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## **BICsuite Server**

### **Command Reference**

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# **Part I**

## **General**





# 1 Introduction

## Introduction

Essentially, this document is divided into three parts. In the BICsuite Scheduling System, there are three types of users (in the broadest sense of the word):

- Users
- Job servers
- Jobs

Each of these users has his own command set at his disposal. These command sets only overlap to a certain extent. For example, for job servers there is the statement **get next job**, which is not valid for either jobs or users. On the other hand, there are forms of the **submit** statement which will only make sense in a job context and which can therefore only be implemented by jobs. Obviously only users are allowed to create objects such as Exit State definitions or job definitions. In contrast, there are also statements such as the **connect** statement which is valid for all types of users.

The structure of this document is oriented to the three types of users. The largest part of this document deals with the user commands, while the two other parts handle job servers and job commands.

For the sake of completeness, the next chapter briefly explains the utility *sdmsh*. This utility is easy to use and is an excellent choice for processing scripts using BICsuite commands.

Since the syntax described here is the only interface to the BICsuite Scheduling Server, all the utilities (and in particular BICsuite!Web) use this web interface.

To simplify the development of proprietary utilities, the server is capable of returning its reactions to statements in various formats. The utility *sdmsh*, for example, uses the **serial** protocol, with which serialised Java objects are transferred. In contrast BICsuite!Web uses the **python** protocol, with which textual representations of Python structures are transferred that can be easily read in using the `eval()` function.

## Syntax diagrams

The syntax diagrams are comprised of different symbols and metasymbols. The symbols and metasymbols are listed and explained in the table below.

*Syntax diagrams*

Symbol	Meaning
<b>keyword</b>	A keyword in the language. These have to be entered as shown. One example is the keyword <b>create</b> .
<i>name</i>	A parameter. In many cases, the user can choose a name or a number to be entered here.
NONTERM	A non-terminal symbol is represented by small caps. A syntax element that is explained further on in the diagram has to be inserted here.
< <b>all</b>   <b>any</b> >	This syntax element is an optional choice. One of the syntax elements given in the angle brackets, which can obviously also be non-terminal symbols, has to be selected. In the simplest scenario there are only two choices that can be made here, although frequently there are more.
< <u><b>all</b></u>   <b>any</b> >	This is also an optional choice. Unlike the previous syntax element, the underscore of the first element emphasises that this option is the default choice.
[ <b>or alter</b> ]	Optional syntax elements are placed in square brackets.
{ <i>statename</i> }	Syntax elements that are placed in braces are repeated 0 to <i>n</i> times.
JOB_PARAMETER {, JOB_PARAMETER }	Cases where elements occur at least once are far more common and are shown as represented here.
	In lists of possible syntax elements, the single possibilities are separated by a  . Such a list is another way of displaying optional choices. These two different forms of presentation are used for purposes of clarity.

## Literals

*Literals* Literals are only required in the language definition for strings, numbers, and dates/times.

Strings are delimited by single quotes, as in

**node** = 'puma.independit.de'

Integers are shown as either unsigned *integer* or signed *signed\_integer* in the syntax diagrams. A *signed\_integer* can be prefixed with a + or - sign. Valid unsigned integers lie in the range of numbers between 0 and  $2^{31} - 1$ . Signed integers are therefore within the range between  $-2^{31} + 1$  and  $2^{31} - 1$ . If the syntax diagram contains *id*, an unsigned integer between 0 and  $2^{63} - 1$  is expected here.

Much more complicated are dates/times, particularly in statements concerning the time scheduling. These literals are principally shown as strings with a special format.

The following syntax is used to comply with the notations based on ISO8601 as given in Table 1.1 :

<i>String</i>	<i>Meaning</i>	<i>Range</i>	<i>String</i>	<i>Meaning</i>	<i>Range</i>
YYYY	year	1970 .. 9999	hh	hour	00 .. 23
MM	month	01 .. 12	mm	minute	00 .. 59
DD	day (of the month)	01 .. 31	ss	second	00 .. 59
ww	week (of the year)	01 .. 53			

- All other strings stand by themselves.
- No differentiation is made between uppercase and lowercase.
- The earliest permissible *point* in time is 1970–01-01T00:00:00 GMT.

## Identifier

In the BICsuite Scheduling System, objects are identified by their names. (Strictly speaking, objects can also be identified from their internal ID, which is a number, but this practice is not recommended). Valid names comprise a letter, underscore (.), at sign (@) or hash sign (#) followed by numbers, letters or special characters. Language-specific special characters such as the German umlaut are invalid. Identifiers are treated as being case-insensitive if they are not enclosed in simple quotes. Identifiers enclosed in quotes are case-sensitive. It is therefore not generally recommended to use quotes unless there is a valid reason for doing so. Identifiers that are allowed to be enclosed in single quotes can also contain spaces and several special characters. Again, this practice is not recommended as spaces are normally interpreted as delimiters and therefore errors can easily occur. Spaces aren't allowed at the beginning or end of an identifier.

There are a number of keywords in the syntax that cannot be readily used as identifiers. Here it may be practicable to use quotes so that the identifiers are not recognised as keywords. Table 1.2 contains a list of such keywords.

There are also a number of synonyms. These are essentially keywords that can be written in more than one way. Only one spelling variation is shown in Table 1.2. The synonyms can be used together arbitrarily. Table 1.3 gives a list of such synonyms.

*Identifier*

Format	Example	Simplified format
YYYY	1990	
YYYY-MM	1990-05	YYYYMM
YYYY-MM-DD	1990-05-02	YYYYMMDD
YYYY-MM-DDThh	1990-05-02T07	YYYYMMDDThh
YYYY-MM-DDThh:mm	1990-05-02T07:55	YYYYMMDDThhmm
YYYY-MM-DDThh:mm:ss	1990-05-02T07:55:12	YYYYMMDDThhmmss
-MM	-05	
-MM-DD	-05-02	-MMDD
-MM-DDThh	-05-02T07	-MMDDThh
-MM-DDThh:mm	-05-02T07:55	-MMDDThhmm
-MM-DDThh:mm:ss	-05-02T07:55:12	-MMDDThhmmss
--DD	--02	
--DDThh	--02T07	
--DDThh:mm	--02T07:55	--DDThhmm
--DDThh:mm:ss	--02T07:55:12	--DDThhmmss
Thh	T07	
Thh:mm	T07:55	Thhmm
Thh:mm:ss	T07:55:12	Thhmmss
T-mm	T-55	
T-mm:ss	T-55:12	T-mmss
T--ss	T--12	
YYYYW <sub>ww</sub>	1990W18	
W <sub>ww</sub>	W18	

Table 1.1: Valid date formats:

As in any language, there are also some reserved words and word combinations. An overview is shown in Table 1.4. A special characteristic of word pairs is that replacing a space with an underscore likewise produces a reserved word. The word **named\_resource** is therefore reserved (but "named#resource" isn't).

## Versions

### Versions

There are three versions of the BICsuite Scheduling System. Since features from later versions are not always present in the earlier versions, the relevant statements or options within the statements are designated accordingly. A letter in the top cor-

ner of the page indicates for which version of the system this statement is available. Deviations from the general statement are shown in the syntax diagram. The symbols have the following meanings:

Symbol	Meaning
<b>B</b>	This symbol indicates a feature in the Basic version and all later versions.
<b>P</b>	This symbol indicates a feature in the Professional and Enterprise versions and all later versions.
<b>E</b>	This symbol indicates a feature in the Enterprise version.

activate	delay	group	milestone	rawpassword	submitcount
active	delete	header	minute	read	submittag
action	dependency	history	mode	reassure	submitted
add	deregister	hour	month	recursive	sum
after	dir	identified	move	register	suspend
alter	disable	ignore	multiplier	rename	sx
amount	disconnect	immediate	n	required	synchronizing
and	distribution	import	name	requestable	synctime
avg	drop	in	nicevalue	rerun	tag
base	dump	inactive	node	restartable	test
batch	duration	infinite	noinverse	restrict	time
before	dynamic	interval	nomaster	resume	timeout
broken	edit	inverse	nomerge	revoke	timestamp
by	embedded	is	nonfatal	rollback	to
cancel	enable	isx	nosuspend	run	touch
cancelled	endtime	ix	notrace	runnable	trace
cascade	environment	job	notrunc	running	translation
change	errlog	kill	nowarn	runtime	tree
check	error	killed	of	s	trigger
child	event	level	offline	sc	trunc
children	execute	liberal	on	schedule	type
childsuspend	expand	like	online	scope	update
childtag	expired	limits	only	selection	unreachable
clear	factor	line	or	serial	unresolved
command	failure	list	owner	server	usage
comment	fatal	local	parameters	session	use
condition	filter	lockmode	password	set	user
connect	final	logfile	path	shutdown	view
constant	finish	loops	pending	show	warn
content	finished	map	performance	sort	warning
copy	folder	maps	perl	started	week
count	footprint	mapping	pid	starting	with
create	for	master	pool	starttime	workdir
cycle	force	master_id	priority	static	x
day	free_amount	max	profile	status	xml
default	from	min	protocol	stop	year
definition	get	merge	public	strict	
defer	grant	merged	python	submit	

Table 1.2: Keywords that can be used with quotes as identifiers

Keyword	Synonym	Keyword	Synonym
definition	definitions	minute	minutes
dependency	dependencies	month	months
environment	environments	node	nodes
errlog	errlogfile	parameter	parameters
event	events	profile	profiles
folder	folders	resource	resources
footprint	footprints	schedule	schedules
grant	grants	scope	scopes
group	groups	server	servers
hour	hours	session	sessions
infinite	infinite	state	states, status
interval	intervals	translation	translations
job	jobs	user	users
mapping	mappings	week	weeks
milestone	milestones	year	years

Table 1.3: Keywords and synonyms

after final	exit state translation	non fatal
all final	ext pid	requestable amount
backlog handling	finish child	resource state
before final	free amount	resource state definition
begin multicommand	get next job	resource state mapping
broken active	ignore dependency	resource state profile
broken finished	immediate local	resource template
change state	immediate merge	resource wait
default mapping	initial state	run program
dependency definition	job definition	rerun program
dependency hierarchy	job definition hierarchy	scheduled event
dependency mode	job final	state profile
dependency wait	job server	status mapping
end multicommand	job state	suspend limit
error text	keep final	submitting user
exec pid	kill program	synchronize wait
exit code	local constant	to kill
exit state	merge mode	until final
exit state mapping	merge global	until finished
exit state definition	merge local	
exit state profile	named resource	

Table 1.4: Reserved words

General

Introduction



## 2 Utilities

### Starting and stopping the server

#### server-start

##### Introduction

The utility *server-start* is used to start the scheduling server.

*Introduction*

##### Call

The following commands are used to call server-start:

*Call*

```
server-start [ OPTIONS ] config-file
```

OPTIONS:

```
  -admin  
  | -protected
```

The individual options have the following meanings:

Option	Meaning
<b>-admin</b>	The server starts in Admin mode. This means that user logins are disabled apart from the user <b>SYSTEM</b> .
<b>-protected</b>	Protected mode is similar to Admin mode. The difference here is that the internal threads (TimerThread and SchedulingThread) are not started. This allows administrative tasks to be carried out without concurrent transactions being performed.

If the server has already been started, the second server either (depending on the configuration) takes over the operation or repeatedly makes an unsuccessful attempt to start.

The server-start utility can be only be used by the user whose ID was used to install the system.

**server-stop****Introduction**

*Introduction* The *server-stop* utility is used to stop the scheduling server.

**Call**

*Call* The following command is used to call *server-stop*:

**server-stop**

Initially, an attempt is made to stop the server 'gracefully'. First, all the user connections are terminated to stop all the internal threads.

If this approach fails or it takes too long, the server is stopped using the operating system's mechanisms.

If the server has not been started, the *server-stop* command has no effect.

The *server-stop* utility can be only be used by the user whose ID was used to install the system.

**sdmsh****Introduction**

*Introduction* The *sdmsh* utility is a small program that enables the user to interactively work with the scheduling server. In contrast to the BICsuite!Web front end, for instance, this working method is text-oriented. This means it is possible to write scripts and execute them using *sdmsh*. The *sdmsh* executable is a small script or batch file that encapsulates the call of the required Java program. Of course, there is no reason why this Java program should not be called manually. It is only there for convenience's sake.

**Call**

*Call* The following commands are used to call *sdmsh*:

```
sdmsh [ OPTIONS ] [ username [ password [ host [ port ] ] ] ]
```

OPTIONS:

```
  < --host | -h > hostname
| < --port | -p > portnumber
| < --user | -u > username
| < --pass | -w > password
| < --jid | -j > jobid
| < --key | -k > jobkey
```

```

| < --[ no ]silent | -[ no ]s >
| < --[ no ]verbose | -[ no ]v >
| < --ini | -ini > inifile
| < --[ no ]tls | -[ no ]tls >
| --[ no ]help
| --info sessioninfo
| -[ no ]S
| --timeout timeout

```

The individual options have the following meanings:

Option	Meaning
< --host   -h > <i>hostname</i>	BICsuite!Server Host
< --port   -p > <i>portnumber</i>	BICsuite!Server port
< --user   -u > <i>username</i>	User name (user or jid has to be specified)
< --pass   -w > <i>password</i>	Password (is used in combination with the option --user)
< --jid   -j > <i>jobid</i>	Job ID (user or jid has to be specified)
< --key   -k > <i>jobkey</i>	Job key (is used in combination with the option --jid)
< --[ no ]silent   -[ no ]s >	(Error) Messages are not returned
< --[ no ]verbose   -[ no ]v >	[ No ] Commands, feedback and additional messages are returned
< --ini   -ini > <i>inifile</i>	Use the specified configuration file to set options
< --[ no ]tls   -[ no ]tls >	Use access via TLS/SSL [ not ]
--[ no ]help	Return a help text
--info <i>sessioninfo</i>	Set the accompanying information as descriptive information about the session
-[ no ]S	Silent option. This option is obsolete and exists for reasons of backward compatibility
--timeout <i>timeout</i>	The number of seconds after which the server terminates an idle session. The value 0 means no timeout

*sdmsh* obviously requires information to connect to the correct BICsuite Scheduling System. The necessary data can be specified in the command line or by using an options file. Missing values for the user name and password are queried by *sdmsh*. If values for the host and port are not given, the default values "localhost" and 2506 are used. It is not advisable to specify the password in the command line because this information can frequently be easily read out by other users.

## Options file

*Options file* The options file has the same format as a Java property file. Please refer to the official Java documentation for details of the precise syntax specification.

The following option files play a role:

- `SDMSCONFIG/sdmshrc`
- `$HOME/.sdmshrc`
- Optionally, a file specified in the command line

The files are valuated in the given order. If options are present in several files, the value in the last valuated file "wins". Options that are specified in the command line take precedence over all the other specifications.

The following keywords are recognised:

Keyword	Meaning
<b>User</b>	The user's name
<b>Password</b>	The user's password
<b>Host</b>	Name or IP address of the host
<b>Info</b>	Additional information for identifying a connection is set
<b>Port</b>	Port number of the scheduling server (default: 2506)
<b>Silent</b>	(Error) messages are not returned
<b>Timeout</b>	Timeout value for the session (0 means no timeout)
<b>TLS</b>	Use an SSL/TLS connection
<b>Verbose</b>	Commands, feedback and additional messages are returned

Since the user's password is shown in plain text in this file, careful consideration needs to be taken when assigning the access privileges for this file. It is, of course, possible to not specify the password and to enter it every time *sdmsh* is started.

Only the following keywords can be used in configuration files:

Keyword	Meaning
<b>KeyStore</b>	Keystore for TLS/SSL communication
<b>TrustStore</b>	Truststore for TLS/SSL communication
<b>KeyStorePassword</b>	Keystore password
<b>TrustStorePassword</b>	Truststore password

## Internal commands

Apart from the BICsuite commands described in the following chapters, *sdmsh* *Internal commands* also knows a few simple commands of its own. These are briefly described below. Internal commands do not have to be closed with a semicolon.

**disconnect** The disconnect command is used to exit *sdmsh*. Because different commands are commonly used to exit a tool in different work environments, an attempt was made here to incorporate many varying formulations. The syntax for the disconnect command is:

< **disconnect** | **bye** | **exit** | **quit** >

**EXAMPLE** Here is an example of the disconnect command.

```
ronald@jaguarundi:~$ sdmsh
Connect

CONNECT_TIME : 23 Aug 2007 07:13:30 GMT

Connected

[system@localhost:2506] SDMS> disconnect
ronald@jaguarundi:~$
```

**echo** If *sdmsh* is being used interactively, it is visually evident which command has just been entered. This is not the case in batch mode, i.e. when processing a script. The echo command can be used to enable and disable the rendering of the entered statement. This is enabled by default. The syntax for the echo command is:

**echo** < **on** | **off** >

**EXAMPLE** The effect of these two options is shown below. Following the command **echo on**

```
[system@localhost:2506] SDMS> echo on
End of Output

[system@localhost:2506] SDMS> show session;
show session;

Session

      THIS : *
SESSIONID : 1001
START    : Tue Aug 23 11:47:34 GMT+01:00 2007
USER     : SYSTEM
```

## General

## sdmsh

```

UID : 0
IP : 127.0.0.1
TXID : 136448
IDLE : 0
TIMEOUT : 0
STATEMENT : show session

```

Session shown

```
[system@localhost:2506] SDMS> echo off
```

End of Output

```
[system@localhost:2506] SDMS> show session;
```

Session

```

      THIS : *
SESSIONID : 1001
START : Tue Aug 23 11:47:34 GMT+01:00 2007
USER : SYSTEM
UID : 0
IP : 127.0.0.1
TXID : 136457
IDLE : 0
TIMEOUT : 0
STATEMENT : show session

```

Session shown

```
[system@localhost:2506] SDMS>
```

**help** The help command opens a condensed help text about the internal *sdmsh* commands.

The syntax for the help command is:

### help

**EXAMPLE** The help command only returns a condensed help text about the syntax for the internal *sdmsh* commands. This is shown in the example below. (The lines have been wrapped for this document and so the actual output may differ to what is written here).

```

[fontsize=\small]
[system@localhost:2506] SDMS> help
Condensed Help Feature
-----
Internal sdmsh Commands:
disconnect|bye|exit|quit      -- leaves the tool
echo on|off                   -- controls whether the statement text is
                               printed or not

```

```

help                -- gives this output
include '<filespec>' -- reads sdms(h) commands from the given
                    file
prompt '<somestring>' -- sets to prompt to the specified value
                    %H = hostname, %P = port, %U = user,
                    %% = %
timing on|off        -- controls whether the actual time is
                    printed or not
whenever error
continue|disconnect <integer> -- specifies the behaviour of the program
in case of an error
!<shellcommand>    -- executes the specified command. sdmsh
                    has no intelligence
                    at all regarding terminal I/O

```

```

End of Output
[system@localhost:2506] SDMS>

```

**include** Files can be integrated into BICsuite statements using the include command.

The syntax for the include command is:

**include** '*filespec*'

**EXAMPLE** In the following example, a file only containing the command "show session;" is inserted.

```

[system@localhost:2506] SDMS> include '/tmp/show.sdms'
Session

      THIS : *
SESSIONID : 1001
START : Tue Aug 23 11:47:34 GMT+01:00 2007
USER : SYSTEM
UID : 0
IP : 127.0.0.1
TXID : 136493
IDLE : 0
TIMEOUT : 0
STATEMENT : show session

Session shown

[system@localhost:2506] SDMS>

```

**prompt** The prompt command can be used to specify an arbitrary prompt. There are a number of variable values that can be inserted automatically by the program. The codes for the individual variables are shown in the table below:

Code	Meaning
%H	Hostname des Scheduling Servers
%P	TCP/IP Port
%U	Username
%%	Percent character (%)

The default prompt has the following definition: [%U@%H:%P] SDMS>.

The syntax for the prompt command is:

**prompt** '*somestring*'

**EXAMPLE** In the following example, an empty prompt is defined first. A BICsuite statement is then executed to make the effect more clearly visible. A simple string is then selected as a prompt, and finally the variables are used.

```
[system@localhost:2506] SDMS> prompt ''
End of Output

show session;
show session;

Session

      THIS : *
SESSIONID : 1001
START    : Tue Aug 23 11:47:34 GMT+01:00 2007
USER     : SYSTEM
UID      : 0
IP       : 127.0.0.1
TXID    : 136532
IDLE    : 0
TIMEOUT : 0
STATEMENT : show session

Session shown

prompt 'hello world '

End of Output

hello world prompt "[%U@%H:%P] please enter your wish! > '

End of Output

[system@localhost:2506] please enter your wish! >
```

**timing** The timing command provides information about the execution time for a statement. Normally, this option is disabled and so no information about the



execution time is given. The time is stated in milliseconds.  
The syntax for the timing command is:

**timing** < **off** | **on** >

**EXAMPLE** The following example shows the timing information for a simple BIC-suite statement. The execution time for the statements and the time that was required to output the result is shown.

```
[system@localhost:2506] SDMS> timing on
End of Output

[system@localhost:2506] SDMS> show session;
Execution Time: 63
show session;

Session

      THIS : *
SESSIONID : 1002
START : Tue Aug 23 11:53:15 GMT+01:00 2007
USER : SYSTEM
UID : 0
IP : 127.0.0.1
TXID : 136559
IDLE : 0
TIMEOUT : 0
STATEMENT : show session

Session shown

[system@localhost:2506] SDMS>
Render Time   : 143
```

**whenever** An error handling routine is absolutely essential particularly when *sdmsh* is being used to execute scripts. The *whenever* statement tells *sdmsh* how to deal with errors. By default errors are ignored, which also corresponds to the desired behaviour for interactive working. The syntax for the *whenever* command is:

**whenever error** < **continue** | **disconnect** *integer* >

**EXAMPLE** The example below shows the behaviour of both the **continue** option and the **disconnect** option. The Exit Code for a process that was started by the Bourne shell (and other Unix shells as well) can be shown by outputting the variable `$?`.

```
[system@localhost:2506] SDMS> whenever error continue
End of Output
```

## General

## sdms-auto\_restart

```
[system@localhost:2506] SDMS> show exit state definition does_not_exist;
show exit state definition does_not_exist;
```

```
ERROR:03201292040, DOES_NOT_EXIST not found
```

```
[system@localhost:2506] SDMS> whenever error disconnect 17
```

End of Output

```
[system@localhost:2506] SDMS> show exit state definition does_not_exist;
show exit state definition does_not_exist;
```

```
ERROR:03201292040, DOES_NOT_EXIST not found
```

```
[system@localhost:2506] SDMS>
ronald@jaguarundi:~$ echo $?
17
ronald@jaguarundi:~$
```

**Shell call** It frequently happens that a shell command has to be quickly executed, for instance to see what the file that is to be run (using **include**) is called. If no special capabilities are required of the terminal, such as is the case when calling an editor, a shell command can be executed by prefixing it with an exclamation mark. The syntax for a shell call is:

*!shellcommand*

**EXAMPLE** In the following example, a short list of all the *sdmsh* scripts in the `/tmp` directory is outputted.

```
[system@localhost:2506] SDMS> !ls -l /tmp/*.sdms
-rw-r--r-- 1 ronald ronald 15 2007-08-23 09:30 /tmp/ls.sdms
End of Output
```

```
[system@localhost:2506] SDMS>
```

## sdms-auto\_restart

### Introduction

*Introduction* The utility *sdms-auto\_restart* is used to automatically restart jobs that have failed. A number of simple conditions have to be met to do this. Probably the most important condition is that the job defines a parameter `AUTORESTART` with the value `TRUE`. This parameter can naturally also be set at a higher level. The following parameters influence the behaviour of the autorestart utilities:

Parameter	Effect
AUTORESTART	The autorestart only functions if this parameter is set to "TRUE"
AUTORESTART_MAX	Defines the maximum number of automatic restarts if set
AUTORESTART_COUNT	Is set by the aurorestart utility to count the number of restarts
AUTORESTART_DELAY	The time in minutes before a job is restarted

The autorestart utility can be defined as a trigger. The trigger types IMMEDIATE\_LOCAL and FINISH\_CHILD can be used.

The logic of the option files that applies for the sdms utility is also used for sdms-auto\_restart.

## Call

The following commands are used to call sdms-auto\_restart:

*Call*

```
sdms-auto_restart [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --user | -u > username
< --pass | -w > password < --failed | -f > jobid
```

OPTIONS:

```
< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --delay | -d > seconds
< --max | -m > number
< --warn | -W >
```

The individual options have the following meanings:

General

sdms-get\_variable

Option	Meaning
< <b>--host</b>   <b>-h</b> > <i>hostname</i>	Host name of the scheduling server
< <b>--port</b>   <b>-p</b> > <i>portnumber</i>	Port of the scheduling server
< <b>--user</b>   <b>-u</b> > <i>username</i>	User name for the login
< <b>--pass</b>   <b>-w</b> > <i>password</i>	Password for the login
< <b>--failed</b>   <b>-f</b> > <i>jobid</i>	Job ID of the job that is to be restarted
< <b>--silent</b>   <b>-s</b> >	Reduces the number of messages that are returned
< <b>--verbose</b>   <b>-v</b> >	Increases the number of messages that are returned
< <b>--timeout</b>   <b>-t</b> > <i>minutes</i>	Number of minutes for attempting to get a server connection
< <b>--cycle</b>   <b>-c</b> > <i>minutes</i>	Number of minutes for the delay between two attempts
< <b>--help</b>   <b>-h</b> >	Returns a condensed help
< <b>--delay</b>   <b>-d</b> > <i>minutes</i>	Number of minutes for the delay until the job is restarted
< <b>--max</b>   <b>-m</b> > <i>number</i>	Maximum number of automatic restarts
< <b>--warn</b>   <b>-W</b> >	The warning flag is set when the maximum number of restarts has been reached

## sdms-get\_variable

### Introduction

*Introduction* The utility *sdms-get\_variable* offers a simple way of reading out job parameters from the scheduling system. The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-get\_variable*.

### Call

*Call* The following commands are used to call *sdmsh-get\_variable*:

```
sdms-get_variable [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --jid | -j > jobid
< --name | -n > parametername
```

OPTIONS:

```
< --user | -u > username
< --pass | -w > password
```

```

< --key | -k > jobkey
< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --mode | -m > mode

```

The individual options have the following meanings:

Option	Meaning
< --host   -h > <i>hostname</i>	Host name of the scheduling server
< --port   -p > <i>portnumber</i>	Port of the scheduling server
< --user   -u > <i>username</i>	User name for the login
< --pass   -w > <i>password</i>	Password for the login (for a connection as user)
< --key   -k > <i>jobkey</i>	for the login (for a connection as job)
< --silent   -s >	Reduces the number of messages that are returned
< --verbose   -v >	Increases the number of messages that are returned
< --timeout   -t > <i>minutes</i>	Number of minutes for attempting to get a server connection
< --cycle   -c > <i>minutes</i>	Number of minutes for the delay between two attempts to set up a server connection
< --help   -h >	Returns a condensed help text about calling the utility
< --mode   -m > <i>mode</i>	Mode for determining the parameter (liberal, warn, strict)

### Example

The example below shows how to get the variable value of the variable RESPONSE of job 5175119. *Example*

```

ronald@cheetah:~$ sdms-get_variable -h localhost -p 2506 \
-j 5175119 -u donald -w duck -n RESPONSE

```

## sdms-rerun

### Introduction

*Introduction* The utility *sdms-rerun* is used to rerun a job in a restartable state from a script or program.

The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-rerun*.

### Call

*Call* The following commands are used to call *sdms-rerun*:

```
sdms-rerun [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --jid | -j > jobid
```

OPTIONS:

```
< --user | -u > username
< --pass | -w > password
< --key | -k > jobkey
< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --suspend | -S >
< --delay | -D > delay
< --unit | -U > unit
< --at | -A > at
```

The individual options have the following meanings:

Option	Meaning
< <b>--host</b>   <b>-h</b> > <i>hostname</i>	Host name of the scheduling server
< <b>--port</b>   <b>-p</b> > <i>portnumber</i>	Port of the scheduling server
< <b>--user</b>   <b>-u</b> > <i>username</i>	User name for the login
< <b>--pass</b>   <b>-w</b> > <i>password</i>	Password for the login (for a connection as user)
< <b>--silent</b>   <b>-s</b> >	Reduces the number of messages that are returned
< <b>--verbose</b>   <b>-v</b> >	Increases the number of messages that are returned
< <b>--timeout</b>   <b>-t</b> > <i>minutes</i>	Number of minutes for attempting to get a server connection
< <b>--cycle</b>   <b>-c</b> > <i>minutes</i>	Number of minutes for the delay between two attempts to set up a server connection
< <b>--help</b>   <b>-h</b> >	Returns a condensed help text about calling the utility
< <b>--suspend</b>   <b>-S</b> >	The job is suspended
< <b>--delay</b>   <b>-D</b> > <i>delay</i>	The job is automatically resumed after <i>delay</i> units
< <b>--unit</b>   <b>-U</b> > <i>unit</i>	Unit for the delay option (default MINUTE)
< <b>--at</b>   <b>-A</b> > <i>at</i>	Automatic resume at the specified time

## sdms-set.state

### Introduction

The utility *sdms-set.state* offers a simple way of setting the state of a job in the scheduling system. *Introduction*

The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-set.state*.

### Call

The following commands are used to call *sdmsh-set.state*:

*Call*

```
sdms-set.state [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --jid | -j > jobid
< --state | -S > statename
```

OPTIONS:

```
< --user | -u > username
< --pass | -w > password
```

```

< --key | -k > jobkey
< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --force | -f >

```

The individual options have the following meanings:

Option	Meaning
< --host   -h > <i>hostname</i>	Host name of the scheduling server
< --port   -p > <i>portnumber</i>	Port of the scheduling server
< --user   -u > <i>username</i>	User name for the login
< --pass   -w > <i>password</i>	Password for the login (for a connection as user)
< --key   -k > <i>jobkey</i>	for the login (for a connection as job)
< --silent   -s >	Reduces the number of messages that are returned
< --verbose   -v >	Increases the number of messages that are returned
< --timeout   -t > <i>minutes</i>	Number of minutes for attempting to get a server connection
< --cycle   -c > <i>minutes</i>	Number of minutes for the delay between two attempts to set up a server connection
< --help   -h >	Returns a condensed help text about calling the utility
< --force   -f >	Force if job does not define a mapping for the specified state

## sdms-set\_variable

### Introduction

*Introduction* The utility *sdms-set\_variable* offers a simple way of setting job parameters in the scheduling system.

The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-set\_variable*.



**Call**

The following commands are used to call `sdms-set_variable`:

*Call*

```
sdms-set_variable [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --jid | -j > jobid
parametername value { parametername value }
```

## OPTIONS:

```
< --user | -u > username
< --pass | -w > password
< --key | -k > jobkey
< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --case | -C >
```

The individual options have the following meanings:

Option	Meaning
< <b>--host</b>   <b>-h</b> > <i>hostname</i>	Host name of the scheduling server
< <b>--port</b>   <b>-p</b> > <i>portnumber</i>	Port of the scheduling server
< <b>--user</b>   <b>-u</b> > <i>username</i>	User name for the login
< <b>--pass</b>   <b>-w</b> > <i>password</i>	Password for the login (for a connection as user)
< <b>--key</b>   <b>-k</b> > <i>jobkey</i>	for the login (for a connection as job)
< <b>--silent</b>   <b>-s</b> >	Reduces the number of messages that are returned
< <b>--verbose</b>   <b>-v</b> >	Increases the number of messages that are returned
< <b>--timeout</b>   <b>-t</b> > <i>minutes</i>	Number of minutes for attempting to get a server connection
< <b>--cycle</b>   <b>-c</b> > <i>minutes</i>	Number of minutes for the delay between two attempts to set up a server connection
< <b>--help</b>   <b>-h</b> >	Returns a condensed help text about calling the utility
< <b>--case</b>   <b>-C</b> >	Names are case-sensitive

## sdms-set\_warning

### Introduction

*Introduction* The utility *sdms-set\_warning* is used to set the warning flag for a job. A text can be optionally specified. The warning flag can be set for a job by users who have been granted the Operate privilege. A job can set the warning flag for itself.

The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-set\_warning*.

### Call

*Call* The following commands are used to call *sdms-set\_warning*:

```
sdms-set_warning [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --jid | -j > jobid
```

#### OPTIONS:

```
< --user | -u > username
< --pass | -w > password
< --key | -k > jobkey
< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --warning | -m > warning
```

The individual options have the following meanings:

Option	Meaning
< <b>--host</b>   <b>-h</b> > <i>hostname</i>	Host name of the scheduling server
< <b>--port</b>   <b>-p</b> > <i>portnumber</i>	Port of the scheduling server
< <b>--user</b>   <b>-u</b> > <i>username</i>	User name for the login
< <b>--pass</b>   <b>-w</b> > <i>password</i>	Password for the login (for a connection as user)
< <b>--key</b>   <b>-k</b> > <i>jobkey</i>	for the login (for a connection as job)
< <b>--silent</b>   <b>-s</b> >	Reduces the number of messages that are returned
< <b>--verbose</b>   <b>-v</b> >	Increases the number of messages that are returned
< <b>--timeout</b>   <b>-t</b> > <i>minutes</i>	Number of minutes for attempting to get a server connection
< <b>--cycle</b>   <b>-c</b> > <i>minutes</i>	Number of minutes for the delay between two attempts to set up a server connection
< <b>--help</b>   <b>-h</b> >	Returns a condensed help text about calling the utility
< <b>--warning</b>   <b>-m</b> > <i>warning</i>	Warning text

## sdms-submit

### Introduction

The utility *sdms-submit* is used to start jobs or batches. These can be started as a standalone workflow or also as a child of an existing job. In the latter case, if it is defined in the parent-child hierarchy an alias can be specified to identify the job or batch that is to be submitted.

*Introduction*

The logic of the option files that applies for the *sdmsh* utility is also used for *sdms-submit*.

### Call

The following commands are used to call *sdms-submit*:

*Call*

```
sdms-submit [ OPTIONS ] < --host | -h > hostname
< --port | -p > portnumber < --job | -J > jobname
```

OPTIONS:

```
< --user | -u > username
< --pass | -w > password
< --jid | -j > jobid
< --key | -k > jobkey
```

```

< --silent | -s >
< --verbose | -v >
< --timeout | -t > minutes
< --cycle | -c > minutes
< --help | -h >
< --tag | -T > tag
< --master | -M >
< --suspend | -S >
< --delay | -D > delay
< --unit | -U > unit
< --at | -A > at

```

The individual options have the following meanings:

Option	Meaning
< --host   -h > <i>hostname</i>	Host name of the scheduling server
< --port   -p > <i>portnumber</i>	Port of the scheduling server
< --user   -u > <i>username</i>	User name for the login
< --pass   -w > <i>password</i>	Password for the login (for a connection as user)
< --key   -k > <i>jobkey</i>	for the login (for a connection as job)
< --silent   -s >	Reduces the number of messages that are returned
< --verbose   -v >	Increases the number of messages that are returned
< --timeout   -t > <i>minutes</i>	Number of minutes for attempting to get a server connection
< --cycle   -c > <i>minutes</i>	Number of minutes for the delay between two attempts to set up a server connection
< --help   -h >	Returns a condensed help text about calling the utility
< --tag   -T > <i>tag</i>	Tag for dynamic submits
< --master   -M >	Submit for a master, no child
< --suspend   -S >	The job is suspended
< --delay   -D > <i>delay</i>	The job is automatically resumed after <i>delay</i> units
< --unit   -U > <i>unit</i>	Unit for the delay option (default MINUTE)
< --at   -A > <i>at</i>	Automatic resume at the specified time

# **Part II**

## **User Commands**



## 3 alter commands

## alter comment

### Purpose

*Purpose* The purpose of the alter comment statement is to change the comment for the specified object.

### Syntax

*Syntax* The syntax for the alter comment statement is

```
alter [ existing ] comment on OBJECTURL
with < text | url > = string
```

OBJECTURL:

```
distribution distributionname for pool resourcepath in serverpath
|
environment environmentname
|
exit state definition statename
|
exit state mapping mappingname
|
exit state profile profilename
|
P | exit state translation transname
|
event eventname
|
resource resourcepath in folderpath
|
folder folderpath
|
footprint footprintname
|
group groupname
|
interval intervalname
|
job definition folderpath
|
job jobid
|
named resource resourcepath
|
P | object monitor objecttypename
|
parameter parametername of PARAM.LOC
|
E | pool resourcepath in serverpath
|
resource state definition statename
|
resource state mapping mappingname
|
resource state profile profilename
|
scheduled event schedulepath . eventname
|
schedule schedulepath
|
resource resourcepath in serverpath
|
< scope serverpath | job server serverpath >
|
trigger triggername on TRIGGEROBJECT
|
user username
|
P | watch type watchtypename
```



PARAM.LOC:

```

folder folderpath
| job definition folderpath
P | named resource resourcepath
| < scope serverpath | job server serverpath >

```

TRIGGEROBJECT:

```

resource resourcepath in folderpath
| job definition folderpath
E | named resource resourcepath
| object monitor objecttypename
| resource resourcepath in serverpath

```

## Description

The alter comment command is used to change the condensed description or URL of the description of the object in question. Of course, the type of information can be changed as well. The comment is versioned. This means that comments are not overwritten. When the commented object is displayed, the displayed comment is the one that matches the version of the displayed object.

The optional **existing** keyword is used to prevent error messages from being displayed and the current operation from being terminated. This is particularly useful in conjunction with multicommands.

*Description*

## Output

This statement returns a confirmation of a successful operation

*Output*

## alter distribution

### Purpose

*Purpose* The purpose of the alter distribution statement is to change an already existing distribution of resource amounts.

### Syntax

*Syntax* The syntax for the alter distribution statement is

```
alter [ existing ] distribution distributionname for pool resourcepath in
serverpath
```

```
with CD_WITH
```

```
CD_WITH:
```

```
    resource = none
```

```
    | resource = ( CPL_RESOURCE {, CPL_RESOURCE} )
```

```
CPL_RESOURCE:
```

```
CPL_RES_ITEM { CPL_RES_ITEM }
```

```
CPL_RES_ITEM:
```

```
    < managed | not managed >
```

```
    | resource resourcepath in folderpath
```

```
    | freepct = integer
```

```
    | maxpct = integer
```

```
    | minpct = integer
```

```
    | nominalpct = integer
```

```
    | pool resourcepath in serverpath
```

```
    | resource resourcepath in serverpath
```

### Description

*Description* The alter distribution statement is used to change the distribution of amounts using Pooled Resources. The single options equate to the options as described for the create pool statement. See the description on page [134](#) for details.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter environment

### Purpose

The purpose of the alter environment statement is to alter the properties of the specified environment. *Purpose*

### Syntax

The syntax for the alter environment statement is *Syntax*

```
alter [ existing ] environment environmentname
with ENV_WITH_ITEM
```

```
alter [ existing ] environment environmentname
add ( ENV_RESOURCE {, ENV_RESOURCE} )
```

```
alter [ existing ] environment environmentname
delete ( resourcepath {, resourcepath} )
```

ENV\_WITH\_ITEM:

```
resource = none
```

```
| resource = ( ENV_RESOURCE {, ENV_RESOURCE} )
```

ENV\_RESOURCE:

```
resourcepath [ < condition = string | condition = none > ]
```

### Description

The alter environment statement is used to change the resource requests that are defined in this environment. Running jobs are not affected. *Description*

The "**with resource =**" form of the statement replaces the existing group of resource requests. The other types either add the specified requests or deletes them. It is considered an error to delete a request that is not part of the environment or to add a request for an already required resource.

Only administrators are authorised to perform this action.

### Output

This statement returns a confirmation of a successful operation *Output*

## alter event

### Purpose

*Purpose* The purpose of the alter event statement is to change properties of the specified event.

### Syntax

*Syntax* The syntax for the alter event statement is

```
alter [ existing ] event eventname
with EVENT_WITHITEM {, EVENT_WITHITEM}

EVENT_WITHITEM:
    action =
        submit folderpath [ with parameter = ( PARAM {, PARAM} ) ]
    | group = groupname

PARAM:
    parametername = < string | number >
```

### Description

*Description* The alter event statement is used to change the properties of an event. A parameter for a job submit can be specified using the **with parameter** clause. For a detailed description of these options, refer to the create event statement on page 97.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter exit state mapping

### Purpose

The purpose of the alter exist state mapping statement is to change properties of the specified mapping. *Purpose*

### Syntax

The syntax for the alter exit state mapping statement is *Syntax*

```
alter [ existing ] exit state mapping mappingname
with map = ( statename { , signed_integer , statename } )
```

### Description

The alter exit state mapping statement defines the mapping of the Exit Codes for logical Exit States. The simplest form of this statement only specifies one Exit State. This means that the job acquires this Exit State when it finishes regardless of its Exit Code. More complex definitions specify more than one Exit State and at least one delimitation. *Description*

A statement like

```
alter exit state mapping example1
with map = (  failure,
            0,  success,
            1,  warning,
            4,  failure);
```

defines the following mapping:

Exit code range from	Exit code range until	Resulting exit state
$-\infty$	-1	failure
0	0	success
1	3	warning
4	$\infty$	failure

### Output

This statement returns a confirmation of a successful operation *Output*

## alter exit state profile

### Purpose

*Purpose* The purpose of the alter exit state profile statement is to change properties of the specified profile.

### Syntax

*Syntax* The syntax for the alter exit state profile statement is

```
alter [ existing ] exit state profile profilename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
default mapping = < none | mappingname >
| force
| state = ( ESP_STATE {, ESP_STATE} )
```

ESP\_STATE:

```
statename < final | restartable | pending > [ OPTION { OPTION} ]
```

OPTION:

```
< unreachable | broken | batch default | dependency default >
```

### Description

*Description* The alter exit state profile statement is used to add Exit States to the profile or delete them, as well as to define the default Exit State Mapping. For a detailed description of these options, refer to the create exit state profile statement on page 100.

**force** The **force** option labels the Exit State Profiles as being invalid, which only means that the integrity still has to be verified. The label is removed after a successful verification. The verification is carried out by submitting a job definition that uses the Exit State Profiles. The purpose of the **force** flag is to be capable of changing several Exit State Profiles (and perhaps some other objects) without the need for a consistent state after each change.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter exit state translation

### Purpose

The purpose of the alter exit state translation statement is to change properties of the specified exit state translation. *Purpose*

### Syntax

The syntax for the alter exit state translation statement is *Syntax*

```
alter [ existing ] exit state translation transname  
with translation = ( statename to statename { , statename to statename } )
```

### Description

The alter exit state translation statement changes a previously defined Exit State Translation. Running jobs are not affected. *Description*  
If the optional **existing** keyword has been specified, no error is created if the specified Exit State Translation could not be found.

### Output

This statement returns a confirmation of a successful operation *Output*

## alter folder

### Purpose

*Purpose* The purpose of the alter folder statement is to alter the properties of a folder.

### Syntax

*Syntax* The syntax for the alter folder statement is

```
alter [ existing ] folder folderpath
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
environment = < none | environmentname >
| group = groupname [ cascade ]
| inherit grant = none
| inherit grant = ( PRIVILEGE {, PRIVILEGE} )
| parameter = none
| parameter = ( parametername = string {, parametername = string} )
```

PRIVILEGE:

```
create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view
```

### Description

*Description* The alter folder statement changes the properties of a folder. For a detailed description of these options, refer to the create folder statement on page [103](#).

If the optional **existing** keyword has been specified, no error is created if the specified folder does not exist.

Although the folder SYSTEM cannot be created, dropped or renamed, it can be altered to some extent. It is not possible to change the owning group, but it is possible to specify an environment or to create parameters.



alter folder

User Commands

**Output**

This statement returns a confirmation of a successful operation

*Output*

## alter footprint

### Purpose

*Purpose* The purpose of the alter footprint statement is to change the properties of the specified footprint.

### Syntax

*Syntax* The syntax for the alter footprint statement is

```
alter [ existing ] footprint footprintname
with resource = ( REQUIREMENT {, REQUIREMENT} )
```

```
alter [ existing ] footprint footprintname
add resource = ( REQUIREMENT {, REQUIREMENT} )
```

```
alter [ existing ] footprint footprintname
delete resource = ( resourcepath {, resourcepath} )
```

REQUIREMENT:

ITEM { ITEM }

ITEM:

```
amount = integer
| < nokeep | keep | keep final >
| resourcepath
```

### Description

*Description* The alter footprint command changes the list of resource requests. There are three kinds of this statement.

- The first one determines all the resource requests.
- The second one adds resource requests to the request list.
- The third kind removes requests from the list.

For a detailed description of these options, refer to the create footprint statement on page [105](#).

### Output

*Output* This statement returns a confirmation of a successful operation

## alter group

### Purpose

The purpose of the alter group statement is to alter the user to group assignments. *Purpose*

### Syntax

The syntax for the alter group statement is *Syntax*

```

alter [ existing ] group groupname
with WITHITEM

alter [ existing ] group groupname
ADD_DELITEM {, ADD_DELITEM}

WITHITEM:
    user = none
    | user = ( username {, username} )

ADD_DELITEM:
    < add | delete > user = ( username {, username} )

```

### Description

The alter group command is used to define which users belong to the group. *Description*  
There are two kinds of this statement:

- The first one defines the list of users who belong to the group.
- The second one adds users to the group or deletes them.

In all cases, deleting users from their default group is considered to be an error. It is not possible to delete users from the PUBLIC group. If a user does not belong to a group, any attempt made to delete the user from this group is ignored. If the **existing** keyword has been specified, it is not considered to be an error if the group does not exist.

### Output

This statement returns a confirmation of a successful operation *Output*

## alter interval

### Purpose

*Purpose* The purpose of the alter interval statement is to change properties of the specified interval.

### Syntax

*Syntax* The syntax for the alter interval statement is

```
alter [ existing ] interval intervalname
with WITHITEM {, WITHITEM}
```

WITHITEM:

```

base = < none | period >
| duration = < none | period >
| embedded = < none | intervalname >
| endtime = < none | datetime >
| filter = none
| filter = ( intervalname {, intervalname} )
| < noinverse | inverse >
| selection = none
| selection = ( IVAL_SELITEM {, IVAL_SELITEM} )
| starttime = < none | datetime >
| synctime = datetime
| group = groupname
```

IVAL\_SELITEM:

```
< signed_integer | datetime | datetime - datetime >
```

### Description

*Description* The alter interval command is used to change an interval definition. For a detailed description of these options, refer to the create interval statement on page 108.

If the **existing** keyword has been specified, it is not considered to be an error if the interval does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter job

### Purpose

The purpose of the alter job statement is to change properties of the specified job. *Purpose*  
This statement is used by job administrators, jobserver, and by the job itself.

### Syntax

The syntax for the alter job statement is

*Syntax*

```

alter job jobid
with WITHITEM {, WITHITEM}

alter job
with WITHITEM {, WITHITEM}

WITHITEM:
  cancel
  | clear warning
  | comment = string
  | error text = string
  | exec pid = pid
  | exit code = signed_integer
  | exit state = statername [ force ]
  | ext pid = pid
  | ignore resource = ( id {, id} )
  | ignore dependency = ( jobid [ recursive ] {, jobid [ recursive ]} )
  | kill
  | nicevalue = signed_integer
  | priority = integer
  | renice = signed_integer
  | rerun [ recursive ]
  | resume
  | < noresume | resume in period | resume at datetime >
  | run = integer
  | state = JOBSTATE
  | suspend
  | timestamp = string
  | warning = string

```

JOBSTATE:

```

  broken active
  | broken finished
  | dependency wait

```

- | **error**
- | **finished**
- | **resource wait**
- | **running**
- | **started**
- | **starting**
- | **synchronize wait**

## Description

### *Description*

The alter job command is used for several purposes. Firstly, job servers use this command to document the progress of a job. All the state transitions a job undergoes during the time when the job is the responsibility of a job server are performed using the alter job command.

Secondly, some changes such as ignoring dependencies or resources, as well as changing the priority of a job, are carried out manually by an administrator.

The Exit State of a job in a Pending State can be set by the job itself or by a process that knows the job ID and key of the job that is to be changed.

**cancel** The cancel option is used to cancel the addressed job and all non-Final Children. A job can only be cancelled if neither the job itself nor one of its children is active. Cancelling a running job will set the job in a cancelling state. The effective cancel is postponed until the job is finished

If a Scheduling Entity is dependent upon the cancelled job, it can become unreachable. In this case the dependent job does not acquire the Unreachable Exit State defined in the Exit State Profiles, but is set as having the Job State "Unreachable". It is the operator's task to restore this job back to the job state "Dependency Wait" by ignoring dependencies or even to cancel it.

Cancelled jobs are considered to be just like Final Jobs without a Final Exit. This means that the parents of a cancelled job become final without taking into consideration the Exit State of the cancelled job. In this case the dependent jobs of the parents continue running normally.

The cancel option can only be used by users.

**comment** The comment option is used to document an action or to add a comment to the job. Comments can have a maximum length of 1024 characters. Any number of comments can be saved for a job.

Some comments are saved automatically. For example, if a job attains a Restartable State, a log is written to document this fact.

**error text** The error text option is used to write error information about a job. This can be done by the responsible job server or a user. The server can write this text itself as well.

This option is normally used if the job server cannot start the corresponding process. Possible cases are where it is not possible to switch to the defined working directory, if the executable program cannot be found, or when opening the error log file triggers an error.

**exec pid** The exec pid option is used exclusively by the job server to set the process ID of the control process within the server.

**exit code** The exit code option is used by the job server to tell the repository server with which Exit Code the process has finished. The repository server now calculates the matching Exit State from the Exit State Mapping that was used.

**exit state** The exit state option is used by jobs in a pending state to set their state to another value. This is usually a Restartable or Final State.

Alternatively, this option can be used by administrators to set the state of a non-final job.

If the Force Flag is not being used, the only states that can be set are those which are theoretically attainable by applying the Exit State Mapping to any Exit Code. The set state must exist in the Exit State Profile.

**ext pid** The ext pid option is used exclusively by the job server to set the process ID of the started user process.

**ignore resource** The ignore resource option is used to revoke individual Resource Requests. The ignored resource is then no longer requested.

If the parameters of a resource are being referenced, that resource cannot be ignored.

If invalid IDs have been specified, it is skipped. All other specified resources are ignored. Invalid IDs in this context are the IDs of resources that are not requested by the job.

The ignoring of resources is logged.

**ignore dependency** The ignore dependency option is used to ignore defined dependencies. If the **recursive** flag is used, not only do the job or batch ignore the dependencies, but its children do so as well.

**kill** The kill option is used to submit the defined Kill Job. If no Kill Job has been defined, it is not possible to forcibly terminate the job from within BICsuite. The job obviously has to be active, that means it must be **running**, **killed** or **broken.active**.

The last two states are not regular cases. When a Kill Job has been submitted, the Job State is **to\_kill**. After the Kill Job has terminated, the Job State of the killed job is set to **killed** unless it has been completed, in which case it is **finished** or **final**. This means that the job with the Job State **killed** is always still running and that at least one attempt has been made to terminate it.

**nicevalue** The nicevalue option is used to change the priority or the nicevalue of a job or batch and all of its children. If a child has several parents, any changes you make can, but do not necessarily have to, affect the priority of the child in the nicevalue of one of the parents. Where there are several parents, the maximum nicevalue is searched for.

This means that if Job C has three Parents P1, P2 and P3, whereby P1 sets a nice value of 0, P2 sets a nicevalue of 10 and P3 a nicevalue of -10, the effective nicevalue is -10. (The lower the nicevalue the better). If the nicevalue for P2 is changed to -5, nothing happens because the -10 of P3 is better than -5. If the nicevalue of P3 falls to 0, the new effective nicevalue for Job C is -5.

The nicevalues can have values between -100 and 100. Values that exceed this range are tacitly adjusted.

**priority** The priority option is used to change the (static) priority of a job. Because batches and milestones are not executed, priorities are irrelevant to them.

Changing the priority only affects the changed job. Valid values lie between 0 and 100. In this case, 100 corresponds to the lowest priority and 0 is the highest priority. When calculating the dynamic priority of a job, the scheduler begins with the static priority and adjusts it according to how long the job has already been waiting. If more than one job has the same dynamic priority, the job with the lowest job ID is scheduled first.

**renice** The renice option is similar to the nicevalue option with the difference that the renice option functions relatively while the nicevalue option functions absolutely. If some batches have a nicevalue of 10, a renice of -5 causes the nicevalue to rise to 5. (It rises because the lower the number, the higher the priority).

**rerun** The rerun option is used to restart a job in a Restartable State. If you attempt to restart a job that is not restartable, an error message is displayed. A job is restartable if it is in a Restartable State or it has the Job State **error** or **broken\_finished**.

If the **recursive** flag has been specified, the job itself and all its direct and indirect children that are in a Restartable State are restarted. If the job itself is final, this is not considered to be an error. It is therefore possible to recursively restart batches.



**resume** The resume option is used to reactivate a suspended job or batch. There are two ways to do this. The suspended job or batch can either be reactivated immediately or a delay can be set.

A delay can be achieved by specifying either the number of time units for the delay the time when the job or batch is to be activated.

For details about specifying a time, refer to the overview on page 6. The resume option can be used together with the suspend option. Here, the job is suspended and then resumed again after (or at) a specified time.

**run** The run option is used by the job server to ensure that the modified job matches the current version.

Theoretically, the computer could crash after a job has been started by a job server. To complete the work, the job is manually restarted from another job server. After the first system has been booted, the job server can attempt to change the job state to `broken.finished` without knowing anything about what happened after the crash. Using the run option then prevents the wrong state from being set.

**state** The state option is mainly used by job servers, but it can also be used by administrators. It is not recommended to do so unless you know exactly what you are doing.

The usual procedure is that the job server sets the state of a job from **starting** to **started**, from **started** to **running**, and from **running** to **finished**. In the event of a crash or any other problems, it is possible for the job server to set the job state to **broken\_active** or **broken\_finished**. This means that the Exit Code of the process is not available and the Exit State has to be set manually.

**suspend** The suspend option is used to suspend a batch or job. It always functions recursively. If a parent is suspended, its children are all suspended as well. The resume option is used to reverse the situation.

**timestamp** The timestamp option is used by the job server to set the timestamps of the state transition in keeping with the local time from the perspective of job server.

## Output

This statement returns a confirmation of a successful operation

*Output*

## alter job definition

### Purpose

*Purpose* The purpose of the alter job definition statement is to change properties of the specified job definition.

### Syntax

*Syntax* The syntax for the alter job definition statement is

```
alter [ existing ] job definition folderpath . jobname
with WITHITEM {, WITHITEM}

alter [ existing ] job definition folderpath . jobname
AJD_ADD_DEL_ITEM {, AJD_ADD_DEL_ITEM}
```

WITHITEM:

```
P   aging = < none | period >
|   children = none
|   children = ( JOB_CHILDDEF {, JOB_CHILDDEF} )
|   dependency mode = < all | any >
|   environment = environmentname
|   errlog = < none | filespec [ < notrunc | trunc > ] >
|   footprint = < none | footprintname >
|   inherit grant = none
|   inherit grant = ( PRIVILEGE {, PRIVILEGE} )
|   kill program = < none | string >
|   logfile = < none | filespec [ < notrunc | trunc > ] >
|   mapping = < none | mappingname >
|   < nomaster | master >
P   min priority =
|   < none | integer >
|   nicevalue = < none | signed_integer >
|   parameter = none
|   parameter = ( JOB_PARAMETER {, JOB_PARAMETER} )
|   priority = < none | signed_integer >
|   profile = profilename
|   required = none
|   required = ( JOB_REQUIRED {, JOB_REQUIRED} )
|   rerun program = < none | string >
|   resource = none
|   resource = ( REQUIREMENT {, REQUIREMENT} )
|   < noresume | resume in period | resume at datetime >
|   runtime = integer
```

```

| runtime final = integer
| run program = < none | string >
| < nosuspend | suspend >
| timeout = none
| timeout = period state statename
| type = < job | milestone | batch >
| group = groupname
| workdir = < none | string >

```

AJD\_ADD\_DEL\_ITEM:

```

| add [ or alter ] children = ( JOB_CHILDDDEF {, JOB_CHILDDDEF} )
| add [ or alter ] parameter = ( JOB_PARAMETER {, JOB_PARAMETER} )
| add [ or alter ] required = ( JOB_REQUIRED {, JOB_REQUIRED} )
| add [ or alter ] resource = ( REQUIREMENT {, REQUIREMENT} )
| alter [ existing ] children = ( JOB_CHILDDDEF {, JOB_CHILDDDEF} )
| alter [ existing ] parameter = ( JOB_PARAMETER {, JOB_PARAMETER} )
| alter [ existing ] required = ( JOB_REQUIRED {, JOB_REQUIRED} )
| alter [ existing ] resource = ( REQUIREMENT {, REQUIREMENT} )
| delete [ existing ] children = ( folderpath {, folderpath} )
| delete [ existing ] parameter = ( parmlist )
| delete [ existing ] required = ( folderpath {, folderpath} )
| delete [ existing ] resource = ( resourcepath {, resourcepath} )

```

JOB\_CHILDDDEF:

```
JCD_ITEM { JCD_ITEM }
```

PRIVILEGE:

```

| create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view

```

JOB\_PARAMETER:

```
parametername < [ JP_WITHITEM ] [ default = string ] | JP_NONDEFWITH > [ local ]
```

JOB\_REQUIRED:

```
JRQ_ITEM { JRQ_ITEM }
```

REQUIREMENT:

```
JRD_ITEM { JRD_ITEM }
```

JCD\_ITEM:

```

alias = < none | aliasname >
| folderpath . jobname
| ignore dependency = none
| ignore dependency = ( dependencyname {, dependencyname} )
| < childsuspend | suspend | nosuspend >
| merge mode = < nomerge | merge local | merge global | failure >
| nicevalue = < none | signed_integer >
| priority = < none | signed_integer >
| < noresume | resume in period | resume at datetime >
| < static | dynamic >
| translation =
| < none | transname >

```

JP\_WITHITEM:

```

import
| parameter
| reference child folderpath ( parametername )
| reference folderpath ( parametername )
| reference resource resourcepath ( parametername )
| result

```

JP\_NONDEFWITH:

```

constant = string
| JP_AGGFUNCTION ( parametername )

```

JRQ\_ITEM:

```

E condition = < none | string >
| dependency dependencyname
| folderpath . jobname
| mode = < all final | job final >
| state = none
| state = ( JRQ_REQ_STATE {, JRQ_REQ_STATE} )
| state = all reachable
| state = default
| state = unreachable
| unresolved = < error | ignore | suspend | defer >

```

JRD\_ITEM:

```

amount = integer
| expired = < none | signed_period >
| < nokeep | keep | keep final >
| E condition = < string | none >
| lockmode = LOCKMODE
| nosticky

```

```

| resourcepath
| state = none
| state = ( statename {, statename} )
| state mapping = < none | rsmname >
| sticky [ ( < identifier | folderpath | identifier , folderpath | folderpath , identifier > ) ]

```

JP\_AGGFUNCTION:

```

| avg
| count
| max
| min
| sum

```

JRQ\_REQ\_STATE:

```
statename [ < condition = string | condition = none > ]
```

LOCKMODE:

```

| n
| s
| sc
| sx
| x

```

## Description

The alter job definition command has two different variants.

*Description*

- The first is similar to the create job definition statement and is used to re-define the job definition. All the affected options are overwritten. All the unaddressed options remain as they are.
- The second variant is used to add, edit or delete entries from the lists of children, resource requests, dependencies or parameters.

The options are described in detail in the create job definition command on page 112. This also applies for the options in the child, resource request, dependency and parameter definitions.

If the **existing** keyword is being used, an error is not triggered if the addressed job definition does not exist. The same applies if the **existing** keyword is being used while the list entries are being deleted or edited.

## Output

This statement returns a confirmation of a successful operation

*Output*

## alter named resource

### Purpose

*Purpose* The purpose of the alter named resource statement is to change its properties.

### Syntax

*Syntax* The syntax for the alter named resource statement is

```
alter [ existing ] named resource resourcepath
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
E   factor = float
      | group = groupname [ cascade ]
      | inherit grant = none
      | inherit grant = ( PRIVILEGE {, PRIVILEGE} )
      | parameter = none
      | parameter = ( PARAMETER {, PARAMETER} )
      | state profile = < none | rspname >
```

PRIVILEGE:

```
create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view
```

PARAMETER:

```
parametername constant = string
| parametername local constant [ = string ]
| parametername parameter [ = string ]
```

### Description

*Description* The alter named resource statement is used to change the properties of the Named Resource. For a detailed description of the options, refer to the description of the create named resource statement on page [129](#).

alter named resource

User Commands

If the **existing** keyword has been specified, attempting to modify a non-existent Named Resource will not trigger an error.

### Output

This statement returns a confirmation of a successful operation

*Output*

## alter object monitor

### Purpose

*Purpose* The purpose of the alter object monitor statement is to change properties of the object monitor.

### Syntax

*Syntax* The syntax for the alter object monitor statement is

```
alter [ existing ] object monitor objecttypename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
delete < none | after period >
| event delete < none | after period >
| instance = ( [ INSTANCEITEM {, INSTANCEITEM} ] )
| parameter = ( PARAMETERSPEC {, PARAMETERSPEC} )
| recreate = < create | none | change >
| watcher = < none | folderpath >
| group = groupname
```

INSTANCEITEM:

```
instancename ( PARAMETERSPEC {, PARAMETERSPEC} )
```

PARAMETERSPEC:

```
parametername = < string | default >
```

### Description

*Description* The alter object monitor statement can be executed by both users and jobs. Jobs use the command to inform the server about the current situation regarding the objects to be monitored. If the server then detects any changes (new, modified or deleted objects), the respective triggers are activated. The activation order is not defined. If a trigger creates a job for each modified instance however, these are created per trigger in the alphabetical order of the unique names. This means that the processing sequence of instances is defined, at least per trigger. The job is responsible for reporting all the existing instances. If an instance is not reported, it is deemed to have been deleted.

### Output

*Output* This statement returns a confirmation of a successful operation



## alter pool

### Purpose

The purpose of the alter pool statement is to alter properties of a resource pool. *Purpose*

### Syntax

The syntax for the alter pool statement is *Syntax*

```
alter [ existing ] pool resourcepath in serverpath
with CPL_WITHITEM {, CPL_WITHITEM}

alter [ existing ] pool resourcepath in serverpath activate distribution
distributionname
```

CPL\_WITHITEM:

```
amount = integer
| base multiplier = integer
| cycle = < none | integer >
| resource = none
| resource = ( CPL_RESOURCE {, CPL_RESOURCE} )
| tag = < none | string >
| trace base = < none | integer >
| trace interval = < none | integer >
| group = groupname
```

CPL\_RESOURCE:

```
CPL_RES_ITEM { CPL_RES_ITEM}
```

CPL\_RES\_ITEM:

```
< managed | not managed >
| resource resourcepath in folderpath
| freepct = integer
| maxpct = integer
| minpct = integer
| nominalpct = integer
| pool resourcepath in serverpath
| resource resourcepath in serverpath
```

### Description

The first variant of the alter pool statement is used to change the properties of a pool. The default distribution of the amounts can also be permanently changed. If the distribution is only to be changed temporarily, it is advisable to perform this *Description*

User Commands

alter pool

task using distributions (refer to the create distribution statement on page 94 for details).

The second variant of the alter pool statement is used for activating distributions. If the **existing** keyword has been specified, an error is not triggered when a non-existent pool is addressed. This is particularly significant in conjunction with multicommands.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter resource

### Purpose

The purpose of the alter resource statement is to change properties of resources. *Purpose*

### Syntax

The syntax for the alter resource statement is *Syntax*

```
alter [ existing ] RESOURCE_URL
with WITHITEM {, WITHITEM}
```

RESOURCE\_URL:

```
    resource resourcepath in folderpath
    | resource resourcepath in serverpath
```

WITHITEM:

```
    amount = < infinite | integer >
    | < online | offline >
    E | base multiplier = integer
    E | factor = < none | float >
    | parameter = none
    | parameter = ( PARAMETER {, PARAMETER} )
    | requestable amount = < infinite | integer >
    | state = statename
    E | tag = < none | string >
    | touch [= datetime ]
    E | trace base =
    | < none | integer >
    E | trace interval =
    | < none | integer >
    | group = groupname
```

PARAMETER:

```
    parametername = < string | default >
```

### Description

The alter resource statement is used to change the properties of resources. For a detailed description of the options, refer to the description of the create resource statement on page 137. *Description*

If the **existing** keyword has been specified, attempting to modify a non-existent resource will not trigger an error.

User Commands

alter resource

### **Output**

*Output* This statement returns a confirmation of a successful operation

## alter resource state mapping

### Purpose

The purpose of the alter resource state mapping statement is to change properties of the mapping. *Purpose*

### Syntax

The syntax for the alter resource state mapping statement is *Syntax*

```
alter [ existing ] resource state mapping mappingname  
with map = ( WITHITEM {, WITHITEM} )
```

WITHITEM:

```
statename maps < statename | any > to statename
```

### Description

The alter resource state mapping statement is used to change the properties of the Resource State Mapping. For a detailed description of the options, refer to the description of the create resource state mapping statement on page 142. *Description*  
If the **existing** keyword has been specified, attempting to modify a non-existent Resource State Mapping will not trigger an error.

### Output

This statement returns a confirmation of a successful operation *Output*

## alter resource state profile

### Purpose

*Purpose* The purpose of the alter resource state profile statement is to change properties of the specified resource state profile.

### Syntax

*Syntax* The syntax for the alter resource state profile statement is

```
alter [ existing ] resource state profile filename  
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
    initial state = statename  
    | state = ( statename {, statename } )
```

### Description

*Description* The alter resource state profile statement is used to change the properties of the Resource State Profile. For a detailed description of the options, refer to the description of the Resource State Profile statement on page [143](#). If the **existing** keyword has been specified, attempting to modify a non-existent Resource State Profile does not return an error.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter schedule

### Purpose

The purpose of the alter schedule statement is to change properties of the specified schedule. *Purpose*

### Syntax

The syntax for the alter schedule statement is *Syntax*

```
alter [ existing ] schedule schedulepath
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
    < active | inactive >
    | inherit grant = none
    | inherit grant = ( PRIVILEGE {, PRIVILEGE} )
    | interval = < none | intervalname >
    | time zone = string
    | group = groupname
```

PRIVILEGE:

```
    create content
    | drop
    | edit
    | execute
    | monitor
    | operate
    | resource
    | submit
    | use
    | view
```

### Description

The alter schedule statement is used to change the properties of a schedule. For a detailed description of the options for the create schedule statement, refer to page [144](#). *Description*

If the **existing** keyword has been specified, attempting to modify a non-existent schedule will not trigger an error.

### Output

This statement returns a confirmation of a successful operation *Output*

## alter scheduled event

### Purpose

*Purpose* The purpose of the alter scheduled event statement is to change properties of the specified scheduled event.

### Syntax

*Syntax* The syntax for the alter scheduled event statement is

```
alter [ existing ] scheduled event schedulepath . eventname
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
< active | inactive >
| backlog handling = < last | all | none >
| calendar = < active | inactive >
| horizon = < none | integer >
| suspend limit = < default | period >
| group = groupname
```

### Description

*Description* The alter scheduled event statement is used to change the properties of a specified Scheduled Event. For a detailed description of the options for the create scheduled event statement, refer to page [146](#).  
If the **existing** keyword has been specified, attempting to modify a non-existent Scheduled Event does not return an error.

### Output

*Output* This statement returns a confirmation of a successful operation



## alter scope

### Purpose

The purpose of the alter scope statement is to change the properties of the specified scope. *Purpose*

### Syntax

The syntax for the alter scope statement is

*Syntax*

```
alter [ existing ] < scope serverpath | job server serverpath >
with JS_WITHITEM {, JS_WITHITEM}

alter [ existing ] job server
with < fatal | nonfatal > error text = string

alter [ existing ] job server
with dynamic PARAMETERS
```

JS\_WITHITEM:

```
config = none
| config = ( CONFIGITEM {, CONFIGITEM} )
| < enable | disable >
| error text = < none | string >
| group = groupname [ cascade ]
| inherit grant = none
| inherit grant = ( PRIVILEGE {, PRIVILEGE} )
| node = nodename
| parameter = none
| parameter = ( PARAMETERITEM {, PARAMETERITEM} )
| password = string
| rawpassword = string [ SALT = string ]
```

PARAMETERS:

```
parameter = none
| parameter = ( PARAMETERSPEC {, PARAMETERSPEC} )
```

CONFIGITEM:

```
parametername = none
| parametername = ( PARAMETERSPEC {, PARAMETERSPEC} )
| parametername = < string | number >
```

PRIVILEGE:

```
create content
| drop
```

User Commands

alter scope

```
| edit  
| execute  
| monitor  
| operate  
| resource  
| submit  
| use  
| view
```

PARAMETERITEM:

```
parametername = dynamic  
| parametername = < string | number >
```

PARAMETERSPEC:

```
parametername = < string | number >
```

### Description

*Description* The alter scope command is a user command. This command is used to modify the configuration or other properties of a scope.

### Output

*Output* This statement returns a confirmation of a successful operation

## alter server

### Purpose

The purpose of the alter server statement is to enable or disable user connections, or to define the trace level. *Purpose*

### Syntax

The syntax for the alter server statement is *Syntax*

**alter server with < enable | disable > connect**

**alter server with schedule**

**alter server with trace level = *integer***

### Description

The alter server command can be used to turn the function for connecting to the server on and off. If this function has been disabled, only the user "System" can connect to the server. *Description*

The alter server command is also used to define the logged types of server messages. The following information types are defined:

Type	Meaning
Fatal	A fatal error has occurred. The server is run down.
Error	An error has occurred.
Info	An important informational message that was not written due to an error.
Warning	A warning.
Message	An informative message.
Debug	Messages that can be used for troubleshooting.

Fatal messages, error messages and info messages are always written to the server log file. Warnings are written if the trace level is 1 or higher, normal messages are written if the trace level is 2 or higher. Debug messages provide a lot of output and are returned for trace level 3.

### Output

This statement returns a confirmation of a successful operation *Output*

## alter session

### Purpose

*Purpose* The purpose of the alter session statement is to specify the used protocol, the session timeout value or the trace level for the specified session.

### Syntax

*Syntax* The syntax for the alter session statement is

```
alter session [ sid ]
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
command = ( sdms-command )
| protocol = PROTOCOL
| session = string
| timeout = integer
| < trace | notrace >
| trace level = integer
```

PROTOCOL:

```
line
| perl
| python
| serial
| xml
```

### Description

*Description* The alter session command can be used to enable and disable the trace. If the trace is enabled, all the issued commands are logged in the log file. A communication protocol can also be selected. An overview of the currently defined protocols is shown in the table below.

Protokoll	Meaning
Line	Plain ASCII output
Perl	The output is offered as a Perl structure that can be easily evaluated by the Perl script using eval.
Python	Like Perl, but this is a Python structure.
Serial	Serialized Java objects.
Xml	Outputs an xml structure.

The timeout parameter for the session can be set as a last resort. A timeout of 0 means that no timeout is active. Any number greater than 0 indicates the number of seconds after which a session is automatically disconnected.

**Output**

This statement returns a confirmation of a successful operation

*Output*

## alter trigger

### Purpose

*Purpose* The purpose of the alter trigger statement is to change properties of the specified trigger.

### Syntax

*Syntax* The syntax for the alter trigger statement is

```
alter [ existing ] trigger triggername on TRIGGEROBJECT
with WITHITEM {, WITHITEM}
```

TRIGGEROBJECT:

```

resource resourcepath in folderpath
| job definition folderpath
E | named resource resourcepath
| object monitor objecttypename
| resource resourcepath in serverpath
```

WITHITEM:

```

< active | inactive >
E | check = period
P | condition = < none | string >
| < nowarn | warn >
P | event =
( CT_EVENT {, CT_EVENT} )
P | group event
P | main none
P | main folderpath
| < nomaster | master >
P | parent none
P | parent folderpath
| rerun
| < noresume | resume in period | resume at datetime >
P | single event
| state = none
| state = ( < statename {, statename} |
CT_RSCSTATUSITEM {, CT_RSCSTATUSITEM} > )
| submit folderpath
| submitcount = integer
| < nosuspend | suspend >
| [ type = ] CT_TRIGGERTYPE
```

| **group** = *groupname*

CT\_EVENT:

< **create** | **change** | **delete** >

CT\_RSCSTATUSITEM:

< *statename any* | *statename statename* | **any statename** >

CT\_TRIGGERTYPE:

<b>P</b>		<b>after final</b>
		<b>before final</b>
<b>P</b>		<b>finish child</b>
		<b>immediate local</b>
		<b>immediate merge</b>
<b>E</b>		<b>until final</b>
<b>E</b>		<b>until finished</b>
		<b>warning</b>

## Description

The alter trigger statement is used to change the properties of a defined trigger. If the **existing** keyword has been specified, changing an existing trigger will not return an error.

For a detailed description of these options, refer to the create trigger statement on page [151](#).

*Description*

## Output

This statement returns a confirmation of a successful operation

*Output*

## alter user

### Purpose

*Purpose* The purpose of the alter user statement is to change properties of the specified user.

### Syntax

*Syntax* The syntax for the alter user statement is

```
alter [ existing ] user username
with WITHITEM {, WITHITEM}
```

```
alter [ existing ] user username
ADD_DELITEM {, ADD_DELITEM}
```

WITHITEM:

```
default group = groupname
| < enable | disable >
| group = ( groupname {, groupname} )
| password = string
| rawpassword = string [ SALT = string ]
```

ADD\_DELITEM:

```
< add | delete > group = ( groupname {, groupname} )
```

### Description

*Description* The alter user statement is used to change the properties of a defined user. If the **existing** keyword has been specified, attempting to modify a non-existent user will not trigger an error.

For a detailed description of these options, refer to the create user statement on page 160.

The second variant of the statement is used to delete or add the user from or to the specified groups.

### Output

*Output* This statement returns a confirmation of a successful operation



## alter watch type

### Purpose

The purpose of the alter watch type statement is to change an object class in the object monitoring system. *Purpose*

### Syntax

The syntax for the alter watch type statement is *Syntax*

```
alter [ existing ] watch type watchtypename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
parameter = ( PARAMETERSPEC {, PARAMETERSPEC} )
```

PARAMETERSPEC:

```
< config | value | info > parametername [ = string ] [ submit ]
```

### Description

The alter watch type statement is required to change the definition of a Watch Type. Parameters can always be added if no Object Types exist for the Watch Type. If Object Types do already exist, default values are required for the **config** parameters. If Object Instances are also present, default values have to be specified for the **info** and **value** parameters as well. *Description*

If any parameters are removed, they are also deleted for the associated Object Types or Instances.

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

alter watch type

## 4 cleanup commands

## cleanup folder

### Purpose

*Purpose* The purpose of the cleanup folder statement is to remove the contents of folder(s).

### Syntax

*Syntax* The syntax for the cleanup folder statement is

```
cleanup folder folderpath {, folderpath}
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
force
| keep = none
| keep = ( OBJECTURL {, OBJECTURL} )
```

OBJECTURL:

```
distribution distributionname for pool resourcepath in serverpath
| environment environmentname
| exit state definition statename
| exit state mapping mappingname
| exit state profile profilename
| exit state translation transname
| event eventname
| resource resourcepath in folderpath
| folder folderpath
| footprint footprintname
| group groupname
| interval intervalname
| job definition folderpath
| named resource resourcepath
| object monitor objecttypename
| pool resourcepath in serverpath
| resource state definition statename
| resource state mapping mappingname
| resource state profile profilename
| scheduled event schedulepath . eventname
| schedule schedulepath
| resource resourcepath in serverpath
| < scope serverpath | job server serverpath >
| trigger triggername on TRIGGEROBJECT
| user username
| watch type watchtypename
```

TRIGGEROBJECT:

```

resource resourcepath in folderpath
| job definition folderpath
| named resource resourcepath
| object monitor objecttypename
| resource resourcepath in serverpath

```

## Description

The cleanup folder command examines the contents of the specified folder. Each entry that is found is checked to ascertain whether it *Description*

- is either mentioned in the **keep** option
- or it is one of the specified folders that has to be cleaned up.

The entry is deleted if none of these conditions apply. Folders and subfolders are completely deleted (by using the "cascade" option). For a detailed description of the drop commands that are used for deleting entries and folders, refer to page 177 (drop folder) and page 181 (drop job definition). This command is mainly intended to be used in conjunction with the "dump" command. Refer to "dump ... cleanup/keep" on page 198. *folderpath* can designate both a folder and a job definition.

**force** The force option is passed on to the drop commands to be executed.

**keep** The keep clause lists each entity that is *not* to be deleted. If **none** is specified only the items listed to be cleaned up are kept. Appending ".all" to an entry keeps that entity and every item that is contained in the entire hierarchy below it.

## Output

This statement returns a confirmation of a successful operation

*Output*

User Commands

cleanup folder

## 5 connect commands

## connect

### Purpose

*Purpose* The purpose of the connect statement is to authenticate a user to the server.

### Syntax

*Syntax* The syntax for the connect statement is

```
connect username identified by string
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
    command = ( sdms-command )
    | protocol = PROTOCOL
    | session = string
    | timeout = integer
    | < trace | notrace >
    | trace level = integer
```

PROTOCOL:

```
    line
    | perl
    | python
    | serial
    | xml
```

### Description

*Description* The connect command is used to authenticate the connected process on the server to. A communication protocol can be optionally specified. The default protocol is **line**.

The selected protocol defines the output format. All protocols except for **serial** return ASCII output. The protocol **serial** returns a serialized Java object.

An executable command can also be returned when the connection is established. In this case, the output of the accompanying command is used as the output for the connect command. If the command fails, but the connect was successful, the connection remains active.

An example for all protocols except the **serial** protocol is given below.

**The line protocol** The line protocol only returns an ASCII text as the result from a command.



```
connect donald identified by 'duck' with protocol = line;
```

```
Connect
```

```
CONNECT_TIME : 19 Jan 2005 11:12:43 GMT
```

```
Connected
```

```
SDMS>
```

**The XML protocol** The XML protocol returns an XML structure as the result from a command.

```
connect donald identified by 'duck' with protocol = xml;
<OUTPUT>
<DATA>
<TITLE>Connect</TITLE>
<RECORD>
<CONNECT_TIME>19 Jan 2005 11:15:16 GMT</CONNECT_TIME></RECORD>
</DATA>
<FEEDBACK>Connected</FEEDBACK>
</OUTPUT>
```

**The python protocol** The python protocol returns a Python structure that can be valuated using the Python eval function.

```
connect donald identified by 'duck' with protocol = python;
{
'DATA' :
{
'TITLE' : 'Connect',
'DESC' : [
'CONNECT_TIME'
],
'RECORD' : {
'CONNECT_TIME' : '19 Jan 2005 11:16:08 GMT'
}
},
'FEEDBACK' : 'Connected'
}
```

**The perl protocol** The perl protocol returns a Perl structure that can be valuated using the Perl eval function.

```
connect donald identified by 'duck' with protocol = perl;
{
'DATA' =>
{
'TITLE' => 'Connect',
'DESC' => [
'CONNECT_TIME'
],

```

**User Commands****connect**

```
'RECORD' => {  
'CONNECT_TIME' => '19 Jan 2005 11:19:19 GMT'}  
}  
, 'FEEDBACK' => 'Connected'  
}
```

**Output**

*Output*      This statement returns a confirmation of a successful operation

## 6 copy commands

## copy distribution

### Purpose

*Purpose* The purpose of the copy distribution statement is to make a copy of the distribution with another name.

### Syntax

*Syntax* The syntax for the copy distribution statement is

```
copy distribution distributionname for pool resourcepath in serverpath to  
distributionname
```

### Description

*Description* The copy distribution statement is used to copy distributions. The default distribution created with the create pool statement can be addressed under the name "default".

### Output

*Output* This statement returns a confirmation of a successful operation

## copy folder

### Purpose

The purpose of the copy folder statement is to copy a folder including all contents to some other place in the folder hierarchy. *Purpose*

### Syntax

The syntax for the copy folder statement is *Syntax*

```
copy FOLDER_OR_JOB {, FOLDER_OR_JOB} to folderpath
```

```
copy folder folderpath to foldername
```

FOLDER\_OR\_JOB:

```
folder folderpath
```

```
| job definition folderpath
```

### Description

If a folder has been copied, every object in the folder is copied as well. If there are any relationships between objects that were copied as the result of a folder copy operation (e.g. dependencies, children, triggers, etc.), these are changed accordingly and mapped to the resulting objects from the copy. *Description*

For example, if a folder SYSTEM.X.F containing two jobs A and B, and with SYSTEM.X.F.B dependent upon SYSTEM.X.F.A, is copied to the folder SYSTEM.Y, the newly created job SYSTEM.Y.F.B will be dependent upon the newly created job SYSTEM.Y.F.A.

Note that if the jobs were copied using a copy job definition command, the new job SYSTEM.Y.F.B would still be dependent upon SYSTEM.X.F.A. This may not correspond to the user's view.

### Output

This statement returns a confirmation of a successful operation *Output*

## copy named resource

### Purpose

*Purpose* The purpose of the copy named resource statement is to copy a named resource into another category.

### Syntax

*Syntax* The syntax for the copy named resource statement is

**copy named resource** *resourcepath* **to** *resourcepath*

**copy named resource** *resourcepath* **to** *resourcename*

### Description

*Description* The copy named resource command is used to save a copy of a Named Resource or an entire category.

If the specified target *resourcepath* already exists as a category, a Named Resource or category with the same name as the source object is created within this category. If the specified target *resourcepath* already exists as a Named Resource, this is regarded as an error.

### Output

*Output* This statement returns a confirmation of a successful operation

## copy scope

### Purpose

The purpose of the copy scope statement is to copy a scope including all contents to some other place within the scope hierarchy. *Purpose*

### Syntax

The syntax for the copy scope statement is *Syntax*

```
copy < scope serverpath | job server serverpath > to serverpath
copy < scope serverpath | job server serverpath > to scopename
```

### Description

The copy named resource command is used to save a copy of entire scopes. This copy also includes the resource and parameter definitions. *Description*  
 If the specified target servicepath already exists as a scope, a scope with the same name as the source object is created within this category.  
 If the specified target serverpath already exists as a job server, this is regarded as an error.  
 Since a job server is only regarded as a special type of scope, it is possible to copy job servers using this command. In this case, this command is identical to the copy job server command.

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

copy scope



## **7 create commands**

## create comment

### Purpose

*Purpose* The purpose of the create comment statement is to store a comment for the specified object.

### Syntax

*Syntax* The syntax for the create comment statement is

```
create [ or alter ] comment on OBJECTURL
with < text | url > = string
```

OBJECTURL:

```
distribution distributionname for pool resourcepath in serverpath
|
environment environmentname
|
exit state definition statename
|
exit state mapping mappingname
|
exit state profile profilename
|
P | exit state translation transname
|
event eventname
|
resource resourcepath in folderpath
|
folder folderpath
|
footprint footprintname
|
group groupname
|
interval intervalname
|
job definition folderpath
|
job jobid
|
named resource resourcepath
|
P | object monitor objecttypename
|
parameter parametername of PARAM.LOC
|
E | pool resourcepath in serverpath
|
resource state definition statename
|
resource state mapping mappingname
|
resource state profile profilename
|
scheduled event schedulepath . eventname
|
schedule schedulepath
|
resource resourcepath in serverpath
|
< scope serverpath | job server serverpath >
|
trigger triggername on TRIGGEROBJECT
|
user username
|
P | watch type watchtypename
```

PARAM.LOC:

```

folder folderpath
| job definition folderpath
P | named resource resourcepath
| < scope serverpath | job server serverpath >

```

TRIGGEROBJECT:

```

resource resourcepath in folderpath
| job definition folderpath
E | named resource resourcepath
| object monitor objecttypename
| resource resourcepath in serverpath

```

### Description

The create comment statement is used to create the condensed description or the URL of the description for the object to be commented on. *Description*  
 The optional keyword **or alter** is used to update the comment (if one exists). If it is not specified, the presence of a comment will trigger an error.

### Output

This statement returns a confirmation of a successful operation *Output*

## create distribution

### Purpose

*Purpose* The purpose of the create distribution statement is to create an alternate distribution of resource amounts for a resource pool.

### Syntax

*Syntax* The syntax for the create distribution statement is

```
create [ or alter ] distribution distributionname for pool resourcepath in
serverpath
```

```
with CD_WITH
```

```
CD_WITH:
```

```
    resource = none
```

```
    | resource = ( CPL_RESOURCE {, CPL_RESOURCE} )
```

```
CPL_RESOURCE:
```

```
CPL_RES_ITEM { CPL_RES_ITEM }
```

```
CPL_RES_ITEM:
```

```
    < managed | not managed >
```

```
    | resource resourcepath in folderpath
```

```
    | freepct = integer
```

```
    | maxpct = integer
```

```
    | minpct = integer
```

```
    | nominalpct = integer
```

```
    | pool resourcepath in serverpath
```

```
    | resource resourcepath in serverpath
```

### Description

*Description* The create distribution statement is used to define alternative distributions of amounts within a Resource Pool. These distributions can then be subsequently activated using the alter pool statement (see page 59). The single options equate to the matching options in the create pool statement. See also page 134.

If the keyword **or alter** is specified, this will not trigger an error if a distribution already exists under the specified name. However, in this case the definition of the stated distribution will be modified accordingly.

The name "default" is reserved regardless of case and therefore cannot be used.

create distribution

User Commands

**Output**

This statement returns a confirmation of a successful operation

*Output*

## create environment

### Purpose

*Purpose* The purpose of the create environment statement is to define a set of static named resources which are needed in the scope a job wants to run.

### Syntax

*Syntax* The syntax for the create environment statement is

```
create [ or alter ] environment environmentname
[ with ENV_WITH_ITEM ]

ENV_WITH_ITEM:
    resource = none
    | resource = ( ENV_RESOURCE {, ENV_RESOURCE} )

ENV_RESOURCE:
    resourcepath [ < condition = string | condition = none > ]
```

### Description

*Description* The create environment statement is used to define a series of Static Resource Requests which describe the requisite environment that a job needs. Since the environments cannot be created by ordinary users, and jobs have to describe the environment that they require to run, environments can be used to force jobs to use a specific job server.

**Resources** The Resources clause is used to specify the Required (Static) Resources. Specified resources that are not static will trigger an error. Since only static resources are specified, no further information is required. It is permissible to specify an empty environment (an environment without resource requests). This is not advisable, though, because it means a loss of control.

### Output

*Output* This statement returns a confirmation of a successful operation

## create event

### Purpose

The purpose of the create event statement is to define an action which can be executed by the time scheduling engine. *Purpose*

### Syntax

The syntax for the create event statement is

*Syntax*

```
create [ or alter ] event eventname
with EVENT_WITHITEM {, EVENT_WITHITEM}

EVENT_WITHITEM:
    action =
        submit folderpath [ with parameter = ( PARAM {, PARAM} ) ]
    | group = groupname

PARAM:
    parametername = < string | number >
```

### Description

The create event statement is used to define an action that can be scheduled by the Time Scheduling module. The defined action is the submission of a master submittable job or batch. *Description*

**action** The submit part of the statement is a restricted variant of the submit command (see page 426).

**group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

### Output

This statement returns a confirmation of a successful operation

*Output*

## create exit state definition

### Purpose

*Purpose* The purpose of the create exit state definition statement is to create a symbolic name for the state of a job.

### Syntax

*Syntax* The syntax for the create exit state definition statement is

```
create [ or alter ] exit state definition statename
```

### Description

*Description* The create exit state definition statement is used to create a symbolic name for the Exit State of a job, milestone or batch. The optional keyword **or alter** is used to prevent error messages from being triggered and the current transaction from being aborted if an Exit State Definition already exists. This is particularly useful in conjunction with multicommands. If it is not specified, the existence of an Exit State Definition with the specified name will trigger an error.

### Output

*Output* This statement returns a confirmation of a successful operation

### Example

*Example* In the following examples, symbolic names have been created for Job States.

```
create exit state definition success;  
create exit state definition error;  
create exit state definition reached;  
create exit state definition warning;  
create exit state definition wait;  
create exit state definition skip;  
create exit state definition unreachable;
```



## create exit state mapping

### Purpose

The purpose of the create exit state mapping statement is to create a mapping between the numerical exit code of a process and a symbolic exit state. *Purpose*

### Syntax

The syntax for the create exit state mapping statement is *Syntax*

```
create [ or alter ] exit state mapping mappingname
with map = ( statename { , signed_integer , statename } )
```

### Description

The create exit state mapping statement defines the mapping of Exit Codes to logical Exit States. The simplest form of this statement only specifies one Exit State. This means that the job automatically reaches this Exit State after it has finished regardless of its Exit Code. More complex definitions specify more than one Exit State and at least one delimitation. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

### Example

The example below shows a relatively simple, yet realistic mapping of Exit Codes to logical Exit States. *Example*

The statement

```
create exit state mapping example1
with map = ( error,
            0, success,
            1, warning,
            4, error);
```

defines the following mapping:

Exit Code Range from	Exit Code Range to	Resultant Exit State
$-\infty$	-1	error
0	0	success
1	3	warning
4	$\infty$	error

## create exit state profile

### Purpose

*Purpose* The purpose of the create exit state profile statement is to define a set of valid exit states.

### Syntax

*Syntax* The syntax for the create exit state profile statement is

```
create [ or alter ] exit state profile profilename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
default mapping = < none | mappingname >
| force
| state = ( ESP_STATE {, ESP_STATE} )
```

ESP\_STATE:

```
statename < final | restartable | pending > [ OPTION { OPTION} ]
```

OPTION:

```
< unreachable | broken | batch default | dependency default >
```

### Description

*Description* The create exit state profile statement is used to define a quantity of valid Exit States for a job, milestone or batch.

**default mapping** With the **default mapping** clause it is possible to define which Exit State Mapping is to be used if no other mapping has been specified. This makes it considerably easier to create jobs.

**force** While an Exit State Profile is being created, the force option has no effect and is ignored. If **or alter** is specified and the Exit State Profile that you want to create already exists, the force option delays the integrity check until later.

**state** The **state** clause defines which Exit State Profiles are valid within this definition. Each Exit State Definition must be classified as being **final**, **restartable** or **pending**. If a job has reached the **final** state it can no longer be started, which means that the state can no longer change. If a job has reached the **restartable** state, it can be started again. This means that the state of such a job can change as well. **pending** means that a job cannot be restarted, but it is not final either. The state must be set externally.

The order in which the Exit States are defined is relevant. The first specified Exit State has the highest preference, while the most recently specified Exit State has the lowest preference. Normally, **final** states are specified later than **restartable** states. A state's preference is used to decide which state is visible when several different Exit States of children are merged.

Just one Exit State can be declared as being an **unreachable** state. This means that a job, batch or milestone with this profile is mapped to the specified state as soon as it has become unreachable. This Exit State must be **final**.

A maximum of one Exit State within a profile can be designated as being a **broken** state. This means that a job will reach this state as soon as it has switched to the **error** or **broken finished** state. This can be handled using a trigger. The Exit State that is defined as being a **broken** state must be **restartable**.

A maximum of one state can be declared as being a **batch default** state. An empty batch assumes this status. This allows for an explicit deviation from the standard behaviour. If no status is designated as being **batch default**, an empty batch will automatically assume the final status with the lowest preference that is not designated as being **unreachable**. If such a status does not exist, the **unreachable** state is also considered a candidate.

Any number of Final States can be designated as **dependency default** states. Dependencies that define a default dependency are fulfilled if the required job assumes one of the states designated as **dependency default**.

## Output

This statement returns a confirmation of a successful operation

*Output*

## Example

These examples show how the Exit State Profiles `example_1` and `example_2` are created.

*Example*

In the first, very simple example, the Exit State of `success` is to be a Final State.

```
create exit state profile example_1
with
    state = ( success final );
```

In the second example, the Exit State `failure` is defined as being restartable. This state has a higher priority than the (final) state `success` and must therefore be listed as the first state.

```
create exit state profile example_2
with
    state = ( failure restartable,
             success final
            );
```

User Commands                      create exit state translation

## create exit state translation

### Purpose

*Purpose*        The purpose of the create exit state translation statement is to create a translation between child and parent exit states.

### Syntax

*Syntax*        The syntax for the create exit state translation statement is

```
create [ or alter ] exit state translation transname
with translation = ( statername to statername { , statername to statername } )
```

### Description

*Description*        The create exit state translation statement is used to define a translation between two Exit State Profiles. Such a translation can be used (but does not have to be) in parent-child relationships if the two involved Exit State Profiles are incompatible. The default translation is the identity. This means that Exit States are translated to Exit States of the same name unless specified otherwise. It is not possible to translate a Final State to a Restartable State. If the Exit State translation already exists and the **or alter** keyword has been specified, the specified Exit State translation is changed. Otherwise, an already existing Exit State translation with the same name will trigger an error.

### Output

*Output*        This statement returns a confirmation of a successful operation

### Example

*Example*        In the following example, the Exit State of the child `warning` is translated to the Exit State of the parent `skip`

```
create exit state translation example1
with translation = ( warning to skip );
```

## create folder

### Purpose

The purpose of the create folder statement is to create a container for job definitions and/or other folders. *Purpose*

### Syntax

The syntax for the create folder statement is *Syntax*

```
create [ or alter ] folder folderpath
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
environment = < none | environmentname >
| group = groupname [ cascade ]
| inherit grant = none
| inherit grant = ( PRIVILEGE {, PRIVILEGE} )
| parameter = none
| parameter = ( parametername = string {, parametername = string} )
```

PRIVILEGE:

```
create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view
```

### Description

This command creates a folder and has the following options: *Description*

**environment option** If an environment has been assigned to a folder, every job in the folder and its subfolders will inherit all the Resource Requests from the Environment Definition.

**group option** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

User Commands

create folder

**parameter option** The parameter option can be used to define key/value pairs for the folder. The complete list of parameters must be specified within a command.

**inherit grant option** The **inherit grants** clause allows you to define which privileges are to be inherited through the hierarchy. If this clause is not specified, all privileges are inherited by default.

### Output

*Output* This statement returns a confirmation of a successful operation

## create footprint

### Purpose

The purpose of the create footprint statement is to create a set of often used system resource requirements. *Purpose*

### Syntax

The syntax for the create footprint statement is *Syntax*

```
create [ or alter ] footprint footprintname
with resource = ( REQUIREMENT { , REQUIREMENT } )
```

REQUIREMENT:

```
ITEM { ITEM }
```

ITEM:

```
amount = integer
| < nokeep | keep | keep final >
| resourcepath
```

### Description

The create footprint command creates a set of Resource Requests which can be re-used. The Required Resources are all System Resources. The Required Resources are described by their names, a set with zero by default, and optionally a keep option. *Description*

**keep** The keep option in a Resource Request defines the time when the resource is released. The keep option is valid for both System and Synchronizing Resources. There are three possible values. Their meanings are explained in the table below:

Value	Meaning
<b>nokeep</b>	The resource is released at the end of the job. This is the default behaviour.
<b>keep</b>	The resource is released as soon as the job has reached the Final State.
<b>keep final</b>	The resource is released when the job and all its children are final.

**amount** The amount option is only valid with requests for Named Resources of the type "System" or "Synchronizing". The amount in a Resource Request expresses how many units of the Required Resource are allocated.

User Commands

create footprint

### **Output**

*Output* This statement returns a confirmation of a successful operation



## create group

### Purpose

The purpose of the create group statement is to create an object to which privileges can be granted. *Purpose*

### Syntax

The syntax for the create group statement is *Syntax*

```
create [ or alter ] group groupname  
[ with WITHITEM ]
```

WITHITEM:

```
    user = none  
    | user = ( username {, username } )
```

### Description

The create group statement is used to create a group. If the **or alter** keyword has been specified, an already existing group is changed. Otherwise, an already existing group is considered an error. *Description*

**user** The **user** clause is used to specify which users are group members.

### Output

This statement returns a confirmation of a successful operation *Output*

## create interval

### Purpose

*Purpose* The purpose of the create interval statement is to define a periodic or aperiodic pattern at which events can, must not, be triggered.

### Syntax

*Syntax* The syntax for the create interval statement is

```
create [ or alter ] interval intervalname
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
base = < none | period >
| duration = < none | period >
| embedded = < none | intervalname >
| endtime = < none | datetime >
| filter = none
| filter = ( intervalname {, intervalname} )
| < noinverse | inverse >
| selection = none
| selection = ( IVAL_SELITEM {, IVAL_SELITEM} )
| starttime = < none | datetime >
| synctime = datetime
| group = groupname
```

IVAL\_SELITEM:

```
< signed_integer | datetime | datetime - datetime >
```

### Description

*Description* The intervals are the core of the Time Scheduling. They can be regarded as block patterns. These patterns can be periodic or non-periodic. Within a **period (Base)** which, in the case of a non-periodic interval, has a length infinity ( $\infty$ ), there are blocks of a predetermined length **Duration**. The last block may be incomplete if the period length is not an integer multiple of the duration. The duration can also have a length  $\infty$ .

. This means that the blocks have the same length as the periods.

It is not necessary for all of the blocks to be actually present. You can choose which blocks are present. This **choice** can be made by specifying the block number relative to the beginning or end of a period (1, 2, 3 or -1, -2, -3) or by stating "from - to" (all days between 3.4. and 7.6.).

This results in complex patterns as shown in Figure 7.2.

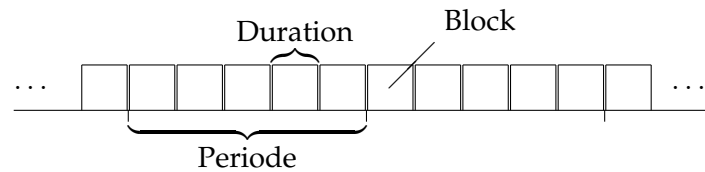


Figure 7.1: How periods and blocks are displayed

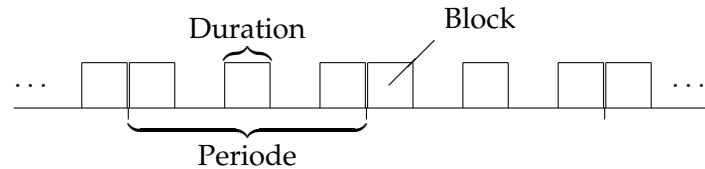


Figure 7.2: A more complex pattern

The selection is 1-based, i.e. the first block has the number 1. The last block is addressed with the number -1. This means that a block 0 does not exist.

Essentially, an interval can be described using the following parameters: Base frequency (period length), duration and selection. Since an interval does not necessarily always have to be valid, a start and end time can still be specified.

**Infinite intervals** With a non-periodic interval without a duration (infinity), the start time plays a special role: it then defines the only positive edge of this interval. Similarly, an end time defines the only negative edge.

When a selection is made, this respectively results in blocks being created. The selection "-0315T18:40" creates a block from 18:40 to 18:41 every year on March 15. Selecting blocks using the position (first, second, etc.) is, of course, nonsense. This is also ignored for infinite intervals.

**Inverse** If, for example, the time between Christmas and New Year has been positively defined for a particular purpose, at the moment there is no way to easily define the complementary time. In this example this is not a serious problem, but with more complex patterns this incapability will result in complex and error-prone dual definitions.

For this reason, an **Inverse** flag has been implemented which causes the specified selection list to be interpreted complementarily, i.e. only those blocks that would not have been chosen without a set invert flag are selected. In the case of the last working day of the month, the inverse flag is set on all working days except for the last working day of that month.

**Filter** The selection of blocks can be restricted even further. For example, if you have defined an interval "day of the month" (i.e. the base is one month, the dura-

tion is one day) and then selected the second block, such an interval would have a block on the respective second day of a month. If you want to define this only for the odd months (January, March, May, etc.), that would not be possible without a filter function because of the leap years.

The solution to the problem is to define a further interval (month of the year) with the selection 1, 3, 5, 7, 9, 11. This interval is then specified as a filter for the first interval.

Here, the first interval only shows a block if the second interval also shows a block at that "time".

If several intervals have been specified as a filter, it is sufficient for one of these intervals to have a block at the required time (OR). To map an AND relationship between the filter intervals, the filter intervals are created as a chain (A filters B C filters, etc.). The order of the filters is not important.

**Embedded** Unfortunately, the world is not always so simple. In particular, it is not inconsequential whether you first perform an operation and then make a selection, or if you have to choose first and then perform the operation. In other words, there is a big difference if you talking about the last day of the month - if this is a working day - or about the last working day of the month.

We obviously also want to include this possibility for making a differentiation in our model. An **embedding** functionality has been implemented for this purpose.

Here, we begin by taking over all the parameters for the embedded interval. This is followed by an evaluation of the selection list. Although it is allowed, selecting a "from - to" period is obviously senseless since this functionality can also be achieved with simple multiplication. Much more interesting is the possibility of making a relative selection. If the working days in a month are embedded and then the day -1 is selected, for instance, overall we now have an interval that defines the last working day of each month. If, on the other hand, the interval with the working days in a month is multiplied by an interval that returns the last day of a month, we will only get a hit if the last day of the month is a working day.

Embedding can therefore also be understood as follows: When selecting the blocks, not *all* of the embedded blocks are considered (and above all counted), but only the *active* blocks.

**Synchronisation** What have still not been taken into consideration are those situations involving multiple single periods. A period of 40 days, for example, could have its rising edge at midnight (00:00) on any day. That is why a synchronisation time (**synctime**) has been implemented which selects the earliest edge that is  $\geq$  this point in time. If no such time has been explicitly specified, the date when the definition was created (*create*) is used.

Fundamentally, the first block of a period initially starts at its beginning. In cases where this is not possible (period =  $\infty$ , duration > period, Period XOR Duration

have the unit "week"), the beginning of the period is used as the synchronisation time. If this is not possible either (period =  $\infty$ ), the normal synchronisation time is used. The result of this approach is that the *first* block of a period may be incomplete as well (and is then *never* active).

**Output**

This statement returns a confirmation of a successful operation

*Output*

## create job definition

### Purpose

*Purpose* The purpose of the create job definition statement is to create a scheduling entity object which can be submitted, standalone or as part of a larger hierarchy.

### Syntax

*Syntax* The syntax for the create job definition statement is

```
create [ or alter ] job definition folderpath . jobname
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
P   aging = < none | period >
|   children = none
|   children = ( JOB_CHILDDDEF {, JOB_CHILDDDEF } )
|   dependency mode = < all | any >
|   environment = environmentname
|   errlog = < none | filespec [ < notrunc | trunc > ] >
|   footprint = < none | footprintname >
|   inherit grant = none
|   inherit grant = ( PRIVILEGE {, PRIVILEGE } )
|   kill program = < none | string >
|   logfile = < none | filespec [ < notrunc | trunc > ] >
|   mapping = < none | mappingname >
|   < nomaster | master >
P   min priority =
|   < none | integer >
|   nicevalue = < none | signed_integer >
|   parameter = none
|   parameter = ( JOB_PARAMETER {, JOB_PARAMETER } )
|   priority = < none | signed_integer >
|   profile = profilename
|   required = none
|   required = ( JOB_REQUIRED {, JOB_REQUIRED } )
|   rerun program = < none | string >
|   resource = none
|   resource = ( REQUIREMENT {, REQUIREMENT } )
|   < noresume | resume in period | resume at datetime >
|   runtime = integer
|   runtime final = integer
|   run program = < none | string >
```

```

| < nosuspend | suspend >
| timeout = none
| timeout = period state statename
| type = < job | milestone | batch >
| group = groupname
| workdir = < none | string >

```

JOB\_CHILDDEF:

```
JCD_ITEM { JCD_ITEM }
```

PRIVILEGE:

```

| create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view

```

JOB\_PARAMETER:

```
parametername < [ JP_WITHITEM ] [ default = string ] | JP_NONDEFWITH > [ local ]
```

JOB\_REQUIRED:

```
JRQ_ITEM { JRQ_ITEM }
```

REQUIREMENT:

```
JRD_ITEM { JRD_ITEM }
```

JCD\_ITEM:

```

| alias = < none | aliasname >
| folderpath . jobname
| ignore dependency = none
| ignore dependency = ( dependencyname {, dependencyname} )
| < childsuspend | suspend | nosuspend >
| merge mode = < nomerge | merge local | merge global | failure >
| nicevalue = < none | signed_integer >
| priority = < none | signed_integer >
| < noresume | resume in period | resume at datetime >
| < static | dynamic >
| translation =
| < none | transname >

```

**P**

JP\_WITHITEM:

```

import
| parameter
| reference child folderpath ( parametername )
| reference folderpath ( parametername )
| reference resource resourcepath ( parametername )
| result

```

JP\_NONDEFWITH:

```

constant = string
| JP_AGGFUNCTION ( parametername )

```

JRQ\_ITEM:

```

E condition = < none | string >
| dependency dependencyname
| folderpath . jobname
| mode = < all final | job final >
| state = none
| state = ( JRQ_REQ_STATE {, JRQ_REQ_STATE} )
| state = all reachable
| state = default
| state = unreachable
| unresolved = < error | ignore | suspend | defer >

```

JRD\_ITEM:

```

amount = integer
| expired = < none | signed_period >
| < nokeep | keep | keep final >
E | condition =
| < none | string >
| lockmode = LOCKMODE
| nosticky
| resourcepath
| state = none
| state = ( statename {, statename} )
| state mapping = < none | rsmname >
| sticky [ ( < identifier | folderpath | identifier , folderpath | folderpath , identifier > ) ]

```

JP\_AGGFUNCTION:

```

avg
| count
| max
| min
| sum

```

JRQ\_REQ\_STATE:

```

statename [ < condition = string | condition = none > ]

```



LOCKMODE:

```

    n
    | s
    | sc
    | sx
    | x

```

## Description

This command creates or optionally modifies job, batch or milestone definitions. Since jobs, batches and milestones have a lot in common, in the following we have mainly used the general technical term "Scheduling Entity" whenever the behaviour is the same for all three types of job definitions. The expressions "job", "batch" and "milestone" are used for Scheduling Entities of the corresponding type Job, Milestone and Batch.

*Description*

If the "or alter" modifier is being used, the command (if a Scheduling Entity of the same name already exists) changes it according to the specified options.

**aging** The aging describes how quickly the priority is upgraded.

**children** The Children section of a job definition statement defines a list of child objects and is used to build up a hierarchy that enables the modelling of complex job structures.

Whenever a Scheduling Entity is submitted, all the static children are recursively submitted.

In addition, children that are not static can be submitted during the execution be a Running Job or Trigger.

The children are then specified using a comma-separated list of Scheduling Entity path names and additional properties.

The properties of the Child Definitions are described below:

ALIAS This option allows the implementation of the submitted jobs to be kept independent of the folder structure, and it will function regardless of whether objects are moved within the folder structure.

The alias for a Child Definition is only used when jobs submit dynamic children.

IGNORE DEPENDENCY Dependencies of parent jobs are normally inherited by their children. In some rare situations this is undesirable. In this case the **ignore dependency** option can be used to ignore such dependencies.

MERGE MODE A single Scheduling Entity can be used as a child of more than one Parent Scheduling Entity. If two or more such parents are part of a Master Run, the same children are repeatedly instantiated within this Master Run. This is not always a desirable situation. Setting the Merge Mode controls how the system handles this scenario.

The following table gives an overview of the possible Merge Modes and their meanings:

merge mode	Description
nomerge	A duplicate instance of the Scheduling Entity is created. This is the default behaviour.
merge global	A duplicate instance is not created. A link is created between the Parent Submitted Entity and the already existing Child Submitted Entity.
merge local	Like Merge Global, but only Submitted Entities that were created in a single submit are merged.
failure	The submit attempting to create a duplicate Submitted Entity fails.

NICEVALUE The nicevalue defines an offset of the priority used to calculate the priorities of the child and its children. Values between -100 and 100 are permitted.

PRIORITY The specified priority in a Child Definition overwrites the priority of the Child Scheduling Entity Definition. Values between 0 (high priority) and 100 (low priority) are permitted.

TRANSLATION Setting the Exit State Translation for a child results in the Exit State of the child being translated to an Exit State which is merged in the resultant Exit State of the Parent Submitted Entity.

If no translation is specified, a Child State that is not at the same time a valid Parent State is ignored.

If a translation has been specified, all the Child States have to translated to a valid Parent State.

SUSPEND CLAUSE The child suspend clause defines whether a new Submitted Job is suspended in the context of this Child Definition.

The table below shows the possible values and their meaning regarding the suspend clause:

suspend clause	Description
suspend	The child is suspended regardless of the value of the suspend flag specified in the Child Scheduling Entities.
nosuspend	The child is not suspended regardless of the value of the suspend flag specified in the Child Scheduling Entities Definition.
childsuspend	The child is suspended if the suspended flag has been set in the Child Scheduling Entity.

If **suspend** has been specified, a resume clause can optionally be given as well which triggers an automatic resume at the specified time or at the end of the specified interval.

The submit time is taken as the reference for partially qualified points in time. T16:00 means, therefore, that if the submit time 15:00 has been set, the job will start after about an hour. If the submit time is later than 16:00, however, the job will wait until the next day.

**DYNAMIC CLAUSE** The child dynamic clause defines whether the child is always automatically submitted by the system when the parent is submitted as well.

Dynamic children are used by Running Jobs in the context of Trigger Definitions and programmatic submits. To be able to submit a child, this child must be defined as a dynamic child.

The table below shows the possible values in the dynamic clause and their meanings.

dynamic clause	Description
static	The child is automatically submitted with the parent.
dynamic	The child is not automatically submitted with the parent.

Milestones use different semantics for their children. Whenever a Scheduling Entity is dynamically submitted in a Master Run that is also a child of a milestone in the same Master Run, the Submitted Scheduling Entity is bound to this milestone as a child. This means that a milestone can only be final if its dependencies have been fulfilled and all its children are final. In other words, a Milestone collects child instances that are dynamically submitted by other Submitted Entities and waits until these Submitted Entities have finished. For this to function correctly, a dependency of the Submitted Scheduling Entity should be defined.

**dependency mode** The dependency mode defines which Required Submitted Entities have to achieve a Final State before the dependent Submitted Entity can exit the 'Dependency Wait' System State.

The table below shows the possible Dependency Modes and their meanings.

dependency mode	Description
all	The Submitted Entity exits the Dependency Wait State after all the dependencies have been fulfilled.
any	The Submitted Entity exits the Dependency Wait State after at least one dependency has been fulfilled.

**environment** Each job has to define which environment is needed to execute the job.

The job can only be executed by job servers that fulfil all the Static Resource requirements listed in the Environment Definition.

The environment option only applies for jobs.

**errlog** The `errlog` option defines the file where error outputs (`stderr`) from the process to be executed are written.

If the file name is relative, the file is created relative to the working directory of the job.

This option is only valid for jobs.

**footprint** Footprints are sets of requirements for System Resources. If several jobs are defined with similar requirements, this is made that much easier by using footprints.

The job can only be executed by job servers that fulfil all the Static Resource requirements listed in the Footprint Definition.

The footprint option only applies for jobs.

**group** The `group` option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**inherit grant** The `inherit grants` clause allows you to define which privileges are to be inherited through the hierarchy. If this clause is not specified, all privileges are inherited by default.

**kill program** This option is used to create the possibility for prematurely terminating running processes from within the Scheduling System.

Usually, the kill program contains the PID of the Running Job as a parameter (e.g. `kill -9 ${PID}`).

For details about command line parsing, variants and parameter substitutions, refer to the "run program" option on page 127.

**logfile** The `logfile` option defines the file where the standard output (`stdout`) from the process to be executed is written.

If the file name is relative, the file is created relative to the working directory of the job.

This option is only valid for jobs.

**mapping** The `mapping` option defines the Exit State Mapping that is used to translate operating system Exit Codes of an executable program to an Exit State. If a job does not have a mapping, the default Exit State Mapping of the job's Exit State Profile is used.

For a detailed description of the Exit State Mapping, refer to the “create exit state mapping” command on page 99.

**nicevalue** The nicevalue option defines a correction that is used for the calculation of the priorities for the job and its children. Values between -100 and 100 are permitted.

**parameter** The parameters section defines which parameters and input values are required by a job and how the job exchanges data with other jobs and the scheduling system.

The parameters can be used in the specification of the Run program, Rerun program, Kill program, working directory, log file and error log file, as well as in triggers and Dependency Conditions.

A job can also query or set parameters at runtime. Variables that have been defined at runtime and not by the job definition are only visible to the job itself and cannot be referenced. The same is also true, of course, for all variables that are defined as **local** as well as for the system variables mentioned below.

Occasionally, however, it is necessary to make one or more of the (e.g.) system variables known externally. This can be easily done by means of a small trick. If the value of a parameter contains a character string in the form `$something` (i.e. the characters \$ followed by a name), this is interpreted as being the name of a variable, and an attempt is made to resolve this variable *in the scope of the object that delivered the original value for the parameter*.

This is how, for example, a job `SYSTEM.A` can define a constant called `MYJOBNAME` with `$JOBNAME` as its content. If the constant `MYJOBNAME` is now addressed from outside the system via a reference, the delivered result is the value `SYSTEM.A`.

A number of system variables are always defined for each job. These are set by the system and can be read by the job.

These system variables are:

Name	Description
JOBID	Submitted entity id for the job
MASTERID	Submitted entity id for the Master Job or Batch
KEY	“Password” of the job for connecting to the scheduling system as a job with “JOBID”
PID	The operating system process id of the job. This parameter is only set for Kill programs.
LOGFILE	Name of the log file (stdout)
ERRORLOG	Name of the error log file (stderr)
SDMSHOST	Host name of the scheduling server

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<b>Name</b>	<b>Description</b>
SDMSPORT	Listen port of the scheduling server
JOBNAME	Name of the job
JOBTAG	Child tag for the job is given if the job is being dynamically submitted
TRIGGERNAME	Name of the trigger
TRIGGERTYPE	Type of trigger (JOB_DEFINITION or NAMED_RESOURCE)
TRIGGERBASE	Name of the triggering object that activates the trigger
TRIGGERBASEID	ID of the triggering Object Definition that activates the trigger
TRIGGERBASEJOBID	ID of the triggering object that activates the trigger
TRIGGERORIGIN	Name of the triggering object that defines the trigger
TRIGGERORIGINID	ID of the triggering Object Definition that defines the trigger
TRIGGERORIGINJOBID	ID of the triggering object that defines the trigger
TRIGGERREASON	Name of the triggering object that directly or indirectly activates the trigger
TRIGGERREASONID	ID of the triggering Object Definition that directly or indirectly activates the trigger
TRIGGERREASONJOBID	ID of the triggering object that directly or indirectly activates the trigger
TRIGGERSEQNO	Number of times the trigger was activated
TRIGGEROLDSTATE	The old state of the object caused by the trigger for Resource Trigger
TRIGGERNEWSTATE	(New) status of the object that causes the trigger to be activated
SUBMITTIME	Submit time
STARTTIME	Start time
EXPRUNTIME	Expected runtime
JOBSTATE	Exit State of the job
MERGEDSTATE	Merged Exit State of the job
PARENTID	ID of the Parent Job (submission tree)
STATE	Current state of the job (Running, Finished, etc.)
ISRESTARTABLE	Is the job restartable? 1 = yes, 0 = no
SYNCTIME	Time of the transition to Synchronize Wait
RESOURCETIME	Time of the transition to Resource Wait
RUNNABLETIME	Time of the transition to Enable
FINISHTIME	Finish time
SYSDATE	Current date
SEID	ID of the job definition
TRIGGERWARNING	Text in the warning that activated this trigger

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<b>Name</b>	<b>Description</b>
LAST_WARNING	Text in the last issued warning. If no current warning is present, this parameter is empty.
RERUNSEQ	The number of reruns until now
SCOPENAME	Name of the scope (job server) in which the job is running or last ran

---

Table 7.1: List of System Variables

The TRIGGER... system variables are only populated if the job was submitted by a trigger. For a more detailed description of the TRIGGER... system variables, refer to the create trigger statement on page 151.

When a job is executed, the parameters used in commands, workdir and file specifications are resolved conform to the sequence given below:

1. System variable
2. The job's own address space
3. The address space of the job and submitting parents, from bottom to top
4. The address space of the job server executing the job
5. The address space of the parent scopes of the job server executing the job, from bottom to top
6. The job definition's parent folders, from bottom to top
7. The parent folders of the parent jobs, from bottom to top

If the configuration parameter 'ParameterHandling' for the server has been set to 'strict' (default), accessing variables that are not defined in the job definition will trigger an error message unless it is a system variable.

If the contents of a variable includes a reference to a another parameter, this parameter is evaluated and replaced in the context of the defining job.

The different parameter types and their semantics are described below:

**IMPORT** Import-type parameters are used to hand over the data for a Job Scheduling Environment to another job. This type is almost like the parameter type, although import type parameters cannot be handed over like parameters when a job is submitted. Import-type parameters can have a default value, which is used if no value can be acquired from the scheduling environment.

**PARAMETER** Parameter-type parameters are used to hand over the data from a Job Scheduling Environment to another job. This type is almost like the import type, but parameter-type parameters can be handed over as parameters when a job is submitted. Parameter-type parameters can have a default value, which is used if no value can be acquired from the scheduling environment.

**REFERENCE** Reference-type parameters are normally used to hand over results from one job to another.

The fully qualified name of the job definition and the name of the referencing parameter are required to create a reference. The Submitted Entity with the closest match to the job definition of the reference is sought to resolve the reference. If this allocation cannot be made clearly enough, this triggers an error message. If a matching Submitted Entity could not be found, the default value (if defined) is returned.

**REFERENCE CHILD** Child Reference parameters are used to refer to the parameters of direct or indirect children. This can be useful for reporting purposes, for example. A Child Reference parameter is defined using a fully qualified job definition name together with the name of the parameter to be qualified. When resolving the parameter, the Submission Hierarchy is searched downwards instead of upwards as is the case with Reference Parameters. The behaviour for the resolution is otherwise identical to the resolution of Reference Parameters.

**REFERENCE RESOURCE** Resource Reference-type parameters are used to refer to parameters of allocated resources.

This parameter type requires the fully qualified name of a Named Resource together with an additional parameter name to specify the default reference. The prerequisite for using a Resource Reference parameter is that the resource is also requested. The value is determined in the context of the allocated resource.

**RESULT** Result-type parameters can acquire a value from the job (using the API). As long as this value has not been set, the optional default value is returned when the value is queried.

**CONSTANT** Constant-type parameters are parameters that have a value specified in the definition. This value can therefore not change during runtime.

**LOCAL** These variables are only visible from the perspective of the defining job.

**priority** The priority of a job determines the order in which jobs are executed. Values between 0 (high priority) and 100 (low priority) are permitted. The priority option only applies for jobs.

**profile** The profile defines the Exit State Profile that describes the valid Exit State of the Scheduling Entity.

For a detailed description of the Exit State Profile, refer to the "create exit state profile" command on page [100](#).

**required** The 'required' section defines the dependencies of other submitted entities in a Master Run which must be fulfilled until the Submitted Entity is capable of carrying on running.

Whether all the dependencies have to be fulfilled or just one of them is defined by the 'dependency' mode'.



Dependencies are defined in a comma-separated list of fully qualified names of Scheduling Entities (including folder path names).

Dependencies only apply between the Submitted Entities of the Master Run. Synchronizing Resources have to be used to synchronise the Submitted Entities from different Master Runs.

After the Submitted Entity instances of the Submitted Scheduling Entity hierarchy have been created, the system searches for the dependencies as follows: Beginning with the parent of the dependent Submitted Entity, all the children are searched for an instance of the Required Scheduling Entity whereby the branch with the dependent Submitted Entity is obviously ignored. If no instance is found, the search continues in the Submit Hierarchy Parents until precisely one instance has been found. If an instance can still not be found, the property 'unresolved' defines how this situation is handled by the system. If more than one Submitted Entity is found, the submit fails with an 'ambiguous dependency resolution' error.

During the execution of a Master Run, a Scheduling Entity can attain an 'unreachable' state because the dependencies can no longer be fulfilled. This can happen if a Required Scheduling Entity reaches a Final State that is not entered in the list of required states for dependencies or by cancelling a Submitted Entity that is required by another Submitted Entity. These two cases are handled differently.

If the unreachable situation is caused by a Submitted Entity that finishes with an unsuitable Exit State, the system determines the Exit State Profile of the dependent Submitted Entity and sets the Exit State to the state that is marked as being 'unreachable' in the profile.

If none of the Profile States is marked as an unreachable state or the unreachable state was caused by a Submitted Entity being cancelled, the dependent Submitted Entity is set to the unreachable state, which can only be resolved by an operator ignoring the dependency or cancelling the dependent entity.

All the direct or indirect children of a job or batch inherit all the parent's dependencies. This means that no child of a job or batch can exit the dependency wait state as long as the parent itself is in this state. Children of milestones do not inherit the dependencies from their parent.

The properties of the dependency definitions are described below:

CONDITION It is possible to stipulate a condition for a dependency. The dependency is only fulfilled if the evaluation of the condition returns the truth value "true". If no condition is specified, the condition is always deemed to have been fulfilled.

DEPENDENCY NAME A name can be optionally specified for the dependency when defining a function. Children (both direct and indirect) can refer to the name in order to ignore this dependency.

MODE The mode property is only relevant if the required Scheduling Entity is a job with children. In this case, the Dependency Mode defines the time when the dependency is fulfilled.

The table below shows the possible values and their meanings.

dependency mode	Description
all_final	The required job and all its children must have reached a Final State.
job_final	Only the required job itself has to reach a Final State, the state of the children is irrelevant.

**STATE** The state property of a dependency defines a list of Final States that the required Scheduling Entity can achieve to fulfil the dependency.

Without this option, the dependency is fulfilled if the required Scheduling Entity reaches a Final State.

It is also possible to stipulate a condition for a state. If a condition has been specified, the dependency is only deemed to have been fulfilled if the condition is fulfilled as well. The syntactic rules for specifying conditions are the same as those that apply to triggers. For more details, refer to the create trigger statement on page 151. Several implicit definitions are also available as options:

- **default** — The dependency is fulfilled if the predecessor has reached one of the states that are defined in its profile as being a default dependency.
- **all reachable** — The dependency is fulfilled if the predecessor has reached one of the states that are not defined as being unreachable.
- **reachable** — The dependency is fulfilled if the predecessor has reached the state defined as being unreachable.

**UNRESOLVED** The unresolved property specifies how the system should handle a situation where no Submitted Entity instance could be found during a Submit Operation for a required Scheduling Entity.

The possible behavioural patterns are described in the table below:

unresolved	Description
error	The submit operation fails with an error message
ignore	The dependency is tacitly ignored
suspend	The dependency is ignored, but the dependent Submitted Entity is placed in a 'suspended' state and requires a user action to continue

**rerun program** If a rerun program command line has been defined for a job, this is executed instead of the run command line when the job is restarted after a failure. For details about command line parsing, variants and the substitution parameter, refer to the "run program" option on page 127.

**resource** The "resource" section of a job definition defines resource requirements in addition to those requirements indirectly defined by the "environment" and "footprint" options.

If the same Named Resource as in the footprint is required here, the requirement in the Resource Section overwrites the requirement in the footprint.

Since environments only require Named Resources with the usage "static" and footprints only require Named Resources with the usage "system", the Resource Section in a job definition is the only place where resource requirements for Named Resources with the usage "synchronizing" can be defined.

Resource requirements are defined by the fully qualified path name to a Named Resource defined with the following additional requirement options:

**AMOUNT** The amount option is only valid with requests for Named Resources of the type "System" or "Synchronizing". The amount in a Resource Request expresses how many units of the Required Resource are allocated.

**EXPIRED** The expired option is only valid for Synchronizing Resources with a defined Resource State Profile. If the expired option is specified, the time to which the Resource State of the resource has been set cannot be less recent than the time given by the expire option. A negative Expire value means that a resource must be at least as old as given here. The Resource State can only be set by the old resource command (see page

61) or automatically when defining a Resource State Mapping which converts the Exit State and Resource State into a new Resource State. Even if, in such a case, the new Resource State is the same as the old Resource State, the Resource State is considered to have been set.

**LOCKMODE** The lockmode option in a resource requirement is only valid for Synchronizing Resources. Five possible lockmodes are defined:

Name	Meaning
<b>X</b>	Exclusive lock
<b>S</b>	Shared lock
<b>SX</b>	Shared exclusive lock
<b>SC</b>	Shared compatible lock
<b>N</b>	Nolock

The important aspect here is the compatibility matrix:

	X	S	SX	SC	N
X	N	N	N	N	Y
S	N	Y	N	Y	Y
SX	N	N	Y	Y	Y
SC	N	Y	Y	Y	Y
N	Y	Y	Y	Y	Y

The purpose of the exclusive lock is to have exclusive access to the resource to be able to set the Resource State and possibly parameter values. A common example of where the exclusive lock is used is when reloading a database table.

The purpose of the shared lock is to allow other users to use the resource in the same way while preventing them from making any changes. The most frequent scenario for using shared locks is for a large-scale ongoing reading of a database table. Other read processes can simply be tolerated, but no write transactions are allowed.

The purpose of the shared exclusive lock is to have a second shared lock which is not compatible with the normal shared lock. If we use the normal use shared lock for large read transactions, then we use the shared exclusive lock for small write transactions. Small write transactions can easily run in parallel, but if they create a large read transaction when doing so, they will almost certainly cause a "snapshot too old" or other similar problems.

The purpose of the shared compatible lock is to have a shared lock that is compatible with both the shared and exclusive locks. This lock type is intended for short read transactions which do not conflict with small write transactions or large read transactions. Small read transactions obviously don't conflict with other small read transactions. Running small read and large write transactions in parallel may cause problems.

The purpose of the nolock is to ensure that the resource exists and that all the other properties of the resource cover requirements. The resource is not locked and anything can happen, including state changes.

**STATE** The state option is only valid for Synchronizing Resources with a Resource State Profile. It is used to specify valid Resource States for this job. A resource can only be allocated if it is in one of the required states.

**STATE MAPPING** The state mapping option is only valid for Synchronizing Resources that specify a Resource State Profile and are requested with an "exclusive" lock-mode. The mapping defines a function that maps the combinations of Exit States and Resource States in a new Resource State. For more detailed information about resource state mappings, refer to the create resource state mapping statement on page 142.

**KEEP** The keep option in a Resource Request defines the time when the resource is released. The keep option is valid for both System and Synchronizing Resources. There are three possible values. Their meanings are explained in the table below:

Value	Meaning
<b>nokeep</b>	The resource is released at the end of the job. This is the default behaviour.
<b>keep</b>	The resource is released as soon as the job has reached the Final State.
<b>keep final</b>	The resource is released when the job and all its children are final.

**STICKY** The sticky option is only valid for Synchronizing Resources. If sticky is specified, the resource is allocated by the master batch (this is called a MASTER\_RESERVATION) for as long as other jobs in the batch that require the "sticky" resource. The amount and lockmode for the Master Reservation are derived from all the sticky requirements of all the children. The amount is the maximum needed by any job.

The lockmode is exclusive as long as at least two jobs exist which request the resource with a lockmode other than nolock. An exception is the combination of Shared and Shared Compatible lock requests. This combination results in lockmode Shared.

An attempt is made to fulfil all the requirements from the Master Reservation.

A name can be optionally assigned for the sticky allocation. As a basic principle, only those requests with the same name are taken into account for the previously described method. That's why a master batch can have several MASTER\_RESERVATIONS at the same time. Several separate critical regions can be realised within a sequence with the aid of the names.

A parent job or batch can be specified in addition to, or even instead of, the name. The corresponding instance of the parent is then determined at runtime from the submission hierarchy. The sticky request is only valid from the parent downwards. In principle, this can be interpreted as if the parent's ID represents a part of the name of the sticky request. This mechanism allows separate critical regions to be easily implemented in dynamically submitted sub-workflows.

**runtime** The runtime option is used to define the estimated runtime of a job. This time can be valuated when activating triggers.

**run program** The run program command line is mandatory for jobs because it specifies the command that is to be executed for this job.

The command line is separated by whitespace characters in a command and a list of arguments. The first element in the command line is regarded as the name of the executable program that is to be run, and the rest are the parameters for the program.

Whether the job server uses the PATH environment variable when searching for the executable file is a characteristic of the job server.

System and job parameters can be addressed with \$ Notation.

Quoting can be used to forward whitespace characters and \$ characters as part of the command line. The quoting complies with Unix Bourne shell rules. This means that double quotes prevent whitespace characters from being interpreted as separators. Single quotes also prevent variables from being resolved. Backticks can be used for quoting. The parts of the command line that have been quoted in backticks are regarded as having been single quoted, but the backticks remain a part of the argument. Other quotes are removed.

Example:

The run command line `'sh -c ''example.sh ${JOBID} \${HOME}' ' '$SHELL''` will execute the program `'sh'` with the parameters `'-c', 'example.sh 4711 $HOME'` and `'$SHELL'` (assuming that the Submitted Entity has the ID 4711).

If the executable program (the first element of the command line) is a valid integer, the command line is not run by the job server. Instead, the job is treated as if it had completed itself with the integer as the Exit Code. Dummy jobs with `'true'` or `'false'` as the program can now be implemented as `'0'` instead of `'true'` or `'1'` instead of `'false'` and are therefore processed much more efficiently and quickly by the system.

Should it really be necessary to run an executable with a number as the name, this can be achieved by using a path prefix ( `'./42'` instead of `'42'`).

**suspend** The suspend option defines whether a Submitted Entity is suspended at the submit time.

If the suspend option is specified, the resume clause can be optionally used. This can then trigger an automatic resume at or after the specified time.

If the resume time is specified by the incomplete date format (see also page 6), the resume takes place at the first suitable time after the submit time.

If a submit takes place at 16:00, for example, and T17:30 is entered as the resume time, the resume will take place on the same day at 17:30. But if T15:55 is specified as the resume time, the job will have to wait until the next day at 15:55.

**timeout** The timeout clause of a job definition defines the maximum time for which the job waits until its resource requirements are fulfilled.

When the timeout condition is reached, the job gets the Exit State specified in the timeout clause. This Exit State must be an element of the Exit State Profile.

If no timeout option is given, the job will wait until all the requirements have been fulfilled.

**type** The type option specifies the Scheduling Entity type that is being created or modified.

**workdir** The workdir of a Scheduling Entity-type job defines the directory where the run, rerun or kill program is executed.

**master** The master option defines whether this Scheduling Entity can be submitted in order to create a Master Run.

## Output

*Output* This statement returns a confirmation of a successful operation

## create named resource

### Purpose

The purpose of the create named resource statement is to define a class of resources. *Purpose*

### Syntax

The syntax for the create named resource statement is

*Syntax*

```
create [ or alter ] named resource resourcepath
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
E   factor = float
      | group = groupname [ cascade ]
      | inherit grant = none
      | inherit grant = ( PRIVILEGE {, PRIVILEGE} )
      | parameter = none
      | parameter = ( PARAMETER {, PARAMETER} )
      | state profile = < none | rspname >
      | usage = RESOURCE_USAGE
```

PRIVILEGE:

```
create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view
```

PARAMETER:

```
parametername constant = string
| parametername local constant [= string ]
| parametername parameter [= string ]
```

RESOURCE\_USAGE:

```
E   | category
      | pool
```

User Commands                      create named resource

| **static**  
| **synchronizing**  
| **system**

## Description

*Description*     The create named resource statement is used to define classes of resources. These classes define the name, the usage type and optionally the utilised Resource State Profile as well as the parameters.

**group**     The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**parameter**     It may be useful to use its parameters in conjunction with allocating resources. For example, a resource like RESOURCE.TEMP\_SPACE could have a parameter called LOCATION. This would allow a job to use a resource and allocate temporary storage space somewhere dependent upon the current instance of the Named Resource.

There are three types of parameters in a resource context:

Typ	Bedeutung
<b>constant</b>	This parameter type defines the value that is constant for all resources.
<b>local constant</b>	This parameter type defines a non-variable parameter whose value can deviate between instances of the same Named Resource.
<b>parameter</b>	The value of such a parameter can be changed by jobs that have exclusively locked this resource.

Table 7.2: Named Resource parameter types

**state profile**     A State Resource Profile can be specified in the case of Synchronizing Resources. This allows jobs to request the resource in a particular state. Resource State changes can be used to activate triggers.

**usage**     The usage of the Named Resource can be one of the following:



Usage	Meaning
<b>category</b>	Categories behave like folders and can be used to arrange the Named Resources in a clearly organised hierarchy.
<b>static</b>	Static resources are resources which, if requested, must be present in the scope in which the job is running but which cannot be used up. Possible examples of Static Resources are a particular operating system, shared libraries for DBMS access operations or the presence of a C compiler.
<b>system</b>	System Resources are resources that can be counted. Possible examples are the number of processes, the capacity of the temporary memory or the availability of (a number of) tape drives.
<b>synchronizing</b>	Synchronizing Resources are the most complex resources and are used to synchronise multiple access operations. One possible example is a database table. Multiple access operations may be tolerated or not depending on the type of access (large read transactions, large write transactions, multiple small write transactions, etc.).
<b>pool</b>	pool-type Named Resources are used to create so-called Resource Pools. These pools allow the distribution of amounts for System Resources to be regulated centrally and flexibly.

Table 7.3: Named Resource usage

**factor** When creating a Named Resource, the factor by which the specified amounts in a resource request are multiplied can be specified. The default factor is 1. This factor can be overwritten for each instance of this Named Resource (i.e. for each resource).

**inherit grant** The **inherit grants** clause allows you to define which privileges are to be inherited through the hierarchy. If this clause is not specified, all privileges are inherited by default.

### Output

This statement returns a confirmation of a successful operation

*Output*

## create object monitor

### Purpose

*Purpose* The purpose of the create object monitor statement is to create a monitor for a number of objects of a specific type.

### Syntax

*Syntax* The syntax for the create object monitor statement is

```
create [ or alter ] object monitor objecttypename watch type
watchtypename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
delete < none | after period >
| event delete < none | after period >
| parameter = ( PARAMETERSPEC {, PARAMETERSPEC} )
| recreate = < create | none | change >
| watcher = < none | folderpath >
| group = groupname
```

PARAMETERSPEC:

```
parametername = < string | default >
```

### Description

*Description* The create object statement is used to define an amount of monitored objects. What this amount looks like is determined by the configuration parameters. Triggers can then be defined for the Object Monitor which are able to react to a create, change and/or delete event of an instance (object from the defined amount). The **watcher** option defines which job or batch gathers information about the instances that are to be monitored. Which information is to be gathered is defined by the specified Watch Type. The Object Monitor retains the information about deleted instances indefinitely unless the **delete** option has been specified. In this case, the information about the deleted instance is removed at the earliest after the specified period. Since the information about deleted instances is kept for some time, it is possible to ascertain whether an instance reappears within this time. The **recreate** option then determines the response to this event. It can be ignored (**none**) or it can be valued as a new creation (**create**) or a change (**change**). Events and instances are periodically removed by the GarbageCollection thread. Obsolete objects are also removed when the alter object monitor statement is executed.

When an event occurs for which a trigger has been defined, the trigger is activated and starts a job or batch. This activation of the trigger is saved as an event so that it is later evident when which events have been handled with the aid of which job. This logging is also retained for an indefinite time. If the **event delete** option is specified, all those events whose associated job or batch have been FINAL or CANCELLED since the beginning of the period are removed after the defined period. Instances can only be deleted if no events are present (any more). An Object Monitor has an owner set using the **group** option. If the **group** option is not initially specified, the default group of the user is used.

### Output

This statement returns a confirmation of a successful operation

*Output*

## create pool

### Purpose

*Purpose* The purpose of the create pool statement is to create an object which manages the amounts of a set of resources.

### Syntax

*Syntax* The syntax for the create pool statement is

```
create [ or alter ] pool resourcepath in serverpath
with CPL_WITHITEM {, CPL_WITHITEM}
```

CPL\_WITHITEM:

```
amount = integer
| base multiplier = integer
| cycle = < none | integer >
| resource = none
| resource = ( CPL_RESOURCE {, CPL_RESOURCE} )
| tag = < none | string >
| trace base = < none | integer >
| trace interval = < none | integer >
| group = groupname
```

CPL\_RESOURCE:

```
CPL_RES_ITEM { CPL_RES_ITEM}
```

CPL\_RES\_ITEM:

```
< managed | not managed >
| resource resourcepath in folderpath
| freepct = integer
| maxpct = integer
| minpct = integer
| nominalpct = integer
| pool resourcepath in serverpath
| resource resourcepath in serverpath
```

### Description

*Description* The create pool statement is used for creating Resource Pools. A Resource Pool is a quantity of System Resources (or Resource Pools) which together have a centrally managed amount. This amount is distributed conformant to the rules defined in the Resource Pool regarding the participating resources and pools. In the case of Resource Pools, the amount that is made available is distributed in turn among the resources belonging to the pool.

This distribution essentially takes place in two stages. So-called Target Amounts are periodically defined by an independent thread for all the resources and pools of a pool. These Target Amounts are regarded as aspired values. If a resource has a larger amount than its Target Amount, it will match its amount to the Target Amount for releases as quickly as possible. Any resource requirements that cannot fulfil a resource from their amount will request more resources from the pool. These requests are honoured provided that a sufficient amount is available.

If the Target Amounts are reached and some amounts are still available, the resources are able to request further amounts in excess of their Target Amounts (but only up to the maximum amount defined in the pool).

**Determining the Target Amounts** The Target Amounts are determined for each resource by four parameters.

The most important of these is the value **nominalpct**. This value expresses the percentage share of the amount of the pool to which the resource (or pool) is in any case entitled. Since the sum of these values over the entire pool can never exceed 100%, ist gewhrleistet, dass die Resource auch unter hoher Last ihren nominalen Teil zugesprochen bekommt.

The second most important parameter is **nominalpct**. This parameter expresses what amount the resource would like to have freely available as an allocation leeway. If it is established that some Target Amounts are still available, all those resources whose Free Amount is less than **freepct** will be allocated further amounts. With this allocation, preference is given to all those resources that have an amount smaller than the nominal amount.

The third value, **minpct**, states the minimum amount (in percent) a resource has. The amount never falls short of this value (apart from rounding differences).

The last value, **maxpct**, states the maximum amount (in percent) a resource has. The amount never exceeds this value (apart from rounding differences).

**amount** The stated amount defines the total amount that can be allocated. If this is not specified, the amount is set to zero (0).

**cycle** The value for **cycle** defines the intervals at which the Target Amounts are to be determined again. This value is given in seconds.

The higher the value, the more stable will be the distribution of the amounts among the resources. Temporarily high and low loads will have no (or only a slight) impact on the distribution. However, the system will obviously only respond slowly to a load displacement. However, the general overhead is low.

If the value is small, the system will react "nervously" to temporary peak (and extremely low) loads. The overhead in the Resource Scheduling will then be correspondingly high. On the other hand, a quick adjustment to accommodate fundamental load displacements is achieved.

If this value is not specified, a default value of 600s is used.

**group** The **group** option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**resource** The **resource** clause is used to determine which resources participate in the pool and how the amounts are distributed among the given resources.

It is necessary to define whether the specified resource is **managed** or not. If it is not managed, it is not served from the pool. It may be practicable to name resources that are initially "not managed" anyway because distributions other than those specified in the pool definition can be created which take this resource into account. If a resource is **not managed**, all the other parameters are set to zero (0) regardless of whether the parameters have been specified in the statement or not.

If a resource is **managed**, all the other parameters have to be specified without fail.

The other parameters **nominalpct**, **freepct**, **minpct**

and **maxpct** are subject to the following integrity conditions:

- The sum of the **nominalpct** over all the (managed) resources must be less than or equal to 100
- **maxpct** must be less than or equal to 100
- **minpct** must be less than or equal to **nominalpct**.
- **nominalpct** must be less than or equal to **maxpct**.

**trace base** Tracing is deactivated if the trace base is **none**. Otherwise it is the basis for the valuation period.

**trace interval** The trace interval is the minimum time in seconds between when Trace Records are written. Tracing is deactivated if the trace interval is **none**.

## Output

*Output* This statement returns a confirmation of a successful operation

## create resource

### Purpose

The purpose of the create resource statement is to create an instance of a named resource within a scope, folder or job definition. *Purpose*

### Syntax

The syntax for the create resource statement is

*Syntax*

```
create [ or alter ] resource resourcepath in < serverpath | folderpath >
with WITHITEM {, WITHITEM}
```

WITHITEM:

```

amount = < infinite | integer >
| < online | offline >
E | base multiplier = integer
E | factor = < none | float >
| parameter = none
| parameter = ( PARAMETER {, PARAMETER} )
| requestable amount = < infinite | integer >
| state = statename
E | tag = < none | string >
| touch [ = datetime ]
E | trace base =
| < none | integer >
E | trace interval =
| < none | integer >
| group = groupname
```

PARAMETER:

```
parametername = < string | default >
```

### Description

The create resource statement is used to instantiate Named Resources within scopes, folders or job definitions. In the latter case, only a template is created which is materialised as soon as the job is submitted and automatically destroyed as soon as the Master Run is Final or Cancelled. *Description*

If the **or alter** option is specified, an existing resource is changed; otherwise, it is considered to be an error if the resource already exists.

**amount** The **amount** clause defines the Available Amount for this resource. The amount option is not specified in the case of static resources.

**base multiplier** The base multiplier is only relevant if the Resource Tracing is being used. The base multiplier determines the multiplication factor for **trace base**. If the trace base is designated as being  $B$  and the trace multiplier as being  $M$ , the mean allocation is determined for the periods  $B * M^0$ ,  $B * M^1$  and  $B * M^2$ . The default value is 600 (10 minutes) so that the values for  $B$ ,  $10B$  and  $100B$  (in minutes) are determined.

**factor** A Resource Factor has been implemented to allow resource requirements for jobs to be adjusted externally. This can be set in both the Named Resource and individually in the resource. Whether a job can be allocated a particular resource is determined by comparing the original request with the Requestable Amount. However, the actual allocation is taken from

$$\text{ceil}(\text{Requirement} * \text{Factor})$$

**group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**online** The **online** clause defines whether the resource is online or offline. A resource is not available if it is offline. This means that a job that requires this resource cannot run within this scope. But since the resource can be set to online, the job will wait and will not be set to an error state. This also applies to static resources.

**parameter** The **parameter** clause is used to set the values of the parameters that have been defined for the Named Resource.

Parameters that are declared as a constant at Named Resource Level are not permitted here. All the other parameters can be specified, although this is not mandatory. If a parameter or a default value for this parameter has not been specified at Named Resource Level, the resolution returns an empty string.

If parameter name = default is specified when changing the resource, the parameter takes on the default value analogue to the Named Resource.

If the parameter is changed on the Named Resource level, this is visible on the Resource level for all the parameters that have been set to the default value.

A number of system variables are always defined for each resource. These are set by the system and are available to jobs which allocate the resource for read access using "RESSOURCEREFERENCES".

These system variables are:



Name	Description
STATE	The Resource State of a "synchronizing" resource with a state model
AMOUNT	The total amount of available resources
FREE_AMOUNT	The total amount of available free resources
REQUESTABLE_AMOUNT	The maximum amount that can be allocated by a job
REQUESTED_AMOUNT	The amount requested by the job
TIMESTAMP	The touch timestamp of a "synchronizing" resource with a state model

Table 7.4: List of System Variables

**requestable amount** The **requestable amount** clause defines the amount of this resource that can be requested by a single job. This does not have to be the same as the available amount. If the requested amount is smaller than the amount, it is certain that a job cannot allocate all the available resources. If the Requestable Amount is greater than the amount, jobs can request more than the available amount without triggering a "cannot run in any scope" error.

If the Requestable Amount is not specified, it is the same as the amount.

The requestable amount option is not specified in the case of static resources.

**state** The **state** clause defines the resource's state.

This option is only valid for Synchronizing Resources with a Resource State Profile.

**tag** To facilitate evaluating the trace table, resources and pools can now be marked with a tag. This tag should be unique within the resources and pools (i.e. the use of a tag for both a resource and a pool is prohibited as well).

**touch** The **touch** clause defines the last time when the status of the resource (of a job) was changed. This timestamp is not set if a Resource State has been set manually.

This option is only valid for Synchronizing Resources with a Resource State Profile.

**trace base** Tracing is deactivated if the trace base is **none**. Otherwise it is the basis for the valuation period.

**trace interval** The trace interval is the minimum time in seconds between when Trace Records are written. Tracing is deactivated if the trace interval is **none**.

User Commands

create resource

### **Output**

*Output* This statement returns a confirmation of a successful operation

## create resource state definition

### Purpose

The purpose of the create resource state definition statement is to create a symbolic name for a state of a resource. *Purpose*

### Syntax

The syntax for the create resource state definition statement is *Syntax*

```
create [ or alter ] resource state definition statename
```

### Description

The create resource state definition statement is used to define a symbolic name for a Resource State. *Description*

The optional keyword **or alter** is used to prevent error messages from being triggered and the current transaction from being aborted if a Resource State Definition already exists. If it is not specified, the existence of a Resource State Definition with the specified name will trigger an error.

### Output

This statement returns a confirmation of a successful operation *Output*

### Example

A number of names for Resource States are defined in these examples. *Example*

```
create resource state definition empty;  
create resource state definition valid;  
create resource state definition invalid;  
create resource state definition stage1;  
create resource state definition stage2;  
create resource state definition stage3;
```

## create resource state mapping

### Purpose

*Purpose* The purpose of the create resource state mapping statement is to define a mapping between the exit states of a job and the resulting resource state of a resource.

### Syntax

*Syntax* The syntax for the create resource state mapping statement is

```
create [ or alter ] resource state mapping mappingname
with map = ( WITHITEM {, WITHITEM} )
```

WITHITEM:

```
statename maps < statename | any > to statename
```

### Description

*Description* The create resource state mapping statement defines the mapping of Exit States in combination with Resource States to create new Resource States. The first state name must be an Exit State. The second and third state have to each be a Resource State. If a job terminates with the given Exit State, the resource state is set to the new state if the current state matches the first named state. If **any** is specified as the initial state, any Resource State is mapped to the new one. If both a specific mapping and a general mapping have been specified, the specific mapping has the highest priority.

### Output

*Output* This statement returns a confirmation of a successful operation

### Example

*Example*

## create resource state profile

### Purpose

The purpose of the create resource state profile statement is to create a set of valid resource states. *Purpose*

### Syntax

The syntax for the create resource state profile statement is *Syntax*

```
create [ or alter ] resource state profile profilename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
    initial state = statename
    | state = ( statename {, statename} )
```

### Description

The create resource state profile statement is used to define a set of valid Resource States for a (Named) Resource. *Description*

**state** The **state** clause defines which Resource State Definitions are valid within this profile.

**initial state** The initial state clause determines the initial state of a resource with this profile. The initial state does not have to be present in the list of states from the **state** clause. This allows a resource to be created without it immediately playing an active role in the system.

### Output

This statement returns a confirmation of a successful operation *Output*

### Example

In this example, the Exit State is to become invalid if it is empty. *Example*

```
create resource state profile example1
with
    state = (empty);
```

## create schedule

### Purpose

*Purpose* The purpose of the create schedule statement is to create an active container for scheduled events.

### Syntax

*Syntax* The syntax for the create schedule statement is

```
create [ or alter ] schedule schedulepath
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
< active | inactive >
| inherit grant = none
| inherit grant = ( PRIVILEGE {, PRIVILEGE} )
| interval = < none | intervalname >
| time zone = string
| group = groupname
```

PRIVILEGE:

```
create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view
```

### Description

*Description* With the create schedule statement, complex schedules can be created for jobs and batches using simple definitions.

**active** The **active** option causes the schedule to always trigger events in step with the specified interval (assuming that any events have been defined). The **inactive** option, on the other hand, prevents the schedule from triggering events in step with the specified interval. A hierarchical arrangement of schedules thus allows exception periods (such as downtimes) to be defined, for example.

**Group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**Interval** The given interval acts as a 'clock' for the schedule. If an event is linked to the schedule, this event is triggered in rhythm with the interval.

**inherit grant** The **inherit grants** clause allows you to define which privileges are to be inherited through the hierarchy. If this clause is not specified, all privileges are inherited by default.

### Output

This statement returns a confirmation of a successful operation

*Output*

## create scheduled event

### Purpose

*Purpose* The purpose of the create scheduled event is to define a connection between a schedule and an event.

### Syntax

*Syntax* The syntax for the create scheduled event statement is

```
create [ or alter ] scheduled event schedulepath . eventname
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
< active | inactive >
| backlog handling = < last | all | none >
| calendar = < active | inactive >
| horizon = < none | integer >
| suspend limit = < default | period >
| group = groupname
```

### Description

*Description* Scheduled Events represent a link between events (what is to be done) and schedules (when should it be done).

**cwbacklog handling** The backlog handling function indicates how events that happened during a server downtime are to be handled. The three possible actions are shown in the table below:

Action	Meaning
<b>last</b>	Only the last event is triggered
<b>all</b>	All the events that happened in the meantime are triggered
<b>none</b>	None of the events that happened in the meantime are triggered

**Group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**active** Scheduled Events can be marked as being **active** or **inactive**. If they are marked as being active, events are triggered. Correspondingly, events are not triggered if the Scheduled Event is marked as being inactive. This option can be used to deactivate Scheduled Events without the definition being lost.



**suspend limit** The suspend limit defines the length of the delay before a job belonging to an event is automatically submitted with the suspend option. A delay can arise if, for whatever reason, the Scheduling Server goes offline. After the server has booted up again, events that have happened during the downtime are triggered dependent upon the **backlog handling** option. This means that the execution time is later than the scheduled execution time.

### Output

This statement returns a confirmation of a successful operation

*Output*

## create scope

### Purpose

*Purpose* The purpose of the create scope statement is to create a scope within the scope hierarchy.

### Syntax

*Syntax* The syntax for the create scope statement is

```
create [ or alter ] < scope serverpath | job server serverpath >
[ with JS_WITHITEM {, JS_WITHITEM} ]
```

JS\_WITHITEM:

```
config = none
| config = ( CONFIGITEM {, CONFIGITEM} )
| < enable | disable >
| error text = < none | string >
| group = groupname [ cascade ]
| inherit grant = none
| inherit grant = ( PRIVILEGE {, PRIVILEGE} )
| node = nodename
| parameter = none
| parameter = ( PARAMETERITEM {, PARAMETERITEM} )
| password = string
| rawpassword = string [ SALT = string ]
```

CONFIGITEM:

```
parametername = none
| parametername = ( PARAMETERSPEC {, PARAMETERSPEC} )
| parametername = < string | number >
```

PRIVILEGE:

```
create content
| drop
| edit
| execute
| monitor
| operate
| resource
| submit
| use
| view
```

PARAMETERITEM:

```
parametername = dynamic
| parametername = < string | number >
```

PARAMETERSPEC:

```
parametername = < string | number >
```

## Description

The create scope command is used to define a scope or job server and its properties. *Description*

**Config** The config option allows a job server to be configured using key/value pairs.

The configuration is inherited downwards so that general configuration parameters can be set at scope level. This means that they are valid for all the job servers created below this level provided that the parameters at the lower level are not overwritten. When the job server logs onto the scheduling server, the server is given the list with the configuration parameters.

**Enable** The enable option allows the job server to connect to the repository server. This option is not valid for scopes and is tacitly ignored if it is specified.

**Disable** The disable option forbids the job server from connecting to the repository server. This option is not valid for scopes and is tacitly ignored if it is specified.

**Group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**Node** The node specifies the computer on which the job server is running. This field has a purely documentary character.

**Parameter** Parameters can be used for communication and data transfer purposes between jobs. They are available for use with the jobs and programs that are executed within the jobs.

The parameters of scopes and job servers can be used to specify information about a job's runtime environment.

A Dynamic Parameter is fulfilled after the job server has logged on from within its own process environment. If the process environment of a job server is changed, attention has to be paid to this Dynamic Variable because otherwise race conditions can easily arise.

User Commands `create scope`

**Password** The password option is used to set the password for the job server. This option is not valid for scopes and is tacitly ignored if it is specified.

### **Output**

*Output* This statement returns a confirmation of a successful operation

## create trigger

### Purpose

The purpose of the create trigger statement is to create an object which submits a job dynamically when a certain condition is met. *Purpose*

### Syntax

The syntax for the create trigger statement is

*Syntax*

```
create [ or alter ] trigger triggername on CT_OBJECT
with WITHITEM {, WITHITEM}
```

CT\_OBJECT:

```

job definition folderpath
P | object monitor objecttypename
P | resource resourcepath in < folderpath | serverpath >
```

WITHITEM:

```

< active | inactive >
E | check = period
P | condition = < none | string >
| < nowarn | warn >
P | event =
| ( CT_EVENT {, CT_EVENT} )
P | group event
P | main none
P | main folderpath
| < nomaster | master >
P | parent none
P | parent folderpath
| rerun
| < noresume | resume in period | resume at datetime >
P | single event
| state = none
| state = ( < statename {, statename} |
| CT_RSCSTATUSITEM {, CT_RSCSTATUSITEM} > )
| submit folderpath
| submitcount = integer
| < nosuspend | suspend >
| [ type = ] CT_TRIGGERTYPE
| group = groupname
```

CT.EVENT:

< **create** | **change** | **delete** >

CT.RSCSTATUSITEM:

< *statename* **any** | *statename statename* | **any** *statename* >

CT.TRIGGERTYPE:

<b>P</b>		<b>after final</b>
		<b>before final</b>
<b>P</b>		<b>finish child</b>
		<b>immediate local</b>
		<b>immediate merge</b>
<b>E</b>		<b>until final</b>
<b>E</b>		<b>until finished</b>
		<b>warning</b>

## Description

### *Description*

The create trigger statement is used to create an object that waits for a certain event to happen following which a job or batch is submitted in response to this event.

If the **or alter** option is specified, an existing trigger is changed; otherwise, it is considered to be an error if the trigger already exists.

Triggers can be defined for Scheduling Entities or Synchronizing (Named) Resources. In the latter case, the trigger is evaluated every time the state of the resource or instance of the Named Resource changes. Resource Triggers are always so-called Master Triggers, i.e. they submit a new Master Batch or Master Job. Although triggers in Scheduling Entities can submit Master Batches, by default they submit new children. These children must be defined as (dynamic) children of the triggering Scheduling Entities.

**active** The active option enables the trigger to be activated or deactivated. This means that the trigger action can be temporarily suppressed without having to delete the trigger.

**check** The check option is only valid for **until final** and **until finished** triggers. It defines the time intervals between two evaluations of the conditions. The condition is always evaluated when a job finishes regardless of the defined intervals.

**condition** The condition option can be specified to define an additional condition which has to be checked before the trigger is activated. This condition is a Boolean expression and the trigger is activated if this condition returns 'true'.

BOOLEAN OPERATORS Since this condition is a Boolean expression, Boolean operators can be used to create multiple complex conditions. These Boolean operators are:

- **not** (unary negation operator)
- **and**
- **or**

The usual priority rules apply. The 'not' operator takes priority over the 'and' operator, which in turn takes priority over the 'or' operator. Parentheses can be used to force a valuation sequence.

It is also permitted to use the Boolean constants **false** and **true**.

COMPARISON OPERATORS Comparisons can be used as part of Boolean expressions. The following comparison operators are defined.

- == (equal to)
- >= (greater than or equal to)
- <= (less than or equal to)
- != (not equal to)
- > (greater than)
- < (less than)
- =~ (pattern matches)
- !~ (pattern does not match)

All comparison operators can work with strings. With character strings, the 'larger than' and 'less than' operators use the ASCII value of the characters. The matching operators do not work with numbers.

For a full description of the regular expressions that can be used by the match operators, please refer to the original Java documentation for `java.util.regex`.

NUMERIC OPERATORS Since it cannot be guaranteed that decisions cannot only be made by comparing two values, the use of (numeric) operators is also permitted. The valid operators are:

- + (unary operator)
- - (unary negation operator)
- \* (multiplication operator)
- / (division operator)

- % (modulo Operator)
- + (binary addition operator)
- – (binary subtraction operator)

LITERALS AND VARIABLES Literals are numbers (integers and floating point numbers) or character strings. Strings are delimited using double quotes ("). It is possible to use variables that are resolved within the context of the triggering job or resource. Variables are addressed by prefixing their name with a dollar sign (\$).

When a variable is resolved, it is initially assumed that it is a trigger variable. If this is not the case, it is interpreted as a job variable. This kind of resolution is often, but unfortunately not always, correct. The prefix `job.`, `trigger.` or `resource.` can be used to explicitly specify which object will initiate a search for the variable.

Variables are usually created in uppercase. This can be prevented by quoting the name. However, the name is converted back to uppercase when addressing the variables in conditions. To avoid this, the name and prefix (where applicable) have to be written in braces.

The operands are interpreted as character strings or numbers depending upon the operator and the first operand. Multiplication, division, modulo and subtraction operations, as well as unary processes, are only defined for numeric values. The addition operator in a character string context causes the operands to be strung together.

FUNCTIONS Not everything can be simply expressed using (numeric) expressions, and so some additional functions have been added. The following functions are defined at this time:

- **abs(*expression*)** – the absolute value of the expression is returned
- **int(*expression*)** – the integer value of the expression is returned
- **lowercase(*expression*)** – the result of the expression is converted to lowercase and returned
- **round(*expression*)** – the expression is rounded and returned
- **str(*expression*)** – the expression is returned as a character string
- **substr(*source*, *from* [, *until* ])** – returns part of the character string *source* beginning at the position *from* up to the end of the string or, if *until* is specified, up to the position *until*
- **str(*expression*)** – the expression is returned without a space at the end
- **uppercase(*expression*)** – the result of the expression is converted to uppercase and returned



Functions can be nested in one another without any restrictions.

**EXAMPLES** To clarify this, here are some statements that specify the conditions. Since conditions are not just found in trigger definitions, some other examples are given here as well. However, the syntax is always the same.

The first example shows a trigger that is activated when the job state changes to WARNING or FAILURE after it has already processed some rows (`$NUM_ROWS > 0`).

```
CREATE OR ALTER TRIGGER ON_FAILURE
  ON JOB DEFINITION SYSTEM.EXAMPLES.E0100_TRIGGER.TRIGGER
WITH
  STATES = (FAILURE, WARNING),
  SUBMIT SYSTEM.EXAMPLES.E0100_TRIGGER.ON_FAILURE,
  IMMEDIATE MERGE,
  ACTIVE,
  NOMASTER,
  SUBMITCOUNT = 3,
  NOWARN,
  NOSUSPEND,
  CONDITION = '$NUM_ROWS > 0';
```

The second example shows an environment that requires the value of the resource variable AVAILABLE to begin with a T (such as TRUE, True, true or Tricky).

```
CREATE ENVIRONMENT SERVER@LOCALHOST
WITH RESOURCE = (
  RESOURCE.EXAMPLES.STATIC.NODE.LOCALHOST
  CONDITION = '$RESOURCE.AVAILABLE =~ "[tT].*"',
  RESOURCE.EXAMPLES.STATIC.USER.SERVER
);
```

The third example shows the same as the second one, except that here the parameter name is defined as being mixed case.

```
CREATE ENVIRONMENT SERVER@LOCALHOST
WITH RESOURCE = (
  RESOURCE.EXAMPLES.STATIC.NODE.LOCALHOST
  CONDITION = '${RESOURCE.Available} =~ "[tT].*"',
  RESOURCE.EXAMPLES.STATIC.USER.SERVER
);
```

**event** The event option is only relevant for Object Monitor Triggers. It specifies for which types of events the trigger should be activated.

**group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**main** The master option is used to define whether the job is submitted as a master or not. This option is only relevant for Job Triggers because Resource Triggers are always submitted as a master.

**master** The master option is used to define whether the job is submitted as a master or not. This option is only relevant for Job Triggers because Resource Triggers are always submitted as a master.

**parent** The parent option is only relevant for Object Monitor Triggers. It can also only be specified in combination with the main option. If it is specified, a search is run for the corresponding job (or batch) within the tree submitted using the main job is sought and the trigger jobs are appended below the parent.

**rerun** The rerun option can only react to restartable states and initiate an automatic rerun. In many cases, it will be practicable to also specify the suspend/resume options to allow a certain period of time between the resumes. Either the submit option or the rerun option have to be specified.

**resume** The resume option can be used together with the suspend option to cause a delayed execution. There are two ways to do this. A delay can be achieved by specifying either the number of time units for the delay the time when the job or batch is to be activated. If an incomplete time is defined, such as T16:00, the time for the trigger activation is taken as the reference time.

**state** The state option is valid for all triggers apart from **until final** and **until finished** triggers. A list of Exit States can be specified for triggers that act on jobs. When the job in which the trigger is defined reaches an Exit State that is listed in the Trigger Definition, this activates the trigger (unless a condition has been specified that is valuated as false).

A list of state changes can be specified in the case of a trigger that acts on a (Named) resource. This allows each state change to be explicitly addressed. It is possible to activate a trigger when a state is exited by using the keyword **any** on the right. It is always possible to activate a trigger on reaching a certain state by specifying **any** on the left. The state option is omitted to activate a trigger after every state change.

**submit** The submit option defines which job or batch is submitted when the trigger is activated. Either the submit option or the rerun option have to be specified.

**submitcount** The submitcount option is only permitted for triggers that act on jobs. It defines the number of times that a trigger can be activated. If this option is not specified, a submitcount of 1 is used. If a submitcount of 0 is specified, the submitcount is set to the server parameter TriggerSoftLimit (the default value for this is 50). In the case of a rerun trigger,

however, a submitcount of 0 means that there is no limit to the number of restart attempts.

If a submitcount greater than the TriggerSoftLimit is specified, the submitcount is restricted to the server parameter TriggerHardLimit (the default value for this is 100). This is done to avoid endless loops. The TriggerHardLimit can be set in the server configuration to  $2^{31} - 1$  in order to virtually eliminate the restriction above.

**suspend** The suspend option is used to submit the job or batch in a suspend state. This option is valid for all trigger types.

**type** There are several types of triggers on jobs. The most important difference between them is the time at which they are checked. The table below shows a list of all the types with a brief description of their behaviour.

It must be emphasised that the type option is not valid for (named) resource triggers.

Field	Description
Type	Check time
<b>after final</b>	Only after a final state is reached is a check run to establish whether the defined trigger has to be activated. If the trigger is not a Master Trigger, the newly submitted job will have the same parent as the triggering job. A special situation arises if the triggering job triggers its own submit. In this case, the newly submitted job replaces the triggering job. Since this exchange takes place before the dependency was checked, all the dependent jobs wait until the newly submitted job is final.

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<b>Field</b>	<b>Description</b>
<b>before final</b>	Immediately before a final state is reached, a check is run to establish whether the defined trigger is to be activated. This is the last opportunity to submit new children. If this is done, the job or batch will not reach a Final State at this time.
<b>finish child</b>	A finish child trigger checks whether it is to be activated every time when a direct or indirect child finishes.
<b>immediate local</b>	The immediate local trigger local checks whether it has to be activated when a job is terminated. Only the Exit State of the job is taken into consideration.
<b>immediate merge</b>	The immediate merge trigger checks whether it has to be activated as soon as the Merged Exit State changes.
<b>until final</b>	The until final trigger periodically checks whether it has to be activated. This check starts as soon as a job or batch has been submitted and does not stop until it is final. The until final trigger imperatively requires a condition. This condition is checked at least once. This check takes place when the job or batch switches to the finished state.
<b>until finished</b>	The until finished trigger is similar to the final trigger. The only difference is that the until finished trigger stops the check as soon as the job is finished. The until finished trigger imperatively requires a condition. This condition is checked at least once. This check takes place when the job or batch switches to the finished state.

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create trigger

User Commands

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Field	Description
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Table 7.5: Description of the different types of triggers

**Output**

This statement returns a confirmation of a successful operation

*Output*

## create user

### Purpose

*Purpose* The purpose of the create user statement is to create a pair of values which can be used to authenticate oneself to the server.

### Syntax

*Syntax* The syntax for the create user statement is

```
create [ or alter ] user username
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
default group = groupname
| < enable | disable >
| group = ( groupname {, groupname } )
| password = string
| rawpassword = string [ SALT = string ]
```

### Description

*Description* The create user statement is used to create a user. If "**or alter**" is specified, an already existing user is changed. Otherwise, an existing user will trigger an error. The **default group** clause is used to specify the Default Group.

**default group** The default group clause defines the group that is used as the owner for all its objects created by the user if an explicit group was not specified when the object was created.

The default group must be one of the user's groups.

**enable** The enable option allows the user to connect to the repository server.

**disable** The disable option forbids the user from connecting to the repository server.

**group** The group clause is used to specify the groups to which the user belongs. Every user is a member of the Public system group.

**password** The password option is used to set the password for the user.

**rawpassword** The rawpassword is used to set the user's password that is required to connect to the repository server. The rawpassword is the already encrypted password.

The rawpassword option has been implemented to be able to dump and restore users.

### Output

This statement returns a confirmation of a successful operation

*Output*

## create watch type

### Purpose

*Purpose* The purpose of the create watch type statement is to create an object class which can be used in object monitoring.

### Syntax

*Syntax* The syntax for the create watch type statement is

```
create [ or alter ] watch type watchtypename
with WITHITEM {, WITHITEM}
```

WITHITEM:

```
parameter = ( PARAMETERSPEC {, PARAMETERSPEC} )
```

PARAMETERSPEC:

```
< config | value | info > parametername [ = string ] [ submit ]
```

### Description

*Description*

The create watch type statement is used to define a type for the monitoring process. In doing so, the parameterisation of the process and the properties of the monitoring objects are defined.

The parameters of the type **config** are the configuration parameters for the monitoring process.

Parameters of the type **info** are descriptive properties of a monitoring object. Any changes made to these properties are saved but do not have any further consequences.

Parameters of the type **value** are also descriptive properties of a monitoring object. Any changes made to these properties will result in a change event to which the trigger can react.

The optional **submit** option states that triggered jobs are to be handed the value as a parameter. This applies to all parameter types and means that the job can, as required, get all the information about the configuration of the monitoring process as well as about new, changed and deleted objects.

### Output

*Output* This statement returns a confirmation of a successful operation



## 8 deregister commands

## deregister

### Purpose

*Purpose* The purpose of the deregister statement is to notify the server that the jobserver is not to process jobs anymore. See also the register statement on page 290.

### Syntax

*Syntax* The syntax for the deregister statement is

```
deregister serverpath . servername
```

### Description

*Description* The deregister statement is used to notify the server about a more or less permanent failure of a job server.

This message prompts different server actions. Firstly, all the running jobs on the job server (i.e. jobs in the state **started**, **running**, **to\_kill** and **killed**) are set to the state **broken\_finished**. Jobs in the state **starting** are reset to **runnable**. The job server is then removed from the list of job servers that are able to process jobs so that this job server is consequently no longer allocated any more jobs. A side effect of this is that jobs that can only run on this server due to their resource requirements are set to the state **error** with the message "Cannot run in any scope because of resource shortage". Finally, a complete reschedule is executed so that jobs are redistributed among the job servers. The job server is added to the list of job-processing job servers again by re-registering it (refer to the register statement on page 290).

### Output

*Output* This statement returns a confirmation of a successful operation

## 9 disconnect commands

User Commands

disconnect

## **disconnect**

### **Purpose**

*Purpose* The purpose of the disconnect statement is to terminate the server connection.

### **Syntax**

*Syntax* The syntax for the disconnect statement is

**disconnect**

### **Description**

*Description* The connection to the server can be shut down using the disconnect statement.

### **Output**

*Output* This statement returns a confirmation of a successful operation

# 10 drop commands

## drop comment

### Purpose

*Purpose* The purpose of the drop comment statement is to remove the comment.

### Syntax

*Syntax* The syntax for the drop comment statement is

**drop** [ **existing** ] **comment on** OBJECTURL

OBJECTURL:

	<b>distribution</b> <i>distributionname</i> <b>for pool</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>
	<b>environment</b> <i>environmentname</i>
	<b>exit state definition</b> <i>statename</i>
	<b>exit state mapping</b> <i>mappingname</i>
	<b>exit state profile</b> <i>profilename</i>
<b>P</b>	<b>exit state translation</b> <i>transname</i>
	<b>event</b> <i>eventname</i>
	<b>resource</b> <i>resourcepath</i> <b>in</b> <i>folderpath</i>
	<b>folder</b> <i>folderpath</i>
	<b>footprint</b> <i>footprintname</i>
	<b>group</b> <i>groupname</i>
	<b>interval</b> <i>intervalname</i>
	<b>job definition</b> <i>folderpath</i>
	<b>job</b> <i>jobid</i>
	<b>named resource</b> <i>resourcepath</i>
<b>P</b>	<b>object monitor</b> <i>objecttypename</i>
	<b>parameter</b> <i>parametername</i> <b>of</b> PARAM.LOC
<b>E</b>	<b>pool</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>
	<b>resource state definition</b> <i>statename</i>
	<b>resource state mapping</b> <i>mappingname</i>
	<b>resource state profile</b> <i>profilename</i>
	<b>scheduled event</b> <i>schedulepath</i> . <i>eventname</i>
	<b>schedule</b> <i>schedulepath</i>
	<b>resource</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>
	< <b>scope</b> <i>serverpath</i>   <b>job server</b> <i>serverpath</i> >
	<b>trigger</b> <i>triggername</i> <b>on</b> TRIGGEROBJECT
	<b>user</b> <i>username</i>
<b>P</b>	<b>watch type</b> <i>watchtypename</i>

PARAM.LOC:

**folder** *folderpath*

**P** | **job definition** *folderpath*  
 | **named resource** *resourcepath*  
 | < **scope** *serverpath* | **job server** *serverpath* >

TRIGGEROBJECT:

**resource** *resourcepath in folderpath*  
**E** | **job definition** *folderpath*  
 | **named resource** *resourcepath*  
 | **object monitor** *objecttypename*  
 | **resource** *resourcepath in serverpath*

## Description

The drop comment statement deletes the existing comment for the specified object. If the **existing** keyword is not specified, the absence of a comment is considered to be an error.

*Description*

## Output

This statement returns a confirmation of a successful operation

*Output*

## drop distribution

### Purpose

*Purpose* The purpose of the drop distribution statement is to delete a distribution.

### Syntax

*Syntax* The syntax for the drop distribution statement is

```
drop [ existing ] distribution distributionname for pool resourcepath in  
serverpath
```

### Description

*Description* The drop distribution statement is used to delete single distributions. If the optional **existing** keyword is specified, an error will not be triggered if the given distribution does not exist. This is particularly important in conjunction with multi-commands.

### Output

*Output* This statement returns a confirmation of a successful operation



## drop environment

### Purpose

The purpose of the drop environment statement is to remove the specified environment. *Purpose*

### Syntax

The syntax for the drop environment statement is *Syntax*

```
drop [ existing ] environment environmentname
```

### Description

The drop environment statement is used to delete a definition from an environment. An error is triggered if jobs are still using this environment. If the **existing** keyword is being used, it is not considered to be an error if the specified environment does not exist. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

drop event

## drop event

### Purpose

*Purpose* The purpose of the drop event statement is to remove the specified event.

### Syntax

*Syntax* The syntax for the drop event statement is

```
drop [ existing ] event eventname
```

### Description

*Description* The drop environment statement is used to delete a definition of an event. If the **existing** keyword is being used, it is not considered to be an error if the specified event does not exist.

An event cannot be deleted if Scheduled Events belong to it.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop exit state definition

### Purpose

The purpose of the drop exit state definition statement is to remove the specified exit state definition. *Purpose*

### Syntax

The syntax for the drop exit state definition statement is *Syntax*

```
drop [ existing ] exit state definition statename
```

### Description

The drop exit state definition statement is used to delete an Exit State Definition. It is considered to be an error if Exit State Profiles are still using this Exit State Definition. If the **existing** keyword is being used, it is not considered to be an error if the specified Exit State Definition does not exist. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## drop exit state mapping

### Purpose

*Purpose* The purpose of the drop exist state mapping statement is to remove the specified mapping.

### Syntax

*Syntax* The syntax for the drop exit state mapping statement is

```
drop [ existing ] exit state mapping mappingname
```

### Description

*Description* The drop exit state mapping statement is used to delete an Exit State Mapping. It is considered to be an error if jobs or Exit State Profiles are still using this Exit State Mapping. If the **existing** keyword is being used, it is not considered to be an error if the specified Exit State Mapping does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop exit state profile

### Purpose

The purpose of the drop exit state profile statement is to remove the specified profile. *Purpose*

### Syntax

The syntax for the drop exit state profile statement is *Syntax*

```
drop [ existing ] exit state profile profilename
```

### Description

The drop exit state profile statement is used to delete a definition of an Exit State Profile. It is considered to be an error if jobs are still using this Exit State Profile. If the **existing** keyword is being used, it is not considered to be an error if the specified Exit State Profile does not exist. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## drop exit state translation

### Purpose

*Purpose* The purpose of the drop exit state translation statement is to remove the specified exit state translation.

### Syntax

*Syntax* The syntax for the drop exit state translation statement is

```
drop [ existing ] exit state translation transname
```

### Description

*Description* The drop exit state translation statement is used to delete Exit State Translations. It is considered to be an error if the translation is still being used in parent-child relationships. If the **existing** keyword is being used, it is not considered to be an error if the specified Exit State Translation does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop folder

### Purpose

The purpose of the drop folder statement is to remove a folder and its contents from the system. *Purpose*

### Syntax

The syntax for the drop folder statement is *Syntax*

```
drop [ existing ] folder folderpath [ cascade ] [ force ]
```

### Description

The drop folder statement removes folders and their contents from the system. There are two options: *Description*

**Cascade** The cascade option deletes folders, job definitions and subfolders, but only if they are not referenced to the job definitions, for example as required job.

**Force** With the force option, references to job definitions are removed as well. Force implies cascade. Folders cannot be deleted if they are not empty unless cascade or force has been specified.

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

drop footprint

## drop footprint

### Purpose

*Purpose* The purpose of the drop footprint statement is to remove the specified footprint.

### Syntax

*Syntax* The syntax for the drop footprint statement is

```
drop [ existing ] footprint footprintname
```

### Description

*Description* The drop footprint statement is used to delete footprints and resource requirements. If the **existing** keyword is being used, it is not considered to be an error if the specified footprint does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation



## drop group

### Purpose

The purpose of the drop group statement is to remove a group from the system. *Purpose*

### Syntax

The syntax for the drop group statement is *Syntax*

```
drop [ existing ] group groupname
```

### Description

The drop group statement is used to delete a group. If there are still any group members in this group, their membership is automatically terminated. *Description*  
It is considered to be an error if the group is still the owner of an object.  
It is not possible to delete a group that is defined as the Default Group for a user.  
If the **existing** keyword is being used, it is not considered to be an error if the specified group does not exist.

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

drop interval

## drop interval

### Purpose

*Purpose* The purpose of the drop interval statement is to remove the specified interval.

### Syntax

*Syntax* The syntax for the drop interval statement is

```
drop [ existing ] interval intervalname
```

### Description

*Description* The drop interval statement is used to delete intervals. If the **existing** keyword is being used, it is not considered to be an error if the specified interval does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop job definition

### Purpose

The purpose of the drop job definition statement is to remove the specified scheduling entity object. *Purpose*

### Syntax

The syntax for the drop job definition statement is *Syntax*

```
drop [ existing ] job definition folderpath . jobname [ force ]
```

### Description

The drop job definition statement deletes the given job definition. *Description*  
If a job definition is referenced (for instance as Required Job), it cannot be deleted unless the force option is specified. If the force option is being used, all references to a job definition are also deleted.

### Output

This statement returns a confirmation of a successful operation *Output*

## drop named resource

### Purpose

*Purpose* The purpose of the drop named resource statement is to delete a class of resources.

### Syntax

*Syntax* The syntax for the drop named resource statement is

```
drop [ existing ] named resource resourcepath [ cascade ]
```

### Description

*Description* The drop named resource statement is used to delete Named Resources. It is considered to be an error if the Named Resource is still instantiated in scopes, job definitions and/or folders and the **cascade** option is not specified.

On the other hand, Scope Resources as well as folders and Job Definition Resources are deleted if the **cascade** option is specified.

If any requirements exist for the Named Resources that are to be deleted, the statement will fail.

If the **existing** keyword is being used, it is not considered to be an error if the specified Name Resource does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop object monitor

### Purpose

The purpose of the drop object monitor statement is to delete an object monitor from the system. *Purpose*

### Syntax

The syntax for the drop object monitor statement is *Syntax*

```
drop [ existing ] object monitor objecttypename
```

### Description

The drop object monitor statement removes the specified Object Monitor together with all the instances and events from the system. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## drop pool

### Purpose

*Purpose* The purpose of the drop pool statement is to delete the specified pool object.

### Syntax

*Syntax* The syntax for the drop pool statement is

```
drop [ existing ] pool resourcepath in serverpath
```

### Description

*Description* The drop pool statement is used to delete a Resource Pool. If a pool is deleted, all the distributions that belong to it are deleted as well. All the managed resources automatically become "unmanaged" and the amount is reset to the original value defined when the resource was created.

If the optional **existing** keyword is specified, no error is triggered if the pool that is to be deleted does not exist. This may be important in conjunction with multicommands.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop resource

### Purpose

The purpose of the drop resource statement is to remove an instance of a named resource from a scope, folder or job definition. *Purpose*

### Syntax

The syntax for the drop resource statement is *Syntax*

```
drop [ existing ] RESOURCE_URL [ force ]
```

RESOURCE\_URL:

```
    resource resourcepath in folderpath  
    | resource resourcepath in serverpath
```

### Description

The drop resource statement is used to delete a resource. It is considered to be an error if the resource is still being allocated by Running Jobs. *Description*  
If the **existing** keyword is being used, it is not considered to be an error if the specified resource does not exist.

### Output

This statement returns a confirmation of a successful operation *Output*

## drop resource state definition

### Purpose

*Purpose* The purpose of the drop resource state definition statement is to remove the definition.

### Syntax

*Syntax* The syntax for the drop resource state definition statement is

```
drop [ existing ] resource state definition statename
```

### Description

*Description* The drop resource state definition statement is used to delete Resource State Definitions. It is considered to be an error if Resource State Profiles are still using this Resource State Definition. If the **existing** keyword is being used, it is not considered to be an error if the specified Resource State Definition does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation



## drop resource state mapping

### Purpose

The purpose of the drop resource state mapping statement is to delete the mapping. *Purpose*

### Syntax

The syntax for the drop resource state mapping statement is *Syntax*

```
drop [ existing ] resource state mapping mappingname
```

### Description

The drop resource state mapping statement is used to delete a Resource State Mapping. It is considered to be an error if job definitions are using this Resource State Mapping. If the **existing** keyword is being used, it is not considered to be an error if the specified Resource State Mapping does not exist. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## drop resource state profile

### Purpose

*Purpose* The purpose of the drop resource state profile statement is to remove a resource state profile.

### Syntax

*Syntax* The syntax for the drop resource state profile statement is

```
drop [ existing ] resource state profile profilename
```

### Description

*Description* The drop resource state profile statement is used to delete the definition of a Resource State Profile. It is considered to be an error if Named Resources are still using this Resource State Profile. If the **existing** keyword is being used, it is not considered to be an error if the specified Resource State Profile does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop schedule

### Purpose

The purpose of the drop schedule statement is to remove the specified schedule. *Purpose*

### Syntax

The syntax for the drop schedule statement is *Syntax*

```
drop [ existing ] schedule schedulepath
```

### Description

The drop schedule statement is used to delete schedules. If the **existing** keyword is being used, it is not considered to be an error if the specified schedule does not exist. *Description*

A schedule cannot be deleted if it has a Scheduled Event that belongs to it. It cannot be deleted either if child objects exist.

### Output

This statement returns a confirmation of a successful operation *Output*

## drop scheduled event

### Purpose

*Purpose* The purpose of the drop scheduled event is to remove the specified scheduled event.

### Syntax

*Syntax* The syntax for the drop scheduled event statement is

```
drop [ existing ] scheduled event schedulepath . eventname
```

### Description

*Description* The drop interval statement is used to delete Scheduled Events. If the **existing** keyword is being used, it is not considered to be an error if the specified Schedule Event does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop scope

### Purpose

The purpose of the drop scope statement is to remove a scope and its contents from the scope hierarchy. *Purpose*

### Syntax

The syntax for the drop scope statement is *Syntax*

```
drop [ existing ] < scope serverpath | job server serverpath > [ cascade ]
```

### Description

This statement is synonymous to the drop job server statement. The cascade option deletes the scope together with its contents. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## drop trigger

### Purpose

*Purpose* The purpose of the drop trigger statement is to remove the specified trigger.

### Syntax

*Syntax* The syntax for the drop trigger statement is

```
drop [ existing ] trigger triggername on TRIGGEROBJECT
```

TRIGGEROBJECT:

		<b>resource</b> <i>resourcepath</i> <b>in</b> <i>folderpath</i>
		<b>job definition</b> <i>folderpath</i>
<b>E</b>		<b>named resource</b> <i>resourcepath</i>
		<b>object monitor</b> <i>objecttypename</i>
		<b>resource</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>

### Description

*Description* The drop trigger statement is used to delete a trigger. If the **existing** keyword is being used, it is not considered to be an error if the specified trigger does not exist.

### Output

*Output* This statement returns a confirmation of a successful operation

## drop user

### Purpose

The purpose of the drop user statement is to remove the user from the system. *Purpose*

### Syntax

The syntax for the drop user statement is *Syntax*

```
drop [ existing ] user username
```

### Description

The drop user statement is used to logically delete a user. If the **existing** keyword is being used, it is not considered to be an error if the specified user does not exist. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

drop watch type

## drop watch type

### Purpose

*Purpose* The purpose of the drop watch type statement is to delete an object class from the object monitoring system.

### Syntax

*Syntax* The syntax for the drop watch type statement is

```
drop [ existing ] watch type watchtypename
```

### Description

*Description* The drop watch type statement removes the definition of a type of monitoring process from the system. A watch type can only be deleted if no more Object Types belonging to it exist.

### Output

*Output* This statement returns a confirmation of a successful operation



# 11 dump commands

## dump

### Purpose

*Purpose* The purpose of the dump statement is to make a logical backup of objects including all objects they depend on.

### Syntax

*Syntax* The syntax for the dump statement is

```
dump [ < all | DUMP_OBJECTURL {, DUMP_OBJECTURL} > ]
[ with WITHITEM {, WITHITEM} ] [ to filespec ]
```

DUMP\_OBJECTURL:

OBJECTTYPE **all**

| **distribution** *distributionname* **for pool** *resourcepath* **in** *serverpath*

| **environment** *environmentname*

| **exit state definition** *statename*

| **exit state mapping** *mappingname*

| **exit state profile** *profilename*

| **exit state translation** *transname*

| **event** *eventname*

| **resource** *resourcepath* **in** *folderpath*

| **folder** *folderpath*

| **footprint** *footprintname*

| **group** *groupname*

| **interval** *intervalname*

| **job definition** *folderpath*

| **named resource** *resourcepath*

| **object monitor** *objecttypename*

**E** | **pool** *resourcepath* **in** *serverpath*

| **resource state definition** *statename*

| **resource state mapping** *mappingname*

| **resource state profile** *profilename*

| **scheduled event** *schedulepath* . *eventname*

| **schedule** *schedulepath*

| **resource** *resourcepath* **in** *serverpath*

| < **scope** *serverpath* | **job server** *serverpath* >

| **trigger** *triggername* **on** TRIGGEROBJECT

| **user** *username*

| **watch type** *watchtypename*

WITHITEM:

**cleanup** [ **force** ]

```

| expand = ( DUMP_EXPANDITEM {, DUMP_EXPANDITEM} )
| header = string
| ignore read error
| map = ( MAPITEM {, MAPITEM} )
| mode = < backup | deploy >
| multicommand

```

## OBJECTTYPE:

```

| comment
| distribution
| environment
| event
| exit state definition
| exit state mapping
| exit state profile
| exit state translation
| folder
| footprint
| grant
| group
| interval
| job definition
| named resource
| object monitor
| pool
| resource
| resource state definition
| resource state mapping
| resource state profile
| resource template
| schedule
| scheduled event
| scope
| trigger
| user
| watch type

```

E

## TRIGGEROBJECT:

```

| resource resourcepath in folderpath
| job definition folderpath
| named resource resourcepath
| object monitor objecttypename
| resource resourcepath in serverpath

```

E

## DUMP\_EXPANDITEM:

```
dumptype [ ( < aliasname | * > ) ] = ( DUMP_RULE {, DUMP_RULE} )
```

MAPITEM:

```
  folder folderpath to folderpath
  | group groupname to groupname
  | named resource resourcepath to resourcepath
  | schedule schedulepath to schedulepath
  | scope serverpath to serverpath
```

DUMP\_RULE:

```
rulename [ ( < aliasname | * > ) ]
```

## Description

### *Description*

The dump command generates a sequence of statements which create the objects specified in the list of dump items. These statements are written to the specified file. Used in its simplest form ("**dump** [ **all** ] **to** ..."), the corresponding statements are generated for all the objects that are currently saved in the repository. To have a finer control over what is being done, a list of individual items can be specified. By specifying expansion rules, it is then possible to precisely determine for which types of "dependent" objects statements are also to be generated. The use of **all** instead of individual elements causes all the entries for the type in question to be processed.

**cleanup** The cleanup option is used to delete objects that are no longer needed when restoring the dump from the involved folder. This option is only practicable if you intend to restore the dump in an already populated repository. A cleanup folder statement is generated at the end of the dump. This cleans up every folder and/or scope affected by the dump. The **force** option is simply passed on to the created cleanup statement. For a detailed description of the cleanup statements, refer to page 78 (cleanup folder). To make sure that the cleanup only takes place if all the objects were successfully created, it is advisable to specify the multicommand option as well.

**expand** Using the **expand** option it is possible to specified precisely which of the dependent objects to be backed up are to be dumped as well. This is done by specifying one or more expansion rules for each object type for which dependent objects are to be saved as well. To control this operation even more finely, tags can be added to the single expansion rules. Objects that are backed up based on this expansion rule are usually only expanded further if an expansion rule with the same tag exists for the type in question. An exception are expansion rules with a '\*' as a tag. These rules are always applied.

All the names of the object types (*dumptype*) are listed in the table below:

Name	Description
<b>all</b>	Object type wildcard
<b>comment</b>	Comments
<b>distribution</b>	Pool Distributions
<b>environment</b>	Environments
<b>esd</b>	Exit State Definitions
<b>esm</b>	Exit State Mappings
<b>esp</b>	Exit State Profiles
<b>est</b>	Exit State Translations
<b>event</b>	Events
<b>folder</b>	Folders
<b>footprint</b>	Footprints
<b>grant</b>	Grants
<b>group</b>	Groups
<b>interval</b>	Intervals
<b>job_definition</b>	Job Definitions / Scheduling Entities
<b>named_resource</b>	Named Resources
<b>object_type</b>	Object types
<b>pool</b>	Pools
<b>resource</b>	Resources
<b>resource_template</b>	Resource Templates, defined resources in job definitions
<b>rsd</b>	Resource State Definitions
<b>rsm</b>	Resource State Mappings
<b>rsp</b>	Resource State Profiles
<b>schedule</b>	Schedules
<b>scheduled_event</b>	Scheduled Events
<b>scope</b>	Scopes and job servers
<b>trigger</b>	Triggers
<b>user</b>	Users
<b>watch_type</b>	Watch types

Table 11.1: Valid object types (dump types) in the dump command

Expand operators (*dumprule*) exist for most of the object types. The table below gives an overview of the expand operators with the input and output object type.

<b>Input Typ</b>	<b>Operator</b>	<b>Output Typ</b>
all	<b>comment</b>	comment
all	<b>grant</b>	grant
all	<b>owner</b>	group
all	<b>stop</b>	none
environment	<b>named_resource</b>	named_resource
esm	<b>esd</b>	esd
esp	<b>esd</b>	esd
esp	<b>esm</b>	esm
event	<b>scheduled_event</b>	scheduled_event
folder	<b>children</b>	folder
folder	<b>content</b>	all
folder	<b>environment</b>	environment
folder	<b>job_definition</b>	job_definition
folder	<b>named_resource</b>	named_resource
folder	<b>parents</b>	folder
folder	<b>resource</b>	resource
footprint	<b>named_resource</b>	named_resource
grant	<b>group</b>	group
group	<b>user</b>	user
interval	<b>children</b>	interval
interval	<b>embedded</b>	interval
interval	<b>parents</b>	interval
job_definition	<b>children</b>	job_definition
job_definition	<b>dependent</b>	job_definition
job_definition	<b>environment</b>	environment
job_definition	<b>esm</b>	esm
job_definition	<b>esp</b>	esp
job_definition	<b>est</b>	est
job_definition	<b>event</b>	event
job_definition	<b>folder</b>	folder
job_definition	<b>footprint</b>	footprint
job_definition	<b>named_resource</b>	named_resource
job_definition	<b>parents</b>	job_definition
job_definition	<b>required</b>	job_definition
job_definition	<b>resource_template</b>	resource_template
job_definition	<b>rsm</b>	rsm
job_definition	<b>time_schedules</b>	all

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<b>Input Type</b>	<b>Operator</b>	<b>Output Type</b>
job_definition	<b>trigger</b>	trigger
named_resource	<b>children</b>	named_resource
named_resource	<b>environment</b>	environment
named_resource	<b>parents</b>	named_resource
named_resource	<b>pool</b>	pool
named_resource	<b>resource</b>	resource
named_resource	<b>rsp</b>	rsp
named_resource	<b>trigger</b>	trigger
object_type	<b>job_definition</b>	job_definition
object_type	<b>trigger</b>	trigger
object_type	<b>watch_type</b>	watch_type
pool	<b>distribution</b>	distribution
pool	<b>named_resource</b>	named_resource
pool	<b>pool</b>	pool
pool	<b>resource</b>	resource
pool	<b>scope</b>	scope
resource	<b>folder</b>	folder
resource	<b>named_resource</b>	named_resource
resource	<b>rsd</b>	rsd
resource	<b>scope</b>	scope
resource_template	<b>named_resource</b>	named_resource
resource_template	<b>rsd</b>	rsd
resource	<b>trigger</b>	trigger
rsm	<b>esd</b>	esd
rsm	<b>rsd</b>	rsd
rsp	<b>rsd</b>	rsd
schedule	<b>children</b>	schedule
scheduled_event	<b>event</b>	event
scheduled_event	<b>schedule</b>	schedule
schedule	<b>interval</b>	interval
schedule	<b>parents</b>	schedule
scope	<b>children</b>	scope
scope	<b>content</b>	all
scope	<b>parents</b>	scope
scope	<b>pool</b>	pool
scope	<b>resource</b>	resource
trigger	<b>job_definition</b>	job_definition
watch_type	<b>object_type</b>	object_type

---

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---

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---

Input Type	Operator	Output Type
------------	----------	-------------

Table 11.2: Valid operators (dump rules) in the dump command

**header** With the **header** option it is possible to automatically write a self-defined header to the dump. The specified text is added unchanged to the dump file. The user must therefore make sure that the header only contains valid statements and comments.

**ignore read error** If the dump command is called without the **ignore read error** option, the absence of a read permission for an object will abort the operation. To prevent this, the dump command is notified that the absence of a read permission should not cause the operation to be aborted and that the non-readable object should be ignored instead. This is done by specifying the **ignore read error** option.

**map** The map clause is used to rename objects in the dump and/or to move them somewhere else in the hierarchy.

The default behaviour is that no mapping has been specified: The names are dumped just as they are saved in the repository. This ensures that all the names are consistent and that the dump can always be successfully placed in a repository. This is the recommended mode where an entire repository is being backed up for archiving purposes.

However, it is not suitable when exporting objects from a repository and importing them into another, already populated repository. Some objects may already be defined there and they want to keep their associated definitions. This is a common situation, for example, when moving a development repository to a productive repository. For these purposes, you can change the names of multiple exported objects:

- *folderpath* can specify either a folder or a job definition
- *groupname* can designate a group
- *resourcepath* can designate a Named Resource
- *schedulepath* can designate a schedule
- *serverpath* can designate either a scope or a job server

The following rules apply:

- Identifiers (such as names or paths) to the left of **to** are converted to their corresponding identifiers on the right.



- The mapping is entirely your responsibility and it is not verified (with the exception of the left side of the expressions which must address the existing objects). In particular, you can convert paths into other paths of any length, combine entities from different places or distribute entities from general locations, etc.
- The identifiers are not just replaced where they have been defined. Every reference from such an entity is modified accordingly so that the dump in itself always stays consistent.
- Path mappings using the "longest match" to determine the rule when they encounter ambiguous mappings (e.g. the mapping "a.b.c" → "d", "a" → "e.f" will map "a.b.c.d" to "d.d" and "a.b.e" to "e.f.b.e").
- The mapping only takes place once, which is why the "transitive sequences" (e.g. "a.b" → "c", "c" → "d.e") are handled like two completely independent mappings. This means that "a.b" is only mapped to "c" and not indirectly to "d.e".

Because there are almost no limits when defining transformations, it is not guaranteed that every object in the dump can be successfully created in the target repository. It is therefore advisable to specify the multicommand option as well.

**mode** The **mode** option is used to determine how folder resources in the dump are to be handled. The default mode is **backup**. Here, the state of the resource is mapped exactly in the dump. With the **deploy** mode, neither the resource state nor the resource parameters (of the type **parameter**) are written. This prevents the state information from being overwritten when importing the dump.

**multicommand** The multicommand option is used to ensure that restoring the dump is carried out as a single transaction. This makes sure that when an error occurs, all the changes that have been made up until then are undone.

## Output

This statement returns an output structure of type record.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
TEXT	Backup text

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*Continued from previous page*

---

Field	Description
FILENAME	Name of the file to which the text is to be written

---

Table 11.3: Description of the output structure of the dump statement

### Example

*Example* The following example creates (apart from the runtime information) a complete backup of the repository and, providing this statement is executed using the utility **sdmsh**, writes the result to the file `/tmp/dump.sdms`.

```
dump all to '/tmp/dump.sdms';
```

The next example creates a backup of all the folders and their contents.

```
dump folder system
with
  expand = (
    folder = (content)
  );
```

To also back up the Time Scheduling information for the jobs in the previous example, the statement has to be modified as follows:

```
dump folder system
with
  expand = (
    job_definition (x) = (time_schedules),
    folder = (content(x))
  );
```

The use of the tag is mandatory because the operator **content** is a composite rule. This rule is resolved internally in a series of simple rules. To avoid causing any unwanted interference between these rules and any other rules the user may have created, these internal rules invariably use one tag (ensuring that they cannot conflict with a tag specified by the user).

If just a part of the tree is to be backed up, only the root of the subtree has to be addressed in the statement.

```
dump folder system.prod.stock.nonfood
with
  expand = (
    job_definition (x) = (time_schedules),
    folder = (content (x))
  );
```

To back up the definitions of the parent folder `system.prod.stock.nonfood`, but without any content, the following statement is used:

```

dump folder system.prod.stock.nonfood
with
  expand = (
    job_definition (x) = (time_schedules),
    folder = (content (x), parent (y)),
    folder (y) = (parent (y))
  );

```

If all the permissions are to be backed up as well, an elegant solution is to use the `'*'` tag:

```

dump folder system.prod.stock.nonfood
with
  expand = (
    job_definition (x) = (time_schedules),
    folder = (content (x), parent (y)),
    folder (y) = (parent (y)),
    all (*) = (grant)
  );

```

If you want to write the **content** operator yourself, it should look something like this:

```

dump folder system.prod.stock.nonfood
with
  expand = (
    folder = (children (fc)),
    folder = (job_definition (fc)),
    folder = (resource (fc)),
    folder = (comment (fc)),
    folder (fc) = (children (fc)),
    folder (fc) = (job_definition (fc))
    folder (fc) = (resource (fc))
    folder (fc) = (comment (fc)),
    job_definition (fc) = (trigger (fc)),
    job_definition (fc) = (resource_template (fc)),
    job_definition (fc) = (comment (fc)),
  );

```

or naturally more compactly:

```

dump folder system.prod.stock.nonfood
with
  expand = (
    all = (comment),
    folder = (children, job_definition, resource),
    job_definition = (trigger, resource_template)
  );

```

However, this form of the statement will create some slightly unwanted effects when the rule set is combined with other rules.

In the next example, the folder `system.test.stock.nonfood` is backed up. The backup is then restored to the "prod" branch. In doing so, the group membership needs to be changed from "testuser" to "producer".

```
dump folder system.test.stock.nonfood
with
  expand = (
    job_definition (x) = (time_schedules),
    folder = (content(x), parent(y)),
    folder(y) = (parent(y))
  ),
  map = (folder system.test to system.prod,
    group testuser to producer),
  mode = deploy;
```

## 12 finish commands

## finish job

### Purpose

*Purpose* The purpose of the finish job command is to inform the server about the termination of a job.

### Syntax

*Syntax* The syntax for the finish job statement is

**finish job *jobid* with exit code = *signed\_integer***

**finish job with exit code = *signed\_integer***

### Description

*Description* The finish job command is used by the job server to report the Exit Code for a process to the server. During the course of repair work, it may be necessary for an administrator to tell the server in this way that a job has terminated. Jobs can themselves report that they have finished. To do this, they connect to the server and use the second form of the statement.

### Output

*Output* This statement returns a confirmation of a successful operation

## 13 get commands

## get parameter

### Purpose

*Purpose* The purpose of the get parameter statement is to get the value of the specified parameter within the context of the requesting job, respectively the specified job.

### Syntax

*Syntax* The syntax for the get parameter statement is

```
get parameter parametername
[ < strict | warn | liberal > ]

get parameter of jobid parametername
[ < strict | warn | liberal > ]
```

### Description

*Description* The get parameter statement is used to get the value of the specified parameter within the context of a job.

The additional option has the following meaning:

Option	Meaning
<b>strict</b>	The server returns an error if the requested parameter is not explicitly declared in the job definition.
<b>warn</b>	A message is written to the server's log file when an attempt is made to determine the value of an undeclared parameter.
<b>liberal</b>	An attempt to query an undeclared parameter is tacitly allowed.

The default behaviour depends on the configuration of the server.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
VALUE	Value of the requested parameter

Table 13.1: Description of the output structure of the get parameter statement



## get submittag

### Purpose

The purpose of the get submittag statement is to get a (server local) unique identifier from the server. This identifier can be used to avoid race conditions between frontend and backend when submitting jobs.

*Purpose*

### Syntax

The syntax for the get submittag statement is

*Syntax*

```
get submittag
```

### Description

The get submittag statement is used to acquire an identification from the server. This prevents race conditions between the front end and back end when jobs are submitted.

*Description*

Such a situation arises when feedback about the submit does not reach the front end due to an error. By using a submittag, the front end can safely start a second attempt. The server recognises whether the job in question has already been submitted and responds accordingly. This reliably prevents the job from being submitted twice.

### Output

This statement returns an output structure of type record.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
VALUE	The requested Submit Tag

Table 13.2: Description of the output structure of the get submittag statement

User Commands

get submittag

## 14 grant commands

## grant

### Purpose

*Purpose* The purpose of the grant statement is to enable others to see or manipulate objects they do not own.

### Syntax

*Syntax* The syntax for the grant statement is

```
grant PRIVILEGE {, PRIVILEGE} on OBJECTURL to groupname {, groupname}
[ < cascade | force > ]
```

```
grant PRIVILEGE {, PRIVILEGE} on children of OBJECTURL to groupname {,
groupname} [ < cascade | force > ]
```

```
grant manage SYS_OBJECT to groupname {, groupname}
```

```
grant manage select to groupname {, groupname}
```

PRIVILEGE:

**create content**

| **drop**

| **edit**

| **execute**

| **monitor**

| **operate**

| **resource**

| **submit**

| **use**

| **view**

OBJECTURL:

| **distribution** *distributionname* **for pool** *resourcepath* **in** *serverpath*

| **environment** *environmentname*

| **exit state definition** *statename*

| **exit state mapping** *mappingname*

| **exit state profile** *profilename*

| **exit state translation** *transname*

| **event** *eventname*

| **resource** *resourcepath* **in** *folderpath*

| **folder** *folderpath*

| **footprint** *footprintname*

| **group** *groupname*

| **interval** *intervalname*

| **job definition** *folderpath*

**E**

- | **job** *jobid*
- | **named resource** *resourcepath*
- | **object monitor** *objecttypename*
- | **parameter** *parametername* **of** PARAM\_LOC
- | **pool** *resourcepath* **in** *serverpath*
- | **resource state definition** *statename*
- | **resource state mapping** *mappingname*
- | **resource state profile** *profilename*
- | **scheduled event** *schedulepath . eventname*
- | **schedule** *schedulepath*
- | **resource** *resourcepath* **in** *serverpath*
- | **< scope** *serverpath* | **job server** *serverpath* **>**
- | **trigger** *triggername* **on** TRIGGEROBJECT
- | **user** *username*
- | **watch type** *watchtypename*

## SYS\_OBJECT:

- | **environment**
- | **exit state definition**
- | **exit state mapping**
- | **exit state profile**
- | **exit state translation**
- | **footprint**
- | **group**
- | **resource state definition**
- | **resource state mapping**
- | **resource state profile**
- | **system**
- | **user**

## PARAM\_LOC:

- | **folder** *folderpath*
- | **job definition** *folderpath*
- | **named resource** *resourcepath*
- | **< scope** *serverpath* | **job server** *serverpath* **>**

## TRIGGEROBJECT:

**E**

- | **resource** *resourcepath* **in** *folderpath*
- | **job definition** *folderpath*
- | **named resource** *resourcepath*
- | **object monitor** *objecttypename*
- | **resource** *resourcepath* **in** *serverpath*

## Description

*Description* The grant statement is used to assign privileges. There are three forms of the grant statement. The first form grants privileges to the specified object and possibly to all the object's children if this object is stored in a hierarchical structure such as is the case, for example, with folders and scopes. The second form is only practicable for hierarchically organised objects. This form is used to grant privileges to the (direct) children of the given object. The third form grants privileges to infrastructural objects such as Exit State Definitions. This allows the management of such objects to be delegated without having to assign administrator privileges to the entire system.

**Privileges** Access privileges are defined for each object and vary from object to object.

The following access privileges are used:

VIEW The **View** privilege makes the definition of an object visible.

EDIT The **Edit** privilege allows you to modify an object.

DROP The **Drop** privilege allows you to delete an object.

USE The **Use** privilege only applies to environments. The **Use** privilege states that the environment in question can be used.

CREATE The **Create** privilege allows you to create objects in the environment in question.

SUBMIT The **Submit** privilege allows you to submit the job.

MONITOR The **Monitor** privilege allows you to view the Submitted Entity in question. The **Monitor** privilege corresponds to the **View** privilege.

OPERATE The **Operate** privilege allows you to make changes to the Submitted Entity.

### RESOURCE

- **Named Resource:** You can create instances of this Named Resource. This also applies for pools.
- **Scope:** You can create resources in the scope provided you have the **Resource** privilege for both the Named Resource as well as the scope.

EXECUTE The **Execute** privilege determines whether you can run jobs on the job server.

MANAGE The **Manage** privilege only affects certain object types. It contains all the privileges for objects of this type.

The table below shows which privileges are meaningful in conjunction with which objects.

## grant

## User Commands

	View	Edit	Drop	Use	Create
Folder	•	•	•		•
Job Definition	•	•	•		
Named Resource	•	•	•		•
Scope	•	•	•		•
Jobserver	•	•	•		•
Job					
Resource	•	•	•		
Environment	•			•	
Group					

	Submit	Monitor	Operate	Resource	Execute
Folder					
Job Definition	•	•	•		
Named Resource					
Scope				•	•
Jobserver				•	•
Job		•	•		
Resource					
Environment					
Group		•	•		

Manage privileges can be granted for the following object types:

Object type	Remark
Environment	The capability for modifying environments or creating new ones can lead to users being able to execute jobs on an arbitrary job server. Therefore, this privilege should only be granted with caution.
Exit State Definition	
Exit State Mapping	
Exit State Profile	
Exit State Translation	
Footprint	
Group	This privilege is only valid for groups in which the holder of the privilege is himself a member. This ensures that the privileges held by a user cannot be expanded.
Resource State Definition	
Resource State Mapping	
Resource State Profile	
System	kill session, stop server, alter server
User	This privilege allows users to be administered in the the system. However, the possibilities for doing this are restricted to prevent such a user from acquiring ADMIN privileges.

**cascade/force** With the grant statement, either **cascade** or **force** can be optionally

defined. Normally, it is considered to be an error if an attempt is made to grant privileges for an object to a user who does not belong to its owner . If the **force** option is specified, such an attempt is tacitly ignored. This is particularly useful in conjunction with the second form of the grant statement because it is then possible to initiate a grant command inclusively for all the children and it will be executed wherever possible.

The **cascade** option causes not only the specified object, but also the entire hierarchy below the specified object to be affected by the statement. The second form of the statement affects the entire hierarchy apart from the specified object. The **cascade** option implicitly contains the **force** option.

### Output

*Output* This statement returns a confirmation of a successful operation



## 15 kill commands

User Commands

kill session

## kill session

### Purpose

*Purpose* The purpose of the kill session is to terminate the specified session.

### Syntax

*Syntax* The syntax for the kill session statement is

**kill session *sid***

### Description

*Description* The list session command can be used to display a list of active sessions. The displayed session ID can be used to terminate the session in question with the kill session command. Only administrators (i.e. members of the Admin group) are allowed to use this statement. It is not possible to terminate your own session.

### Output

*Output* This statement returns a confirmation of a successful operation

## 16 link commands

## link resource

### Purpose

*Purpose* The purpose of the link resource statement is to create a reference to a resource in another scope.

### Syntax

*Syntax* The syntax for the link resource statement is

```
link resource resourcepath in serverpath to < scope serverpath | job
server serverpath > [ force ]
```

### Description

*Description* With the link resource statement it is possible to make the resource of another scope visible and usable in a scope. This is necessary if a logical process requires resources from more than one scope. This is very well the case, for example, with processes that communicate with a database system.

From the system's perspective, it can scarcely differentiate between a Resource Link and the referenced resource. All operations such as allocating, locking, reading or setting variables take place on the base resource. This means that the link behaves as if it were the base resource. The only difference lies in the view of the allocations. With the base resource, all the allocations are shown. With a link, only those allocations that take place via the link are shown.

It is also possible to set links to links.

The **force** option can be used to overwrite an existing link. An already existing resource is deleted and the link is created. These operations are obviously only possible if the resource or link is not being used, i.e. if there are no allocations or reservations present.

### Output

*Output* This statement returns a confirmation of a successful operation

## 17 list commands

## list calendar

### Purpose

*Purpose* The purpose of the list calendar statement is to get an overview of scheduled jobs.

### Syntax

*Syntax* The syntax for the list calendar statement is

```
list calendar [ with LC_WITHITEM {, LC_WITHITEM} ]
```

LC\_WITHITEM:

```
endtime = datetime
| filter = LC_FILTERTERM {or LC_FILTERTERM}
| starttime = datetime
| time zone = string
```

LC\_FILTERTERM:

```
LC_FILTERITEM {and LC_FILTERITEM}
```

LC\_FILTERITEM:

```
( LC_FILTERTERM {or LC_FILTERTERM} )
| job . identifier < cmppop | like | not like > < number | string >
| name like string
| not ( LC_FILTERTERM {or LC_FILTERTERM} )
```

### Description

*Description* The list calendar statement gives you a list of all the calendar entries sorted by the start dates of the executable objects.  
If a period is specified, those objects whose start time plus the Expected Final Time lies in the selected period are also displayed.

### Output

*Output* This statement returns a confirmation of a successful operation

## list dependency definition

### Purpose

The purpose of the list dependency definition statement is to get a list of all dependencies of a job definition. *Purpose*

### Syntax

The syntax for the list dependency definition statement is *Syntax*

**list dependency definition** *folderpath*

### Description

The list dependency definition statement gives you a list of all the dependencies of a job definition. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
SE_DEPENDENT_PATH	The folder containing the dependent Scheduling Entity.
DEPENDENT_NAME	The name of the dependent Scheduling Entity.
SE_REQUIRED_PATH	The folder containing the required Scheduling Entity.
REQUIRED_NAME	The name of the required Scheduling Entity.
NAME	The object name
UNRESOLVED_HANDLING	The Unresolved Handling field describes what to do if a dependent object instance is not present in the current Master Batch. The following options are available: Ignore, Error and Suspend

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<b>Field</b>	<b>Description</b>
MODE	The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: All and Any
STATE_SELECTION	The State Selection defines how the required Exit States are determined. The options here are FINAL, ALL_REACHABLE, UNREACHABLE and DEFAULT. In the case of FINAL, the required Exit States can be explicitly listed.
ALL_FINALS	This field defines whether the dependency is already fulfilled when a Final State is reached (True) or if the required states are explicitly listed (False).
CONDITION	The condition that has to be fulfilled is entered in the Condition field.
STATES	This is the list of all the valid Exit States which the required object must have for the dependency to be fulfilled and so that the dependent job can start.

---

Table 17.1: Description of the output structure of the list dependency definition statement



## list dependency hierarchy

### Purpose

The purpose of the list dependency hierarchy statement is to get a list of all dependencies of a submitted entity. *Purpose*

### Syntax

The syntax for the list dependency hierarchy statement is *Syntax*

```
list dependency hierarchy jobid [ with EXPAND ]
```

EXPAND:

```
    expand = none  
    | expand = < ( id {, id} ) | all >
```

### Description

The list dependency hierarchy statement gives you a list of all the dependencies of a Submitted Dependency. *Description*

**expand** The **expand** option can be used to make the hierarchy visible at children level. This is done by specifying in the list the IDs of the nodes whose children are to be made visible. If **none** is specified as an expand option, only the level below the requested node is made visible.

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The ID of the Dependency Instance.
DD_ID	The ID of the Dependency Definition.
DEPENDENT_ID	This is the ID of the dependent job.
DEPENDENT_NAME	This is the fully qualified name of the dependent job.

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<b>Field</b>	<b>Description</b>
REQUIRED_ID	This is the ID of the required job.
REQUIRED_NAME	This is the fully qualified name of the required job.
DEP_STATE	This is the current state of the dependency relationship. The following variants are used: Open, Fulfilled and Filed
DEPENDENCY_PATH	This is a ';'-separated list of job hierarchies (parent-child relationships). Each job hierarchy is a list of path names separated by a colon (':').
SE_DEPENDENT_ID	The ID of the dependent Scheduling Entity.
SE_DEPENDENT_NAME	The fully qualified name of the dependent Scheduling Entity.
SE_REQUIRED_ID	The ID of the required Scheduling Entity.
SE_REQUIRED_NAME	The fully qualified name of the required Scheduling Entity.
DD_NAME	This is the name of the Dependency Definition.
UNRESOLVED_HANDLING	This field shows the setting of the On Unresolved Error field from the submit mask. The following options are available: Ignore, Suspend and None
MODE	States the currently used Dependency Mode (ALL_FINAL or JOB_FINAL).
STATE_SELECTION	The State Selection defines how the required Exit States are determined. The options here are FINAL, ALL_REACHABLE, UNREACHABLE and DEFAULT. In the case of FINAL, the required Exit States can be explicitly listed.
MASTER_ID	This is the ID of the Master Job that was submitted in order to create this runtime object.
SE_TYPE	This is the Scheduling Entity type (job, batch or milestone).
PARENT_ID	This is the ID of the parent runtime object that submitted the current job. If the job does not have a parent, NONE is displayed here.
PARENT_NAME	This is the fully qualified name of the parent runtime object that submitted the current job.

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<b>Field</b>	<b>Description</b>
OWNER	The group owning the object
SCOPE	This is the fully qualified name of the job server on which the job was started. If the job has not yet been started, 'null' is displayed here.
EXIT_CODE	The Exit Code is the exit value that the Run program had when the process finished.
PID	This is the process ID of the Job Executor.
EXTPID	This is the ID of the process that is being executed.
JOB_STATE	The current Job State.
JOB_ESD	This is the job's Exit State. If the job has not yet finished, 'null' is displayed here.
FINAL_ESD	This is the Merged Exit State.
JOB_IS_FINAL	Specifies whether the job is Final (True) or not (False).
CNT_REQUIRED	The number of jobs that are dependent on the current job if its status is <b>dependency_wait</b> .
CNT_RESTARTABLE	The number of Child Jobs in the state <b>restartable</b> .
CNT_SUBMITTED	The number of Child Jobs in the state <b>submitted</b> .
CNT_DEPENDENCY_WAIT	The number of Child Jobs in the state <b>dependency_wait</b> .
CNT_RESOURCE_WAIT	The number of Child Jobs in the state <b>resource_wait</b> .
CNT_RUNNABLE	The number of Child Jobs in the state <b>runnable</b> .
CNT_STARTING	The number of Child Jobs in the state <b>starting</b> .
CNT_STARTED	The number of Child Jobs in the state <b>started</b> .
CNT_RUNNING	The number of Child Jobs in the state <b>running</b> .
CNT_TO_KILL	The number of Child Jobs in the state <b>to_kill</b> .
CNT_KILLED	The number of Child Jobs in the state <b>killed</b> .
CNT_CANCELLED	The number of Child Jobs in the state <b>cancelled</b> .
CNT_FINAL	The number of Child Jobs in the state <b>final</b> .
CNT_BROKEN_ACTIVE	The number of Child Jobs in the state <b>broken_active</b> .
CNT_BROKEN_FINISHED	The number of Child Jobs in the state <b>broken_finished</b> .

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<b>Field</b>	<b>Description</b>
CNT_ERROR	The number of Child Jobs in the state <b>error</b> .
CNT_SYNCHRONIZE_WAIT	The number of Child Jobs in the state <b>synchronize_wait</b> .
CNT_FINISHED	The number of Child Jobs in the state <b>finished</b> .
SUBMIT_TS	The time when the job was submitted.
SYNC_TS	The time when the job reached the state Synchronize_Wait.
RESOURCE_TS	
RUNNABLE_TS	The time when the job reached the state Runnable.
START_TS	The time when the job was started.
FINSH_TS	
FINAL_TS	
ERROR_MSG	The error message that was displayed on reaching the state Error.
DEPENDENT_ID_ORIG	The ID of the object that defined the dependency.
DEPENDENCY_OPERATION	The Dependency Operation defines whether all the dependencies (All) or just one single dependency have to be fulfilled.
CHILD_TAG	Marker for differentiating between multiple dynamically submitted children.
CHILDREN	The number of the children of the job.
REQUIRED	The number of dependent jobs.
DD_STATES	A comma-separated list of the required Exit States.
IS_SUSPENDED	This field defines whether the job is suspended (True) or not (False).
PARENT_SUSPENDED	This field defines whether the job is suspended (True) or not (False) through one of its parents.
CNT_UNREACHABLE	The number of children whose dependencies cannot be fulfilled.
DEPENDENT_PATH_ORIG	The fully qualified name of the object that defined the dependency.
IGNORE	Ignore indicates whether this dependency is ignored (True) or not (False).

---

Table 17.2: Description of the output structure of the list dependency hierarchy statement

## list environment

### Purpose

The purpose of the list environment statement is to get a list of defined environments. *Purpose*

### Syntax

The syntax for the list environment statement is *Syntax*

```
list environment
```

### Description

The list environment statement is used to get a list of defined environments that are visible to the user. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The name of the environment.
PRIVS	String containing the users privileges on the object

Table 17.3: Description of the output structure of the list environment statement

## list event

### Purpose

*Purpose* The purpose of the list event statement is to get a list of all defined events.

### Syntax

*Syntax* The syntax for the list event statement is

```
list event
```

### Description

*Description* The list event statement creates a list of all the defined events.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
SCHEDULING_ENTITY	Batch or job that is submitted when this event occurs.
PRIVS	String containing the users privileges on the object

Table 17.4: Description of the output structure of the list event statement

## list exit state definition

### Purpose

The purpose of the list exit state definition statement is to get a list of all defined exit states. *Purpose*

### Syntax

The syntax for the list exit state definition statement is *Syntax*

```
list exit state definition
```

### Description

The list exit state definition statement gives you a list of all the Exit States. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.5: Description of the output structure of the list exit state definition statement

## list exit state mapping

### Purpose

*Purpose* The purpose of the list exit state mapping statement is to get a list of all defined mappings.

### Syntax

*Syntax* The syntax for the list exit state mapping statement is

**list exit state mapping**

### Description

*Description* The list exit state mapping statement gives you a list of all the defined mappings.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.6: Description of the output structure of the list exit state mapping statement



## list exit state profile

### Purpose

The purpose of the list exit state profile statement is to get a list of all defined exit state profiles. *Purpose*

### Syntax

The syntax for the list exit state profile statement is *Syntax*

```
list exit state profile
```

### Description

The list exit state profile statement gives you a list of all the defined Exit State Profiles. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
DEFAULT_ESM_NAME	The default Exit State Mapping is active if the job itself does not define something else.
IS_VALID	Flag displayed showing the validity of this Exit State Profile.
PRIVS	String containing the users privileges on the object

Table 17.7: Description of the output structure of the list exit state profile statement

## list exit state translation

### Purpose

*Purpose* The purpose of the list exit state translation is to get a list of all defined exit state translations.

### Syntax

*Syntax* The syntax for the list exit state translation statement is

**list exit state translation**

### Description

*Description* The list exit state translation statement gives you a list of all the defined Exit State Translations.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.8: Description of the output structure of the list exit state translation statement

## list folder

### Purpose

The purpose of the list folder statement is to get a (partial) list of all folders defined in the system. *Purpose*

### Syntax

The syntax for the list folder statement is *Syntax*

```
list folder folderpath [ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
expand = none
| expand = < ( id {, id} ) | all >
| FILTERTERM {or FILTERTERM}
```

FILTERTERM:

```
FILTERITEM {and FILTERITEM}
```

FILTERITEM:

```
( FILTERTERM {or FILTERTERM} )
| name like string
| not ( FILTERTERM {or FILTERTERM} )
| owner in ( groupname {, groupname} )
```

### Description

The list folder statement gives you a list for the specified folder with all the direct child folders. *Description*

**expand** The **expand** option can be used to make the hierarchy visible at children level. This is done by specifying in the list the IDs of the nodes whose children are to be made visible. If **none** is specified as an expand option, only the level below the requested node is made visible.

**filter** The child folders can be selected by name. Refer to the official Java documentation for the exact syntax used for regular expressions. The various conditions can be combined with one another using **and** and **or**. The usual valuation order of the operators applies (**and** before **or**).

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
TYPE	This states the type of object. The following options are available: Batch, Milestone, Job and Folder.
RUN_PROGRAM	A command line that starts the script or program can be specified in the Run Program field.
RERUN_PROGRAM	The Rerun Program field specifies the command that is to be executed when repeating the job following an error (rerun).
KILL_PROGRAM	The Kill Program field determines which program is to be run to terminate a currently running job.
WORKDIR	This is the working directory of the current job.
LOGFILE	The Logfile field specifies the file in which all the normal outputs of the Run program are to be returned. These are usually all the outputs that use the standard output channel (STDOUT under UNIX).
TRUNC_LOG	Defines whether the log file is to be renewed or not.
ERRLOGFILE	The Error Logfile field specifies the file in which all the error outputs from the Run program are to be returned.
TRUNC_ERRLOG	Defines whether the Error log file is to be renewed or not.
EXPECTED_RUNTIME	The Expected Runtime describes the anticipated time that will be required to execute a job.
EXPECTED_FINALTIME	The Expected Finaltime describes the anticipated time that will be required to execute a job or batch together with its children.
GET_EXPECTED_RUNTIME	This is a reserved field for future extended functions.

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<b>Field</b>	<b>Description</b>
PRIORITY	The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.
MIN_PRIORITY	This is the minimum effective priority that can be achieved through natural aging.
AGING_AMOUNT	The number of time units after which the effective priority is incremented by 1.
AGING_BASE	The time unit that is used for the aging interval.
SUBMIT_SUSPENDED	Flag that indicates whether the object is to be suspended after the submit.
MASTER_SUBMITTABLE	The job that is started by the trigger is submitted as its own Master Job and does not have any influence on the current Master Job run of the triggering job.
SAME_NODE	Obsolete
GANG_SCHEDULE	Obsolete
DEPENDENCY_MODE	The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: All and Any
ESP_NAME	This is the name of the Exit State Profile.
ESM_NAME	This is the name of the Exit State Mapping.
ENV_NAME	This is the name of the environment.
FP_NAME	This is the name of the footprint.
SUBFOLDERS	This is the number of folders below the folder.
ENTITIES	This is the number of jobs and batches below the folder.
HAS_MSE	The folder contains at least one job that can be executed as a Master Submittable job.
PRIVS	String containing the users privileges on the object
IDPATH	ID of the path to the object.
HIT	Line is a search hit Y/N

---

Table 17.9: Description of the output structure of the list folder statement

## list footprint

### Purpose

*Purpose* The purpose of the list footprint statement is to get a list of all defined footprints.

### Syntax

*Syntax* The syntax for the list footprint statement is

**list footprint**

### Description

*Description* The list exit footprint statement gives you a list of all the defined footprints.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.10: Description of the output structure of the list footprint statement

## list grant

### Purpose

The purpose of the list grant statement is to get a list of grants for the specified object. *Purpose*

### Syntax

The syntax for the list grant statement is

*Syntax*

**list grant on** OBJECTURL

**list grant for** *groupname*

OBJECTURL:

**distribution** *distributionname* **for pool** *resourcepath* **in** *serverpath*

**environment** *environmentname*

**exit state definition** *statename*

**exit state mapping** *mappingname*

**exit state profile** *profilename*

**exit state translation** *transname*

**event** *eventname*

**resource** *resourcepath* **in** *folderpath*

**folder** *folderpath*

**footprint** *footprintname*

**group** *groupname*

**interval** *intervalname*

**job definition** *folderpath*

**job** *jobid*

**named resource** *resourcepath*

**object monitor** *objecttypename*

**parameter** *parametername* **of** PARAM\_LOC

**E** **pool** *resourcepath* **in** *serverpath*

**resource state definition** *statename*

**resource state mapping** *mappingname*

**resource state profile** *profilename*

**scheduled event** *schedulepath* . *eventname*

**schedule** *schedulepath*

**resource** *resourcepath* **in** *serverpath*

< **scope** *serverpath* | **job server** *serverpath* >

**trigger** *triggername* **on** TRIGGEROBJECT

**user** *username*

**watch type** *watchtypename*

PARAM.LOC:

```

folder folderpath
| job definition folderpath
| named resource resourcepath
| < scope serverpath | job server serverpath >

```

TRIGGEROBJECT:

```

resource resourcepath in folderpath
| job definition folderpath
| E | named resource resourcepath
| object monitor objecttypename
| resource resourcepath in serverpath

```

## Description

*Description* The list grant statement gives an overview of the privileges granted on an object. These privileges are shown as a row of letters. These letters have the following meanings:

Abbreviation	Meaning
K	Create – A privilege that is used internally in the system to verify whether a user is allowed to create a specific object.
C	Create Content – A privilege that indicates whether the user is allowed to create objects in the hierarchy.
P	Parent Create Content – This privilege corresponds to the parent's Create Content Privilege.
D	Drop – The privilege to delete this object.
E	Edit – The privilege to modify this object.
G	Grant – The right to grant privileges for this object.
R	Resource – The privilege to instantiate resources.
M	Monitor – The privilege to monitor jobs.
O	Operate – The privilege to look after jobs.
S	Submit – The right to submit this job definition.
U	Use – The privilege to use this environment.
V	View – The privilege to see this object.
X	Execute – The privilege to execute jobs on this job server.

Table 17.11: Abbreviations for privileges

## Output

*Output* This statement returns an output structure of type table.



**Main output description** The data items of the output are described in the table below.

Field	Description
ID	System-wide unique object number.
GROUP	The group that has the privileges defined in PRIVS.
PRIVS	The privileges that have been granted.
INHERITED_PRIVS	The inherited privileges of the group.
EFFECTIVE_PRIVS	The actual privileges of the group including all the inherited and system privileges.
ORIGIN	The Parent Object on which the privileges were granted.
OWNER	The owner of the object on which the privileges were granted.
ID	System-wide unique object number.
TYPE	Type of object for which the group has privileges.
SUBTYPE	Subtype of the object for which the group has privileges.
NAME	Name of the object for which the group has privileges.
PRIVS	The privileges that have been granted.

Table 17.12: Description of the output structure of the list grant statement

## list group

### Purpose

*Purpose* The purpose of the list group statement is to get a list of all defined groups.

### Syntax

*Syntax* The syntax for the list group statement is

```
list group
```

### Description

*Description* The list group statement gives you a list of all the defined groups.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.13: Description of the output structure of the list group statement

## list interval

### Purpose

The purpose of the list interval statement is to get a list of all defined intervals. *Purpose*

### Syntax

The syntax for the list interval statement is *Syntax*

**list interval**

### Description

The list interval statement gives you a list of all the defined intervals. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
STARTTIME	The beginning of the interval. No edges are generated before this time.
ENDTIME	The end of the interval. No edges are generated after this time.
BASE	The period of the interval.
DURATION	The duration of a block.
SYNCTIME	The time with which the interval is synchronised. The first period of the interval starts at this time.
INVERSE	The definition whether the selection list should be regarded as being positive or negative.
EMBEDDED	The interval from which a selection is subsequently made.

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User Commands

list interval

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<b>Field</b>	<b>Description</b>
PRIVS	String containing the users privileges on the object

---

Table 17.14: Description of the output structure of the list interval statement

## list job

### Purpose

The purpose of the list job statement is to get a list of submitted entities based on the selectioncriteria specified. *Purpose*

### Syntax

The syntax for the list job statement is

*Syntax*

```
list job [ jobid {, jobid} ] [ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```

expand = none
| expand = < ( id {, id} ) | all >
| FILTERTERM {or FILTERTERM}
| mode = < list | tree >
| parameter = ( parametername {, parametername} )

```

FILTERTERM:

```
FILTERITEM {and FILTERITEM}
```

FILTERITEM:

```

( FILTERTERM {or FILTERTERM} )
| < final | restartable | pending >
| exit state in ( statename {, statename} )
| < history | future > = period
| history BETWEEN period and period
| job . identifier < cmpop | like | not like > < number | string >
| job in ( jobid {, jobid} )
| job server in ( serverpath {, serverpath} )
| job status in ( JOBSTATE {, JOBSTATE} )
| master
| master_id in ( jobid {, jobid} )
| merged exit state in ( statename {, statename} )
| name in ( folderpath {, folderpath} )
| name like string
| node in ( nodename {, nodename} )
| not ( FILTERTERM {or FILTERTERM} )
| owner in ( groupname {, groupname} )
| submitting user in ( groupname {, groupname} )
| warning

```

JOBSTATE:

```
broken active
```

```

| broken finished
| cancelled
| dependency wait
| error
| final
| finished
| killed
| resource wait
| runnable
| running
| started
| starting
| submitted
| synchronize wait
| to kill
| unreachable

```

## Description

### *Description*

The `list job` statement gives you a list of Submitted Entities. The selection of the jobs can be finely specified as required that by defining a filter. Job parameter names can also be specified that are then visible in the output.

The statement `list job` without any further information is equivalent to the statement `list job with master` and therefore outputs the list of all the Master Jobs and Batches.

**expand** The **expand** option can be used to make the hierarchy visible at children level. This is done by specifying in the list the IDs of the nodes whose children are to be made visible. If **none** is specified as an expand option, only the level below the requested node is made visible.

**mode list** mode just outputs a list of selected jobs. If the **tree** mode is defined, however, all the parents for each selected job are outputted as well.

**parameter** Additional information about the selected jobs can be outputted by specifying parameter names. The parameters are valuated in the context of each job and the value of the parameter is displayed in the output. If this fails, the output is an empty string. This means that specifying non-existent parameter names does not have any adverse consequences.

This allows state or progress details for jobs to be easily and clearly are displayed.

**filter** A large number of filters are available for filtering all the jobs present in the system. The individual filters can be combined with one another using Boolean operators. The usual order of priority operator applies here.

The individual filter functions are briefly described here.

FINAL, RESTARTABLE, PENDING This filter selects all the jobs in the state **final** respectively **restartable** or **pending**

.

EXIT STATE All jobs that are in an Exit State defined in the specified list are selected. This is the job's own Exit State, and not the Merged Exit State which also takes the Exit States of the children into consideration.

HISTORY By defining a history, only those jobs that have become final at the earliest before the given time are selected. All non-final jobs are selected.

FUTURE Scheduled future jobs are also outputted by specifying a future. These events are determined based on Scheduled Events and calendar entries. 'SCHEDULED' is outputted as the state of such jobs.

JOB.IDENTIFIER This filter is used to select all those jobs whose defined parameters fulfil the condition. This allows all the jobs of a developer to be easily selected, for example. (This obviously assumes that each job has a parameter with the developer's name).

JOB IN (ID, ...) This filter option is equivalent to specifying Jobids after "list job". Only those jobs with one of the specified IDs are selected.

JOB SERVER Only those jobs running on the specified job server are selected.

JOB STATE This filter selects only those jobs that have one of the specified job states. For example, it is then easy to find all the jobs in the state **broken** **finished**.

MASTER Only the Master Jobs and Batches are selected.

MASTER\_ID Only jobs that belong to the specified Master Jobs and Batches are selected.

MERGED EXIT STATE All jobs that are in a Merged Exit State defined in the specified list are selected. This is the Exit State that results from a job's own Exit State in combination with the Exit States of the children.

NAME IN (FOLDERPATH, ...) The jobs whose associated Scheduling Entity is included in the specified list are selected.

NAME LIKE STRING The jobs whose associated Scheduling Entity has the matching name are selected. Refer to the official Java documentation for more details about the syntax used for regular expressions.

NODE Jobs running on one of the specified nodes are selected. In this context, the node designates the entry for the **node** of the job server.

OWNER Only the jobs of the defined owners (groups) are selected.

SUBMITTING USER Only jobs that have been submitted by the specified user are selected.

**Output**

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
MASTER_ID	This is the ID of the Master Job.
HIERARCHY_PATH	The Hierarchy Path is the full path of the current entry. The single hierarchy levels are separated by a period.
SE_TYPE	This is the Scheduled Entity type.
PARENT_ID	This is the ID of the parent.
OWNER	The group owning the object
SCOPE	The scope or job server to which the job is allocated.
HTTPHOST	The host name of the scope for accessing log files via HTTP.
HTTPPORT	The HTTP port number of the job server for accessing log files via HTTP.
EXIT_CODE	The Exit Code of the executed process.
PID	The Pid is the process identification number of the monitoring job server process on the respective host system.
EXTPID	The Extpid is the process identification number of the utility process.
STATE	The State is the current state of the job.
IS_CANCELLED	Indicates whether a Cancel operation was performed on the job.
JOB_ESD	The job.esd is the Exit State of the job.
FINAL_ESD	The final.esd is the Merged Exit State of the job or batch job with all the Child Exit States.
JOB_IS_FINAL	This field defines whether the job itself is final.
CNT_RESTARTABLE	These are the children of the job that are in a restartable state.
CNT_SUBMITTED	The number of Child Jobs in a submitted state.
CNT_DEPENDENCY_WAIT	The number of Child Jobs in a Dependency Wait state.

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<b>Field</b>	<b>Description</b>
CNT_SYNCHRONIZE_WAIT	The number of Child Jobs in a Synchronize Wait state.
CNT_RESOURCE_WAIT	The number of Child Jobs in a Resource Wait state.
CNT_RUNNABLE	The number of Child Jobs in the state <b>runnable</b> .
CNT_STARTING	The number of Child Jobs in the state <b>starting</b> .
CNT_STARTED	The number of Child Jobs in the state <b>started</b> .
CNT_RUNNING	The number of Child Jobs in the state <b>running</b> .
CNT_TO_KILL	The number of Child Jobs in the state <b>to.kill</b> .
CNT_KILLED	The number of Child Jobs in the state <b>killed</b> .
CNT_CANCELLED	The number of Child Jobs in the state <b>cancelled</b> .
CNT_FINISHED	The number of Child Jobs in the state <b>finished</b> .
CNT_FINAL	The number of Child Jobs in the state <b>final</b> .
CNT_BROKEN_ACTIVE	The number of Child Jobs in the state <b>broken.active</b> .
CNT_BROKEN_FINISHED	The number of Child Jobs in the state <b>broken.finished</b> .
CNT_ERROR	The number of Child Jobs in the state <b>error</b> .
CNT_UNREACHABLE	The number of Child Jobs that have become unreachable.
CNT_WARN	The number of Child Jobs with a warning.
SUBMIT_TS	This is the time when the job is submitted.
RESUME_TS	The time when the job is automatically resumed.
SYNC_TS	The time when the job switched to the state <b>synchronize.wait</b> .
RESOURCE_TS	The time when the job switched to the state <b>resource.wait</b> .
RUNNABLE_TS	The time when the job switched to the state <b>runnable</b> .
START_TS	The time when the job was reported by the job server as having been started.
FINISH_TS	This is the time when the job is finished.
FINAL_TS	The time when the job reached a final state.
PRIORITY	The static priority of a job. This is derived from the defined priority and the nice values of the parent(s).

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<b>Field</b>	<b>Description</b>
DYNAMIC_PRIORITY	The dynamic priority of the job. This is the static priority that was corrected dependent on the delay time.
NICEVALUE	The nice value is the correction of the children's priority.
MIN_PRIORITY	This is the minimum value for the dynamic priority.
AGING_AMOUNT	The Aging Amount defines after how many time units the dynamic priority of a job is incremented by one point.
AGING_BASE	The Aging Base defines the time unit for the Aging Amount.
ERROR_MSG	The error message describing why the job switched to the <b>error</b> state.
CHILDREN	The number of children of the job or batch.
HIT	This field indicates whether the job was selected based on filter criteria or not.
HITPATH	This field indicates that the job is a direct or indirect parent of a selected job.
SUBMITPATH	This is the list of submitting parents. In contrast to the general parent-child hierarchy, this is always unequivocal.
IS_SUSPENDED	This field defines whether the job or batch itself is suspended.
IS_RESTARTABLE	This field defines whether the job is restartable.
PARENT_SUSPENDED	This field defines whether the job or batch is suspended through one of its parents.
CHILDTAG	The tag that enables a differentiation to be made between multiple children.
IS_REPLACED	This field defines whether the job or batch has been replaced by another one.
WARN_COUNT	This is the number of unattended warnings.
CHILD_SUSPENDED	The number of children that have been suspended.
CNT_PENDING	The number of children in a pending state.
PRIVS	String containing the users privileges on the object

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<b>Field</b>	<b>Description</b>
WORKDIR	Name of the working directory of the utility process.
LOGFILE	Name of the utility process log file. The output to <code>stdout</code> is written in this log.
ERRLOGFILE	Name of the utility process error log file. The output to <code>stderr</code> is written in this log.

---

Table 17.15: Description of the output structure of the list job statement

## list job definition hierarchy

### Purpose

*Purpose* The purpose of the list job definition hierarchy statement is to get the complete jobtree of the specified job.

### Syntax

*Syntax* The syntax for the list job definition hierarchy statement is

```
list job definition hierarchy folderpath [ with EXPAND ]
```

EXPAND:

```
expand = none  
| expand = < ( id {, id} ) | all >
```

### Description

*Description* The list job definition statement hierarchy gives you the complete tree structure of the specified job.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
TYPE	This states the type of object. The following options are available: Batch, Milestone, Job and Folder.
RUN_PROGRAM	A command line that starts the script or program can be specified in the Run Program field.
RERUN_PROGRAM	The Rerun Program field specifies the command that is to be executed when repeating the job following an error (rerun).

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<b>Field</b>	<b>Description</b>
KILL_PROGRAM	The Kill Program field determines which program is to be run to terminate a currently running job.
WORKDIR	This is the working directory of the current job.
LOGFILE	The Logfile field specifies the file in which all the normal outputs of the Run program are to be returned. These are usually all the outputs that use the standard output channel (STDOUT under UNIX).
TRUNC_LOG	Defines whether the log file is to be renewed or not.
ERRLOGFILE	The Error Logfile field specifies the file in which all the error outputs from the Run program are to be returned.
TRUNC_ERRLOG	Defines whether the Error log file is to be renewed or not.
EXPECTED_RUNTIME	The Expected Runtime describes the anticipated time that will be required to execute a job.
GET_EXPECTED_RUNTIME	This is a reserved field for future extended functions.
PRIORITY	The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.
SUBMIT_SUSPENDED	The Submit Suspended parameter specifies the form in which the Child Object is delayed when being started or if it can be started immediately. The following options are available: Yes, No and Childsuspend
MASTER_SUBMITTABLE	The job that is started by the trigger is submitted as its own Master Job and does not have any influence on the current Master Job run of the triggering job.
SAME_NODE	Obsolete
GANG_SCHEDULE	Obsolete
DEPENDENCY_MODE	The Dependency Mode states the context in which the list of dependencies has to be viewed. The following options are available: All and Any

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<b>Field</b>	<b>Description</b>
ESP_NAME	This is the name of the Exit State Profile.
ESM_NAME	This is the name of the Exit State Mapping.
ENV_NAME	This is the name of the environment.
FP_NAME	This is the name of the footprint.
CHILDREN	This is the number of direct children.
SH_ID	The ID of the Hierarchy Definition.
IS_STATIC	Flag indicating the static or dynamic submits of this job.
SH_PRIORITY	The Priority field indicates the urgency with which the process, if it is to be started, is to be considered by the Scheduling System.
SH_SUSPEND	The Submit Suspended switch can be used to delay the actual start of a job run.
SH_ALIAS_NAME	A child can be assigned a new logical name by entering it in the Alias field.
MERGE_MODE	The Merge Mode indicates whether a Child Object is started multiple times within a Master Job run or not. The following options are available: No Merge, Failure, Merge Local and Merge Global
EST_NAME	This is the Exit State Translation.
IGNORED_DEPENDENCIES	Here you can add a list of dependencies which are to be ignored by the child in this parent-child relationship.
HIERARCHY_PATH	The Path describes the parent folder hierarchy of an object. All the parent folders are displayed separated by periods.
STATES	The State is the current state of the job.
PRIVS	String containing the users privileges on the object

---

Table 17.16: Description of the output structure of the list job definition hierarchy statement

## list named resource

### Purpose

The purpose of the list named resource statement is to get a (partial) list of all defined named resources. *Purpose*

### Syntax

The syntax for the list named resource statement is

*Syntax*

```
list named resource [ resourcepath ]
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
expand = none
| expand = < ( id {, id } ) | all >
| FILTERTERM {or FILTERTERM}
```

FILTERTERM:

```
FILTERITEM {and FILTERITEM}
```

FILTERITEM:

```
( FILTERTERM {or FILTERTERM } )
| name like string
| not ( FILTERTERM {or FILTERTERM } )
| usage in ( RESOURCE_USAGE {, RESOURCE_USAGE} )
```

RESOURCE\_USAGE:

```
E category
| pool
| static
| synchronizing
| system
```

### Description

The list named resource statement gives you a list of all the defined Named Resources. If a resource is specified, this Named Resource and, if the Named Resource is a category, all the children are listed. The list of Named Resources can be shortened accordingly by specifying a filter. *Description*

**expand** The **expand** option can be used to make the hierarchy visible at children level. This is done by specifying in the list the IDs of the nodes whose children are to be made visible. If **none** is specified as an expand option, only the level below the requested node is made visible.

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**filter** Named Resources can be filtered by name and/or usage by specifying filters. Refer to the official Java documentation for the syntax used for regular expressions.

## Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
USAGE	The Usage field specifies the Resource type.
RESOURCE_STATE_PROFILE	This is the Resource State Profile assigned to the resource.
FACTOR	This is the default factor by which Resource Requirement Amounts are multiplied if nothing else has been specified for the resource.
SUBCATEGORIES	This is the number of categories that are present as children below the displayed Named Resources.
RESOURCES	These are the instances of the Named Resource.
PRIVS	String containing the users privileges on the object

Table 17.17: Description of the output structure of the list named resource statement



## list object monitor

### Purpose

The purpose of the list object monitor statement is to get a list of available object monitors. *Purpose*

### Syntax

The syntax for the list object monitor statement is *Syntax*

```
list object monitor
```

### Description

The list object monitor statement is a statement that can be executed by both users and jobs. *Description*

If a job executes the list object monitor statement, it is shown all the Object Monitors for which it is entered as a watcher.

If a user executes the command, all the Object Monitors are that he is allowed to see are shown, i.e. for which he has view privileges.

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
WATCH_TYPE	Name of the base Watch Type
RECREATE	Strategy when deleted objects turn up again
WATCHER	Name of the Watch Job
PRIVS	String containing the users privileges on the object

Table 17.18: Description of the output structure of the list object monitor statement

## list pool

### Purpose

*Purpose* The purpose of the list pool statement is to give a list of all defined pools.

### Syntax

*Syntax* The syntax for the list pool statement is

**list pool**

### Description

*Description* The list pool statement is used to create a list of the currently created pools that are visible to the user. This table list only contains the general information about a pool.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	System-wide unique object number.
NAME	Name of the pool.
SCOPENAME	Name of the scope in which the pool was created.
OWNER	Name of the group that is the owner of the pool.
MANAGER_ID	ID of the Managing Pool.
MANAGER_NAME	Name of the Managing Pool.
MANAGER_SCOPENAME	Name of the scope in which the Managing Pool was created.
DEFINED_AMOUNT	The amount if the pool is not managed.
AMOUNT	The current amount of the pool.
FREE_AMOUNT	The currently free amount.
EVALUATION_CYCLE	The time interval in seconds at which a new evaluation of the target amount takes place.

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<b>Field</b>	<b>Description</b>
NEXT_EVALUATION_TIME	The time when the next evaluation of the target amount is to take place.
CREATOR	Name of the user who created this pool.
CREATE_TIME	The creation time.
CHANGER	Name of the last user who modified this pool.
CHANGE_TIME	Time of the last modification.
PRIVS	Abbreviation for the privileges for this object held by the requesting user.

---

Table 17.19: Description of the output structure of the list pool statement

## list resource state definition

### Purpose

*Purpose* The purpose of the list resource state definition is to get a list of all defined resource states.

### Syntax

*Syntax* The syntax for the list resource state definition statement is

**list resource state definition**

### Description

*Description* The list resource state definition statement gives you a list of all the defined Resource States.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.20: Description of the output structure of the list resource state definition statement

## list resource state mapping

### Purpose

The purpose of the list resource state mapping statement is to get a list of all defined resource state mappings. *Purpose*

### Syntax

The syntax for the list resource state mapping statement is *Syntax*

```
list resource state mapping
```

### Description

*Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.21: Description of the output structure of the list resource state mapping statement

## list resource state profile

### Purpose

*Purpose* The purpose of the list resource state profile statement is to get a list of all currently defined resource state profiles.

### Syntax

*Syntax* The syntax for the list resource state profile statement is

```
list resource state profile
```

### Description

*Description* The list resource state profile statement gives you a list of all the defined Resource State Profiles.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
INITIAL_STATE	This field defines the initial state of the resource. This Resource State does not have to be present in the list of valid Resource States.
PRIVS	String containing the users privileges on the object

Table 17.22: Description of the output structure of the list resource state profile statement

## list schedule

### Purpose

The purpose of the list schedule statement is to get a (partial) list of all defined schedules. *Purpose*

### Syntax

The syntax for the list schedule statement is *Syntax*

```
list schedule schedulepath [ with EXPAND ]
```

EXPAND:

```
expand = none  
| expand = < ( id {, id } ) | all >
```

### Description

The list schedule statement delivers a list with the specified schedule and all its children. *Description*

**expand** The **expand** option can be used to make the hierarchy visible at children level. This is done by specifying in the list the IDs of the nodes whose children are to be made visible. If **none** is specified as an expand option, only the level below the requested node is made visible.

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
INTERVAL	The name of the interval belonging to the schedule.

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<b>Field</b>	<b>Description</b>
TIME_ZONE	The time zone in which the schedule is to be calculated.
ACTIVE	This field defines whether the schedule is marked as being active.
EFF_ACTIVE	This field defines whether the schedule is actually active. This can deviate from "active" due to the hierarchical organisation.
PRIVS	String containing the users privileges on the object

---

Table 17.23: Description of the output structure of the list schedule statement



## list scheduled event

### Purpose

The purpose of the list scheduled event is to get a list of all defined scheduled events. *Purpose*

### Syntax

The syntax for the list scheduled event statement is *Syntax*

```
list scheduled event
```

### Description

The list scheduled event statement gives you a list of all the defined Scheduled Events. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
OWNER	The group owning the object
SCHEDULE	The Schedule that determines when the Scheduled Event is to take place.
EVENT	The event that is triggered.
ACTIVE	This flag indicates whether the Scheduled Event is labelled as being active.
EFF_ACTIVE	This flag indicates whether the Scheduled Event is actually active.
BROKEN	The Broken field can be used to check whether an error occurred when the job was submitted.
ERROR_CODE	If an error occurred while the job was being executed in the Time Scheduling, the returned error code is displayed in the Error Code field. If no error occurred, this field remains empty.

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User Commands                      list scheduled event

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<b>Field</b>	<b>Description</b>
ERROR_MSG	If an error occurred while the job was being executed in the Time Scheduling, the returned error message is displayed in the Error Message field. If no error occurred, this field remains empty.
LAST_START	The last time the job is to be executed by the Scheduling System is shown here.
NEXT_START	The next scheduled time when the task is to be executed by the Scheduling System is shown here.
NEXT_CALC	The next time when a recalculation is to take place.
PRIVS	String containing the users privileges on the object
BACKLOG_HANDLING	The Backlog Handling describes how events that should have been triggered following a downtime are to be handled.
SUSPEND_LIMIT	The Suspend Limit defines the delay after which a job is submitted in a suspended state.
EFFECTIVE_SUSPEND_LIMIT	The Suspend Limit defines the delay after which a job is submitted in a suspended state.
CALENDAR	This flag indicates whether calendar entries are created.
CALENDAR_HORIZON	The defined length of the period in days for which a calendar is created.
EFFECTIVE_CALENDAR_HORIZON	The effective length of the period in days for which a calendar is created.

Table 17.24: Description of the output structure of the list scheduled event statement

## list scope

### Purpose

The purpose of the list scope statement is to get a (partial) list of all defined scopes. *Purpose*

### Syntax

The syntax for the list scope statement is *Syntax*

```
list < scope serverpath | job server serverpath > [ with EXPAND ]
```

EXPAND:

```
    expand = none
    | expand = < ( id {, id} ) | all >
```

### Description

The list scope statement displays a list with the requested scope together with its children. *Description*

**expand** The **expand** option can be used to make the hierarchy visible at children level. This is done by specifying in the list the IDs of the nodes whose children are to be made visible. If **none** is specified as an expand option, only the level below the requested node is made visible.

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
TYPE	The type of scope.
IS_TERMINATE	This flag indicates whether a termination order exists.

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<b>Field</b>	<b>Description</b>
HAS_ALTERED_CONFIG	The configuration on the server does not match the current configuration on the server.
IS_SUSPENDED	Indicates whether the scope is suspended.
IS_ENABLED	The job server can only log on to the server if the Enable flag is set to Yes.
IS_REGISTERED	Defines whether the job server has sent a register command.
IS_CONNECTED	Indicates whether the job server is connected.
STATE	This is the current state of the resource in this scope.
PID	The PID is the process identification number of the job server process on the respective host system.
NODE	The node specifies the computer on which the job server is running. This field has a purely documentary character.
IDLE	The time that has elapsed since the last command. This only applies for job servers.
NOPDELAY	The time that a job server waits for "NOP".
ERRMSG	This is the most recently outputted error message.
SUBSCOPES	The number of scopes and job servers that are present under this scope.
RESOURCES	The resources present in this scope are displayed here.
PRIVS	String containing the users privileges on the object

---

Table 17.25: Description of the output structure of the list scope statement

## list session

### Purpose

The purpose of the list session statement is to get a list of connected sessions. *Purpose*

### Syntax

The syntax for the list session statement is *Syntax*

```
list session
```

### Description

The list session statement gives you a list of the connected sessions. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

<b>Field</b>	<b>Description</b>
THIS	The current session is indicated in this field by an asterisk (*).
SESSIONID	The internal server ID for the session.
PORT	The TCP/IP port number at which the session is connected.
START	Time when the connection was set up.
TYPE	Type of connection: user, job server or job
USER	Name of the connecting user, job server or job (Jobid)
UID	ID of the user, job server or job.
IP	IP address of the connecting sessions.
TXID	Number of the last transaction that was executed by the session.
IDLE	The number of seconds since the last statement from a session.
STATE	The state of the session. This is one of the following: IDLE (no activity), QUEUED (statement is waiting to be executed), ACTIVE (statement is being executed), COMMITTING (changes to a write transaction are being written), CONNECTED (not yet authenticated).
TIMEOUT	The idle time after which the session is automatically disconnected.
INFORMATION	Additional information about the session (optional).
STATEMENT	The statement that is currently being executed.

Table 17.26: Description of the output structure of the list session statement

## list trigger

### Purpose

The purpose of the list trigger statement is to get a list of defined trigger.

*Purpose*

### Syntax

The syntax for the list trigger statement is

*Syntax*

**list trigger**

**list trigger for** *folderpath*

**list trigger of** *folderpath*

**list trigger for** CT.OBJECT

CT.OBJECT:

**job definition** *folderpath*

**P** | **object monitor** *objecttypename*

**P** | **resource** *resourcepath in* < *folderpath* | *serverpath* >

### Description

The list trigger statement gives you a list of all the defined triggers.

*Description*

### Output

This statement returns an output structure of type table.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OBJECT_TYPE	The type of object in which the trigger is defined.
OBJECT_SUBTYPE	The subtype of the object in which the trigger is defined.
OBJECT_NAME	Full path name of the object in which the trigger is defined.

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<b>Field</b>	<b>Description</b>
ACTIVE	The flag indicates whether the trigger is currently active.
ACTION STATES	Type of triggered action: SUBMIT or RERUN. A list of states that cause the trigger to be activated.
SUBMIT_TYPE	The object type that is submitted when the trigger is activated.
SUBMIT_NAME	Name of the job definition that is submitted.
SUBMIT_SE_OWNER	The owner of the object that is submitted.
SUBMIT_PRIVS	The privileges for the object that is to be submitted.
MAIN_TYPE	Type of main job (job/batch).
MAIN_NAME	Name of the main job.
MAIN_SE_OWNER	Owner of the main job.
MAIN_PRIVS	Privileges for the main job.
PARENT_TYPE	Type of parent job (job/batch).
PARENT_NAME	Name of the parent job.
PARENT_SE_OWNER	Owner of the parent job.
PARENT_PRIVS	Privileges for the parent job.
TRIGGER_TYPE	The trigger type that describes when it is activated.
MASTER	Indicates whether the trigger submitted a master or a child.
SUBMIT_OWNER	The owner group that is used with the Submitted Entity.
IS_CREATE	Indicates whether the trigger reacts to create events.
IS_CHANGE	Indicates whether the trigger reacts to change events.
IS_DELETE	Indicates whether the trigger reacts to delete events.
IS_GROUP	Indicates whether the trigger handles the events as a group.
MAX_RETRY	The maximum number of trigger activations in a single Submitted Entity.
SUSPEND	Specifies whether the submitted object is suspended.

---

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*Continued from previous page*

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<b>Field</b>	<b>Description</b>
RESUME_AT	Time of the automatic resume.
RESUME_IN	Number of time units until the automatic resume.
RESUME_BASE	Time unit for resume_in.
WARN	Specifies whether a warning has to be given when the activation limit is reached.
CONDITION	Conditional expression to define the trigger condition.
CHECK_AMOUNT	The amount of CHECK_Base units for checking the condition in the case of non-synchronised triggers.
CHECK_BASE	Units for the CHECK_AMOUNT.
PRIVS	String containing the users privileges on the object
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

---

Table 17.27: Description of the output structure of the list trigger statement

User Commands

list user

**list user****Purpose**

*Purpose* The purpose of the list user statement is to get a list of all defined users.

**Syntax**

*Syntax* The syntax for the list user statement is

```
list user
```

**Description**

*Description* The list user statement gives you a list of all the defined users.

**Output**

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
IS_ENABLED	Flag that shows whether the user is allowed to log on.
DEFAULT_GROUP	The default group of the users who are being used by the owners of the object.
PRIVS	String containing the users privileges on the object

Table 17.28: Description of the output structure of the list user statement

## list watch type

### Purpose

The purpose of the list watch type statement is to get a list of defined watch types. *Purpose*

### Syntax

The syntax for the list watch type statement is *Syntax*

```
list watch type
```

### Description

The list watch type statement delivers a list of all the existing Watch Types. Existing Watch Types are visible to all users. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

Table 17.29: Description of the output structure of the list watch type statement

User Commands

list watch type

## 18 move commands

User Commands

move folder

## move folder

### Purpose

*Purpose* The purpose of the move folder statement is to rename the folder and/or to move it to some other place in the folder hierarchy.

### Syntax

*Syntax* The syntax for the move folder statement is

```
move folder folderpath to folderpath
```

### Description

*Description* The move folder command either moves the specified folder to somewhere else or renames it.

### Output

*Output* This statement returns a confirmation of a successful operation

## move job definition

### Purpose

The purpose of the move job definition statement is to rename a scheduling entity object, and/or move it into some other folder. *Purpose*

### Syntax

The syntax for the move job definition statement is *Syntax*

**move job definition** *folderpath . jobname to folderpath*

### Description

The move job definition command moves the specified job definition to the specified folder. If the destination folder does not exist, the last part of the fully qualified name is interpreted as being the new name for the job definition. The relationships to other objects are not changed. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## move named resource

### Purpose

*Purpose* The purpose of the move named resource statement is to rename the named resource and/or to move the resource into another category.

### Syntax

*Syntax* The syntax for the move named resource statement is

**move named resource** *resourcepath* **to** *resourcepath*

### Description

*Description* The move named resource statement is used to rename a Named Resource or to reorganise categories.

If a Named Resource is moved, the specified destination has to be a category or it must not exist and its parent must be a category.

### Output

*Output* This statement returns a confirmation of a successful operation



## move pool

### Purpose

The purpose of the move pool statement is to move the pool from one scope to another. *Purpose*

### Syntax

The syntax for the move pool statement is *Syntax*

```
move pool resourcepath in serverpath to serverpath
```

### Description

The move pool statement is used to move a pool from one scope to another. *Description*  
From a functional point of view, it is irrelevant in which scope a pool is created. The arrangement only matters from an organisational perspective, i.e. for reasons of clarity or certainty.

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

move schedule

## move schedule

### Purpose

*Purpose* The purpose of the move schedule statement is to rename and/or to move the schedule to some other place in the hierarchy.

### Syntax

*Syntax* The syntax for the move schedule statement is

```
move schedule schedulepath . schedulename to schedulepath
```

### Description

*Description* The move schedule command either moves the specified schedule to somewhere else and/or renames it.

### Output

*Output* This statement returns a confirmation of a successful operation

## move scope

### Purpose

The purpose of the move scope statement is to rename a scope and/or to move it to some other place within the scope hierarchy. *Purpose*

### Syntax

The syntax for the move scope statement is *Syntax*

```
move < scope serverpath | job server serverpath > to serverpath
```

### Description

The move scope command either moves the specified scope to somewhere else and/or renames it. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

move scope

## 19 multicommand commands

## multicommand

### Purpose

*Purpose* This statement is used to control the behaviour of the SDMS Server.

### Syntax

*Syntax* The syntax for the multicommand statement is

```
begin multicommand commandlist end multicommand
```

```
begin multicommand commandlist end multicommand rollback
```

### Description

*Description* The multicommands allow multiple SDMS commands to be executed together, i.e. in one transaction. This ensures that either all the statements are executed without any errors or nothing happens at all. Not only that, but the transaction is not interrupted by other write transactions.

If the **rollback** keyword is specified, the transaction is undone at the end of the processing. This means that you can test whether the statements can be correctly processed (technically speaking).

### Output

*Output* This statement returns a confirmation of a successful operation

## 20 register commands

## register

### Purpose

*Purpose* The purpose of the register statement is to notify the server that the jobserver is ready to process jobs.

### Syntax

*Syntax* The syntax for the register statement is

```
register serverpath . servername
with pid = pid [ suspend ]
register with pid = pid
```

### Description

*Description* The first form is used by the operator to enable jobs to be executed by the specified job server.

The second form is used by the job server itself to notify the server that it is ready to execute jobs.

Jobs are scheduled for this job server (unless it is suspended) regardless of whether the server is connected or not.

Refer to the deregister statement on page [164](#).

**pid** The pid option provides the server with information about the job server's process ID at operating level.

**suspend** The suspend option causes the job server to be transferred to a suspended state.

### Output

*Output* This statement returns a confirmation of a successful operation



## 21 rename commands

## rename distribution

### Purpose

*Purpose* The purpose of the rename distribution statement is to give the distribution another name.

### Syntax

*Syntax* The syntax for the rename distribution statement is

```
rename distribution distributionname for pool resourcepath in serverpath  
to distributionname
```

### Description

*Description* The rename distribution statement is used to rename distributions. The "default" distribution cannot be renamed. A distribution cannot be called "default" either.

### Output

*Output* This statement returns a confirmation of a successful operation

## rename environment

### Purpose

The purpose of the rename environment statement is to give the specified environment another name. *Purpose*

### Syntax

The syntax for the rename environment statement is *Syntax*

**rename environment** *environmentname* **to** *environmentname*

### Description

The rename environment statement is used to rename environments. Renaming an environment does not have any effect on the functionality and is only for purposes of clarity. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

rename event

## rename event

### Purpose

*Purpose* The purpose of the rename event is to give the specified event another name.

### Syntax

*Syntax* The syntax for the rename event statement is

```
rename event eventname to eventname
```

### Description

*Description* The rename event statement is used to give a specified event a different name.

### Output

*Output* This statement returns a confirmation of a successful operation

## rename exit state definition

### Purpose

The purpose of the rename exist state definition statement is to give the specified exit state definition another name. *Purpose*

### Syntax

The syntax for the rename exit state definition statement is *Syntax*

**rename exit state definition** *statename* **to** *statename*

### Description

The rename exit state definition statement is used to rename Exit State Definitions. Renaming an Exit State Definition does not have any effect on the functionality and is only for purposes of clarity. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands                      rename exit state mapping

## rename exit state mapping

### Purpose

*Purpose*        The purpose of the rename exit state mapping statement is to give the specified mapping another name.

### Syntax

*Syntax*        The syntax for the rename exit state mapping statement is

**rename exit state mapping** *mappingname to profilename*

### Description

*Description*    The rename exit state mapping statement is used to rename Exit State Mappings. Renaming an Exit State Mapping does not have any effect on the functionality and is only for purposes of clarity.

### Output

*Output*        This statement returns a confirmation of a successful operation

## rename exit state profile

### Purpose

The purpose of the rename exit state profile statement is to give the specified profile another name. *Purpose*

### Syntax

The syntax for the rename exit state profile statement is *Syntax*

```
rename exit state profile profilename to profilename
```

### Description

The rename exit state profile statement is used to rename Exit State Profiles. Renaming the Exit State Profiles does not have any effect on the functionality and is only for purposes of clarity. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## rename exit state translation

### Purpose

*Purpose* The purpose of the rename exit state translation statement is to give the specified exit state translation another name.

### Syntax

*Syntax* The syntax for the rename exit state translation statement is

**rename exit state translation** *transname* **to** *transname*

### Description

*Description* The rename exit state translation statement is used to rename Exit State Translations. Renaming an Exit State Translation does not have any effect on the functionality and is only for purposes of clarity.

### Output

*Output* This statement returns a confirmation of a successful operation



## rename folder

### Purpose

The purpose of the rename folder statement is to give a folder another name. *Purpose*

### Syntax

The syntax for the rename folder statement is *Syntax*

```
rename folder folderpath to foldername
```

### Description

The rename folder command renames the specified folder. This is done within the same parent folder. If an object with the new name already exists, this triggers an error message. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

rename footprint

## rename footprint

### Purpose

*Purpose* The purpose of the rename footprint statement is to give the specified footprint another name.

### Syntax

*Syntax* The syntax for the rename footprint statement is

```
rename footprint footprintname to footprintname
```

### Description

*Description* The rename footprint statement is used to give a specified footprint a different name.

### Output

*Output* This statement returns a confirmation of a successful operation

## rename group

### Purpose

The purpose of the rename group statement is to change the name of a group without affecting any other properties. *Purpose*

### Syntax

The syntax for the rename group statement is *Syntax*

```
rename group groupname to groupname
```

### Description

The rename group statement is used to rename groups. Renaming a group does not have any effect on the functionality and is only for purposes of clarity. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

rename interval

## rename interval

### Purpose

*Purpose* The purpose of the rename interval statement is to give the specified interval another name.

### Syntax

*Syntax* The syntax for the rename interval statement is

```
rename interval intervalname to intervalname
```

### Description

*Description* The rename interval statement is used to give a specified interval a different name.

### Output

*Output* This statement returns a confirmation of a successful operation

## rename job definition

### Purpose

The purpose of the rename job definition statement is to give the job definition another name. *Purpose*

### Syntax

The syntax for the rename job definition statement is *Syntax*

**rename job definition** *folderpath . jobname to jobname*

### Description

The job definition rename command renames the specified job definition. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands                      rename named resource

## rename named resource

### Purpose

*Purpose*        The purpose of the rename named resource statement is to give a named resource another name.

### Syntax

*Syntax*        The syntax for the rename named resource statement is

**rename named resource** *resourcepath* **to** *resourcename*

### Description

*Description*        The rename named resource statement is used to rename a Named Resource.

### Output

*Output*        This statement returns a confirmation of a successful operation

## rename object monitor

### Purpose

The purpose of the rename object monitor statement is to give the object monitor another name. *Purpose*

### Syntax

The syntax for the rename object monitor statement is *Syntax*

**rename object monitor** *objecttypename* **to** *objecttypename*

### Description

The rename object monitor statement is used to give an Object Monitor a new name. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands            rename resource state definition

## rename resource state definition

### Purpose

*Purpose*        The purpose of the rename resource state definition statement is to rename the resource state.

### Syntax

*Syntax*        The syntax for the rename resource state definition statement is

**rename resource state definition** *statename to statename*

### Description

*Description*    The rename resource state definition statement is used to rename Resource State Definitions. Renaming a Resource State Definition does not have any effect on the functionality and is only for purposes of clarity.

### Output

*Output*        This statement returns a confirmation of a successful operation



## rename resource state mapping

### Purpose

The purpose of the rename resource state mapping statement is to give the specified mapping a new name. *Purpose*

### Syntax

The syntax for the rename resource state mapping statement is *Syntax*

```
rename resource state mapping mappingname to profilename
```

### Description

The rename resource state mapping statement is used to rename Resource State Mappings. Renaming a Resource State Mapping does not have any effect on the functionality and is only for purposes of clarity. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands                      rename resource state profile

## rename resource state profile

### Purpose

*Purpose*        The purpose of the rename resource state profile is to give the specified resource state profile a new name.

### Syntax

*Syntax*        The syntax for the rename resource state profile statement is

**rename resource state profile** *profilename* **to** *profilename*

### Description

*Description*    The rename resource state profile statement is used to rename Resource State Profiles. Renaming a Resource State Profile does not have any effect on the functionality and is only for purposes of clarity.

### Output

*Output*        This statement returns a confirmation of a successful operation

## rename schedule

### Purpose

The purpose of the rename schedule statement is to give a schedule another name. *Purpose*

### Syntax

The syntax for the rename schedule statement is *Syntax*

```
rename schedule schedulepath . schedulename to schedulename
```

### Description

The rename schedule command renames the specified schedule. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

rename scope

## rename scope

### Purpose

*Purpose* The purpose of the rename scope statement is to give a scope another name.

### Syntax

*Syntax* The syntax for the rename scope statement is

```
rename < scope serverpath | job server serverpath > to scopename
```

### Description

*Description* The rename scope command renames the specified scope.

### Output

*Output* This statement returns a confirmation of a successful operation

## rename trigger

### Purpose

The purpose of the rename trigger statement is to give the specified trigger another name. *Purpose*

### Syntax

The syntax for the rename trigger statement is *Syntax*

**rename trigger** *triggername* **on** TRIGGEROBJECT **to** *triggername*

TRIGGEROBJECT:

<b>E</b>		<b>resource</b> <i>resourcepath</i> <b>in</b> <i>folderpath</i>
		<b>job definition</b> <i>folderpath</i>
		<b>named resource</b> <i>resourcepath</i>
		<b>object monitor</b> <i>objecttypename</i>
		<b>resource</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>

### Description

The rename trigger statement is used to rename the trigger. Renaming a trigger does not have any effect on the functionality and is only for purposes of clarity. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

rename user

## rename user

### Purpose

*Purpose* The purpose of the rename user statement is to change the name of a user without altering any other of its properties.

### Syntax

*Syntax* The syntax for the rename user statement is

```
rename user username to username
```

### Description

*Description* The rename user statement is used to rename users. Renaming a user does not have any effect on the functionality and is only for purposes of clarity.

### Output

*Output* This statement returns a confirmation of a successful operation

## rename watch type

### Purpose

The purpose of the rename watch type statement is to give the watch type a new name. *Purpose*

### Syntax

The syntax for the rename watch type statement is *Syntax*

```
rename watch type watchtypename to watchtypename
```

### Description

The rename watch type statement is used to give a Watch Type a new name. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

User Commands

rename watch type



## 22 resume commands

## resume

### Purpose

*Purpose* The purpose of the resume statement is to reactivate the jobserver. See also the suspend statement on page [430](#).

### Syntax

*Syntax* The syntax for the resume statement is

```
resume serverpath
```

### Description

*Description* The resume statement is used to reactivate a job server.

### Output

*Output* This statement returns a confirmation of a successful operation

## 23 revoke commands

## revoke

### Purpose

*Purpose* The purpose of the revoke statement is to reverse the effect of the grant statement.

### Syntax

*Syntax* The syntax for the revoke statement is

```
revoke PRIVILEGE {, PRIVILEGE} on OBJECTURL from groupname {,
groupname} [ < cascade | force > ]
```

```
revoke PRIVILEGE {, PRIVILEGE} on children of OBJECTURL from
groupname {, groupname} [ < cascade | force > ]
```

```
revoke manage SYS_OBJECT from groupname {, groupname}
```

```
revoke manage select from groupname {, groupname}
```

PRIVILEGE:

**create content**

| **drop**

| **edit**

| **execute**

| **monitor**

| **operate**

| **resource**

| **submit**

| **use**

| **view**

OBJECTURL:

| **distribution** *distributionname* **for pool** *resourcepath* **in** *serverpath*

| **environment** *environmentname*

| **exit state definition** *statename*

| **exit state mapping** *mappingname*

| **exit state profile** *profilename*

| **exit state translation** *transname*

| **event** *eventname*

| **resource** *resourcepath* **in** *folderpath*

| **folder** *folderpath*

| **footprint** *footprintname*

| **group** *groupname*

| **interval** *intervalname*

| **job definition** *folderpath*

| **job** *jobid*

**E** | **named resource** *resourcepath*  
 | **object monitor** *objecttypename*  
 | **parameter** *parametername* **of** PARAM\_LOC  
 | **pool** *resourcepath* **in** *serverpath*  
 | **resource state definition** *statename*  
 | **resource state mapping** *mappingname*  
 | **resource state profile** *profilename*  
 | **scheduled event** *schedulepath . eventname*  
 | **schedule** *schedulepath*  
 | **resource** *resourcepath* **in** *serverpath*  
 | **< scope** *serverpath* | **job server** *serverpath* **>**  
 | **trigger** *triggername* **on** TRIGGEROBJECT  
 | **user** *username*  
 | **watch type** *watchtypename*

## SYS\_OBJECT:

| **environment**  
 | **exit state definition**  
 | **exit state mapping**  
 | **exit state profile**  
 | **exit state translation**  
 | **footprint**  
 | **group**  
 | **resource state definition**  
 | **resource state mapping**  
 | **resource state profile**  
 | **system**  
 | **user**

## PARAM\_LOC:

| **folder** *folderpath*  
 | **job definition** *folderpath*  
 | **named resource** *resourcepath*  
 | **< scope** *serverpath* | **job server** *serverpath* **>**

## TRIGGEROBJECT:

**E** | **resource** *resourcepath* **in** *folderpath*  
 | **job definition** *folderpath*  
 | **named resource** *resourcepath*  
 | **object monitor** *objecttypename*  
 | **resource** *resourcepath* **in** *serverpath*

**Description***Description*

The revoke statement is used to withdraw granted privileges. There are three forms of the revoke statement. The first form takes away privileges to the specified object and possibly to all the object's children if this object is stored in a hierarchical structure such as is the case, for example, with folders and scopes.

The second form is only practicable for hierarchically organised objects. This form is used to take away privileges to the (direct) children of the given object.

The third form takes away the privileges for object types.

If the revoke statement is used to remove non-existing privileges does not trigger an error message.

For a detailed description of the individual options, refer to the grant statement on page [214](#).

**Output***Output*

This statement returns a confirmation of a successful operation

## 24 select commands

## select

### Purpose

*Purpose* The purpose of the select statement is to enable the user to issue (almost) arbitrary queries to the underlying RDBMS.

### Syntax

*Syntax* The syntax for the select statement is

```
select-statement
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
  identifier category
  | identifier folder
  | identifier job
  | identifier scope
  | sort ( signed_integer {, signed_integer } )
```

### Description

*Description* The select statement allows practically any number of database select statements to be executed by the Scheduling Server. Refer to the documentation of the database system you are using for information about the syntax that is used for the select statement.

Since executing arbitrary select statements generally represents a vulnerability, administrator privileges are required for this statement. This means that only users belonging to the **admin** group are allowed to use this statement.

Using the with items causes IDs to be translated into names. This function is available for all hierarchically structured object types since this operation is not always easy to perform using SQL means. It is also possible to sort the set of results after replacing the IDs. The columns that are to be used for sorting are addressed according to their position in the set of results (zero-based, i.e. the first column has the number 0).

### Output

*Output* This statement returns a confirmation of a successful operation



## 25 set commands

## set parameter

### Purpose

*Purpose* The purpose of the set parameter statement is to set the value of the specified parameters within the context of the requesting job, respectively the specified job.

### Syntax

*Syntax* The syntax for the set parameter statement is

```
set parameter parametername = string {, parametername = string}
```

```
set parameter < on | of > jobid parametername = string {, parametername  
= string}
```

```
set parameter < on | of > jobid parametername = string {, parametername  
= string} identified by string
```

### Description

*Description* The set parameter statements can be used to set jobs or user parameter values in the context of the job.

If the **identified by** option is specified, the parameter is only set if the pair *jobid* and *string* would allow a logon.

### Output

*Output* This statement returns a confirmation of a successful operation

## 26 show commands

## show comment

### Purpose

*Purpose* The purpose of the show comment statement is to show the comment for the specified object.

### Syntax

*Syntax* The syntax for the show comment statement is

**show comment on** OBJECTURL

OBJECTURL:

	<b>distribution</b> <i>distributionname</i> <b>for pool</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>
	<b>environment</b> <i>environmentname</i>
	<b>exit state definition</b> <i>statename</i>
	<b>exit state mapping</b> <i>mappingname</i>
	<b>exit state profile</b> <i>profilename</i>
<b>P</b>	<b>exit state translation</b> <i>transname</i>
	<b>event</b> <i>eventname</i>
	<b>resource</b> <i>resourcepath</i> <b>in</b> <i>folderpath</i>
	<b>folder</b> <i>folderpath</i>
	<b>footprint</b> <i>footprintname</i>
	<b>group</b> <i>groupname</i>
	<b>interval</b> <i>intervalname</i>
	<b>job definition</b> <i>folderpath</i>
	<b>job</b> <i>jobid</i>
	<b>named resource</b> <i>resourcepath</i>
<b>P</b>	<b>object monitor</b> <i>objecttypename</i>
	<b>parameter</b> <i>parametername</i> <b>of</b> PARAM.LOC
<b>E</b>	<b>pool</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>
	<b>resource state definition</b> <i>statename</i>
	<b>resource state mapping</b> <i>mappingname</i>
	<b>resource state profile</b> <i>profilename</i>
	<b>scheduled event</b> <i>schedulepath</i> . <i>eventname</i>
	<b>schedule</b> <i>schedulepath</i>
	<b>resource</b> <i>resourcepath</i> <b>in</b> <i>serverpath</i>
	< <b>scope</b> <i>serverpath</i>   <b>job server</b> <i>serverpath</i> >
	<b>trigger</b> <i>triggername</i> <b>on</b> TRIGGEROBJECT
	<b>user</b> <i>username</i>
<b>P</b>	<b>watch type</b> <i>watchtypename</i>

PARAM.LOC:

```

P | folder folderpath
    | job definition folderpath
    | named resource resourcepath
    | < scope serverpath | job server serverpath >

```

TRIGGEROBJECT:

```

E | resource resourcepath in folderpath
    | job definition folderpath
    | named resource resourcepath
    | object monitor objecttypename
    | resource resourcepath in serverpath

```

## Description

The show comment statement is used to display the saved comment for the specified object. If no comment on the object exists, this is not regarded as being an error; instead, an empty output structure is created and returned. This empty output structure naturally corresponds to the output structure described below, so that it can be easily evaluated by programs without any exception handling.

*Description*

## Output

This statement returns an output structure of type record.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	System-wide unique object number.
COMMENT	The comment on the specified object.
COMMENTTYPE	Type of comment, text or URL.
CREATOR	Name of the user who created this pool.
CREATE_TIME	The creation time.
CHANGER	Name of the last user who modified this pool.
CHANGE_TIME	Time of the last modification.
PRIVS	Abbreviation for the privileges for this object held by the requesting user.

Table 26.1: Description of the output structure of the show comment statement

## show distribution

### Purpose

*Purpose* The purpose of the show distribution statement is to show all properties of the specified distribution.

### Syntax

*Syntax* The syntax for the show distribution statement is

```
show distribution distributionname for pool resourcepath in serverpath
```

### Description

*Description* The show distribution statement is used to display detailed information about a distribution. General information about a distribution is shown in a record structure. The information about the Pooled Objects is displayed in a table.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	System-wide unique object number.
NAME	Name of the distribution
POOLNAME	Name of the pool to which this distribution belongs.
SCOPENAME	Name of the scope in which the pool was created.
IS_ACTIVE	True, if this distribution is the active distribution. Otherwise False.
COMMENT	Any existing comment on this distribution.
COMMENTTYPE	Type of comment: text or URL.
CREATOR	Name of the user who created this distribution.
CREATE_TIME	Time of creation.
CHANGER	Name of the last user who modified this distribution.

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Field	Description
CHANGE_TIME	Time of the last modification.
PRIVS	Abbreviation for the privileges for this distribution held by the requesting user.
RESOURCES	Table with the pooled resources. See also table 26.3 on page 329

---

Table 26.2: Description of the output structure of the show distribution statement

**RESOURCES** The layout of the RESOURCES table is shown in the table below.

Field	Description
ID	System-wide unique object number.
RESOURCENAME	Name of the pooled resource or pool.
RESOURCESCOPENAME	Name of the scope containing the pooled resource.
TYPE	Type of pooled object.
IS_MANAGED	Specifies whether the stated resource is managed or not within this distribution.
NOMPCT	The nominal value for the amount of the resource expressed as a percentage.
FREEPCT	The amount of the resource that is ideally free expressed as a percentage.
MINPCT	The minimum amount of the resource expressed as a percentage.
MAXPCT	The maximum amount of the resource expressed as a percentage.

---

Table 26.3: Description of the output structure of the show distribution subtable

## show environment

### Purpose

*Purpose* The purpose of the show environment statement is to get detailed information about the specified environment.

### Syntax

*Syntax* The syntax for the show environment statement is

```
show environment environmentname [ with EXPAND ]
```

EXPAND:

```
expand = none  
| expand = < ( id {, id } ) | all >
```

### Description

*Description* The show environment statement gives you detailed information about the specified environment.

**expand** Since the number of job definitions in the table JOB\_DEFINITIONS can become very large, by default they are not all displayed. If the option **expand = all** is used, all the job definitions as well as their parent folder and the folder hierarchy are outputted. Individual paths in the hierarchy can be selected by specifying individual (folder) IDs.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the environment.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object

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---

<b>Field</b>	<b>Description</b>
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
RESOURCES	Table of static resources that form this environment. See also table 26.5 on page 331
JOB_DEFINITIONS	Table of jobs and folders that use this environment See also table 26.6 on page 332

---

Table 26.4: Description of the output structure of the show environment statement

**RESOURCES** The layout of the RESOURCES table is shown in the table below.

<b>Field</b>	<b>Description</b>
ID	The repository object id
NR_NAME	Full path name of static Named Resources.
CONDITION	The condition that has to be fulfilled for the allocation.
PRIVS	String containing the users privileges on the object

---

Table 26.5: Description of the output structure of the show environment subtable

**JOB\_DEFINITIONS** The layout of the JOB\_DEFINITIONS table is shown in the table below.

<b>Field</b>	<b>Description</b>
ID	The repository object id
SE_PATH	Full folder path name of job definitions or folders.
TYPE	The object type. The possible values are FOLDER and JOB_DEFINITION.
ENV	An asterisk indicates that the current environment was specified here.

---

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User Commands                      show environment

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---

<b>Field</b>	<b>Description</b>
HAS_CHILDREN	true means that there are more environment users further down the tree.
PRIVS	String containing the users privileges on the object

---

Table 26.6: Description of the output structure of the show environment subtable

## show event

### Purpose

The purpose of the show event statement is to get detailed information about the specified event. *Purpose*

### Syntax

The syntax for the show event statement is *Syntax*

```
show event eventname
```

### Description

The show event statement gives you detailed information about the specified event. *Description*

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the show event
OWNER	The group owning the object
SCHEDULING_ENTITY	Batch or job that is submitted when this event occurs.
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PARAMETERS	Parameters that are used when submitting the job or batch. See also table <a href="#">26.8</a> on page <a href="#">334</a>
PRIVS	String containing the users privileges on the object

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User Commands

show event

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Field	Description
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

Table 26.7: Description of the output structure of the show event statement

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
KEY	Name of the parameter.
VALUE	Value of the parameter.

Table 26.8: Description of the output structure of the show event subtable

## show exit state definition

### Purpose

The purpose of the show exit state definition statement is to get detailed information about the specified exit state definition. *Purpose*

### Syntax

The syntax for the show exit state definition statement is *Syntax*

```
show exit state definition statename
```

### Description

The show exit state definition statement gives you detailed information about the specified Exit State Definition. *Description*

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Exit State Definition
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object

Table 26.9: Description of the output structure of the show exit state definition statement

## show exit state mapping

### Purpose

*Purpose* The purpose of the show exist state mapping statement is to get detailed information about the specified mapping.

### Syntax

*Syntax* The syntax for the show exit state mapping statement is

```
show exit state mapping mappingname
```

### Description

*Description* The show exit state mapping statement gives you detailed information about the specified mapping.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Exit State Mapping.
COMMENT	A comment that can be freely selected by the user.
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
RANGES	The assignment of the respective value ranges shown in a table. See also table <a href="#">26.11</a> on page <a href="#">337</a>

Table 26.10: Description of the output structure of the show exit state mapping statement

**RANGES** The layout of the RANGES table is shown in the table below.

<b>Field</b>	<b>Description</b>
ECR_START	Minimum limit of the range (inclusive)
ECR_END	Maximum limit of the range (inclusive)
ESD_NAME	Name of the Exit State to which this area is mapped.

Table 26.11: Description of the output structure of the show exit state mapping subtable

## show exit state profile

### Purpose

*Purpose* The purpose of the show exist state profile statement is to get detailed information about the specified profile.

### Syntax

*Syntax* The syntax for the show exit state profile statement is

```
show exit state profile profilename
```

### Description

*Description* The show exit state profile statement gives you detailed information about the specified profile.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
DEFAULT_ESM_NAME	The default Exit State Mapping is active if the job itself does not define something else.
IS_VALID	Flag displayed showing the validity of this Exit State Profile.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object

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Field	Description
STATES	Table contains Exit States that are valid for this profile. See also table 26.13 on page 339

---

Table 26.12: Description of the output structure of the show exit state profile statement

**STATES** The layout of the STATES table is shown in the table below.

Field	Description
ID	The repository object id
PREFERENCE	The preference for controlling the connection of the Child Exit States.
TYPE	Indicates whether the state is FINAL, PENDING or RESTARTABLE.
ESD_NAME	Name of the Exit State Definition.
IS_UNREACHABLE	Indicates that this Exit State is used when a job is unreachable.
IS_BROKEN	Indicates that this Exit State is used when a job is broken.
IS_BATCH_DEFAULT	Indicates that this Exit State is used when a batch or milestone does not have any children.
IS_DEPENDENCY_DEFAULT	Indicates that this Exit State is used if the state selection DEFAULT was selected in the Dependency Definition.

---

Table 26.13: Description of the output structure of the show exit state profile subtable

User Commands `show exit state translation`

## show exit state translation

### Purpose

*Purpose* The purpose of the show exit state translation statement is to get detailed information about the specified exit state translation.

### Syntax

*Syntax* The syntax for the show exit state translation statement is

```
show exit state translation transname
```

### Description

*Description* The show exit state translation statement gives you detailed information about the specified Exit State Translation.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Exit State Translation
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
TRANSLATION	Table of Exit State translations from child to parent. See also table <a href="#">26.15</a> on page <a href="#">341</a>

Table 26.14: Description of the output structure of the show exit state translation statement

**TRANSLATION** The layout of the TRANSLATION table is shown in the table below.

<b>Field</b>	<b>Description</b>
FROM_ESD_NAME	Child exit state
TO_ESD_NAME	Parent exit state

Table 26.15: Description of the output structure of the show exit state translation subtable

## show folder

### Purpose

*Purpose* The purpose of the show folder statement is to get detailed information about the specified folder.

### Syntax

*Syntax* The syntax for the show folder statement is

```
show folder folderpath
```

### Description

*Description* The show folder statement gives you detailed information about the specified folder.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the folder.
OWNER	The group owning the object
TYPE	The object type that is always contained in the folder.
ENVIRONMENT	The name of the optional environment.
INHERIT_PRIVS	Privileges that are inherited from the parent folder.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object

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Field	Description
PARAMETERS	The parameters table shows all the defined constants for this folder. See also table 26.17 on page 344
DEFINED_RESOURCES	The Defined Resources table shows all the resource instances that are defined for this folder. See also table 26.18 on page 345

---

Table 26.16: Description of the output structure of the show folder statement

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
EXPRESSION	Expression for the parameter type EXPRESSION.
DEFAULT_VALUE	The default value of the parameter.
REFERENCE_TYPE	Type of object that is being referenced.
REFERENCE_PATH	The path to the object that is being referenced.
REFERENCE_PRIVS	The user's privileges for the object that is being referenced.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
REFERENCE_TYPE	Type of object that is referencing the parameter.
REFERENCE_PATH	The path to the object that is referencing the parameter.

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Field	Description
REFERENCE_PRIVS	The user's privileges for the object that is referencing the parameter.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

Table 26.17: Description of the output structure of the show folder subtable

**DEFINED\_RESOURCES** The layout of the DEFINED\_RESOURCES table is shown in the table below.

Field	Description
ID	The repository object id
NR_ID	ID of the Named Resource.
NAME	Name of the Named Resource.
USAGE	It is the usage of the Named Resource (STATIC, SYSTEM or SYNCHRONISING)
NR_PRIVS	String containing the abbreviations for the user privileges for this Named Resource.
TAG	The tag is an optional short name for the resource.
OWNER	The group owning the object
LINK_ID	ID of the referenced resource.
LINK_SCOPE	Scope of the referenced resource.
STATE	The Resource State of the resource.
REQUESTABLE_AMOUNT	The maximum amount of resources that can be requested by a job.
AMOUNT	The actual amount that is available.
FREE_AMOUNT	The free amount that can be allocated.
TOTAL_FREE_AMOUNT	Free amount available for allocations including the free amount of pooled resources if it is a pool.
IS_ONLINE	This is the availability status of the resource.
FACTOR	This is the correction factor by which the requested amount is multiplied.
TIMESTAMP	The timestamp indicates the last time the Resource State changed.

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<b>Field</b>	<b>Description</b>
SCOPE	The scope in which the resource was created.
MANAGER_ID	ID of the Managing Pool.
MANAGER_NAME	Name of the Managing Pool.
MANAGER_SCOPENAME	Name of the scope in which the Managing Pool was created.
HAS_CHILDREN	Flag indicating whether a Pool Child has managed resources/pools. If it is not a pool, this is always FALSE.
POOL_CHILD	This flag indicates whether the displayed resource is a child of the pool.
TRACE_INTERVAL	The trace interval is the minimum time in seconds between when Trace Records are written.
TRACE_BASE	The trace base is the basis for the valuation period (B).
TRACE_BASE_MULTIPLIER	The base multiplier determines the multiplication factor (M) of the trace base.
TD0_AVG	The average resource allocation of the last $B * M^0$ seconds.
TD1_AVG	The average resource allocation of the last $B * M^1$ seconds.
TD2_AVG	The average resource allocation of the last $B * M^2$ seconds.
LW_AVG	The average allocation since the last time a Trace Record was written.
LAST_WRITE	The time the last Trace Record was written.
PRIVS	String containing the users privileges on the object

---

Table 26.18: Description of the output structure of the show folder subtable

## show footprint

### Purpose

*Purpose* The purpose of the show footprint statement is to get detailed information about the specified footprint.

### Syntax

*Syntax* The syntax for the show footprint statement is

```
show footprint footprintname [ with EXPAND ]
```

EXPAND:

```
expand = none  
| expand = < ( id {, id } ) | all >
```

### Description

*Description* The show footprint statement gives you detailed information about the specified footprint.

**expand** Since the number of job definitions in the table JOB\_DEFINITIONS can become very large, by default they are not all displayed. If the option **expand = all** is used, all the job definitions as well as their parent folder and the folder hierarchy are outputted. Individual paths in the hierarchy can be selected by specifying individual (folder) IDs.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the footprint.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object

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Field	Description
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
RESOURCES	Table of system resources that form this footprint. See also table 26.20 on page 347
JOB_DEFINITIONS	Table of job definitions that use this footprint. See also table 26.21 on page 347

Table 26.19: Description of the output structure of the show footprint statement

**RESOURCES** The layout of the RESOURCES table is shown in the table below.

Field	Description
ID	The repository object id
RESOURCE_NAME	Fully qualified path name of System Named Resources.
AMOUNT	Amount of resource units that are allocated.
KEEP_MODE	Keep Mode specifies when the resource is released (FINISH, JOB_FINAL or FINAL).

Table 26.20: Description of the output structure of the show footprint subtable

**JOB\_DEFINITIONS** The layout of the JOB\_DEFINITIONS table is shown in the table below.

Field	Description
ID	The repository object id
SE_PATH	Folder path name of the object.
TYPE	Type of object.
HAS_CHILDREN	true means that there are more environment users further down the tree.
PRIVS	String containing the users privileges on the object

Table 26.21: Description of the output structure of the show footprint subtable

## show group

### Purpose

*Purpose* The purpose of the show group statement is to get detailed information about the specified group.

### Syntax

*Syntax* The syntax for the show group statement is

```
show group groupname
```

### Description

*Description* The show group statement gives you detailed information about the specified group.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the group.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
MANAGE_PRIVS	Table of the manage privileges. See also table 26.23 on page 349
USERS	Table of the user groups. See also table 26.24 on page 349

Table 26.22: Description of the output structure of the show group statement

**MANAGE\_PRIVS** The layout of the MANAGE\_PRIVS table is shown in the table below.

Field	Description
PRIVS	String containing the users privileges on the object

Table 26.23: Description of the output structure of the show group subtable

**USERS** The layout of the USERS table is shown in the table below.

Field	Description
ID	The repository object id
UID	ID of the user.
NAME	The object name
IS_ENABLED	This flag tells the user whether he can be connected.
DEFAULT_GROUP	The default group of this user.
PRIVS	String containing the users privileges on the object

Table 26.24: Description of the output structure of the show group subtable

## show interval

### Purpose

*Purpose* The purpose of the show interval statement is to get detailed information about the interval.

### Syntax

*Syntax* The syntax for the show interval statement is

```
show interval intervalname
[ with expand [ < = datetime | = datetime - datetime > ] ]
```

### Description

*Description* The show interval statement displays detailed information about a interval. No rising edges are displayed in the absence of an expand clause. The expand clause can be used to specify a period for which the edges are to be shown.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
STARTTIME	The start time of the interval.
ENDTIME	The end time of the interval.
BASE	The base is a period containing time blocks of defined durations.
DURATION	These are time blocks of defined durations.
SYNCTIME	The time from which the interval begins. If the sync time is not given, the start time is used.
INVERSE	The selection is reversed using Inverse.
EMBEDDED	The name of the embedded interval.
SELECTION	Single blocks are selected using Selection.

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Field	Description
	See also table 26.26 on page 351
FILTER	Name(s) of the intervals that filter (multiplication) the output of this interval more finely.
	See also table 26.27 on page 351
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

Table 26.25: Description of the output structure of the show interval statement

**SELECTION** The layout of the SELECTION table is shown in the table below.

Field	Description
ID	The repository object id
VALUE	Number of the selected edge.
PERIOD_FROM	Beginning of the period in which all the occurring edges are considered to have been selected.
PERIOD_TO	End of the period in which all the occurring edges are considered to have been selected.

Table 26.26: Description of the output structure of the show interval subtable

**FILTER** The layout of the FILTER table is shown in the table below.

Field	Description
ID	The repository object id
CHILD	Name of the filtering interval.

Table 26.27: Description of the output structure of the show interval subtable

## show job

### Purpose

*Purpose* The purpose of the show job statement is to get detailed information about the specified job.

### Syntax

*Syntax* The syntax for the show job statement is

```
show job jobid [ with WITHITEM {, WITHITEM} ]
```

```
show job submittag = string [ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
filter = ( FILTERITEM {, FILTERITEM} )  
| recursive audit
```

FILTERITEM:

```
cancel  
| change priority  
| clear warning  
| comment  
| ignore named resource  
| ignore resource  
| ignore dependency [ recursive ]  
| job in error  
| kill  
| renice  
| rerun [ recursive ]  
| restartable  
| resume  
| set exit state  
| set resource state  
| set state  
| set warning  
| submit [ suspend ]  
| suspend  
| timeout  
| trigger failure  
| trigger submit  
| unreachable
```

## Description

The show job statement gives you detailed information about the specified job. The job can be specified using either its ID or, if a submit tag was specified during the submit, the submit tag. The filter option is used for selecting audit entries. If the filter option is not specified, all the audit entries are shown. Otherwise, only entries of the type specified in the filter are outputted. The **recursive audit** option collects all the audit messages for the displayed job and its direct or indirect children.

*Description*

## Output

This statement returns an output structure of type record.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
SE_NAME	The full path name of the object.
SE_OWNER	Owner of the object.
SE_TYPE	The se.type is the object type (JOB, BATCH or MILESTONE).
SE_RUN_PROGRAM	The Run Program line in the job definition.
SE_RERUN_PROGRAM	The Rerun Program line in the job definition.
SE_KILL_PROGRAM	The Kill Program line in the job definition.
SE_WORKDIR	The Workdir of the job definition.
SE_LOGFILE	The log file of the job definition.
SE_TRUNC_LOG	Defines whether the log file is to be truncated before the process starts or if the log information is to be appended.
SE_ERRLOGFILE	The error log file of the job definition.
SE_TRUNC_ERRLOG	Defines whether the log file is to be truncated before the process starts or if the log information is to be appended.
SE_EXPECTED_RUNTIME	The anticipated runtime of the job definition.
SE_PRIORITY	Priority/nice value of the job definition.
SE_SUBMIT_SUSPENDED	The Suspend Flag of the object.
SE_MASTER_SUBMITTABLE	The Master Submittable Flag of the object.

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<b>Field</b>	<b>Description</b>
SE_DEPENDENCY_MODE	The Dependency Mode of the object.
SE_ESP_NAME	The Exit State Profile of the object.
SE_ESM_NAME	The Exit State Mapping the job definition.
SE_ENV_NAME	The environment of the job definition.
SE_FP_NAME	The footprint of the job definition.
MASTER_ID	The object ID of the object at the top level in the hierarchy of this object.
CHILD_TAG	Tag for exclusive identifying jobs that have been submitted several times as children of the same job.
SE_VERSION	The version of definitions that are valid for this Submitted Entity.
OWNER	The group owning the object
PARENT_ID	The parent object in the submission hierarchy.
SCOPE_ID	The ID of the scope.
HTTPHOST	The host name of the scope for accessing log files via HTTP.
HTTPPORT	The HTTP port number of the job server for accessing log files via HTTP.
IS_STATIC	Flag indicating the static or dynamic submits of this job.
MERGE_MODE	Indicates how multiple submits of the same defined object are handled in the current Master Run.
STATE	The state of the job (not to be confused with the Exit State).
IS_CANCELLED	Shows a Cancel operation that was performed on the job.
JOB_ESD_ID	The Exit State of the job after it has been executed.
JOB_ESD_PREF	The preference for merging the Job Exit States with the Child States.
JOB_IS_FINAL	Flag indicating the final state of the job.
JOB_IS_RESTARTABLE	A flag indicating that this job is restartable.
FINAL_ESD_ID	The final (merged) Exit State of the object.
EXIT_CODE	The Exit Code of the last command execution.
COMMANDLINE	The created command line that is used for the first execution.

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<b>Field</b>	<b>Description</b>
RR_COMMANDLINE	Created rerun command line that is used for the last executed rerun.
WORKDIR	The created Workdir.
LOGFILE	The created log file.
ERRLOGFILE	The created error log file.
PID	The process ID of the controller process.
EXT_PID	The process ID of the user process.
ERROR_MSG	If an error occurred while the job was being executed in the Time Scheduling, the returned error message is displayed in the Error Message field. If no error occurred, this field remains empty.
KILL_ID	The Submitted Entity ID of the submitted Kill Job.
KILL_EXIT_CODE	The Exit Code of the last executed Kill Program.
IS_SUSPENDED	Flag indicating whether the object is suspended.
IS_SUSPENDED_LOCAL	Flag indicating whether the object is locally suspended (for restart trigger with suspend).
PRIORITY	The current priority of the job.
NICEVALUE	The current nice value of the job.
MIN_PRIORITY	Minimum effective priority that can be achieved through natural aging.
AGING_AMOUNT	The number of time units after which the effective priority is incremented by 1.
AGING_BASE	The time unit that is used for the aging interval.
DYNAMIC_PRIORITY	The calculated priority that is currently being used by the system.
PARENT_SUSPENDED	The number of parents that have been suspended.
SUBMIT_TS	The submit time.
RESUME_TS	The time when the job is automatically resumed.
SYNC_TS	The time from which all the dependencies are fulfilled.
RESOURCE_TS	The time from which all the Synchronizing Resources are allocated.
RUNNABLE_TS	The time from which the job switches to the Runnable State.

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<b>Field</b>	<b>Description</b>
START_TS	The time when the job was last executed.
FINISH_TS	The end time of the last job execution.
FINAL_TS	The time when the object becomes final.
CNT_SUBMITTED	The number of children in a Submitted state.
CNT_DEPENDENCY_WAIT	The number of children in a Dependency.Wait state.
CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize.Wait state.
CNT_RESOURCE_WAIT	The number of children in a Resource.Wait state.
CNT_RUNNABLE	The number of children in a Runnable state.
CNT_STARTING	The number of children in a Starting state.
CNT_STARTED	The number of children in a Started state.
CNT_RUNNING	The number of children in a Running state.
CNT_TO_KILL	The number of children in a To.Kill state.
CNT_KILLED	The number of children in a Killed state.
CNT_CANCELLED	The number of children in a Cancelled state.
CNT_FINISHED	The number of children in a Finished state.
CNT_FINAL	The number of children in a Final state.
CNT_BROKEN_ACTIVE	The number of children in a Broken.Active state.
CNT_BROKEN_FINISHED	The number of children in a Broken.Finished state.
CNT_ERROR	The number of children in an Error state.
CNT_RESTARTABLE	The number of children in a Restartable state.
CNT_UNREACHABLE	The number of children in an Unreachable state.
CNT_WARN	Number of children that have warning messages.
WARN_COUNT	Number of warning messages for the current object.
CHILDREN	Table of the children. See also table 26.29 on page 358
PARENTS	Table of the parents. See also table 26.30 on page 359
PARAMETER	Table of the parameters. See also table 26.31 on page 359
REQUIRED_JOBS	Table of the required jobs.

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Field	Description
DEPENDENT_JOBS	See also table 26.32 on page 361 Table of the dependent jobs.
REQUIRED_RESOURCES	See also table 26.33 on page 364 Table of the required resources.
SUBMIT_PATH	See also table 26.34 on page 365 The path from the job to the master via the submit hierarchy.
IS_REPLACED	Flag indicating whether the job has been replaced with another one.
TIMEOUT_AMOUNT	The maximum time that the job will wait for its resource.
TIMEOUT_BASE	The maximum time that the job will wait for its resource.
TIMEOUT_STATE	The timeout of the Scheduling Entity.
RERUN_SEQ	The rerun order.
AUDIT_TRAIL	Table of the log entries. See also table 26.35 on page 366
CHILD_SUSPENDED	The number of children that have been suspended.
CNT_PENDING	The number of children in a pending state.
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
SE_PRIVS	The privileges for the Scheduling Entity.
SUBMITTAG	Unique marker that is given at the submit time.
UNRESOLVED_HANDLING	Defines what to do if the required object cannot be found.
DEFINED_RESOURCES	Table of the Defined Resources of the object. See also table 26.36 on page 366

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Table 26.28: Description of the output structure of the show job statement

**CHILDREN** The layout of the CHILDREN table is shown in the table below.

Field	Description
CHILDDID	The Submitted Entity ID of the child.
CHILDPRIVS	The privileges for the child object.
CHILDSENAME	The name of the child object.
CHILDSETYPE	The type of child object.
CHILDSEPRIVS	The privileges for the child object.
PARENTID	The ID of the parent.
PARENTPRIVS	The privileges for the parent object.
PARENTSENAME	The name of the parent object.
PARENTSETYPE	The type of parent object.
PARENTSEPRIVS	The privileges for the job definition that belong to the parent.
IS_STATIC	Static flag of the hierarchy definition.
PRIORITY	The priority of the hierarchy definition.
SUSPEND	The suspend mode of the hierarchy definition.
MERGE_MODE	The merge mode of the hierarchy definition.
EST_NAME	The name of the Exit State Translation of the hierarchy definition.
IGNORED_DEPENDENCIES	Ignored Dependencies Flag of the hierarchy definition.

Table 26.29: Description of the output structure of the show job subtable

**PARENTS** The layout of the PARENTS table is shown in the table below.

Field	Description
CHILDDID	The Submitted Entity ID of the child.
CHILDPRIVS	The privileges for the child object.
CHILDSENAME	The name of the child object.
CHILDSETYPE	The type of child object.
CHILDSEPRIVS	The privileges for the child object.
PARENTID	The ID of the parent.
PARENTPRIVS	The privileges for the parent object.
PARENTSENAME	The name of the parent object.
PARENTSETYPE	The type of parent object.
PARENTSEPRIVS	The privileges for the job definition that belong to the parent.

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Field	Description
IS_STATIC	Static flag of the hierarchy definition.
PRIORITY	The priority of the hierarchy definition.
SUSPEND	The suspend mode of the hierarchy definition.
MERGE_MODE	The merge mode of the hierarchy definition.
EST_NAME	The name of the Exit State Translation of the hierarchy definition.
IGNORED_DEPENDENCIES	Ignored Dependencies Flag of the hierarchy definition.

Table 26.30: Description of the output structure of the show job subtable

**PARAMETER** The layout of the PARAMETER table is shown in the table below.

Field	Description
ID	The repository object id
NAME	The name of the parameter, variable or expression.
TYPE	The type of parameter, variable or expression.
VALUE	The value of the parameter, variable or expression.

Table 26.31: Description of the output structure of the show job subtable

**REQUIRED\_JOBS** The layout of the REQUIRED\_JOBS table is shown in the table below.

Field	Description
ID	The repository object id
DEPENDENT_ID	ID of the dependent Submitted Entity.
DEPENDENT_PATH	The path from the job to the master via the submit hierarchy.
DEPENDENT_PRIVS	The privileges for the dependent object.
DEPENDENT_ID_ORIG	ID of the original dependent Submitted Entity on which the dependency is defined for dependencies that have been inherited from the parents.

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<b>Field</b>	<b>Description</b>
DEPENDENT_PATH_ORIG	The path from the dependent object to the master via the submit hierarchy.
DEPENDENT_PRIVS_ORIG	The privileges for the original dependent object.
DEPENDENCY_OPERATION	Defines whether all or only some dependencies of the original object have to be fulfilled.
REQUIRED_ID	ID of the required Submitted Entity.
REQUIRED_PATH	The path from the required object to the master via the submit hierarchy.
REQUIRED_PRIVS	The privileges for the required object.
STATE	The state of the dependency (OPEN, FULFILLED or FAILED).
DD_ID	ID of the Dependency Definition object.
DD_NAME	Name of the Dependency Definition (deprecated).
DD_DEPENDENTNAME	The full path name of the object.
DD_DEPENDENTTYPE	The type of dependent object.
DD_DEPENDENTPRIVS	Privileges for the dependent object.
DD_REQUIREDNAME	Path name of the definition of the dependent object.
DD_REQUIREDTYPE	The type of required object.
DD_REQUIREDPRIVS	The privileges for the required object definition.
DD_UNRESOLVED_HANDLING	Specifies how to handle unresolvable dependencies during a submit.
DD_MODE	Defines whether just the required job itself or the required job together with its children have to be final.
DD_STATES	List of Exit States that the required object have to achieve to fulfil the dependency.
JOB_STATE	In the Job State list, you can filter for jobs that have the entered Job State.
IS_SUSPENDED	Flag indicating whether the object is suspended.
PARENT_SUSPENDED	Job is suspended because its parent is suspended.
CNT_SUBMITTED	The number of children in a Submitted state.
CNT_DEPENDENCY_WAIT	The number of children in a Dependency_Wait state.
CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize_Wait state.

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<b>Field</b>	<b>Description</b>
CNT_RESOURCE_WAIT	The number of children in a Resource_Wait state.
CNT_RUNNABLE	The number of children in a Runnable state.
CNT_STARTING	The number of children in a Starting state.
CNT_STARTED	The number of children in a Started state.
CNT_RUNNING	The number of children in a Running state.
CNT_TO_KILL	The number of children in a To_Kill state.
CNT_KILLED	The number of children in a Killed state.
CNT_CANCELLED	The number of children in a Cancelled state.
CNT_FINISHED	The number of children in a Finished state.
CNT_FINAL	The number of children in a Final state.
CNT_BROKEN_ACTIVE	The number of children in a Broken_Active state.
CNT_BROKEN_FINISHED	The number of children in a Broken_Finished state.
CNT_ERROR	The number of children in an Error state.
CNT_RESTARTABLE	The number of children in a Restartable state.
CNT_UNREACHABLE	The number of children in an Unreachable state.
JOB_IS_FINAL	The number of children in an Is_Final state.
CHILD_TAG	Tag for exclusive identifying jobs that have been submitted several times as children of the same job.
FINAL_STATE	The final state of a job.
CHILDREN	The number of children the job has.
IGNORE	Flag indicating whether the Resource Allocation is bring ignored.
CHILD_SUSPENDED	The number of children that have been suspended.
CNT_PENDING	The number of children in a Pending state.
DD_CONDITION	The condition that has to be additionally fulfilled for the dependency to be fulfilled.

---

Table 26.32: Description of the output structure of the show job subtable

**DEPENDENT\_JOBS** The layout of the DEPENDENT\_JOBS table is shown in the table below.

Field	Description
ID	The repository object id
DEPENDENT_ID	ID of the dependent Submitted Entity.
DEPENDENT_PATH	The path from the job to the master via the submit hierarchy.
DEPENDENT_PRIVS	The privileges for the dependent object.
DEPENDENT_ID_ORIG	ID of the original dependent Submitted Entity on which the dependency is defined for dependencies that have been inherited from the parents.
DEPENDENT_PATH_ORIG	The path from the dependent object to the master via the submit hierarchy.
DEPENDENT_PRIVS_ORIG	The privileges for the original dependent object.
DEPENDENCY_OPERATION	Defines whether all or only some dependencies of the original object have to be fulfilled.
REQUIRED_ID	ID of the required Submitted Entity.
REQUIRED_PATH	The path from the required object to the master via the submit hierarchy.
REQUIRED_PRIVS	The privileges for the required object.
STATE	The state of the dependency (OPEN, FULL-FILLED or FAILED).
DD_ID	ID of the Dependency Definition object.
DD_NAME	Name of the Dependency Definition (deprecated).
DD_DEPENDENTNAME	The full path name of the object.
DD_DEPENDENTTYPE	The type of dependent object.
DD_DEPENDENTPRIVS	Privileges for the dependent object.
DD_REQUIREDNAME	Path name of the definition of the dependent object.
DD_REQUIREDTYPE	The type of required object.
DD_REQUIREDPRIVS	The privileges for the required object definition.
DD_UNRESOLVED_HANDLING	Specifies how to handle unresolvable dependencies during a submit.
DD_MODE	Defines whether just the required job itself or the required job together with its children have to be final.

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<b>Field</b>	<b>Description</b>
DD_STATES	List of Exit States that the required object have to achieve to fulfil the dependency.
JOB_STATE	In the Job State list, you can filter for jobs that have the entered Job State.
IS_SUSPENDED	Flag indicating whether the object is suspended.
PARENT_SUSPENDED	Job is suspended because its parent is suspended.
CNT_SUBMITTED	The number of children in a Submitted state.
CNT_DEPENDENCY_WAIT	The number of children in a Dependency.Wait state.
CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize.Wait state.
CNT_RESOURCE_WAIT	The number of children in a Resource.Wait state.
CNT_RUNNABLE	The number of children in a Runnable state.
CNT_STARTING	The number of children in a Starting state.
CNT_STARTED	The number of children in a Started state.
CNT_RUNNING	The number of children in a Running state.
CNT_TO_KILL	The number of children in a To_Kill state.
CNT_KILLED	The number of children in a Killed state.
CNT_CANCELLED	The number of children in a Cancelled state.
CNT_FINISHED	The number of children in a Finished state.
CNT_FINAL	The number of children in a Final state.
CNT_BROKEN_ACTIVE	The number of children in a Broken_Active state.
CNT_BROKEN_FINISHED	The number of children in a Broken_Finished state.
CNT_ERROR	The number of children in an Error state.
CNT_RESTARTABLE	The number of children in a Restartable state.
CNT_UNREACHABLE	The number of children in an Unreachable state.
JOB_IS_FINAL	The number of children in an Is_Final state.
CHILD_TAG	Tag for exclusive identifying jobs that have been submitted several times as children of the same job.
FINAL_STATE	The final state of a job.
CHILDREN	The number of children the job has.
IGNORE	Flag indicating whether the Resource Allocation is bring ignored.

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Field	Description
CHILD_SUSPENDED	The number of children that have been suspended.
CNT_PENDING	The number of children in a Pending state.
DD_CONDITION	The condition that has to be additionally fulfilled for the dependency to be fulfilled.

Table 26.33: Description of the output structure of the show job subtable

**REQUIRED\_RESOURCES** The layout of the REQUIRED\_RESOURCES table is shown in the table below.

Field	Description
SCOPE_ID	ID of the scope that allocated the resource.
SCOPE_NAME	The fully qualified name of the scope.
SCOPE_TYPE	The type of scope (SCOPE or SERVER, FOLDER, BATCH or JOB).
SCOPE_PRIVS	The privileges for the scope.
RESOURCE_ID	ID of the Required Resource.
RESOURCE_NAME	Categorical path name of the Requested Resource.
RESOURCE_USAGE	The usage of the Required Resource (STATIC, SYSTEM or SYNCHRONIZING).
RESOURCE_OWNER	Name of the owner of the Requested Resource.
RESOURCE_PRIVS	The privileges for the Requested Resource.
RESOURCE_STATE	The state of the Requested Resource.
RESOURCE_TIMESTAMP	Date time of last time state was set for the requested resource.
REQUESTABLE_AMOUNT	The maximum amount of resources that can be requested by a job.
TOTAL_AMOUNT	The amount that can be allocated.
FREE_AMOUNT	The free amount that can be requested.
REQUESTED_AMOUNT	This is the requested amount.
REQUESTED_LOCKMODE	The requested lockmode.
REQUESTED_STATES	The requested Resource State.
RESERVED_AMOUNT	The amount that is reserved by the Requested Resource.

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<b>Field</b>	<b>Description</b>
ALLOCATED_AMOUNT	The amount that was allocated by the Requested Resource.
ALLOCATED_LOCKMODE	The lockmode currently allocated by the Requested Resource.
IGNORE	Flag indicating whether the Resource Allocation is bring ignored.
STICKY	Flag indicating whether it is a Sticky Resource Allocation.
STICKY_NAME	Optional name of the sticky resource request
STICKY_PARENT	Parent job within which the sticky request is evaluated
STICKY_PARENT_TYPE	Type of the parent within which the sticky requirement is evaluated
ONLINE	Flag indicating whether the resource is available for an allocation.
ALLOCATE_STATE	The state of the allocation (RESERVED, ALLOCATED, AVAILABLE or BLOCKED).
EXPIRE	Time defining the maximum or minimum age of a resource depending on whether the expire is positive or negative.
EXPIRE_SIGN	Defines the expiration condition, +/- indicating younger/older than.
DEFINITION	Where the Resource Definition is saved.

---

Table 26.34: Description of the output structure of the show job subtable

**AUDIT\_TRAIL** The layout of the AUDIT\_TRAIL table is shown in the table below.

<b>Field</b>	<b>Description</b>
ID	The repository object id
USERNAME	User name that causes this audit record.
TIME	The time when this audit record was created.
TXID	Transaction number of the change.
ACTION	Action that causes this audit record.
ORIGINID	The original object ID that causes this audit record.

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<b>Field</b>	<b>Description</b>
JOBID	This field is not yet documented
JOBNAME	This field is not yet documented
COMMENT	Comment if defined
INFO	Additional system information about the Action Event that caused the audit record.

---

Table 26.35: Description of the output structure of the show job subtable

**DEFINED\_RESOURCES** The layout of the DEFINED\_RESOURCES table is shown in the table below.

<b>Field</b>	<b>Description</b>
ID	ID of the Defined Resource.
RESOURCE_NAME	Full path name of the Defined Object.
RESOURCE_USAGE	The usage of the resource (STATIC, SYSTEM or SYNCHRONIZING).
RESOURCE_OWNER	The owner of the resource.
RESOURCE_PRIVS	The privileges for the resource.
RESOURCE_STATE	The current state of the resource.
RESOURCE_TIMESTAMP	The last time the Resource State was set for this resource.
REQUESTABLE_AMOUNT	The maximum amount of resources that can be requested by a job.
TOTAL_AMOUNT	The complete amount that can be allocated.
FREE_AMOUNT	The free amount that can be allocated.
ONLINE	Indicates whether the resource can be allocated or not.

---

Table 26.36: Description of the output structure of the show job subtable

## show job definition

### Purpose

The purpose of the show job definition statement is to get detailed information about the specified job definition. *Purpose*

### Syntax

The syntax for the show job definition statement is *Syntax*

```
show job definition folderpath
```

### Description

The show job definition statement gives you detailed information about the specified job definition. *Description*

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The full path name of the job definition.
OWNER	The group owning the object
TYPE	The object type ( <b>Batch</b> , <b>Job</b> or <b>Milestone</b> ).
INHERIT_PRIVS	Privileges that are inherited from the parent folder.
RUN_PROGRAM	The command line for executing a job for the first time.
RERUN_PROGRAM	The command line for restarting a submitted job.
KILL_PROGRAM	The command line for executing the deletion of a running job.
WORKDIR	The working directory from where the command is to be executed.

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<b>Field</b>	<b>Description</b>
LOGFILE	The file to which the stdout of the command is written.
TRUNC_LOG	Indicates whether the log is overwritten or appended.
ERRLOGFILE	The file to which the stderr of the command is written.
TRUNC_ERRLOG	Indicates whether the error log is overwritten or appended.
EXPECTED_RUNTIME	The estimated runtime in seconds. This can be used in triggers for monitoring the runtime.
EXPECTED_FINALTIME	The estimated time in seconds until the Final State is reached. This can be used in triggers for monitoring the runtime.
PRIORITY	Priority/nice value of the job or batch.
MIN_PRIORITY	This is the minimum effective priority that can be achieved through natural aging.
AGING_AMOUNT	The number of time units after which the effective priority is incremented by 1.
AGING_BASE	The time unit that is used for the aging interval.
SUBMIT_SUSPENDED	Flag that indicates whether the object is to be suspended after the submit.
RESUME_AT	If the job is to be submitted as being suspended, an automatic resume takes place at the given time.
RESUME_IN	If the job is to be submitted as being suspended, an automatic resume takes place after the given number of time units.
RESUME_BASE	Specified time unit for RESUME_IN.
MASTER_SUBMITTABLE	Flag indicating whether the job or batch can be submitted as a standalone master.
TIMEOUT_AMOUNT	The number of time units for the delay until the timeout occurs.
TIMEOUT_BASE	The unit that is used to specify the timeout in seconds, minutes, hours or days.
TIMEOUT_STATE	Exit State that is set for a job when the timeout occurs.
DEPENDENCY_MODE	Indicates whether all or just one dependency has to be fulfilled to start the job.

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<b>Field</b>	<b>Description</b>
ESP_NAME	Name of the Exit State Profile of the object.
ESM_NAME	Name of the Exit State Mapping that is being used for this job.
ENV_NAME	Name of the environment requesting the job.
FP_NAME	Name of the footprint using the job.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
PRIVS	String containing the users privileges on the object
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
CHILDREN	Table of the children. See also table 26.38 on page 370
PARENTS	Table of the parents. See also table 26.39 on page 371
PARAMETER	Table of the parameters and variables that are defined for this object. See also table 26.40 on page 372
REFERENCES	Table of parameter references to this object.
REQUIRED_JOBS	Table of objects upon which the following objects are dependent. See also table 26.41 on page 373
DEPENDENT_JOBS	Table of objects that are dependent upon the following objects. See also table 26.42 on page 374
REQUIRED_RESOURCES	Table of resource requirements that are not included in the environment and footprint. See also table 26.43 on page 375
DEFINED_RESOURCES	Table of resources to be instantiated at the submit time, visible for submitting children.

---

Table 26.37: Description of the output structure of the show job definition statement

**CHILDREN** The layout of the CHILDREN table is shown in the table below.

Field	Description
ID	The repository object id
CHILDNAME	Full path name of the child object.
CHILDTYPE	The child type (JOB, BATCH or MILESTONE).
CHILDPRIVS	A string containing the user privileges of the child object.
PARENTNAME	Full path name of the parent object.
PARENTTYPE	The parent type (JOB, BATCH or MILESTONE).
PARENTPRIVS	A string containing the user privileges of the parent object.
ALIAS_NAME	Name for referencing to child definitions with dynamic submits.
IS_STATIC	The is_static flag defines whether the job is to be statically or dynamically submitted.
PRIORITY	The nice value that has been added to the children.
SUSPEND	Determines whether the child is to be suspended for the submit.
RESUME_AT	If the job is to be submitted as being suspended, an automatic resume takes place at the given time.
RESUME_IN	If the job is to be submitted as being suspended, an automatic resume takes place after the given number of time units.
RESUME_BASE	Specified time unit for RESUME_IN.
MERGE_MODE	Determines how the condition handles the same object that occurs more than once in the submission hierarchy.
EST_NAME	An Exit State Translation that is used to translate the Exit States of the children to the Exit States of the parents.
IGNORED_DEPENDENCIES	List with the names of the dependencies for ignoring the dependencies of the parents.

Table 26.38: Description of the output structure of the show job definition subtable

**PARENTS** The layout of the PARENTS table is shown in the table below.



Field	Description
ID	The repository object id
CHILDNAME	Full path name of the child object.
CHILDTYPE	The child type (JOB, BATCH or MILESTONE).
CHILDPRIVS	A string containing the user privileges of the child object.
PARENTNAME	Full path name of the parent object.
PARENTTYPE	The parent type (JOB, BATCH or MILESTONE).
PARENTPRIVS	A string containing the user privileges of the parent object.
ALIAS_NAME	Name for referencing to child definitions with dynamic submits.
IS_STATIC	The is_static flag defines whether the job is to be statically or dynamically submitted.
PRIORITY	The nice value that has been added to the children.
SUSPEND	Determines whether the child is to be suspended for the submit.
RESUME_AT	If the job is to be submitted as being suspended, an automatic resume takes place at the given time.
RESUME_IN	If the job is to be submitted as being suspended, an automatic resume takes place after the given number of time units.
RESUME_BASE	Specified time unit for RESUME_IN.
MERGE_MODE	Determines how the condition handles the same object that occurs more than once in the submission hierarchy.
EST_NAME	An Exit State Translation that is used to translate the Exit States of the children to the Exit States of the parents.
IGNORED_DEPENDENCIES	List with the names of the dependencies for ignoring the dependencies of the parents.

Table 26.39: Description of the output structure of the show job definition subtable

**PARAMETER** The layout of the PARAMETER table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
EXPRESSION	Expression for the parameter type EXPRESSION.
DEFAULT_VALUE	The default value of the parameter.
REFERENCE_TYPE	Type of object that is being referenced.
REFERENCE_PATH	The path to the object that is being referenced.
REFERENCE_PRIVS	The user's privileges for the object that is being referenced.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
REFERENCE_TYPE	Type of object that is referencing the parameter.
REFERENCE_PATH	The path to the object that is referencing the parameter.
REFERENCE_PRIVS	The user's privileges for the object that is referencing the parameter.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

Table 26.40: Description of the output structure of the show job definition subtable

**REQUIRED JOBS** The layout of the REQUIRED\_JOBS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	The object name

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<b>Field</b>	<b>Description</b>
DEPENDENTNAME	The full path name of the dependent object.
DEPENDENTTYPE	The type of dependent object (JOB, BATCH or MILESTONE).
DEPENDENTPRIVS	String containing the user privileges of the dependent object.
REQUIREDNAME	The full path name of the required object.
REQUIREDTYPE	The type of required object (JOB, BATCH or MILESTONE).
REQUIREDPRIVS	String containing the user privileges of the required object.
UNRESOLVED_HANDLING	Defines what to do if the required object cannot be found.
MODE	Defines whether dependencies are to be handled as being fulfilled in the case of jobs in a final state (JOB.FINAL) or final states of objects contain the child objects (ALL.FINAL).
STATE_SELECTION	The State Selection defines how the required Exit States are determined. The options here are FINAL, ALL_REACHABLE, UNREACHABLE and DEFAULT. In the case of FINAL, the required Exit States can be explicitly listed.
CONDITION	The additional conditions must be fulfilled.
STATES	Comma-separated list of permitted Exit States that the required object has to achieve to fulfil the dependencies. If an additional condition has been specified, it is shown after the colon.

---

Table 26.41: Description of the output structure of the show job definition subtable

**DEPENDENT\_JOBS** The layout of the DEPENDENT\_JOBS table is shown in the table below.

<b>Field</b>	<b>Description</b>
ID	The repository object id
NAME	The object name
DEPENDENTNAME	The full path name of the dependent object.
DEPENDENTTYPE	The type of dependent object (JOB, BATCH or MILESTONE).

---

*Continued on next page*

---

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*Continued from previous page*

Field	Description
DEPENDENTPRIVS	String containing the user privileges of the dependent object.
REQUIREDNAME	The full path name of the required object.
REQUIREDTYPE	The type of required object (JOB, BATCH or MILESTONE).
REQUIREDPRIVS	String containing the user privileges of the required object.
UNRESOLVED_HANDLING	Defines what to do if the required object cannot be found.
MODE	Defines whether dependencies are to be handled as being fulfilled in the case of jobs in a final state (JOB_FINAL) or final states of objects contain the child objects (ALL_FINAL).
STATE_SELECTION	The State Selection defines how the required Exit States are determined. The options here are FINAL, ALL_REACHABLE, UNREACHABLE and DEFAULT. In the case of FINAL, the required Exit States can be explicitly listed.
CONDITION STATES	The additional conditions must be fulfilled. Comma-separated list of permitted Exit States that the required object has to achieve to fulfil the dependencies. If an additional condition has been specified, it is shown after the colon.

Table 26.42: Description of the output structure of the show job definition subtable

**REQUIRED\_RESOURCES** The layout of the REQUIRED\_RESOURCES table is shown in the table below.

Field	Description
ID	The repository object id
RESOURCE_NAME	Full path name of the required Named Resource.
RESOURCE_USAGE	The usage of the required resource (STATIC, SYSTEM or SYNCHRONIZING).
RESOURCE_PRIVS	String containing the user privileges of the Named Resource.

*Continued on next page*

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<b>Field</b>	<b>Description</b>
AMOUNT	The required amount with System or Synchronizing Resources.
KEEP_MODE	Indicates whether the resource is to be released at the end of the job (NOKEEP) or in a final job state (KEEP) including all the children (KEEP_FINAL).
IS_STICKY	Indicates whether the resource allocation for subsequent jobs is retained.
STICKY_NAME	Optional name of the sticky resource request
STICKY_PARENT	Parent Job Definition within which the sticky requirement is handled
RESOURCE_STATE_MAPPING	The Resource State Mapping defines how and whether the state of the resource is to be changed after the job has finished.
EXPIRED_AMOUNT	The maximum number of units (expressed by EXPIRED_BASE) that can affect this resource before it enables an allocation of this Synchronizing Resource.
EXPIRED_BASE	The unit for specifying the operation in MINUTES, HOURS, DAYS, WEEKS, MONTHS and YEARS.
LOCKMODE	The lockmode for allocating Synchronizing Resources (N, S, SX, X).
STATES	Comma-separated list of permitted Exit States that the required object has to achieve to fulfil the dependencies.
DEFINITION	The origin of the resource request (REQUIREMENT, FOOTPRINT, FOLDER or ENVIRONMENT).
ORIGIN	Name of the Resource Request Definition, invalid in the case of a complete request.
CONDITION	The optional condition that can be defined for requests for Static Resources.

---

Table 26.43: Description of the output structure of the show job definition subtable

## show named resource

### Purpose

*Purpose* The purpose of the show named resource statement is to get detailed information about the named resource.

### Syntax

*Syntax* The syntax for the show named resource statement is

```
show named resource resourcepath [ with EXPAND ]
```

EXPAND:

```
expand = none  
| expand = < ( id {, id} ) | all >
```

### Description

*Description* The show named resource statement gives you detailed information about the Named Resource.

**expand** Since the number of job definitions in the table JOB\_DEFINITIONS can become very large, by default they are not all displayed. If the option **expand = all** is used, all the job definitions as well as their parent folder and the folder hierarchy are outputted. Individual paths in the hierarchy can be selected by specifying individual (folder) IDs.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Named Resource.
OWNER	Owner of the Named Resource.
USAGE	The Usage field specifies the Resource type.
INHERIT_PRIVS	Privileges that are inherited from the parent folder.

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Field	Description
RESOURCE.STATE.PROFILE	This is the Resource State Profile assigned to the resource.
FACTOR	The factor by which allocations are multiplied.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
RESOURCES	These are the instances of the Named Resource. See also table 26.45 on page 378
PARAMETERS	These are the defined parameters of the Named Resource. See also table 26.46 on page 378
JOB_DEFINITIONS	These are the job definitions that request the Named Resource. See also table 26.47 on page 379

---

Table 26.44: Description of the output structure of the show named resource statement

**RESOURCES** The layout of the RESOURCES table is shown in the table below.

---

Field	Description
ID	The repository object id
SCOPE	The names of the scopes, Submitted Entities, Scheduling Entities or folders that offer the respective Named Resource are shown here.
TYPE	This is the resource type.
OWNER	The group owning the object
STATE	Indicates the state of the resource.
REQUESTABLE_AMOUNT	The maximum amount of resources that can be requested by a job.
AMOUNT	The amount states the current number of instances of the Named Resource for this scope or job server.

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User Commands show named resource

*Continued from previous page*

Field	Description
FREE_AMOUNT	The Free Amount designates the total number of instances of a resource in the selected scope or job server that have not yet been allocated to jobs.
IS_ONLINE	Indicates whether the resource is online or not.
PRIVS	String containing the users privileges on the object

Table 26.45: Description of the output structure of the show named resource sub-table

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	The name of the parameter.
TYPE	This is the parameter type. Local or Local Constant.
DEFAULT_VALUE	With the Default Value, we differentiate between Constants and Local Constants. It is the value of the parameter for Constants and the default value for Local Constants.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

Table 26.46: Description of the output structure of the show named resource sub-table

**JOB\_DEFINITIONS** The layout of the JOB\_DEFINITIONS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the job definition.
AMOUNT	The amount of the resource that is required by the job.
KEEP_MODE	The value of the Keep parameter for the resource request from the job.

*Continued on next page*



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<b>Field</b>	<b>Description</b>
IS_STICKY	Indicates whether it is a Sticky Request or not.
STICKY_NAME	Optional name of the sticky resource request
STICKY_PARENT	Parent Job Definition within which the sticky requirement is handled
RESOURCE_STATE_MAPPING	If a Resource State Mapping was specified in the resource request, it is displayed here.
EXPIRED_AMOUNT	The number of units. If the Expired Amount is positive, this means that the state change cannot have taken place longer ago than the given maximum time. If the amount is negative, it must have taken place at least as long ago as the given minimum time.
EXPIRED_BASE	The unit in minutes, hours, days, weeks, months and years.
LOCKMODE	The lockmode describes the mode for accessing this resource (exclusive, shared, etc.).
STATES	Multiple states that are acceptable for this job are separated by commas.
CONDITION	The condition that can be defined for requests for Static Resources.
PRIVS	String containing the users privileges on the object

---

Table 26.47: Description of the output structure of the show named resource sub-table

## show object monitor

### Purpose

*Purpose* The purpose of the show object monitor statement is to show detailed information about the specified object monitor.

### Syntax

*Syntax* The syntax for the show object monitor statement is

```
show object monitor objecttypename
```

### Description

*Description* The show monitor object statement is used to display detailed information about an Object Monitor. If instances already exist for this Object Monitor, these and any events that have occurred are displayed as well.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Object Monitor.
OWNER	Owner group of the Object Monitor.
WATCH_TYPE	Name of the base Watch Type.
RECREATE	Strategy when deleted objects turn up again
WATCHER	Name of the Watch Job.
DELETE_AMOUNT	Number of time units until deleted objects are deleted from the memory.
DELETE_BASE	The time unit for the delete.amount.
EVENT_DELETE_AMOUNT	Number of time units until finished events are deleted from the memory.
EVENT_DELETE_BASE	The time unit for the event_delete.amount.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

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Field	Description
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
PARAMETERS	The parameters for the Object Type are listed in the Parameters table. See also table 26.49 on page 381
INSTANCES	The instances and events are listed in the Instances table. See also table 26.50 on page 384

---

Table 26.48: Description of the output structure of the show object monitor statement

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the parameter.
VALUE	Value of the parameter.
IS_DEFAULT	Defines whether the default value from the Watch Type parameter is used.
DEFAULT_VALUE	Default value of the parameter from the Watch Type parameter.
IS_SUBMIT_PAR	Defines whether the parameter is to be handed over when submitting an Object Trigger.
PRIVS	String containing the users privileges on the object

---

Table 26.49: Description of the output structure of the show object monitor subtable

**INSTANCES** The layout of the INSTANCES table is shown in the table below.

Field	Description
ID	The repository object id

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<b>Field</b>	<b>Description</b>
UNIQUE_NAME	Unique name of the instance.
CREATE_TS	Time when this instance was created.
MODIFY_TS	Time when this instance was last changed.
REMOVE_TS	Time when this instance was labelled as having been deleted.
TRIGGERNAME	Name of the trigger that created this event.
EVENTTYPE	Type of event (create, change, delete).
SME_ID	ID of the job that was started because of the event.
SUBMIT_TS	Time of the submit or event.
FINAL_TS	Time when the job became final.
FINAL_EXIT_STATE	Exit State of the triggered job.
JOBSTATE	Current state of the job.
JOB_IS_RESTARTABLE	Switch that defines whether the job can be restarted.
JOBNAME	Name of the job definition.
JOBTYPE	Type of job definition (Job/Batch).
MAIN_SME_ID	ID of the main job that was started because of the event.
MAIN_FINAL_TS	Time when the main job became final.
MAIN_FINAL_EXIT_STATE	Exit State of the triggered main job.
MAIN_JOBSTATE	Current state of the main job.
MAIN_JOB_IS_RESTARTABLE	Switch that defines whether the main job can be restarted.
MAIN_JOBNAME	Name of the job definition of the main job.
MAIN_JOBTYPE	Type of job definition (Job/Batch) of the main job.
MASTER_SME_ID	ID of the master job.
CNT_SUBMITTED	The number of children in a Submitted state.
CNT_DEPENDENCY_WAIT	The number of children in a Dependency.Wait state.
CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize.Wait state.
CNT_RESOURCE_WAIT	The number of children in a Resource.Wait state.
CNT_RUNNABLE	The number of children in a Runnable state.
CNT_STARTING	The number of children in a Starting state.

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<b>Field</b>	<b>Description</b>
CNT_STARTED	The number of children in a Started state.
CNT_RUNNING	The number of children in a Running state.
CNT_TO_KILL	The number of children in a To_Kill state.
CNT_KILLED	The number of children in a Killed state.
CNT_CANCELLED	The number of children in a Cancelled state.
CNT_FINISHED	The number of children in a Finished state.
CNT_FINAL	The number of children in a Final state.
CNT_BROKEN_ACTIVE	The number of children in a Broken_Active state.
CNT_BROKEN_FINISHED	The number of children in a Broken_Finished state.
CNT_ERROR	The number of children in an Error state.
CNT_RESTARTABLE	The number of children in a Restartable state.
CNT_UNREACHABLE	The number of children in an Unreachable state.
CNT_WARN	Number of children that have warning messages.
WARN_COUNT	Number of warning messages for the current object.
MAIN_CNT_SUBMITTED	The number of children in a Submitted state.
MAIN_CNT_DEPENDENCY_WAIT	The number of children in a Dependency_Wait state.
MAIN_CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize_Wait state.
MAIN_CNT_RESOURCE_WAIT	The number of children in a Resource_Wait state.
MAIN_CNT_RUNNABLE	The number of children in a Runnable state.
MAIN_CNT_STARTING	The number of children in a Starting state.
MAIN_CNT_STARTED	The number of children in a Started state.
MAIN_CNT_RUNNING	The number of children in a Running state.
MAIN_CNT_TO_KILL	The number of children in a To_Kill state.
MAIN_CNT_KILLED	The number of children in a Killed state.
MAIN_CNT_CANCELLED	The number of children in a Cancelled state.
MAIN_CNT_FINISHED	The number of children in a Finished state.
MAIN_CNT_FINAL	The number of children in a Final state.
MAIN_CNT_BROKEN_ACTIVE	The number of children in a Broken_Active state.
MAIN_CNT_BROKEN_FINISHED	The number of children in a Broken_Finished state.

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show object monitor

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<b>Field</b>	<b>Description</b>
MAIN_CNT_ERROR	The number of children in an Error state.
MAIN_CNT_RESTARTABLE	The number of children in a Restartable state.
MAIN_CNT_UNREACHABLE	The number of children in an Unreachable state.
MAIN_CNT_WARN	Number of children that have warning messages.
MAIN_WARN_COUNT	Number of warning messages for the current object.
PRIVS	String containing the users privileges on the object

Table 26.50: Description of the output structure of the show object monitor subtable

## show pool

### Purpose

The purpose of the show pool statement is to show all the properties of a resource pool. *Purpose*

### Syntax

The syntax for the show pool statement is *Syntax*

```
show pool resourcepath in serverpath
```

### Description

The show pool statement is used to get all the relevant information about a Resource Pool. First of all, this information includes all the general details about a pool represented as a record structure. Detailed information about the pooled objects are shown in a table. Finally, it gives a full overview of all the existing distributions. The standard distribution that is derived when creating a pool is listed under the name "default". *Description*

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	System-wide unique object number.
NAME	Name of the pool.
SCOPENAME	Name of the scope in which the pool was created.
TAG	The tag is an optional short name for the resource.
OWNER	Name of the group that is the owner of the pool.
MANAGER_ID	ID of the Managing Pool.
MANAGER_NAME	Name of the Managing Pool.
MANAGER_SCOPENAME	Name of the scope in which the Managing Pool was created.

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<b>Field</b>	<b>Description</b>
DEFINED_AMOUNT	The amount if the pool is not managed.
AMOUNT	The actual amount of the pool.
FREE_AMOUNT	The currently free amount.
TOTAL_FREE_AMOUNT	The currently free amount including the free amount of the pooled resources.
CHILD_ALLOCATED	The amount that was actually allocated with the children.
EVALUATION_CYCLE	The time interval in seconds at which a new evaluation of the target amount takes place.
NEXT_EVALUATION_TIME	The time when the next evaluation of the target amount is to take place.
ACTIVE_DISTRIBUTION	The currently active distribution.
TRACE_INTERVAL	The trace interval is the minimum time in seconds between when Trace Records are written.
TRACE_BASE	The trace base is the basis for the valuation period.
TRACE_BASE_MULTIPLIER	The base multiplier determines the multiplication factor of the trace base.
TD0_AVG	The average resource allocation of the last $B * M^0$ seconds.
TD1_AVG	The average resource allocation of the last $B * M^1$ seconds.
TD2_AVG	The average resource allocation of the last $B * M^2$ seconds.
LW_AVG	The average allocation since the last time a Trace Record was written.
LAST_WRITE	The time the last Trace Record was written.
COMMENT	A comment that may exist for this object.
COMMENTTYPE	Type of comment, text or URL.
CREATOR	Name of the user who created this pool.
CREATE_TIME	The creation time.
CHANGER	Name of the last user who modified this pool.
CHANGE_TIME	Time of the last modification.
PRIVS	Abbreviation for the privileges for this object held by the requesting user.
RESOURCES	Table of pooled resources and pools. See also table <a href="#">26.52</a> on page <a href="#">388</a>

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Field	Description
DISTRIBUTION_NAMES	Table with names of the distributions for this pool. See also table 26.53 on page 388
DISTRIBUTIONS	Table with distribution information for the distributions for this pool. See also table 26.54 on page 389

---

Table 26.51: Description of the output structure of the show pool statement

**RESOURCES** The layout of the RESOURCES table is shown in the table below.

Field	Description
ID	System-wide unique object number.
RESOURCE_NAME	Name of the pooled resource or the pool.
RESOURCE_SCOPE_NAME	Name of the scope in which the pooled resource or pool was created.
TYPE	Type of the pooled object, pool or resource.
IS_MANAGED	States whether the named resource is managed by default or not.
NOMPCT	The default nominal value for the amount of the resource expressed as a percentage.
FREEPCT	The default amount of the resource that is ideally free expressed as a percentage.
MINPCT	The default minimum amount of the resource expressed as a percentage.
MAXPCT	The default maximum amount of the resource expressed as a percentage.
ACT_IS_MANAGED	States whether the named resource is currently managed or not.
ACT_NOMPCT	The actual nominal value for the amount of the resource expressed as a percentage.
ACT_FREEPCT	The actual amount of the resource that is ideally free expressed as a percentage.
ACT_MINPCT	The actual minimum amount of the resource expressed as a percentage.
ACT_MAXPCT	The actual maximum amount of the resource expressed as a percentage.

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Field	Description
TARGET_AMOUNT	The actual target amount.
AMOUNT	The amount currently held by the pooled resource.
FREE_AMOUNT	The free amount of the pooled resource.
TOTAL_FREE_AMOUNT	The free amount of the pooled resources including the total_free_amount of its pool children.

Table 26.52: Description of the output structure of the show pool subtable

**DISTRIBUTION\_NAMES** The layout of the DISTRIBUTION\_NAMES table is shown in the table below.

Field	Description
ID	System-wide unique object number.
NAME	Name of the distribution

Table 26.53: Description of the output structure of the show pool subtable

**DISTRIBUTIONS** The layout of the DISTRIBUTIONS table is shown in the table below.

Field	Description
ID	System-wide unique object number.
NAME	Name of the distribution.
RESOURCENAME	Name of the pooled resource or the pool.
RESOURCEOPENAME	Name of the scope containing the pooled resource.
TYPE	Type of pooled object.
IS_MANAGED	Specifies whether the stated resource is managed or not within this distribution.
NOMPCT	The nominal value for the amount of the resource expressed as a percentage.
FREEPCT	The amount of the resource that is ideally free expressed as a percentage.
MINPCT	The minimum amount of the resource expressed as a percentage.
MAXPCT	The maximum amount of the resource expressed as a percentage.

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---

<b>Field</b>	<b>Description</b>
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Table 26.54: Description of the output structure of the show pool subtable

## show resource

### Purpose

*Purpose* The purpose of the show resource statement is to get detailed information about the resource.

### Syntax

*Syntax* The syntax for the show resource statement is

```
show RESOURCE_URL
RESOURCE_URL:
    resource resourcepath in folderpath
    | resource resourcepath in serverpath
```

### Description

*Description* The show resource statement gives you detailed information about the resource.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the resource.
SCOPENAME	Name of the scope in which the pool was created.
OWNER	The group owning the object
LINK_ID	ID of the referenced resource.
LINK_SCOPE	Scope name of the referenced resource.
BASE_ID	ID of the ultimately referenced resource.
BASE_SCOPE	Scope name of the ultimately referenced resource.
MANAGER_ID	ID of the Managing Pool.
MANAGER_NAME	Name of the Managing Pool.
MANAGER_SCOPENAME	Name of the scope in which the Managing Pool was created.

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<b>Field</b>	<b>Description</b>
USAGE	The Usage field specifies the Resource type.
RESOURCE_STATE_PROFILE	This is the Resource State Profile allocated to the resource.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
TAG	The tag is an optional short name for the resource.
STATE	The state is the current state of the resource in this scope or job server.
TIMESTAMP	The timestamp indicates the last time the Resource State changed.
REQUESTABLE_AMOUNT	The Requestable Amount is the maximum amount that can be requested.
DEFINED_AMOUNT	The amount that is available if the resource is not pooled.
AMOUNT	The actual available amount.
FREE_AMOUNT	The Free Amount designates the total number of instances of a resource that have not yet been allocated to jobs.
IS_ONLINE	Is Online is an indicator that states whether the resource is online or not.
FACTOR	This is the correction factor by which the requested amount is multiplied.
TRACE_INTERVAL	The trace interval is the minimum time in seconds between when Trace Records are written.
TRACE_BASE	The trace base is the basis for the valuation period.
TRACE_BASE_MULTIPLIER	The base multiplier determines the multiplication factor of the trace base.
TD0_AVG	The average resource allocation of the last $B * M^0$ seconds.
TD1_AVG	The average resource allocation of the last $B * M^1$ seconds.
TD2_AVG	The average resource allocation of the last $B * M^2$ seconds.
LW_AVG	The average allocation since the last time a Trace Record was written.

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Field	Description
LAST_WRITE	The time the last Trace Record was written.
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
ALLOCATIONS	This is a table of resource allocations. See also table 26.56 on page 393
PARAMETERS	Additional information about a resource can be saved in the Parameters tab. See also table 26.57 on page 394

---

Table 26.55: Description of the output structure of the show resource statement

**ALLOCATIONS** The layout of the ALLOCATIONS table is shown in the table below.

Field	Description
ID	The repository object id
JOBID	This is the ID of the job instance that was started with either a direct submit of the job or by a submit of the Master Batch or Master Job.
MASTERID	This is the ID of the job or batch instance that was started as a Master Job and contains the current job as a child.
JOBTYPE	This is the type of the job.
JOBNAME	This is the name of the job.
AMOUNT	This is the available amount.
KEEP_MODE	The Keep parameter defines whether the job is given the current "Sticky" resource or not. The following variants are used: KEEP, NO KEEP and KEEP FINAL.
IS_STICKY	The resource is only released if there are no other Sticky Requests for this Named Resource in the same batch.

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Field	Description
STICKY_NAME	Optional name of the sticky resource request
STICKY_PARENT	Parent job within which the sticky request is evaluated
STICKY_PARENT_TYPE	Type of the parent within which the sticky requirement is evaluated
LOCKMODE	The lockmode defines which access mode is used to allocate the resource to the current job.
RSM_NAME	The name of the Resource State Mapping.
TYPE	The type of allocation: Available, Blocked, Allocations, Master.Reservation, Reservation
TYPESORT	Aid for sorting the allocations.
P	The priority of the job.
EP	The effective priority of the job.
PRIVS	String containing the users privileges on the object

---

Table 26.56: Description of the output structure of the show resource subtable

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

---

Field	Description
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
EXPRESSION	Expression for the parameter type EXPRESSION.
DEFAULT_VALUE	The default value of the parameter.
REFERENCE_TYPE	Type of object that is being referenced.
REFERENCE_PATH	The path to the object that is being referenced.
REFERENCE_PRIVS	The user's privileges for the object that is being referenced.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

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<b>Field</b>	<b>Description</b>
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
REFERENCE_TYPE	Type of object that is referencing the parameter.
REFERENCE_PATH	The path to the object that is referencing the parameter.
REFERENCE_PRIVS	The user's privileges for the object that is referencing the parameter.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

---

Table 26.57: Description of the output structure of the show resource subtable



## show resource state definition

### Purpose

The purpose of the show resource state definition is to get detailed information about the specified resource state definition. *Purpose*

### Syntax

The syntax for the show resource state definition statement is *Syntax*

```
show resource state definition statename
```

### Description

The show resource state definition statement gives you detailed information about the Resource State Definition. *Description*

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object

Table 26.58: Description of the output structure of the show resource state definition statement

## show resource state mapping

### Purpose

*Purpose* The purpose of the show resource state mapping statement is to get detailed information about the specified mapping.

### Syntax

*Syntax* The syntax for the show resource state mapping statement is

```
show resource state mapping profilename
```

### Description

*Description* The show resource state mapping statement gives you detailed information about the specified mapping.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Resource State Mapping.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
MAPPINGS	A table with translations from the Exit State to the Resource State. See also table <a href="#">26.60</a> on page <a href="#">397</a>

Table 26.59: Description of the output structure of the show resource state mapping statement

**MAPPINGS** The layout of the MAPPINGS table is shown in the table below.

<b>Field</b>	<b>Description</b>
ESD_NAME	Name of the Exit State Definition.
RSD_FROM	The original state of the resource.
RSD_TO	The current state of the resource.

Table 26.60: Description of the output structure of the show resource state mapping subtable

User Commands `show resource state profile`

## show resource state profile

### Purpose

*Purpose* The purpose of the show resource state profile is to get detailed information about the specified resource state profile.

### Syntax

*Syntax* The syntax for the show resource state profile statement is

```
show resource state profile profilename
```

### Description

*Description* The show resource state profile statement gives you detailed information about the specified Resource State Profile.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
INITIAL_STATE	This field defines the initial state of the resource. This Resource State does not have to be present in the list of valid Resource States.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
STATES	The valid Resource States are shown in the Resource State column in the States table.

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---

Field	Description
	See also table <a href="#">26.62</a> on page <a href="#">399</a>

---

Table 26.61: Description of the output structure of the show resource state profile statement

**STATES** The layout of the STATES table is shown in the table below.

Field	Description
ID	The repository object id
RSD_NAME	Name of the Resource State Definition.
PRIVS	String containing the users privileges on the object

---

Table 26.62: Description of the output structure of the show resource state profile subtable

## show schedule

### Purpose

*Purpose* The purpose of the show schedule statement is to get detailed information about the specified schedule.

### Syntax

*Syntax* The syntax for the show schedule statement is

```
show schedule schedulepath
```

### Description

*Description* The show schedule statement gives you detailed information about the specified schedule.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
INHERIT_PRIVS	Privileges that are inherited from the parent folder.
INTERVAL	These are blocks of defined durations in the Time Scheduling.
TIME_ZONE	The time zone in which the schedule is to be calculated.
ACTIVE	Jobs are only submitted if this flag is set.
EFF_ACTIVE	States whether a parent has been set to Inactive by the scheduler.
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object

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---

<b>Field</b>	<b>Description</b>
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

---

Table 26.63: Description of the output structure of the show schedule statement

## show scheduled event

### Purpose

*Purpose* The purpose of the show scheduled event is to get detailed information about the specified event.

### Syntax

*Syntax* The syntax for the show scheduled event statement is

```
show scheduled event schedulepath . eventname
```

### Description

*Description* The show scheduled event statement gives you detailed information about the specified event.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
OWNER	The group owning the object
SCHEDULE	The schedule defines the scheduling times.
EVENT	The event describes what is to be done.
ACTIVE	Jobs are only submitted if this flag is set.
EFF_ACTIVE	States whether a parent has been set to Inactive by the scheduler.
BROKEN	The Broken field can be used to check whether an error occurred when the job was submitted.
ERROR_CODE	If an error occurred while the job was being executed in the Time Scheduling, the returned error code is displayed in the Error Code field. If no error occurred, this field remains empty.

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---

<b>Field</b>	<b>Description</b>
ERROR_MSG	If an error occurred while the job was being executed in the Time Scheduling, the returned error message is displayed in the Error Message field. If no error occurred, this field remains empty.
LAST_START	The last time the job is to be executed by the Scheduling System is shown here.
NEXT_START	The next scheduled time when the task is to be executed by the Scheduling System is shown here.
NEXT_CALC	If the Next Start field is empty, the Next Calc gives the time when a search is run for a next start time. Otherwise, the new calculation takes place at the time of the Next Start.
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
BACKLOG_HANDLING	The backlog determines how the Time Scheduling System behaves after a server downtime.
SUSPEND_LIMIT	The time that defines when jobs are to be submitted in a suspended state, for example after a downtime.
EFFECTIVE_SUSPEND_LIMIT	The time that defines when jobs are to be submitted in a suspended state, for example after a downtime.
CALENDAR	This flag indicates whether calendar entries are created.
CALENDAR_HORIZON	The defined length of the period in days for which a calendar is created.
EFFECTIVE_CALENDAR_HORIZON	The effective length of the period in days for which a calendar is created.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CALENDAR_TABLE	The table with the next start times.

---

Table 26.64: Description of the output structure of the show scheduled event statement

## show scope

### Purpose

*Purpose* The purpose of the show scope statement is to get detailed information about a scope.

### Syntax

*Syntax* The syntax for the show scope statement is

```
show < scope serverpath | job server serverpath > [ with EXPAND ]
```

EXPAND:

```
expand = none  
| expand = < (id {, id}) | all >
```

### Description

*Description* The show scope statement gives you detailed information about the scope.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
TYPE	The type of scope.
INHERIT_PRIVS	Privileges that are inherited from the parent folder.
IS_TERMINATE	This flag indicates whether a termination order exists.
IS_SUSPENDED	Indicates whether the scope is suspended.
IS_ENABLED	The job server can only log on to the server if the Enable flag is set to Yes.

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---

<b>Field</b>	<b>Description</b>
IS_REGISTERED	Defines whether the job server has sent a register command.
IS_CONNECTED	Indicates whether the job server is connected.
HAS_ALTERED_CONFIG	The configuration on the server does not match the current configuration on the job server.
STATE	This is the current state of the resource in this scope.
PID	The PID is the process identification number of the job server process on the respective host system.
NODE	The node specifies the computer on which the job server is running. This field has a purely documentary character.
IDLE	The time that has elapsed since the last command. This only applies for job servers.
ERRMSG	This is an error message.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
RESOURCES	The resources present in this scope are displayed here. See also table <a href="#">26.66</a> on page <a href="#">407</a>
CONFIG	The configuration of the job server is described in the Config tab. See also table <a href="#">26.67</a> on page <a href="#">407</a>
CONFIG_ENVMAAPPING	Whether and under which name the environment variables are visible is configured in this tab. See also table <a href="#">26.68</a> on page <a href="#">408</a>
PARAMETERS	Additional information about a resource can be saved in the Parameters tab. See also table <a href="#">26.69</a> on page <a href="#">409</a>

---

Table 26.65: Description of the output structure of the show scope statement

**RESOURCES** The layout of the RESOURCES table is shown in the table below.

Field	Description
ID	The repository object id
NR_ID	ID of the Named Resource.
NAME	Name of the Named Resource.
USAGE	It is the usage of the Named Resource (STATIC, SYSTEM or SYNCHRONISING)
NR_PRIVS	String containing the abbreviations for the user privileges for this Named Resource.
TAG	The tag is an optional short name for the resource.
OWNER	The group owning the object
LINK_ID	ID of the referenced resource.
LINK_SCOPE	Scope of the referenced resource.
STATE	The Resource State of the resource.
REQUESTABLE_AMOUNT	The maximum amount of resources that can be requested by a job.
AMOUNT	The actual amount that is available.
FREE_AMOUNT	The free amount that can be allocated.
TOTAL_FREE_AMOUNT	Free amount available for allocations including the free amount of pooled resources if it is a pool.
IS_ONLINE	This is the availability status of the resource.
FACTOR	This is the correction factor by which the requested amount is multiplied.
TIMESTAMP	The timestamp indicates the last time the Resource State changed.
SCOPE	The scope in which the resource was created.
MANAGER_ID	ID of the Managing Pool.
MANAGER_NAME	Name of the Managing Pool.
MANAGER_SCOPENAME	Name of the scope in which the Managing Pool was created.
HAS_CHILDREN	Flag indicating whether a Pool Child has managed resources/pools. If it is not a pool, this is always FALSE.

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Field	Description
POOL_CHILD	This flag indicates whether the displayed resource is a child of the pool.
TRACE_INTERVAL	The trace interval is the minimum time in seconds between when Trace Records are written.
TRACE_BASE	The trace base is the basis for the valuation period (B).
TRACE_BASE_MULTIPLIER	The base multiplier determines the multiplication factor (M) of the trace base.
TD0_AVG	The average resource allocation of the last $B * M^0$ seconds.
TD1_AVG	The average resource allocation of the last $B * M^1$ seconds.
TD2_AVG	The average resource allocation of the last $B * M^2$ seconds.
LW_AVG	The average allocation since the last time a Trace Record was written.
LAST_WRITE	The time the last Trace Record was written.
PRIVS	String containing the users privileges on the object

Table 26.66: Description of the output structure of the show scope subtable

**CONFIG** The layout of the CONFIG table is shown in the table below.

Field	Description
KEY	The name of the configuration variable.
VALUE	The value of the configuration variable.
LOCAL	Indicates whether the Key Value Pair is defined at local or parent level.
ANCESTOR_SCOPE	This is the scope in which the Key Value Pair is defined.
ANCESTOR_VALUE	This is the value that is defined at parent level.

Table 26.67: Description of the output structure of the show scope subtable

**CONFIG\_ENVMAPPING** The layout of the CONFIG\_ENVMAPPING table is shown in the table below.

Field	Description
KEY	Name of the environment variable.
VALUE	Name of the environment variable that is to be set.
LOCAL	Indicates whether the Key Value Pair is defined at local or parent level.
ANCESTOR_SCOPE	This is the scope in which the Key Value Pair is defined.
ANCESTOR_VALUE	This is the value that is defined at parent level.

Table 26.68: Description of the output structure of the show scope subtable

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
EXPRESSION	Expression for the parameter type EXPRESSION.
DEFAULT_VALUE	The default value of the parameter.
REFERENCE_TYPE	Type of object that is being referenced.
REFERENCE_PATH	The path to the object that is being referenced.
REFERENCE_PRIVS	The user's privileges for the object that is being referenced.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
ID	The repository object id
NAME	Name of the parameter.
TYPE	This is the parameter type.
IS_LOCAL	True for local parameters that are only visible for the job itself.
REFERENCE_TYPE	Type of object that is referencing the parameter.
REFERENCE_PATH	The path to the object that is referencing the parameter.

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---

<b>Field</b>	<b>Description</b>
REFERENCE_PRIVS	The user's privileges for the object that is referencing the parameter.
REFERENCE_PARAMETER	Name of the parameter that is being referenced.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

---

Table 26.69: Description of the output structure of the show scope subtable

## show session

### Purpose

*Purpose* The purpose of the show session statement is to get more detailed information about the specified or the current session.

### Syntax

*Syntax* The syntax for the show session statement is

```
show session [ sid ]
```

### Description

*Description* The show session statement gives you detailed information about the specified or current session.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
THIS	With This, the proprietary session is shown with an asterisk.
SESSIONID	This is the ID of the session.
START	The time from which the session was started.
USER	Name of the user name used for the session login.
UID	The ID of the user.
IP	The IP address of the computer from which the connection was set up.
TXID	The ID of the last or current transaction.
IDLE	The time in seconds that has elapsed since the last transaction.
TIMEOUT	The time in seconds after which an automatic logout takes place (0 means unlimited).

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show session

User Commands

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*Continued from previous page*

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<b>Field</b>	<b>Description</b>
STATEMENT	The statement that is being executed at this time.

---

Table 26.70: Description of the output structure of the show session statement

## show system

### Purpose

*Purpose* The purpose of the show system statement is to get information about the actual configuration of the running server.

### Syntax

*Syntax* The syntax for the show system statement is

```
show system
```

### Description

*Description* The show system statement gives you detailed information about the current configuration of the running server.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
VERSION	The current version of the software.
MAX_LEVEL	The maximum compatibility level of the software.
NUM_CPU	The number of processors present in the system.
MEM_USED	The amount of used memory.
MEM_FREE	The amount of free memory.
MEM_MAX	The maximum amount of memory that the server can use.
STARTTIME	The time when the server was started.
UPTIME	The time when the server started running.
HITRATE	The hit rate in the environment cache of the Scheduling Thread.
WORKER	A table with a list of the Worker Threads. See also table <a href="#">26.72</a> on page <a href="#">413</a>

Table 26.71: Description of the output structure of the show system statement

**WORKER** The layout of the WORKER table is shown in the table below.

<b>Field</b>	<b>Description</b>
ID	The repository object id
NAME	The object name
STATE	The state of the worker.
TIME	The time from which the worker is in a state.

Table 26.72: Description of the output structure of the show system subtable

## show trigger

### Purpose

*Purpose* The purpose of the show trigger statement is to get detailed information about the specified trigger.

### Syntax

*Syntax* The syntax for the show trigger statement is

```
show trigger triggername on TRIGGEROBJECT
```

TRIGGEROBJECT:

```

E | resource resourcepath in folderpath
    | job definition folderpath
    | named resource resourcepath
    | object monitor objecttypename
    | resource resourcepath in serverpath

```

### Description

*Description* The show trigger statement gives you detailed information about the specified trigger.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OBJECTTYPE	The type of object in which the trigger is defined.
OBJECTNAME	Full path name of the object in which the trigger is defined.
ACTIVE	States whether the trigger is active or not.
ACTION	The Trigger Action that takes place is either the submit of a job or a rerun of the triggering job.

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---

<b>Field</b>	<b>Description</b>
SUBMIT_TYPE	The object type that is submitted when the trigger is activated.
SUBMIT_NAME	The object type that is submitted when the trigger is activated.
SUBMIT_SE_OWNER	The owner of the object that is submitted.
SUBMIT_PRIVS	The privileges for the object that is to be submitted.
MAIN_TYPE	Type of main job (job/batch).
MAIN_NAME	Name of the main job.
MAIN_SE_OWNER	Owner of the main job.
MAIN_PRIVS	Privileges for the main job.
PARENT_TYPE	Type of parent job (job/batch).
PARENT_NAME	Name of the parent job.
PARENT_SE_OWNER	Owner of the parent job.
PARENT_PRIVS	Privileges for the parent job.
TRIGGER_TYPE	The trigger type that describes when it is activated.
MASTER	Indicates whether the trigger submitted a master or a child.
SUBMIT_OWNER	The owner group that has to be used with the Submitted Entity.
IS_CREATE	Indicates whether the trigger reacts to create events.
IS_CHANGE	Indicates whether the trigger reacts to change events.
IS_DELETE	Indicates whether the trigger reacts to delete events.
IS_GROUP	Indicates whether the trigger handles the events as a group.
MAX_RETRY	The maximum number of trigger activations in a single Submitted Entity.
SUSPEND	Specifies whether the submitted object is suspended.
RESUME_AT	Time of the automatic resume.
RESUME_IN	Number of time units until the automatic resume.
RESUME_BASE	Time unit for resume.in.
WARN	Specifies whether a warning has to be given when the activation limit is reached.

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Field	Description
CONDITION	Conditional expression to define the trigger condition.
CHECK_AMOUNT	The amount of CHECK.Base units for checking the condition in the case of non-synchronised triggers.
CHECK_BASE	Units for the CHECK_AMOUNT.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
STATES	Table of states that cause the trigger to be activated. See also table <a href="#">26.74</a> on page <a href="#">416</a>

---

Table 26.73: Description of the output structure of the show trigger statement

**STATES** The layout of the STATES table is shown in the table below.

Field	Description
ID	The repository object id
FROM_STATE	The trigger is activated if this is the old Resource State.
TO_STATE	The trigger is activated if this is the new Resource State or the Exit State of the object.

---

Table 26.74: Description of the output structure of the show trigger subtable

## show user

### Purpose

The purpose of the show user statement is to show detailed information about the user. *Purpose*

### Syntax

The syntax for the show user statement is *Syntax*

```
show user [ username ]
```

### Description

The show user statement gives you detailed information about the user. *Description*

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
IS_ENABLED	Flag that shows whether the user is allowed to log on.
DEFAULT_GROUP	The default group of the users who are being used by the owners of the object.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
MANAGE_PRIVS	Table of the manage privileges. See also table <a href="#">26.76</a> on page <a href="#">418</a>

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Field	Description
GROUPS	Table of groups to which the user belongs. See also table <a href="#">26.77</a> on page <a href="#">418</a>

---

Table 26.75: Description of the output structure of the show user statement

**MANAGE\_PRIVS** The layout of the MANAGE\_PRIVS table is shown in the table below.

Field	Description
PRIVS	String containing the users privileges on the object

---

Table 26.76: Description of the output structure of the show user subtable

**GROUPS** The layout of the GROUPS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	The object name
PRIVS	String containing the users privileges on the object

---

Table 26.77: Description of the output structure of the show user subtable



## show watch type

### Purpose

The purpose of the show watch type statement is to get detailed information about the watch type. *Purpose*

### Syntax

The syntax for the show watch type statement is *Syntax*

```
show watch type watchtypename
```

### Description

The show watch type statement is used to display detailed information about a Watch Type. *Description*  
This information is public so that every user is allowed to use the show watch type statement.

### Output

This statement returns an output structure of type record. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
PARAMETERS	The parameters for the Watch Type are listed in the Parameters table.

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User Commands show watch type

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Field	Description
	See also table 26.79 on page 420

---

Table 26.78: Description of the output structure of the show watch type statement

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the parameter.
DEFAULT_VALUE	Default value if not defined for Object Type or Object Instance.
TYPE	Parameter type: CONFIG, VALUE or INFO.
IS_SUBMIT_PAR	Defines whether the parameter is to be handed over when submitting an Object Trigger.
PRIVS	String containing the users privileges on the object

---

Table 26.79: Description of the output structure of the show watch type subtable

## 27 shutdown commands

User Commands

shutdown

## shutdown

### Purpose

*Purpose* The purpose of the shutdown statement is to instruct the addressed job servers to terminate.

### Syntax

*Syntax* The syntax for the shutdown statement is

```
shutdown serverpath
```

### Description

*Description* The shutdown statement is used to shut down the addressed job server.

### Output

*Output* This statement returns a confirmation of a successful operation

## 28 stop commands

User Commands

stop server

## stop server

### Purpose

*Purpose* The purpose of the stop server statement is to instruct the server to terminate.

### Syntax

*Syntax* The syntax for the stop server statement is

**stop server**

**stop server kill**

### Description

*Description* The stop server statement is used to shut down the server. If this should not function correctly for any reason, the server can also be forced to shut down using **kill**.

### Output

*Output* This statement returns a confirmation of a successful operation

## **29 submit commands**

## submit

### Purpose

*Purpose* The purpose of the submit statement is to execute a master batch or job as well as all defined children.

### Syntax

*Syntax* The syntax for the submit statement is

```

submit folderpath
[ with WITHITEM {, WITHITEM} ]

submit aliasname
[ with WITHITEM {, WITHITEM} ]

WITHITEM:
  check only
  | childtag = string
  | nicevalue = signed_integer
  | parameter = none
  | parameter = ( PARAM {, PARAM} )
  | < noresume | resume in period | resume at datetime >
  | submittag = string
  | < nosuspend | suspend >
  | unresolved = < error | ignore | suspend | defer >
  | group = groupname

```

```

PARAM:
  parametername = < string | number >

```

### Description

*Description* The submit statement is used to submit a job or batch. There are two kinds of submit command:

- The first kind is used by users, who can also be programs, and the Time Scheduling Module. This form submits Master Jobs and Batches.
- The second form of the statement is used by jobs to submit dynamic children.

**check only** The check only option is used to verify whether a Master Submittable Batch or Job can be submitted. This means that a check is run to ascertain whether all the dependencies can be fulfilled and all the referenced parameters are defined.



Whether the jobs can be executed in any scope or not is not verified. This is a situation that can arise at any point during the runtime.

Positive feedback means that, from the system's perspective, the job or batch can be submitted.

**childtag** The `childtag` option is used by jobs to submit several instances of the same Scheduling Entity and to be able to differentiate between them.

An error is triggered if the same Scheduling Entity is submitted twice using the same `childtag`. The content of the `childtag` has no further significance for the Scheduling System.

The maximum length for a `childtag` is 70 characters. The `childtag` option is ignored in the case of a Master Submit.

**group** The `group` option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**nicevalue** The `nicevalue` option defines a correction that is used for the calculation of the priorities for the job and its children. Values between -100 and 100 are permitted.

**parameter** The `parameter` option is used to specify the value of Job Parameters for the submit. The parameters are set in the scope of the Master Batch or Job. This means that if parameters are specified that are not defined in the Master Batch or Job, these parameters are invisible to any children.

**submittag** If the `submittag` is specified, it must have a unique name for the Submitted Entity. This tag was introduced to be able to programmatically submit jobs and batches and to resubmit the job or batch with the same tag following a crash of one of the components. If the job submit was successful the first time, the second submit will report an error. If not, the second submit will succeed.

**unresolved** The `unresolved` option defines how the server is to react to unresolved dependencies. This option is mainly used if parts of a batch are submitted following repair work. The faulty part is normally cancelled and then resubmitted as a Master Run. In this case the previous dependencies have to be ignored otherwise the submit will fail.

**suspend** The `suspend` option is used to submit jobs or batches and to suspend them at the same time. If nothing is defined, they are not suspended. This can be explicitly specified at the submit time.

If a job or batch was suspended, neither it nor its children are started. If a job is already running, it will not reach a Final State if it is suspended.

**resume** The resume option can be used together with the suspend option to cause a delayed execution. There are two ways to do this. A delay can be achieved by specifying either the number of time units for the delay the time when the job or batch is to be activated.

This option can be used to reproduce the `at` functionality without creating a schedule.

## Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	ID of the Submitted Entity.

Table 29.1: Description of the output structure of the submit statement

## **30 suspend commands**

## suspend

### Purpose

*Purpose* The purpose of the suspend statement is to prevent further jobs to be executed by this jobserver. See also the resume statement on page [316](#).

### Syntax

*Syntax* The syntax for the suspend statement is

```
suspend serverpath
```

### Description

*Description* The suspend statement prevents further jobs from being executed by this job server.

### Output

*Output* This statement returns a confirmation of a successful operation

# Part III

## Jobserver Commands



## 31 Jobserver Commands

## alter job

### Purpose

*Purpose* The purpose of the alter job statement is to change properties of the specified job. This statement is used by job administrators, jobservers, and by the job itself.

### Syntax

*Syntax* The syntax for the alter job statement is

```

alter job jobid
with WITHITEM {, WITHITEM}

alter job
with WITHITEM {, WITHITEM}

WITHITEM:
  cancel
  | clear warning
  | comment = string
  | error text = string
  | exec pid = pid
  | exit code = signed_integer
  | exit state = statename [ force ]
  | ext pid = pid
  | ignore resource = ( id {, id} )
  | ignore dependency = ( jobid [ recursive ] {, jobid [ recursive ]} )
  | kill
  | nicevalue = signed_integer
  | priority = integer
  | renice = signed_integer
  | rerun [ recursive ]
  | resume
  | < noresume | resume in period | resume at datetime >
  | run = integer
  | state = JOBSTATE
  | suspend
  | timestamp = string
  | warning = string

JOBSTATE:
  broken active
  | broken finished
  | dependency wait

```



```

| error
| finished
| resource wait
| running
| started
| starting
| synchronize wait

```

## Description

The alter job command is used for several purposes. Firstly, job servers use this command to document the progress of a job. All the state transitions a job undergoes during the time when the job is the responsibility of a job server are performed using the alter job command.

Secondly, some changes such as ignoring dependencies or resources, as well as changing the priority of a job, are carried out manually by an administrator.

The Exit State of a job in a Pending State can be set by the job itself or by a process that knows the job ID and key of the job that is to be changed.

*Description*

**cancel** The cancel option is used to cancel the addressed job and all non-Final Children. A job can only be cancelled if neither the job itself nor one of its children is active. Cancelling a running job will set the job in a cancelling state. The effective cancel is postponed until the job is finished

If a Scheduling Entity is dependent upon the cancelled job, it can become unreachable. In this case the dependent job does not acquire the Unreachable Exit State defined in the Exit State Profiles, but is set as having the Job State "Unreachable". It is the operator's task to restore this job back to the job state "Dependency Wait" by ignoring dependencies or even to cancel it.

Cancelled jobs are considered to be just like Final Jobs without a Final Exit. This means that the parents of a cancelled job become final without taking into consideration the Exit State of the cancelled job. In this case the dependent jobs of the parents continue running normally.

The cancel option can only be used by users.

**comment** The comment option is used to document an action or to add a comment to the job. Comments can have a maximum length of 1024 characters. Any number of comments can be saved for a job.

Some comments are saved automatically. For example, if a job attains a Restartable State, a log is written to document this fact.

**error text** The error text option is used to write error information about a job. This can be done by the responsible job server or a user. The server can write this text itself as well.

This option is normally used if the job server cannot start the corresponding process. Possible cases are where it is not possible to switch to the defined working directory, if the executable program cannot be found, or when opening the error log file triggers an error.

**exec pid** The exec pid option is used exclusively by the job server to set the process ID of the control process within the server.

**exit code** The exit code option is used by the job server to tell the repository server with which Exit Code the process has finished. The repository server now calculates the matching Exit State from the Exit State Mapping that was used.

**exit state** The exit state option is used by jobs in a pending state to set their state to another value. This is usually a Restartable or Final State.

Alternatively, this option can be used by administrators to set the state of a non-final job.

If the Force Flag is not being used, the only states that can be set are those which are theoretically attainable by applying the Exit State Mapping to any Exit Code. The set state must exist in the Exit State Profile.

**ext pid** The ext pid option is used exclusively by the job server to set the process ID of the started user process.

**ignore resource** The ignore resource option is used to revoke individual Resource Requests. The ignored resource is then no longer requested.

If the parameters of a resource are being referenced, that resource cannot be ignored.

If invalid IDs have been specified, it is skipped. All other specified resources are ignored. Invalid IDs in this context are the IDs of resources that are not requested by the job.

The ignoring of resources is logged.

**ignore dependency** The ignore dependency option is used to ignore defined dependencies. If the **recursive** flag is used, not only do the job or batch ignore the dependencies, but its children do so as well.

**kill** The kill option is used to submit the defined Kill Job. If no Kill Job has been defined, it is not possible to forcibly terminate the job from within BICsuite. The job obviously has to be active, that means it must be **running**, **killed** or **broken active**.

The last two states are not regular cases. When a Kill Job has been submitted, the Job State is **to\_kill**. After the Kill Job has terminated, the Job State of the killed job is set to **killed** unless it has been completed, in which case it is **finished** or **final**. This means that the job with the Job State **killed** is always still running and that at least one attempt has been made to terminate it.

**nicevalue** The nicevalue option is used to change the priority or the nicevalue of a job or batch and all of its children. If a child has several parents, any changes you make can, but do not necessarily have to, affect the priority of the child in the nicevalue of one of the parents. Where there are several parents, the maximum nicevalue is searched for.

This means that if Job C has three Parents P1, P2 and P3, whereby P1 sets a nice value of 0, P2 sets a nicevalue of 10 and P3 a nicevalue of -10, the effective nicevalue is -10. (The lower the nicevalue the better). If the nicevalue for P2 is changed to -5, nothing happens because the -10 of P3 is better than -5. If the nicevalue of P3 falls to 0, the new effective nicevalue for Job C is -5.

The nicevalues can have values between -100 and 100. Values that exceed this range are tacitly adjusted.

**priority** The priority option is used to change the (static) priority of a job. Because batches and milestones are not executed, priorities are irrelevant to them.

Changing the priority only affects the changed job. Valid values lie between 0 and 100. In this case, 100 corresponds to the lowest priority and 0 is the highest priority. When calculating the dynamic priority of a job, the scheduler begins with the static priority and adjusts it according to how long the job has already been waiting. If more than one job has the same dynamic priority, the job with the lowest job ID is scheduled first.

**renice** The renice option is similar to the nicevalue option with the difference that the renice option functions relatively while the nicevalue option functions absolutely. If some batches have a nicevalue of 10, a renice of -5 causes the nicevalue to rise to 5. (It rises because the lower the number, the higher the priority).

**rerun** The rerun option is used to restart a job in a Restartable State. If you attempt to restart a job that is not restartable, an error message is displayed. A job is restartable if it is in a Restartable State or it has the Job State **error** or **broken\_finished**.

If the **recursive** flag has been specified, the job itself and all its direct and indirect children that are in a Restartable State are restarted. If the job itself is final, this is not considered to be an error. It is therefore possible to recursively restart batches.

**resume** The resume option is used to reactivate a suspended job or batch. There are two ways to do this. The suspended job or batch can either be reactivated immediately or a delay can be set.

A delay can be achieved by specifying either the number of time units for the delay the time when the job or batch is to be activated.

For details about specifying a time, refer to the overview on page 6. The resume option can be used together with the suspend option. Here, the job is suspended and then resumed again after (or at) a specified time.

**run** The run option is used by the job server to ensure that the modified job matches the current version.

Theoretically, the computer could crash after a job has been started by a job server. To complete the work, the job is manually restarted from another job server. After the first system has been booted, the job server can attempt to change the job state to `broken_finished` without knowing anything about what happened after the crash. Using the run option then prevents the wrong state from being set.

**state** The state option is mainly used by job servers, but it can also be used by administrators. It is not recommended to do so unless you know exactly what you are doing.

The usual procedure is that the job server sets the state of a job from **starting** to **started**, from **started** to **running**, and from **running** to **finished**. In the event of a crash or any other problems, it is possible for the job server to set the job state to **broken\_active** or **broken\_finished**. This means that the Exit Code of the process is not available and the Exit State has to be set manually.

**suspend** The suspend option is used to suspend a batch or job. It always functions recursively. If a parent is suspended, its children are all suspended as well. The resume option is used to reverse the situation.

**timestamp** The timestamp option is used by the job server to set the timestamps of the state transition in keeping with the local time from the perspective of job server.

## Output

*Output* This statement returns a confirmation of a successful operation

## alter jobserver

### Purpose

The purpose of the alter jobserver statement is to alter properties of a jobserver. *Purpose*

### Syntax

The syntax for the alter jobserver statement is *Syntax*

```
alter [ existing ] job server
with < fatal | nonfatal > error text = string
alter [ existing ] job server
with dynamic PARAMETERS
```

PARAMETERS:

```
parameter = none
| parameter = ( PARAMETERSPEC {, PARAMETERSPEC} )
```

PARAMETERSPEC:

```
parametername = < string | number >
```

### Description

The alter scope command is both a user command and a job server command. *Description*  
It is used as a user command to change the configuration or other properties of a scope or job server. Further details are described in the create scope command on page 148.

The syntax of the user command corresponds to the first form of the alter scope command. As a job server command, it is used to notify the server about any errors. If the Fatal Flag is used, this means that the job server is shutting down. In the other case, the job server continues running.

The third form of the alter jobserver command is also used by the job server. The job server publishes the values of its dynamic parameter. The server uses published values to resolve parameters in the command line and log file information when retrieving a job.

### Output

This statement returns a confirmation of a successful operation *Output*

## connect

### Purpose

*Purpose* The purpose of the connect statement is to authenticate a jobserver to the server.

### Syntax

*Syntax* The syntax for the connect statement is

```
connect job server serverpath . servername identified by string
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
command = ( sdms-command )
| protocol = PROTOCOL
| session = string
| timeout = integer
| < trace | notrace >
| trace level = integer
```

PROTOCOL:

```
line
| perl
| python
| serial
| xml
```

### Description

*Description* The connect command is used to authenticate the connected process on the server to. A communication protocol can be optionally specified. The default protocol is **line**.

The selected protocol defines the output format. All protocols except for **serial** return ASCII output. The protocol **serial** returns a serialized Java object.

An executable command can also be returned when the connection is established. In this case, the output of the accompanying command is used as the output for the connect command. If the command fails, but the connect was successful, the connection remains active.

An example for all protocols except the **serial** protocol is given below.

**The line protocol** The line protocol only returns an ASCII text as the result from a command.

```
connect donald identified by 'duck' with protocol = line;
```

```
Connect
```

```
CONNECT_TIME : 19 Jan 2005 11:12:43 GMT
```

```
Connected
```

```
SDMS>
```

**The XML protocol** The XML protocol returns an XML structure as the result from a command.

```
connect donald identified by 'duck' with protocol = xml;
<OUTPUT>
<DATA>
<TITLE>Connect</TITLE>
<RECORD>
<CONNECT_TIME>19 Jan 2005 11:15:16 GMT</CONNECT_TIME></RECORD>
</DATA>
<FEEDBACK>Connected</FEEDBACK>
</OUTPUT>
```

**The python protocol** The python protocol returns a Python structure that can be valuated using the Python eval function.

```
connect donald identified by 'duck' with protocol = python;
{
'DATA' :
{
'TITLE' : 'Connect',
'DESC' : [
'CONNECT_TIME'
],
'RECORD' : {
'CONNECT_TIME' : '19 Jan 2005 11:16:08 GMT'
}
},
'FEEDBACK' : 'Connected'
}
```

**The perl protocol** The perl protocol returns a Perl structure that can be valuated using the Perl eval function.

```
connect donald identified by 'duck' with protocol = perl;
{
'DATA' =>
{
'TITLE' => 'Connect',
'DESC' => [
'CONNECT_TIME'
],

```

## Jobserver Commands

## connect

```
'RECORD' => {  
'CONNECT_TIME' => '19 Jan 2005 11:19:19 GMT'}  
}  
, 'FEEDBACK' => 'Connected'  
}
```

**Output**

*Output* This statement returns a confirmation of a successful operation



## deregister

### Purpose

The purpose of the deregister statement is to notify the server that the jobserver is not to process jobs anymore. See also the register statement on page 290. *Purpose*

### Syntax

The syntax for the deregister statement is *Syntax*

```
deregister serverpath . servername
```

### Description

The deregister statement is used to notify the server about a more or less permanent failure of a job server. *Description*

This message prompts different server actions. Firstly, all the running jobs on the job server (i.e. jobs in the state **started**, **running**, **to\_kill** and **killed**) are set to the state **broken\_finished**. Jobs in the state **starting** are reset to **runnable**. The job server is then removed from the list of job servers that are able to process jobs so that this job server is consequently no longer allocated any more jobs. A side effect of this is that jobs that can only run on this server due to their resource requirements are set to the state **error** with the message "Cannot run in any scope because of resource shortage". Finally, a complete reschedule is executed so that jobs are redistributed among the job servers. The job server is added to the list of job-processing job servers again by re-registering it (refer to the register statement on page 290).

### Output

This statement returns a confirmation of a successful operation *Output*

## disconnect

### Purpose

*Purpose* The purpose of the disconnect statement is to terminate the server connection.

### Syntax

*Syntax* The syntax for the disconnect statement is

```
disconnect
```

### Description

*Description* The connection to the server can be shut down using the disconnect statement.

### Output

*Output* This statement returns a confirmation of a successful operation

## get next job

### Purpose

The purpose of the get next job command is to fetch the next assignment from the server. *Purpose*

### Syntax

The syntax for the get next job statement is *Syntax*

```
get next job
```

### Description

The job server uses the get next job statement to fetch the next command to be executed from the server. *Description*

### Output

This statement returns an output structure of type table. *Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
COMMAND	The command to be executed by the job server. (NOP, ALTER, SHUTDOWN, STARTJOB)
CONFIG	Changed configuration. This value is only present in the case of an ALTER command.
ID	The ID of the job to be started; only present for the STARTJOB command.
DIR	The working directory of the job to be started; only present for the STARTJOB command.
LOG	The log file of the job to be started; only present for the STARTJOB command.
LOGAPP	Indicator showing whether the log file is to be opened with Append; only present for the STARTJOB command.

*Continued on next page*

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*Continued from previous page*

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<b>Field</b>	<b>Description</b>
ERR	The error log file of the job to be started; only present for the STARTJOB command.
ERRAPP	Indicator showing whether the error log file is to be opened with Append; only present for the STARTJOB command.
CMD	File name of the executable to be started; only present for the STARTJOB command.
ARGS	The command line parameter of the executable to be started; only present for the STARTJOB command.
ENV	Additional entries for the environment of the executable to be started; only present for the STARTJOB command.
RUN	Number of the run. Refer also to the alter job statement on page 47; only present for the STARTJOB command.

---

Table 31.1: Description of the output structure of the get next job statement

## multicommand

### Purpose

This statement is used to control the behaviour of the SDMS Server.

*Purpose*

### Syntax

The syntax for the multicommand statement is

*Syntax*

```
begin multicommand commandlist end multicommand
```

```
begin multicommand commandlist end multicommand rollback
```

### Description

The multicommands allow multiple SDMS commands to be executed together, i.e. in one transaction. This ensures that either all the statements are executed without any errors or nothing happens at all. Not only that, but the transaction is not interrupted by other write transactions.

*Description*

If the **rollback** keyword is specified, the transaction is undone at the end of the processing. This means that you can test whether the statements can be correctly processed (technically speaking).

### Output

This statement returns a confirmation of a successful operation

*Output*

## reassure

### Purpose

*Purpose* The purpose of the reassure job statement is to get a confirmation from the server about the necessity of starting a job after a jobserver was started.

### Syntax

*Syntax* The syntax for the reassure statement is

```
reassure jobid [ with run = integer ]
```

### Description

*Description* With the reassure statement a job server gets a confirmation from the server as to whether a job should be started. This statement is used when a job server boots up and there is a job in the **starting** state.

### Output

*Output* This statement returns a confirmation of a successful operation

## register

### Purpose

The purpose of the register statement is to notify the server that the jobserver is ready to process jobs. *Purpose*

### Syntax

The syntax for the register statement is *Syntax*

```
register serverpath . servername  
with pid = pid [ suspend ]  
register with pid = pid
```

### Description

The first form is used by the operator to enable jobs to be executed by the specified job server. *Description*

The second form is used by the job server itself to notify the server that it is ready to execute jobs.

Jobs are scheduled for this job server (unless it is suspended) regardless of whether the server is connected or not.

Refer to the deregister statement on page [164](#).

**pid** The pid option provides the server with information about the job server's process ID at operating level.

**suspend** The suspend option causes the job server to be transferred to a suspended state.

### Output

This statement returns a confirmation of a successful operation *Output*

Jobserver Commands

register



# **Part IV**

## **Job Commands**



## 32 Job Commands

## alter job

### Purpose

*Purpose* The purpose of the alter job statement is to change properties of the specified job. This statement is used by job administrators, jobserver, and by the job itself.

### Syntax

*Syntax* The syntax for the alter job statement is

```

alter job jobid
with WITHITEM {, WITHITEM}

alter job
with WITHITEM {, WITHITEM}

WITHITEM:
  cancel
  | clear warning
  | comment = string
  | error text = string
  | exec pid = pid
  | exit code = signed_integer
  | exit state = statename [ force ]
  | ext pid = pid
  | ignore resource = ( id {, id} )
  | ignore dependency = ( jobid [ recursive ] {, jobid [ recursive ]} )
  | kill
  | nicevalue = signed_integer
  | priority = integer
  | renice = signed_integer
  | rerun [ recursive ]
  | resume
  | < noresume | resume in period | resume at datetime >
  | run = integer
  | state = JOBSTATE
  | suspend
  | timestamp = string
  | warning = string

JOBSTATE:
  broken active
  | broken finished
  | dependency wait

```

| **error**  
 | **finished**  
 | **resource wait**  
 | **running**  
 | **started**  
 | **starting**  
 | **synchronize wait**

## Description

The alter job command is used for several purposes. Firstly, job servers use this command to document the progress of a job. All the state transitions a job undergoes during the time when the job is the responsibility of a job server are performed using the alter job command.

Secondly, some changes such as ignoring dependencies or resources, as well as changing the priority of a job, are carried out manually by an administrator.

The Exit State of a job in a Pending State can be set by the job itself or by a process that knows the job ID and key of the job that is to be changed.

*Description*

**cancel** The cancel option is used to cancel the addressed job and all non-Final Children. A job can only be cancelled if neither the job itself nor one of its children is active. Cancelling a running job will set the job in a cancelling state. The effective cancel is postponed until the job is finished

If a Scheduling Entity is dependent upon the cancelled job, it can become unreachable. In this case the dependent job does not acquire the Unreachable Exit State defined in the Exit State Profiles, but is set as having the Job State "Unreachable". It is the operator's task to restore this job back to the job state "Dependency Wait" by ignoring dependencies or even to cancel it.

Cancelled jobs are considered to be just like Final Jobs without a Final Exit. This means that the parents of a cancelled job become final without taking into consideration the Exit State of the cancelled job. In this case the dependent jobs of the parents continue running normally.

The cancel option can only be used by users.

**comment** The comment option is used to document an action or to add a comment to the job. Comments can have a maximum length of 1024 characters. Any number of comments can be saved for a job.

Some comments are saved automatically. For example, if a job attains a Restartable State, a log is written to document this fact.

**error text** The error text option is used to write error information about a job. This can be done by the responsible job server or a user. The server can write this text itself as well.

This option is normally used if the job server cannot start the corresponding process. Possible cases are where it is not possible to switch to the defined working directory, if the executable program cannot be found, or when opening the error log file triggers an error.

**exec pid** The exec pid option is used exclusively by the job server to set the process ID of the control process within the server.

**exit code** The exit code option is used by the job server to tell the repository server with which Exit Code the process has finished. The repository server now calculates the matching Exit State from the Exit State Mapping that was used.

**exit state** The exit state option is used by jobs in a pending state to set their state to another value. This is usually a Restartable or Final State.

Alternatively, this option can be used by administrators to set the state of a non-final job.

If the Force Flag is not being used, the only states that can be set are those which are theoretically attainable by applying the Exit State Mapping to any Exit Code. The set state must exist in the Exit State Profile.

**ext pid** The ext pid option is used exclusively by the job server to set the process ID of the started user process.

**ignore resource** The ignore resource option is used to revoke individual Resource Requests. The ignored resource is then no longer requested.

If the parameters of a resource are being referenced, that resource cannot be ignored.

If invalid IDs have been specified, it is skipped. All other specified resources are ignored. Invalid IDs in this context are the IDs of resources that are not requested by the job.

The ignoring of resources is logged.

**ignore dependency** The ignore dependency option is used to ignore defined dependencies. If the **recursive** flag is used, not only do the job or batch ignore the dependencies, but its children do so as well.

**kill** The kill option is used to submit the defined Kill Job. If no Kill Job has been defined, it is not possible to forcibly terminate the job from within BICsuite. The job obviously has to be active, that means it must be **running**, **killed** or **broken active**.

The last two states are not regular cases. When a Kill Job has been submitted, the Job State is **to\_kill**. After the Kill Job has terminated, the Job State of the killed job is set to **killed** unless it has been completed, in which case it is **finished** or **final**. This means that the job with the Job State **killed** is always still running and that at least one attempt has been made to terminate it.

**nicevalue** The nicevalue option is used to change the priority or the nicevalue of a job or batch and all of its children. If a child has several parents, any changes you make can, but do not necessarily have to, affect the priority of the child in the nicevalue of one of the parents. Where there are several parents, the maximum nicevalue is searched for.

This means that if Job C has three Parents P1, P2 and P3, whereby P1 sets a nice value of 0, P2 sets a nicevalue of 10 and P3 a nicevalue of -10, the effective nicevalue is -10. (The lower the nicevalue the better). If the nicevalue for P2 is changed to -5, nothing happens because the -10 of P3 is better than -5. If the nicevalue of P3 falls to 0, the new effective nicevalue for Job C is -5.

The nicevalues can have values between -100 and 100. Values that exceed this range are tacitly adjusted.

**priority** The priority option is used to change the (static) priority of a job. Because batches and milestones are not executed, priorities are irrelevant to them.

Changing the priority only affects the changed job. Valid values lie between 0 and 100. In this case, 100 corresponds to the lowest priority and 0 is the highest priority. When calculating the dynamic priority of a job, the scheduler begins with the static priority and adjusts it according to how long the job has already been waiting. If more than one job has the same dynamic priority, the job with the lowest job ID is scheduled first.

**renice** The renice option is similar to the nicevalue option with the difference that the renice option functions relatively while the nicevalue option functions absolutely. If some batches have a nicevalue of 10, a renice of -5 causes the nicevalue to rise to 5. (It rises because the lower the number, the higher the priority).

**rerun** The rerun option is used to restart a job in a Restartable State. If you attempt to restart a job that is not restartable, an error message is displayed. A job is restartable if it is in a Restartable State or it has the Job State **error** or **broken\_finished**.

If the **recursive** flag has been specified, the job itself and all its direct and indirect children that are in a Restartable State are restarted. If the job itself is final, this is not considered to be an error. It is therefore possible to recursively restart batches.

**resume** The resume option is used to reactivate a suspended job or batch. There are two ways to do this. The suspended job or batch can either be reactivated immediately or a delay can be set.

A delay can be achieved by specifying either the number of time units for the delay the time when the job or batch is to be activated.

For details about specifying a time, refer to the overview on page 6. The resume option can be used together with the suspend option. Here, the job is suspended and then resumed again after (or at) a specified time.

**run** The run option is used by the job server to ensure that the modified job matches the current version.

Theoretically, the computer could crash after a job has been started by a job server. To complete the work, the job is manually restarted from another job server. After the first system has been booted, the job server can attempt to change the job state to `broken_finished` without knowing anything about what happened after the crash. Using the run option then prevents the wrong state from being set.

**state** The state option is mainly used by job servers, but it can also be used by administrators. It is not recommended to do so unless you know exactly what you are doing.

The usual procedure is that the job server sets the state of a job from **starting** to **started**, from **started** to **running**, and from **running** to **finished**. In the event of a crash or any other problems, it is possible for the job server to set the job state to **broken\_active** or **broken\_finished**. This means that the Exit Code of the process is not available and the Exit State has to be set manually.

**suspend** The suspend option is used to suspend a batch or job. It always functions recursively. If a parent is suspended, its children are all suspended as well. The resume option is used to reverse the situation.

**timestamp** The timestamp option is used by the job server to set the timestamps of the state transition in keeping with the local time from the perspective of job server.

## Output

*Output* This statement returns a confirmation of a successful operation



## alter object monitor

### Purpose

The purpose of the alter object monitor statement is to provide the object monitor with information about the monitored objects. *Purpose*

### Syntax

The syntax for the alter object monitor statement is *Syntax*

```
alter [ existing ] object monitor objecttypename instance = ( [
  INSTANCEITEM {, INSTANCEITEM} ] )
```

INSTANCEITEM:

```
instancename ( PARAMETERSPEC {, PARAMETERSPEC} )
```

PARAMETERSPEC:

```
parametername = < string | default >
```

### Description

The alter object monitor statement can be executed by both users and jobs. *Description*  
Jobs use the command to inform the server about the current situation regarding the objects to be monitored. If the server then detects any changes (new, modified or deleted objects), the respective triggers are activated. The activation order is not defined. If a trigger creates a job for each modified instance however, these are created per trigger in the alphabetical order of the unique names. This means that the processing sequence of instances is defined, at least per trigger. The job is responsible for reporting all the existing instances. If an instance is not reported, it is deemed to have been deleted.

### Output

This statement returns a confirmation of a successful operation *Output*

## connect

### Purpose

*Purpose* The purpose of the connect statement is to authenticate a job to the server.

### Syntax

*Syntax* The syntax for the connect statement is

```
connect job jobid identified by string
[ with WITHITEM {, WITHITEM} ]
```

WITHITEM:

```
command = ( sdms-command )
| protocol = PROTOCOL
| session = string
| timeout = integer
| < trace | notrace >
| trace level = integer
```

PROTOCOL:

```
line
| perl
| python
| serial
| xml
```

### Description

*Description* The connect command is used to authenticate the connected process on the server to. A communication protocol can be optionally specified. The default protocol is **line**.

The selected protocol defines the output format. All protocols except for **serial** return ASCII output. The protocol **serial** returns a serialized Java object.

An executable command can also be returned when the connection is established. In this case, the output of the accompanying command is used as the output for the connect command. If the command fails, but the connect was successful, the connection remains active.

An example for all protocols except the **serial** protocol is given below.

**The line protocol** The line protocol only returns an ASCII text as the result from a command.

```
connect donald identified by 'duck' with protocol = line;
```

```
Connect
```

```
CONNECT_TIME : 19 Jan 2005 11:12:43 GMT
```

```
Connected
```

```
SDMS>
```

**The XML protocol** The XML protocol returns an XML structure as the result from a command.

```
connect donald identified by 'duck' with protocol = xml;
<OUTPUT>
<DATA>
<TITLE>Connect</TITLE>
<RECORD>
<CONNECT_TIME>19 Jan 2005 11:15:16 GMT</CONNECT_TIME></RECORD>
</DATA>
<FEEDBACK>Connected</FEEDBACK>
</OUTPUT>
```

**The python protocol** The python protocol returns a Python structure that can be valuated using the Python eval function.

```
connect donald identified by 'duck' with protocol = python;
{
'DATA' :
{
'TITLE' : 'Connect',
'DESC' : [
'CONNECT_TIME'
],
'RECORD' : {
'CONNECT_TIME' : '19 Jan 2005 11:16:08 GMT'
}
},
'FEEDBACK' : 'Connected'
}
```

**The perl protocol** The perl protocol returns a Perl structure that can be valuated using the Perl eval function.

```
connect donald identified by 'duck' with protocol = perl;
{
'DATA' =>
{
'TITLE' => 'Connect',
'DESC' => [
'CONNECT_TIME'
],

```

**Job Commands****connect**

```
'RECORD' => {  
'CONNECT_TIME' => '19 Jan 2005 11:19:19 GMT'}  
}  
, 'FEEDBACK' => 'Connected'  
}
```

**Output**

*Output*      This statement returns a confirmation of a successful operation

## disconnect

### Purpose

The purpose of the disconnect statement is to terminate the server connection. *Purpose*

### Syntax

The syntax for the disconnect statement is *Syntax*

**disconnect**

### Description

The connection to the server can be shut down using the disconnect statement. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## get parameter

### Purpose

*Purpose* The purpose of the get parameter statement is to get the value of the specified parameter within the context of the requesting job, respectively the specified job.

### Syntax

*Syntax* The syntax for the get parameter statement is

```
get parameter parametername
[ < strict | warn | liberal > ]

get parameter of jobid parametername
[ < strict | warn | liberal > ]
```

### Description

*Description* The get parameter statement is used to get the value of the specified parameter within the context of a job.

The additional option has the following meaning:

Option	Meaning
<b>strict</b>	The server returns an error if the requested parameter is not explicitly declared in the job definition.
<b>warn</b>	A message is written to the server's log file when an attempt is made to determine the value of an undeclared parameter.
<b>liberal</b>	An attempt to query an undeclared parameter is tacitly allowed.

The default behaviour depends on the configuration of the server.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
VALUE	Value of the requested parameter

Table 32.1: Description of the output structure of the get parameter statement

## get submittag

### Purpose

The purpose of the get submittag statement is to get a (server local) unique identifier from the server. This identifier can be used to avoid race conditions between frontend and backend when submitting jobs.

*Purpose*

### Syntax

The syntax for the get submittag statement is

*Syntax*

```
get submittag
```

### Description

The get submittag statement is used to acquire an identification from the server. This prevents race conditions between the front end and back end when jobs are submitted.

*Description*

Such a situation arises when feedback about the submit does not reach the front end due to an error. By using a submittag, the front end can safely start a second attempt. The server recognises whether the job in question has already been submitted and responds accordingly. This reliably prevents the job from being submitted twice.

### Output

This statement returns an output structure of type record.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
VALUE	The requested Submit Tag

Table 32.2: Description of the output structure of the get submittag statement

## list object monitor

### Purpose

*Purpose* The purpose of the list object monitor statement is to get a list of available object monitors.

### Syntax

*Syntax* The syntax for the list object monitor statement is

**list object monitor**

### Description

*Description* The list object monitor statement is a statement that can be executed by both users and jobs.

If a job executes the list object monitor statement, it is shown all the Object Monitors for which it is entered as a watcher.

If a user executes the command, all the Object Monitors are that he is allowed to see are shown, i.e. for which he has view privileges.

### Output

*Output* This statement returns an output structure of type table.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	The object name
OWNER	The group owning the object
WATCH_TYPE	Name of the base Watch Type
RECREATE	Strategy when deleted objects turn up again
WATCHER	Name of the Watch Job
PRIVS	String containing the users privileges on the object

Table 32.3: Description of the output structure of the list object monitor statement



## multicommand

### Purpose

This statement is used to control the behaviour of the SDMS Server.

*Purpose*

### Syntax

The syntax for the multicommand statement is

*Syntax*

```
begin multicommand commandlist end multicommand
```

```
begin multicommand commandlist end multicommand rollback
```

### Description

The multicommands allow multiple SDMS commands to be executed together, i.e. in one transaction. This ensures that either all the statements are executed without any errors or nothing happens at all. Not only that, but the transaction is not interrupted by other write transactions.

*Description*

If the **rollback** keyword is specified, the transaction is undone at the end of the processing. This means that you can test whether the statements can be correctly processed (technically speaking).

### Output

This statement returns a confirmation of a successful operation

*Output*

## set parameter

### Purpose

*Purpose* The purpose of the set parameter statement is to set the value of the specified parameters within the context of the requesting job, respectively the specified job.

### Syntax

*Syntax* The syntax for the set parameter statement is

```
set parameter parametername = string {, parametername = string}
```

```
set parameter < on | of > jobid parametername = string {, parametername = string}
```

```
set parameter < on | of > jobid parametername = string {, parametername = string} identified by string
```

### Description

*Description* The set parameter statements can be used to set jobs or user parameter values in the context of the job.

If the **identified by** option is specified, the parameter is only set if the pair *jobid* and *string* would allow a logon.

### Output

*Output* This statement returns a confirmation of a successful operation

## set state

### Purpose

The purpose of the set state statement is to set the exit state of a job in a pending exit state. *Purpose*

### Syntax

The syntax for the set state statement is *Syntax*

```
set state = statename
```

### Description

The set state statement is used to set the Exit State of a job to a Pending Exit State. *Description*

### Output

This statement returns a confirmation of a successful operation *Output*

## show object monitor

### Purpose

*Purpose* The purpose of the show object monitor statement is to show detailed information about the specified object monitor.

### Syntax

*Syntax* The syntax for the show object monitor statement is

**show object monitor** *objecttypename*

### Description

*Description* The show monitor object statement is used to display detailed information about an Object Monitor. If instances already exist for this Object Monitor, these and any events that have occurred are displayed as well.

### Output

*Output* This statement returns an output structure of type record.

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	The repository object id
NAME	Name of the Object Monitor.
OWNER	Owner group of the Object Monitor.
WATCH_TYPE	Name of the base Watch Type.
RECREATE	Strategy when deleted objects turn up again
WATCHER	Name of the Watch Job.
DELETE_AMOUNT	Number of time units until deleted objects are deleted from the memory.
DELETE_BASE	The time unit for the delete.amount.
EVENT_DELETE_AMOUNT	Number of time units until finished events are deleted from the memory.
EVENT_DELETE_BASE	The time unit for the event_delete.amount.
COMMENT	Comment if defined
COMMENTTYPE	Type of comment if a comment is defined

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Field	Description
CREATOR	Name of the user created the object
CREATE_TIME	Date and time of object creation
CHANGER	Name of the last user changed the object
CHANGE_TIME	Date and time of object change
PRIVS	String containing the users privileges on the object
PARAMETERS	The parameters for the Object Type are listed in the Parameters table. See also table 32.5 on page 471
INSTANCES	The instances and events are listed in the Instances table. See also table 32.6 on page 474

---

Table 32.4: Description of the output structure of the show object monitor statement

**PARAMETERS** The layout of the PARAMETERS table is shown in the table below.

Field	Description
ID	The repository object id
NAME	Name of the parameter.
VALUE	Value of the parameter.
IS_DEFAULT	Defines whether the default value from the Watch Type parameter is used.
DEFAULT_VALUE	Default value of the parameter from the Watch Type parameter.
IS_SUBMIT_PAR	Defines whether the parameter is to be handed over when submitting an Object Trigger.
PRIVS	String containing the users privileges on the object

---

Table 32.5: Description of the output structure of the show object monitor subtable

**INSTANCES** The layout of the INSTANCES table is shown in the table below.

Field	Description
ID	The repository object id

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<b>Field</b>	<b>Description</b>
UNIQUE_NAME	Unique name of the instance.
CREATE_TS	Time when this instance was created.
MODIFY_TS	Time when this instance was last changed.
REMOVE_TS	Time when this instance was labelled as having been deleted.
TRIGGERNAME	Name of the trigger that created this event.
EVENTTYPE	Type of event (create, change, delete).
SME_ID	ID of the job that was started because of the event.
SUBMIT_TS	Time of the submit or event.
FINAL_TS	Time when the job became final.
FINAL_EXIT_STATE	Exit State of the triggered job.
JOBSTATE	Current state of the job.
JOB_IS_RESTARTABLE	Switch that defines whether the job can be restarted.
JOBNAME	Name of the job definition.
JOBTYP	Type of job definition (Job/Batch).
MAIN_SME_ID	ID of the main job that was started because of the event.
MAIN_FINAL_TS	Time when the main job became final.
MAIN_FINAL_EXIT_STATE	Exit State of the triggered main job.
MAIN_JOBSTATE	Current state of the main job.
MAIN_JOB_IS_RESTARTABLE	Switch that defines whether the main job can be restarted.
MAIN_JOBNAME	Name of the job definition of the main job.
MAIN_JOBTYP	Type of job definition (Job/Batch) of the main job.
MASTER_SME_ID	ID of the master job.
CNT_SUBMITTED	The number of children in a Submitted state.
CNT_DEPENDENCY_WAIT	The number of children in a Dependency.Wait state.
CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize.Wait state.
CNT_RESOURCE_WAIT	The number of children in a Resource.Wait state.
CNT_RUNNABLE	The number of children in a Runnable state.
CNT_STARTING	The number of children in a Starting state.

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<b>Field</b>	<b>Description</b>
CNT_STARTED	The number of children in a Started state.
CNT_RUNNING	The number of children in a Running state.
CNT_TO_KILL	The number of children in a To_Kill state.
CNT_KILLED	The number of children in a Killed state.
CNT_CANCELLED	The number of children in a Cancelled state.
CNT_FINISHED	The number of children in a Finished state.
CNT_FINAL	The number of children in a Final state.
CNT_BROKEN_ACTIVE	The number of children in a Broken_Active state.
CNT_BROKEN_FINISHED	The number of children in a Broken_Finished state.
CNT_ERROR	The number of children in an Error state.
CNT_RESTARTABLE	The number of children in a Restartable state.
CNT_UNREACHABLE	The number of children in an Unreachable state.
CNT_WARN	Number of children that have warning messages.
WARN_COUNT	Number of warning messages for the current object.
MAIN_CNT_SUBMITTED	The number of children in a Submitted state.
MAIN_CNT_DEPENDENCY_WAIT	The number of children in a Dependency_Wait state.
MAIN_CNT_SYNCHRONIZE_WAIT	The number of children in a Synchronize_Wait state.
MAIN_CNT_RESOURCE_WAIT	The number of children in a Resource_Wait state.
MAIN_CNT_RUNNABLE	The number of children in a Runnable state.
MAIN_CNT_STARTING	The number of children in a Starting state.
MAIN_CNT_STARTED	The number of children in a Started state.
MAIN_CNT_RUNNING	The number of children in a Running state.
MAIN_CNT_TO_KILL	The number of children in a To_Kill state.
MAIN_CNT_KILLED	The number of children in a Killed state.
MAIN_CNT_CANCELLED	The number of children in a Cancelled state.
MAIN_CNT_FINISHED	The number of children in a Finished state.
MAIN_CNT_FINAL	The number of children in a Final state.
MAIN_CNT_BROKEN_ACTIVE	The number of children in a Broken_Active state.
MAIN_CNT_BROKEN_FINISHED	The number of children in a Broken_Finished state.

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<b>Field</b>	<b>Description</b>
MAIN_CNT_ERROR	The number of children in an Error state.
MAIN_CNT_RESTARTABLE	The number of children in a Restartable state.
MAIN_CNT_UNREACHABLE	The number of children in an Unreachable state.
MAIN_CNT_WARN	Number of children that have warning messages.
MAIN_WARN_COUNT	Number of warning messages for the current object.
PRIVS	String containing the users privileges on the object

---

Table 32.6: Description of the output structure of the show object monitor subtable



## submit

### Purpose

The purpose of the submit statement is to execute a master batch or job as well as all defined children. *Purpose*

### Syntax

The syntax for the submit statement is *Syntax*

```

submit folderpath
[ with WITHITEM {, WITHITEM} ]

submit aliasname
[ with WITHITEM {, WITHITEM} ]

WITHITEM:
  check only
  | childtag = string
  | nicevalue = signed_integer
  | parameter = none
  | parameter = ( PARAM {, PARAM} )
  | < noresume | resume in period | resume at datetime >
  | submittag = string
  | < nosuspend | suspend >
  | unresolved = < error | ignore | suspend | defer >
  | group = groupname

```

```

PARAM:
  parametername = < string | number >

```

### Description

The submit statement is used to submit a job or batch. There are two kinds of submit command: *Description*

- The first kind is used by users, who can also be programs, and the Time Scheduling Module. This form submits Master Jobs and Batches.
- The second form of the statement is used by jobs to submit dynamic children.

**check only** The check only option is used to verify whether a Master Submittable Batch or Job can be submitted. This means that a check is run to ascertain whether all the dependencies can be fulfilled and all the referenced parameters are defined.

Whether the jobs can be executed in any scope or not is not verified. This is a situation that can arise at any point during the runtime.

Positive feedback means that, from the system's perspective, the job or batch can be submitted.

**childtag** The childtag option is used by jobs to submit several instances of the same Scheduling Entity and to be able to differentiate between them.

An error is triggered if the same Scheduling Entity is submitted twice using the same childtag. The content of the childtag has no further significance for the Scheduling System.

The maximum length for a childtag is 70 characters. The childtag option is ignored in the case of a Master Submit.

**group** The group option is used to set the owner group to the specified value. The user must belong to this group unless he belongs to the ADMIN privileged group. In this case, any group can be specified.

**nicevalue** The nicevalue option defines a correction that is used for the calculation of the priorities for the job and its children. Values between -100 and 100 are permitted.

**parameter** The parameter option is used to specify the value of Job Parameters for the submit. The parameters are set in the scope of the Master Batch or Job. This means that if parameters are specified that are not defined in the Master Batch or Job, these parameters are invisible to any children.

**submittag** If the submittag is specified, it must have a unique name for the Submitted Entity. This tag was introduced to be able to programmatically submit jobs and batches and to resubmit the job or batch with the same tag following a crash of one of the components. If the job submit was successful the first time, the second submit will report an error. If not, the second submit will succeed.

**unresolved** The unresolved option defines how the server is to react to unresolved dependencies. This option is mainly used if parts of a batch are submitted following repair work. The faulty part is normally cancelled and then resubmitted as a Master Run. In this case the previous dependencies have to be ignored otherwise the submit will fail.

**suspend** The suspend option is used to submit jobs or batches and to suspend them at the same time. If nothing is defined, they are not suspended. This can be explicitly specified at the submit time.

If a job or batch was suspended, neither it nor its children are started. If a job is already running, it will not reach a Final State if it is suspended.

**resume** The resume option can be used together with the suspend option to cause a delayed execution. There are two ways to do this. A delay can be achieved by specifying either the number of time units for the delay the time when the job or batch is to be activated.

This option can be used to reproduce the `at` functionality without creating a schedule.

## Output

This statement returns an output structure of type record.

*Output*

**Main output description** The data items of the output are described in the table below.

Field	Description
ID	ID of the Submitted Entity.

Table 32.7: Description of the output structure of the submit statement