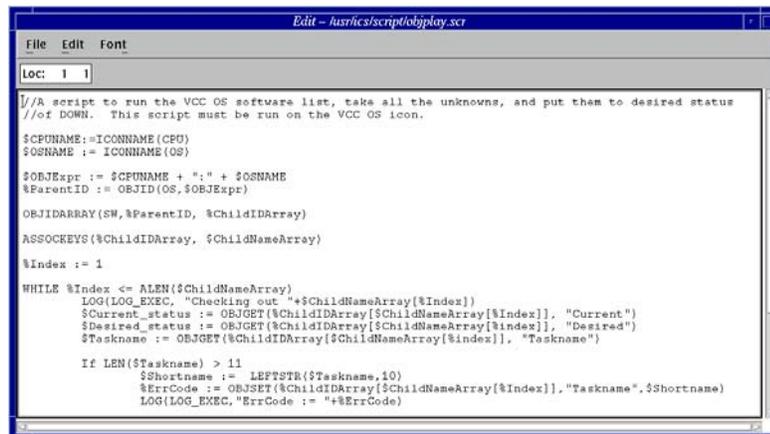


Figure 19. Open File Window.

2. Select the directory containing the script from the **Directories** list box. The default is the current directory.
3. Select the script to edit from the **Files** list box, or double-click the script to be edited from the **Files** list box.

- Click the Open button. The Edit window opens.



```
//A script to run the VCC OS software list, take all the unknowns, and put them to desired status
//of DOWN. This script must be run on the VCC OS icon.
$CFUNAME:=ICONNAME(CPU)
$OSNAME := ICONNAME(OS)
$OBJExpr := $CFUNAME + ";" + $OSNAME
%ParentID := OBJID(OS,$OBJExpr)
OBJIDARRAY(SW,%ParentID, %ChildIDArray)
ASSOCKEYS(%ChildIDArray, %ChildNameArray)
%Index := 1
WHILE %Index <= ALEN(%ChildNameArray)
LOG(LOG_EXEC, "Checking out "+%ChildNameArray[%Index])
$Current_status := OBJGET(%ChildIDArray[%ChildNameArray[%Index]], "Current")
$Desired_status := OBJGET(%ChildIDArray[%ChildNameArray[%Index]], "Desired")
$Taskname := OBJGET(%ChildIDArray[%ChildNameArray[%Index]], "Taskname")
If LEN($Taskname) > 11
$Shortname := LEFTSTR($Taskname,10)
%ErrCode := OBJSET(%ChildIDArray[%ChildNameArray[%Index]], "Taskname", $Shortname)
LOG(LOG_EXEC, "ErrCode := "+%ErrCode)
```

Figure 20. Script Editor Window.

- Edit the script.
- To save the script, select one of the following options from the File menu:
  - Select **Save** to save the script as an existing name.
  - Select **Save As** to save the script as a different name, or to save a new, unnamed script.

## Creating a script

Scripts can be created that run automatically when certain conditions occur.

To create a script:

1. Select the **Script** menu **Edit** option. The Open File window opens (see Figure 19).
2. Click the **Cancel** button. The Edit File window opens with a blank screen (see Figure 20).
3. Type the script.
4. Select the File menu **Save As** option. The Save File window opens. The script directory is selected by default. Visara recommends saving all scripts in this directory.
5. Click the **Save** button. The script automatically compiles. A warning message is displayed if the script has a problem compiling. If a warning appears, click the OK button to clear the warning.

<p><i>Note:</i> Look in the Execution Log Display window to view the errors that the compiler found in the script. If no errors were found, a message will be displayed indicating so.</p>
--

After saving the script, the Edit File window is redisplayed. Click the File menu **Close** option of the Edit File window.

## Managing Scripts

The Script Manager allows a user to control all aspects of script execution within the system from one location.

To manage scripts:

1. Select the **Script** menu **Manage** option. The Script Management window opens.

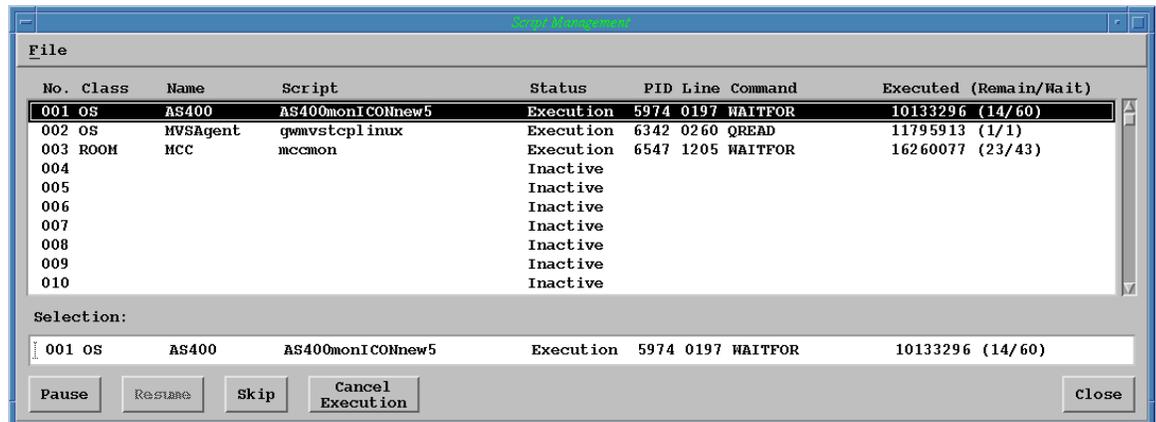


Figure 21. Script Management Window.

The Script Management window displays the following information about active scripts (scripts that are currently executing):

<b>Name of Column</b>	<b>Description</b>
No.	Script's Initiator number (a unique ID specifying the script).
Class	Room, CPU, or operating system (OS).
Name	Name of the room, CPU, or operating system on which the script is operating.
Script	Name of script being executed.
Status	Current point in execution (the step that the script is processing).
PID	Process ID of the script.
Line	Line number being executed.
Command	Actual command being executed.
Executed	Number of commands executed by the script.
Remain/Wait	If a script has a command which is waiting for a fixed time, this area indicates how many seconds are remaining of the total wait time.

*Table 10. Columns in the Script Management Window*

To pause, resume, skip, or cancel the execution of a script, first select the script in the Script Management window then choose one of the following buttons:

- **Pause.** Temporarily halt execution of the selected script.
- **Resume.** Resume execution of an already paused script.
- **Skip.** Cancel the execution of the wait in the selected script and resume with the next line in the script.
- **Cancel Execution.** Halt the execution of a selected script.
- **Close.** Close the window without changing script operation.

To use one of the above buttons, first select the appropriate script in the Script Management Window by clicking on it.

## Executing Scripts

Scripts may be executed manually, or run automatically when certain conditions occur. The Script Execution window allows a user to immediately execute a specific script.

To execute scripts:

1. From the Script menu, select the **Execute** option, or type Ctrl-X. The Script Execution window opens.

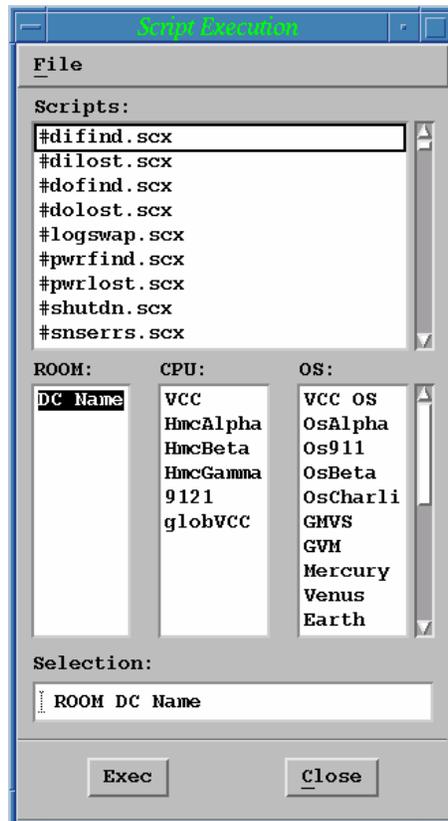


Figure 22. Script Execution Window.

Script source code is saved with a .scr extension. Once the script is successfully compiled, scripts will have an .scx extension. All scripts that are available to run are displayed in the Files list box.

2. Select the desired script by clicking on it.
3. Select the location to run the script from the **ROOM**, **CPU**, or **OS** list boxes. You can only select one location.

The Selection box is automatically filled in according to the location you selected.

4. Click the Exec button to run the script. Alternatively, click the Cancel button to exit the dialog without running the script.

## Chapter 6 Filtered Messages

This chapter discusses:

- Viewing a filtered list of messages.
- Printing the list of filtered messages.

A filtered list of messages is displayed in the Filtered Message Display window.

## Viewing Filtered Messages

The Filtered Message Display window shows a filtered list of messages received from devices connected to the MCC. The MCC, by default, is set to display none of the messages received from the devices connected to it. Messages are logged to the Filtered Message Display window by a LOG script command or the Event Manager “LOG to Filtered Message Window” action.

While the window is open, it is updated with new messages as they are received if the cursor is located at the end of the list of messages. If the cursor is located elsewhere in the list, scroll down to view new messages.

Each message can be color-coded. Part of the installation process is to set the filtering for messages that are displayed in this window. For more information about filtering messages and establishing color coding of messages, see the Event Manager chapter of the *Administration Guide* and the LOG script command in the *Scripting Guide*.

This window allows a single point for viewing selected messages received from consoles connected to the MCC.

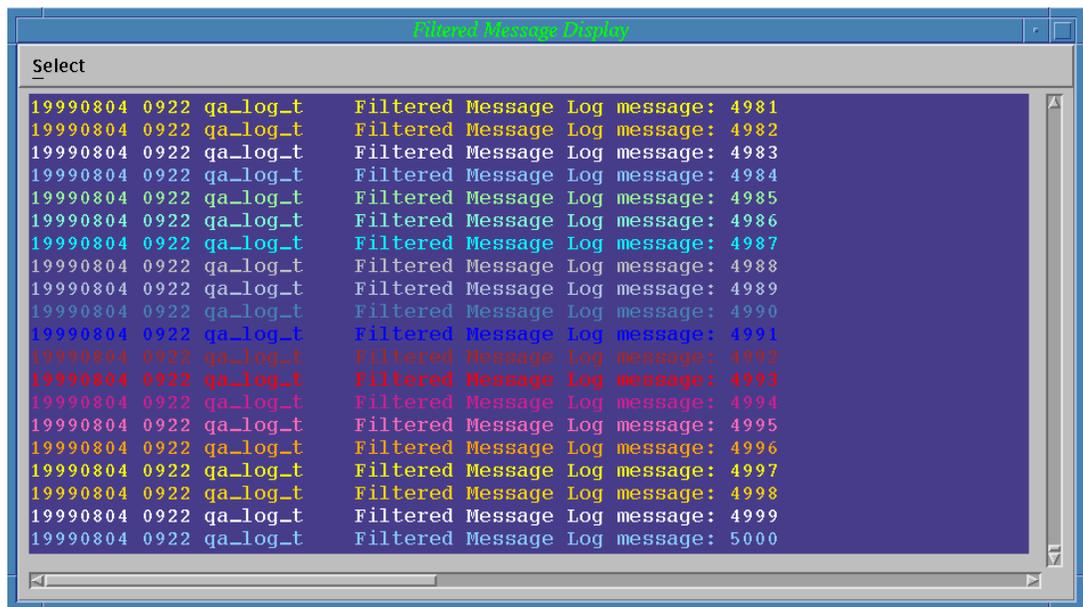


Figure 23. Filtered Message Display.

The Filtered Message Display window contains four fields:

<b>Date</b>	The date the message is generated. The date is displayed with the year/month/day format.
<b>Time</b>	The time the message is generated.
<b>Message Source</b>	The name of the script that logged the message or the name of the Operating System name the message came from.
<b>Message Content</b>	The content depends upon the device, event, etc. that generated the message. It can be a “raw” message, a reworded message, or a completely new message.

Table 11. Filtered Message Display Window Fields

The Filtered Message Display window can be minimized but not closed. Click on the minimize button in the upper right hand corner of the window to minimize it to the Icons window.

## Printing Filtered Messages

The current screen or all messages in the Filtered Message Display window can be printed.

To print the current screen, select the Select menu **Print Screen** option. The currently displayed screen of messages is printed.

To print all of the messages, select the Select menu **Print All** option. All of the messages in the Filtered Message Display window file buffer are printed.

*Note:* Selecting the Print All option can print up to 10,000 messages. At 60 lines per page, this requires more than 165 pages of paper.



## Chapter 7 Monitoring the Execution Log

MCC status is monitored through the Execution Log Display window. This window displays information such as start up and shutdown time and date, script start and end times, user login and logouts. The color of a message indicates status (relative level of importance).

While the window is open, it is updated with new messages as they are received if the cursor is located at the end of the list of messages. If the cursor is located elsewhere in the list, scroll down to view new messages.

When a user logs into the MCC, the Execution Log Display window opens. If the Execution Log display window is not open, see *Icon Windows* on page 12.

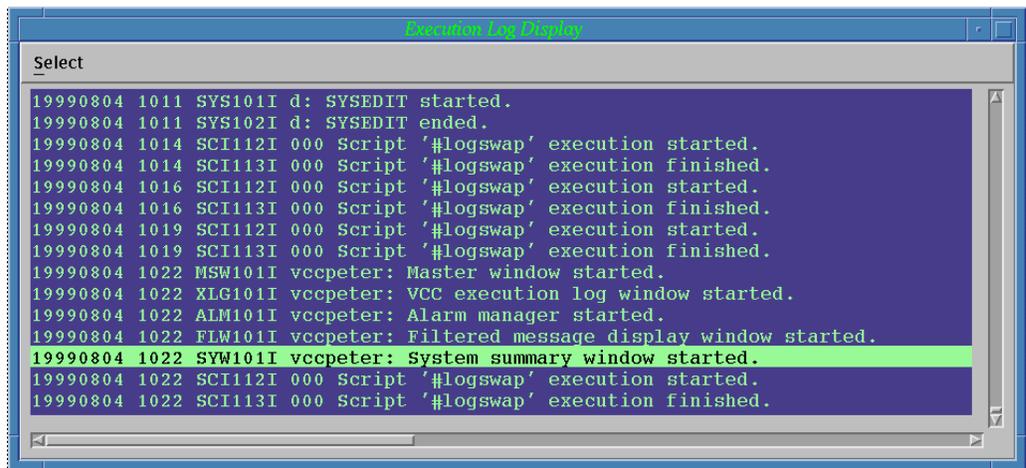


Figure 24. Execution Log Display Window

## Printing the Execution Log Display

The messages on the screen of the Execution Log or all of the messages in the Execution Log can be printed.

To print only the messages on the screen, select the Select menu **Print Screen** option.

To print all of the messages contained within the Execution Log Display, select the Select menu **Print All** option.

<p><i>Note:</i> The Execution Log Display window can hold up to 10,000 messages. At 60 lines per page, this requires more than 165 pages of paper.</p>
--

## Chapter 8 Administering the MCC

This chapter provides an overview of how to administer the MCC. For a more detailed description of the administration features, see the *Administration Guide*.

## Selecting Administration Features

The Master window is open whenever a user is logged on to the MCC. In the lower right of the menu bar, the user's identity and the current date and time are displayed. Administration options are selected from the Administration menu option.



*Figure 25. Master Window, Administration Option*

## Configuring the MCC

Configure the MCC through the Administration menu:Configuration submenu. A brief description of each menu option is given in *Table 12*. See the *Administration Guide* for detailed instruction in the use of each option.

Use This Menu Item	To
User Messages	Edit the configuration file that determines what strings are shown when a log message is double-clicked in a window.
Security	Open the Security Editor, which is used to designate security permissions to MCC users and groups as well as create, edit, and delete users.
SNMP Setup	Open the SNMP Setup Editor, which is used to define SNMP agents and agent groups.
Event Editor	Open the Event Editor, which configures Event Manager's rules and actions.
Status Colors	Edit the configuration file, which determines the status numbers and corresponding colors used in the MCC.
System	Edit the configuration file, which determines the MCC interfaces configuration and the layout of the System Status Summary window.
OS Group	Open the OS Group Editor for configuring the Operating System Groups.
Max Scripts	Edit the gclrund.txt file to set the max number of concurrent running scripts.
Pinger	Edit the gwPingerD.cfg.
Object Manager	Edit the configuration file which determines the setup of Object Manager.
Fonts	Edit the configuration file which determines the fonts used in the MCC. It is not recommended to use this option. Use extreme caution with this option.
Emulator	Edit the configuration files, which determine soft key and keyboard remapping.
Other	Edit any file. Traverse the directory

Use This Menu Item	To
	structure and select the file to open.
Check Configuration	Check the current MCC configuration files for validity.

Table 12. Administration Menu Options

## Starting a Unix Console

From the Administration menu of the Master window, select the **Start Unix Console** option. The operating system for the MCC is DEC Unix. This option opens a MCC Unix console in a new window.

## Shutting Down the System

Shuts down the MCC software. A confirmation is requested.

<p><b>Warning:</b> The MCC is generally not shutdown. If the MCC is shut down, all executing scripts are stopped, the processing of all event rules is stopped, and all other users are forced to log off. Check with the MCC administrator before shutting down the MCC.</p>
---

# Appendix A Basic GUI Operation

This appendix describes the basic operations of the graphical user interface (GUI). Rather than typing in lines of commands or memorizing pages of keystroke combinations, operations are driven through picture and menu selections on the screen.

Each GUI system can be slightly different but the basic concepts and modes of operation are the same. A general overview of GUI operation is provided in this chapter, with notes on the specifics of the MCC terminal GUI operations.

This Appendix discusses the following:

- Using the mouse.
- Cursor.
- Resizing a window.
- Maximizing, restoring, and minimizing a window.
- Selecting menus.
- List boxes.
- Drop-down list boxes.
- Command buttons.
- Text boxes.
- Check boxes.
- Radio buttons.
- Cutting, copying, and pasting.

## Overview of GUI System

A GUI system allows the user to perform highly complex tasks without having to know the steps required to accomplish the task. Through a menu or button, the user can access files, make formatting changes, perform operations, and make changes. A GUI system also allows more than one file or window to be open at the same time.

## Mouse

In addition to the keyboard, a GUI system utilizes a device referred to as a mouse. A mouse is generally smaller than the hand (unless you have very small hands). For most people, it fits in the palm of the hand when the hand is palm-side down on the table or work surface.

The underside of the mouse has a ball that rolls whenever the mouse is moved on the table surface and moves the cursor on the screen. The top side of the mouse has several parts. Toward the heel of the hand is the casing over the ball component. In front of this, where the fingers rest, are moveable sections referred to as buttons. The number of buttons on a mouse can vary. Generally there are two or three. They are referred to as left, center, or right buttons. If the mouse has only two buttons, the functions requiring the center button are performed by using both buttons simultaneously.

The mouse performs tasks when the cursor is placed on the desired position on the screen and a single or double click is used on the appropriate button.

## Cursor

The cursor appears on the screen to identify the current location within a window or file. This could be within the body of the window or file, the menu, or other defining areas. The cursor could have several different forms, depending on where it is and the specifics of the system the user is working in. The shape of the cursor at a given location identifies the function it can perform there. In the MCC terminal GUI, the cursor can take the form of an X, an arrow, a t-bar, an I, or a|.

## Resizing a Window

To change the size of a window:

1. Select the window to resize.
2. Place the cursor on a border or corner of the window. The cursor changes to the drag arrow (↔).
3. Click-and-drag the corner or border until the window is the required size.
4. Release the mouse button.

## Maximizing, Restoring, and Minimizing a Window

When a window is enlarged (maximized), it fills a larger portion of the desktop or even the entire desktop. When a window is minimized, the window becomes an icon in the Icons window.

When a window is restored, the window returns to its previous size.

To enlarge a window to its maximum size:

1. Select the window to enlarge.
2. Click on the **Open** button in the upper-right corner of the window.

To minimize a window:

1. Select the window to reduce.
2. Click on the **Minimize** button in the upper-right corner of the window.

To restore a window, from the Icons Window, double-click the icon representing the window.

## Selecting Menus

Choosing an option from a menu carries out a command or opens a dialog where more information can be entered or selected.

To select a menu option:

1. Click on the name of the menu on the menu bar.
2. Click on the option you want.

<p><i>Note:</i> If a menu or menu option has an underlined letter, select the option by pressing <b>Alt</b> and the letter that is underlined instead of clicking on it.</p>
--

## List Boxes

A list box contains a list of selections. If a list of selections is too long for the list box, a vertical scroll bar appears so it is possible to scroll through the selections. Some list boxes also have an associated selection box that displays the current selection. To select from a list box, click on the item; it becomes highlighted.

It may be possible to choose more than one selection in some list boxes. If the selections are next to each other, click on the first selection and then hold down the **Shift** key while clicking on the last selection. If the selections are not next to each other, click on the first selection and then hold down the **Ctrl** key while clicking on additional selections.

## Drop-Down List Boxes

A drop-down list box is similar to a list box, except that only the current selection is initially visible. To open the list of selections, click on the arrow. Click on a selection to highlight it. When a selection is made, the drop-down list closes and displays the current selection.

## Command Buttons

Command buttons execute commands in a dialog. For example, clicking on the **OK** button in a dialog performs the action specified. Clicking on the **Cancel** button exits the dialog without performing the action.

## Text Boxes

Text boxes allow entry of text or numbers in a dialog. Text boxes appear in a variety of sizes and shapes. To enter information in a text box, place the cursor in the text box and type. Use the mouse to select existing text. Use the cursor and **Delete** keys to edit existing text.

## Check Boxes

Check boxes allow selection of a specific attribute or function. Click on a check box to either select or deselect it. An “X” in a check box means it is selected. An empty check box is not selected.

## Radio Buttons

Use radio buttons to select from a list of mutually exclusive options. When one radio button in a group is selected, the previously selected radio button is automatically unselected. To select a radio button, click on the button.

## Cutting, Copying, and Pasting

The clipboard is a temporary storage area for cut or copied information. The information stays in the clipboard until the next time information is cut or copied, or the user exits the MCC. Cutting deletes the highlighted data. Copying leaves the data but copies the highlighted data to the clipboard. Pasting pastes data from the clipboard.

To cut information:

1. Highlight the data to cut.
2. Select the Edit menu **Cut** option.

To copy information:

1. Highlight the data to copy.
2. Select the Edit menu **Copy** option.

To paste data from the clipboard:

1. Select the insertion point.
2. Select the Edit menu **Paste** option.



# Appendix B MVS Mainframe Console Operation Basics

Operating MVS system consoles in a MCC environment are no different than operating MVS system consoles in a non-MCC environment. However, a review of common commands used to control consoles is provided here, since MCC consoles frequently include “extra” consoles not necessarily seen in typical MVS console configurations.

## Basic VARY Options

As with any MVS console, customer site personnel assign addresses, update MVSCP/HCD, and update the CONSOLxx member of PARMLIB for MCC consoles just as they do for standard 327x consoles. MCC administrators must inform operators of the assigned addresses and operational procedures (if they vary from standard console operational procedures), so that the consoles can be properly managed by operations personnel or automation routines.

Most MVS systems utilizing the MCC will have “printer” consoles assigned. A physical printer console does not have a keyboard, and therefore may be designated as an OUTPUT ONLY device. OUTPUT ONLY console device commands are preceded by “O-” (that is the letter O followed by a dash). For example, to vary a standard (keyboard-attached console) online, the user normally enters:

**V xxx,ONLINE** (use this format for I/O consoles)

If the device in question is an OUTPUT ONLY device, the user must enter:

**V O-xxx,ONLINE** (use this format for OUTPUT ONLY consoles)

If unsure, try entering the first format of the command; if it does not work, try the second format.

The same applies to OFFLINE commands:

**V xxx,OFFLINE** (use this format for devices to be used as I/O consoles)

**V O-xxx,OFFLINE** (use this format for OUTPUT ONLY devices to be used as consoles)

MVS defined consoles (see SYS1.PARMLIB member CONSOLxx) are not active as consoles until they are “varied” into console status. Varying a console ONLINE does not make a SYS1.PARMLIB defined (see member CONSOLxx) console recognizable to MVS as a console. To do this requires another form of vary command, which should only be issued after the device is ONLINE to MVS, as follows:

**V xxx,CONSOLE** (use this format for I/O consoles)

**V O-xxx,CONSOLE** (use this format for OUTPUT ONLY consoles)

The commands above should be issued once the device is in the ONLINE status. MVS takes care of this during IPL, but console manipulation after IPL requires manual (or automated) commands (as previously shown).

Also, certain error situations require additional MVS console commands. The following are some commands that are most useful for operations:

**V xxx,OFFLINE,FORCE** (use this format for I/O consoles that refuse to come offline with a V xxx,OFFLINE command)

**V O-xxx,OFFLINE,FORCE** (use this format for OUTPUT ONLY consoles that refuse to come offline with a V O-xxx,OFFLINE command)

*Note:* For either of these commands, MVS will produce a WTOR to “double check” if it is intended to FORCE this device offline. Respond “YES”.

Once the console is offline due to one of the above commands, a standard “V xxx,ONLINE” or “V O-xxx,ONLINE” will not suffice. Instead, one of the following commands must be issued:

**V xxx,ONLINE,UNCOND** (use this format for I/O consoles that have previously been taken offline with a V xxx,OFFLINE,FORCE command)

**V O-xxx,ONLINE,UNCOND** (use this format for OUTPUT ONLY consoles that have previously been taken offline with a V O-xxx,OFFLINE,FORCE command)

## Buffer Limit Problems

In certain cases (for example, I/O errors due to cabling problems), a console (I/O or OUTPUT ONLY) may “back up”. MVS will make the console operator(s) aware of this situation through one or more messages (e.g., IEA404A, IEA405E). The message will state that a particular console is reaching or has reached its buffer limit. This means that a number of messages are “queued” to be delivered, but are being “held” by MVS pending resolution of the problem.

In a MCC environment, it is highly unlikely that the console in question is anywhere near the console operators (they are frequently in another city, if not another state). In this case, as with standard MVS, the operator must “relieve” the backup before the system begins to deteriorate (causing undesirable results due to waits, timeouts, abends, etc.). This situation requires immediate action, so that potential problems that could result from this backup are averted. The simplest action is to issue a VARY online (see previous examples) to get the console out of console status - this command returns the device to MVS device online status. MVS no longer recognizes the device as an MVS console, although it still recognizes the device as being capable of becoming a console via a VARY console command. Consequently, the “backup” condition is alleviated immediately, through re-routing or simple elimination of the messages.

If the messages destined for the “backed up” console need to be “redirected” to a “live console” (one that is currently functioning properly), the operator can issue the console redirection command:

**K Q,R=nn | name | HC{ ,L=cc | name )**

where **nn** is the ID of the console device that the “backed up” messages are being routed to. If this command is issued from the “backed up” console itself (which is unlikely), the **L=** keyword and its operand are not required. This situation should never occur in the case of a “printer console”, when the printer console is an OUTPUT ONLY device, since in that case it has no keyboard to enter commands from. MVS consoles have IDs; they may or may not have names.

Use the MVS command “**D C**” to see all the consoles that are currently assigned. Do this from the MASTER console, or the console on which the message(s) appeared indicating that a console was “backed up”. The numbers in the left-most portion of the line displays are the console IDs. The numbers that follow the “/” (if any) are the alternate console IDs (the IDs of the console(s) that are used to receive messages if the console whose ID to the left of the “/” fails).

At the same time, check the NBUF= value. A number that is in the hundreds (or thousands) normally indicates a problem (especially if a “backed up” message has appeared). It is that specific console (the high NBUF= console) whose ID is required if using the “**K Q**” type recovery. Now, assuming the console that is backed up has an ID of 03, and the console that is working) has an ID of 01, issue:

**K Q,R=01,L=03**

The messages that were “backed up” on console 03 will now be presented on console 01.

Earlier, it was suggested that issuing a VARY ONLINE is an easy way to escape from the “backed up” problem. If you have not issued that command prior to issuing the “**K Q**” command, it should (normally) be issued after the “**K Q**” command, because if a console is “backed up”, there must be some sort of problem (for example, cable, or controller.). Issuing a “VARY ONLINE” causes the console to go “out of service”, and the “alternate console” (if any) begins to receive the messages originally destined for the “out of service” console. Issuing the “**K Q**” will alleviate the problem, but it is most likely that manual intervention will be required to actually fix the problem. If this is the case, the console should be put ONLINE (or taken OFFLINE) until the problem is resolved, so another backup does not occur during problem resolution time. Issuing the “**K Q**” prior to the offline command simply guarantees that the messages that were “backed up” are not lost (assuming the R= console is available).

## Configuring a Console's Characteristics

### Roll Mode

To manually set the console's message correctly rolling for MCC usage, do the following:

*Note:* Anytime the system is re-IPLd, the rolling will have to be manually set again. Therefore ensure roll setting is correct in the console gen itself.

1. Enter **K S**
2. Change the **MODE=x** to **MODE=R**
3. Change the **RTIM** value for the number of seconds to wait before scrolling

### Screen Positioning

To turn off split screen, enter:

**K A,NONE** (set area to none)

To reset from screen centering, enter:

**K E,D**

### Active Console Information

To view information about the active console, enter:

**D C,A**

The information is displayed in the order:

*Name Address ConsID*

Where:

*Name* is the name of the device (if applicable)

*Address* is the address of the device on the controller

*ConsID* is the console id number

## **VTAM 327x Console/Terminal**

A VTAM console/terminal is a 327x type device.

Define VTAM consoles in the same way as an OS console described previously. However, instead of updating CONSOLxx, simply update the VTAM definitions.

There are too many VTAM options available to provide examples here. In general, take care to use only model 2 or 4 if the coax is plugged into a MCC CBUS coax card. This type of session allows a user to log into TSO, CICS, IDMS, IMS, JOBTRACK, CA-7, etc., from the MCC.



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