

BMS Macro Support Reference

Version 4.00 Level U

Copyright 2001 - 2006

Rosebud Management Systems, LLC

Overview

Mainframe BMS assembler macro's are supported according to the tables below. Consult the Programmers Reference for complete information on compiling and linking BMS source code to DLL.

The use of BMS maps on Eden Server, follows standard BMS capabilities, such as:

Positional field mapping, i.e., where map 'a' is sent, but map 'b' is received.

Map overlays, where variable length fields may be implemented by sending an overlay map to truncate existing fields.

Automatic translation of EBCDIC values where program generated BMS field attributes are set. Note, BMS uses bit patterns to map field attributes. Eden Server, when decoding attributes set by programs, will decode ASCII bytes so that the bit pattern produced is the same as that of an EBCDIC based system.

For example, a "MOVE '1' to FIELDA" statement obviously will move a different hexadecimal value to FIELDA based on the character set, EBCDIC '1' = x'F1', whereas ASCII '1' = x'31'. When decoding attributes, Eden Server will always interpret the bit patterns as though the characters were EBCDIC.

The following tables show the options supported for each of the three BMS macro statements required to support a BMS map.

Within each table, the support level column indicates the following:

- S = Supported in full
- U = Unsupported

Map set definition macro: DFHMSD

Function	Option	Support level
BASE	(data area name)	S
COLOR	DEFAULT	S
	BLUE	S
	GREEN	S
	NEUTRAL	S
	PINK	S
	RED	S
	TURQUOISE	S
	YELLOW	S
CTRL	PRINT	U
	length	U
	FREEKB	S
	ALARM	S
	FRSET	S
DATA	FIELD	S
	BLOCK	U
DSATTS	COLOR	S
	HILIGHT	S
	OUTLINE	U
	PS	S
	SOSI	U
	TRANSP	U
	VALIDN	U
EXTATT	NO	S
	MAPONLY	S
	YES	S
FOLD	LOWER	U
	UPPER	U
HILIGHT	OFF	S
	BLINK	U
	REVERSE	U
	UNDERLINE	U
LANG	COBOL	S
	C	U
	PLI	U
MAPATTS	COLOR	S
	HILIGHT	S
	OUTLINE	U
	PS	S
	SOSI	U
	TRANSP	U
	VALIDN	U
MODE	IN	S
	OUT	S
	INOUT	S
OUTLINE	BOX	U
	LEFT	U
	RIGHT	U
	OVER	U
	UNDER	U
PS	BASE	U
	psid	U
SOSI	NO	U
	YES	U
STORAGE	AUTO	S
SUFFIX	n	U
TERM	type	U
TIOAPFX	YES	S
TYPE	DSECT	U
	MAP	S
	FINAL	S
VALIDN	MUSTFILL	U
	MUSTENTER	U
	TRIGGER	U

Map definition macro: DFHMDI

Command	Option	Support Level
COLOR	BLUE	S
	GREEN	S
	NEUTRAL	S
	PINK	S
	RED	S
	TURQUOISE	S
	YELLOW	S
COLUMN	Number	S
	SAME	S
	NEXT	S
CTRL	PRINT	U
	length	U
	FREEKB	S
	ALARM	S
	FRSET	S
DATA	FIELD	S
	BLOCK	U
DSATTS	COLOR	S
	HILIGHT	S
	OUTLINE	U
	PS	S
	SOSI	U
	TRANSP	U
	VALIDN	U
EXTATT	NO	S
	YES	S
	MAPONLY	S
FIELDS	NO	U
HILIGHT	OFF	S
	BLINK	U
	REVERSE	U
	UNDERLINE	U
JUSTIFY	BOTTOM	S
	FIRST	S
	LEFT	S
	RIGHT	S
	LAST	S
LINE	Number	S
	NEXT	S
	SAME	S
MAPATTS	COLOR	S
	HILIGHT	S
	OUTLINE	U
	PS	S
	SOSI	U
	TRANSP	U
	VALIDN	U
OUTLINE	BOX	U
	LEFT	U
	RIGHT	U
	OVER	U
	UNDER	U
PS	BASE	U
	psid	U
SIZE	line	S
	column	S
SOSI	NO	U
	YES	U
TRANSP	NO	U
	YES	U
VALIDN	MUSTFILL	U
	MUSTENTER	U
	TRIGGER	U

Field definition macro: DFHMDF

Command	Option	Support Level
ATTRB	ASKIP	S
	BRT	S
	DRK	S
	DET	U
	IC	S
	FSET	S
	NORM	S
	NUM	S
	PROT	S
UNPROT	S	
CASE	MIXED	S
COLOR	BLUE	S
	GREEN	S
	NEUTRAL	S
	PINK	S
	RED	S
	TURQUOISE	S
	YELLOW	S
GINIT	graphic data	U
GRPNAME	name	S
HILIGHT	OFF	S
	BLINK	U
	REVERSE	U
	UNDERLINE	U
INITIAL	value	S
JISTIFY	BLANK	S
	LEFT	S
	RIGHT	S
	ZERO	S
LENGTH	number	S
OCCURS	number	S
OUTLINE	BOX	U
	LEFT	U
	RIGHT	U
	OVER	U
	UNDER	U
PICIN	value	S
PICOUT	value	S
POS	number	U
	line,column	S
PS	BASE	U
	psid	U
SOSI	NO	U
	YES	U
TRANSP	NO	U
	YES	U
VALIDN	MUSTFILL	U
	MUSTENTER	U
	TRIGGER	U